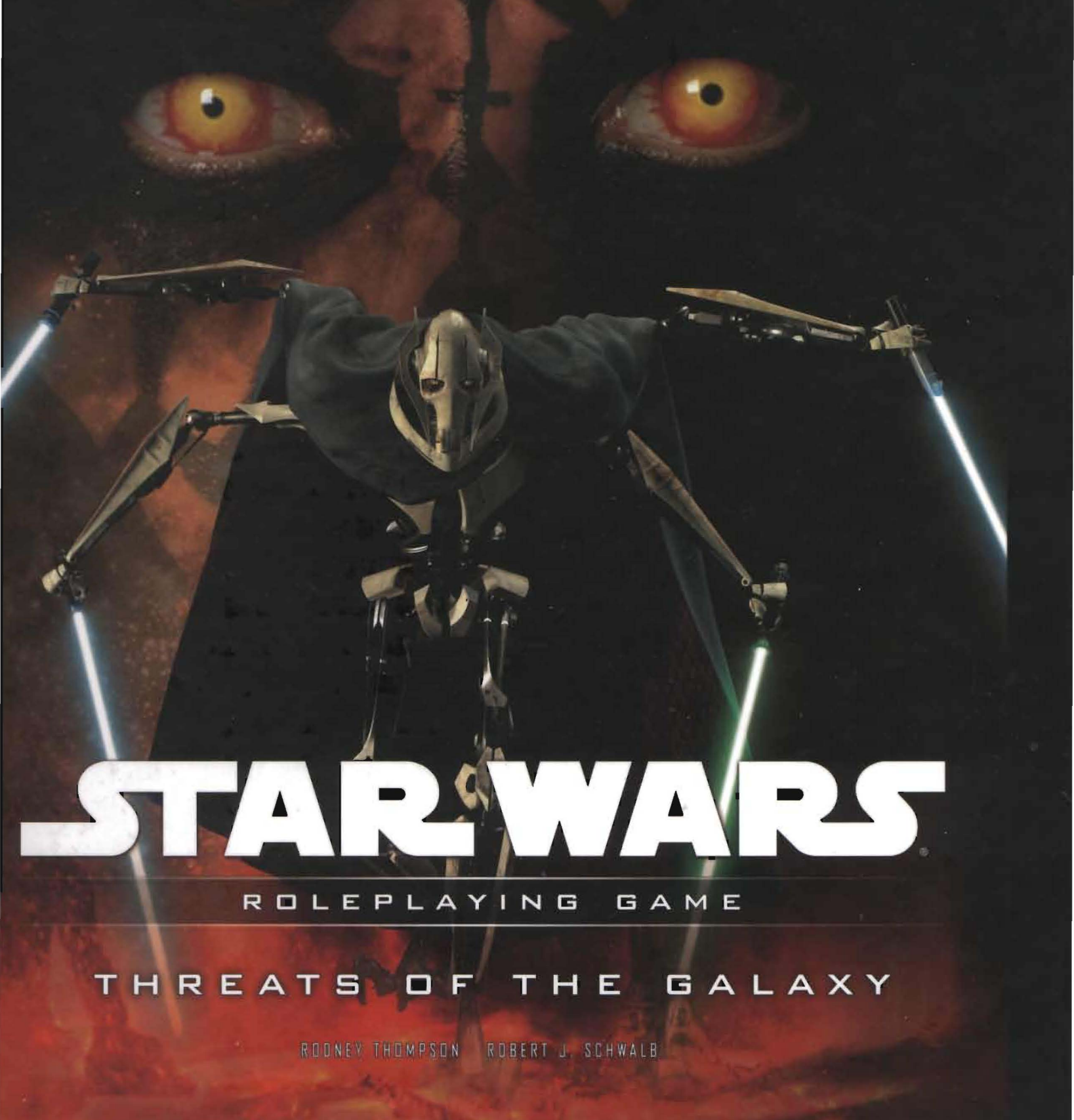




STAR WARS

ROLEPLAYING GAME

THREATS OF THE GALAXY

RODNEY THOMPSON ROBERT J. SCHWALB

STAR WARS

THREATS OF THE GALAXY

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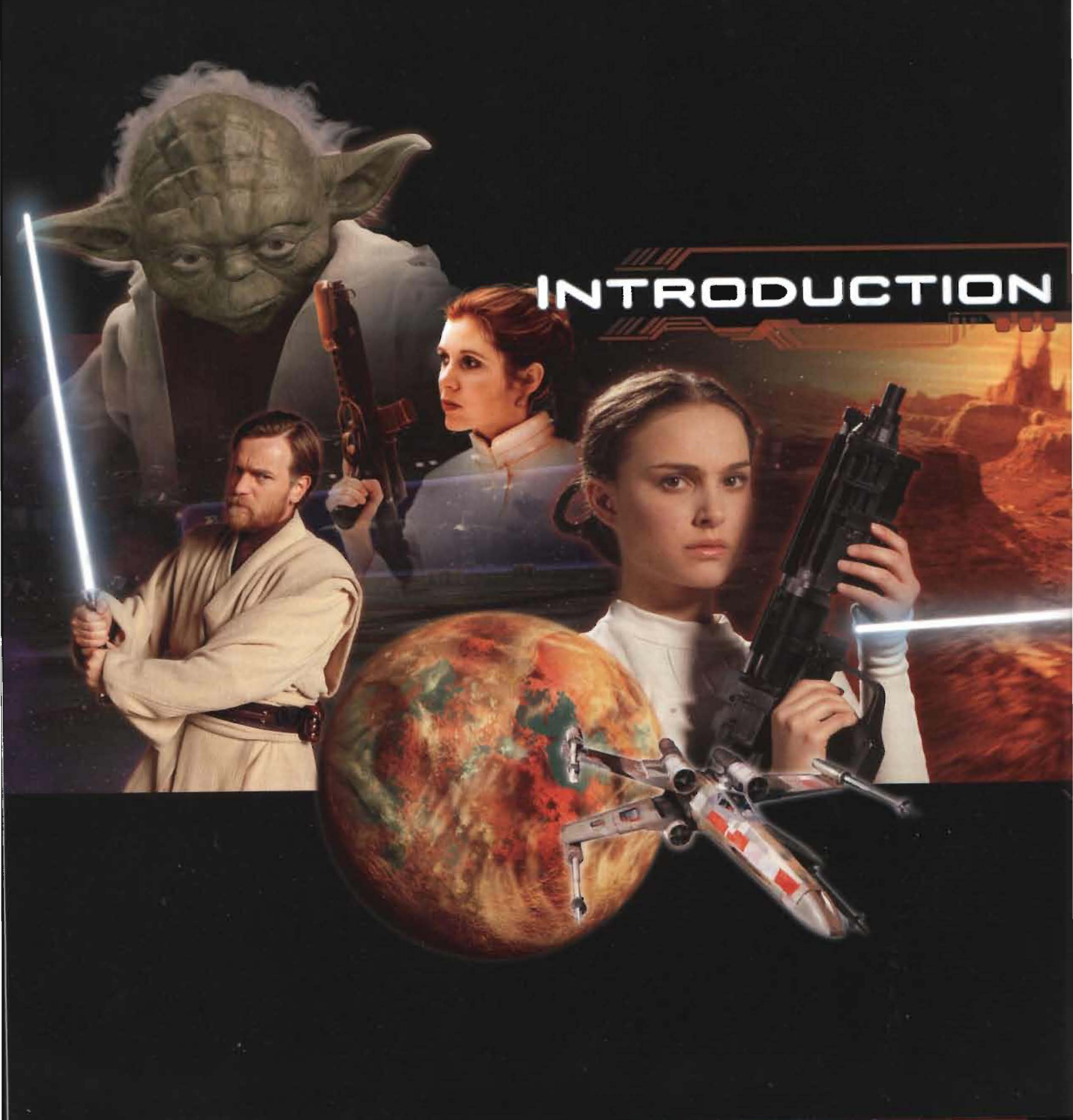
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INTRODUCTION





Part of the enduring appeal of *Star Wars* is the richness of the galaxy, the sense of wonder evoked by the countless worlds, the fantastic creatures, the compelling characters, and of course the droids. There is a sense of something larger, that the *Star Wars* universe is a thriving place filled with endless possibility. The detail is astonishing—each character, place, and thing has a history, a purpose, and a role in the larger universe, and together, they create the backdrop on which the heroes' stories are told.

Threats of the Galaxy is a companion volume to the *Star Wars Saga Edition Roleplaying Game*, offering an enormous selection of creatures, droids, and people with which you can populate the galaxy. With entries drawn from nearly every era of the *Star Wars* universe and spanning every level of game play, this book is a comprehensive volume that gives you even more tools to create exciting and compelling encounters worthy of joining those on the silver screen.

USING THIS BOOK

This book contains a host of characters, creatures, and droids with which you can populate the many worlds and environments of the *Star Wars* universe. Chapter One presents a variety of characters, covering just about every major archetype and giving you statistics and advice for using them in the game. Chapter Two describes some of the most notorious and monstrous creatures in the galaxy. Chapter Three presents a selection of droids found in the films and the Expanded Universe.

FOR THE GAMEMASTER

This book is an invaluable reference for Gamemasters. GMs can pull statistics straight out of the book for use at the game table without having to write up the characters themselves. Likewise, GMs can use the creatures as monstrous foes and minions to pit against their players, while the droids chapter is an excellent expansion to the droids described in the Saga Edition core rulebook.

FOR THE PLAYER

There's also plenty of information in this book for players. The character entries can help guide players' decisions about what sorts of feats, talents, and skills they should select as they advance their characters. The book also features new species, gear and vehicles, talents, and feats, most of which are available to any sort of character. Finally, the droids chapter gives players more options for purchasing droids and more choices for building droid heroes.

BUILDING GREAT ENCOUNTERS

Threats of the Galaxy is first and foremost a toolbox for building great encounters. Each entry in this book is an opportunity to dazzle players with interesting and exciting foes, but a statistics block does not make an encounter great or exciting by itself. Your job, as Gamemaster, is to put these characters, creatures, and droids together in such a way as to create a balanced threat that's both engaging, cinematic, and ensures that all the players involved have something to do. Mastering this process takes time and experience, but there are a few key pieces of advice that can help you along the way.

WHAT YOU NEED TO PLAY

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook (sometimes abbreviated *SE*) to make full use of the information in *Threats of the Galaxy*. This book also uses material from an earlier supplement, *Starships of the Galaxy* (abbreviated *SG*), but that supplement is not essential.

ENVIRONMENT

The action sequences in the films never take place in a 5-square-by-5-square room, and neither should yours. Consider the droid manufacturing plant on Geonosis from *Attack of the Clones*. Anakin and Padmé run through a massive industrial environment, weaving their way through dangerous machinery while battling an almost endless number of guards. Although Anakin is more than a match for these minor soldiers, he's constantly dealing with the changing and very hazardous atmosphere, even losing his lightsaber to the well-timed stamp of a machine.

When building an encounter, one of your first considerations should always be where the encounter will take place. It's fine for the occasional, unexpected fight to happen in a mundane environment, but when planning for a fight, be sure to fill the scene with all sorts of interesting tactical elements to enliven the encounter's circumstances.

For your first few encounters, limit yourself to just a few interesting elements. The more factors you add, the harder the combat becomes to manage. As a good rule of thumb, select three things to make the encounter more engaging, preferably including an environmental hazard, interesting terrain, and something that gives all the players an opportunity to engage the encounter.

Environmental Hazards

An environmental hazard affects both the heroes and their enemies, giving both groups something else to contend with other than just blasting each other to pieces. An easy choice is just to use weather. Fog and rain give stealthy characters a chance to use their sneakier abilities while also evening the odds for lopsided fights by granting everyone concealment. For higher-level heroes, you can up the ante by adding lava, scalding steam jets, aggressive machinery, extreme temperatures, acid rain, poisonous gas, spontaneous pit traps, conveyor belts, and more. An environmental hazard should be dangerous and increase the complexity of the encounter, but not to the extent that the hazard becomes the encounter itself.

Terrain

Combats in *Star Wars* are rarely of the mundane sort. They occur in places as interesting as the characters involved. The same should be true of encounters. Unusual terrain adds complexity to the encounter, creates opportunities, and ultimately allows tactical-minded players to take advantage of their circumstances. A combat should provide opportunities to jump, climb, slide, balance, and so on. There should be different levels, different chambers, places to explore and places to avoid. Terrain should also include cover, which can take the form of barriers, curving corridors, and just about anything else you can think of to make movement and the exchange of blaster fire more interesting.

Terrain is also important for controlling the scope of the battlefield. *Star Wars* is full of huge, sweeping environments, and battle scenes are often doubly exciting because of all of the action going on in the background. The trick is to create the illusion of space by providing large areas, but with limited options for movement. For example, when Qui-Gon Jinn fought Darth Maul on Naboo, their duel spread across a large area, though in truth their movement was somewhat restricted. Much of the fighting took place on narrow bridges or in the deadly tunnel equipped with the energy barriers. This duel covered a lot of ground, and the environment changed as it developed, but although there was a sense of space, the particular encounters took place in controlled environments where the Jedi fought on the bridge, the tunnel, and finally the power generator area, where Qui-Gon was killed.

Something for Everyone

Of the three considerations, this is the hardest to anticipate. Each group will have a different mix of characters, with different capabilities and motivations. You should pay close attention to the choices the players make and reward those choices in the encounters they face. A character who is a skilled pilot might not have much to do when not battling TIE Fighters in space, but an encounter in a starship hangar could give that character a chance to make use of his skills much as Anakin did when Padmé led her forces into the palace to liberate Naboo from the Trade Federation occupiers in *The Phantom Menace*.

ADVERSARIES

Creating *Star Wars* encounters takes flair, an ability that's hard to regulate with strict guidelines. The Saga Edition core rulebook establishes a solid foundation for building encounters in recommending Challenge Levels and variety in the encounters, but this is just the start. As with location, there are three major considerations when selecting adversaries: numbers, variety, and function.

Numbers

The numbers and types of opponents to use in an encounter is probably the toughest decision you'll make. In *Star Wars*, it's not only acceptable, but expected, for the heroes to face numerous foes. Each enemy combatant doesn't stand a chance against a single PC, let alone a group of them, but together they present a suitable challenge for groups of any level.

When selecting the number of opponents, it's usually better to use more low-level opponents than fewer high-level opponents. The more enemies on the battlefield, the more targets the characters have to choose from and engage. On the other hand, you don't want to overwhelm the heroes, or at least not every time, so it's best to use somewhere between four and eight opponents at a time. Remember, the encounter's CL should be within 1 or 2 of the party's average level, so the individual CLs of the various opponents should be 4 or 5 lower than the heroes' level.

Variety

There's a certain visceral sense of enjoyment that comes from blasting stormtroopers, but even that grows tiresome after a while. By mixing up the opposition, you can draw from a wide selection of abilities to help make the encounter more interesting.

The best way to do this is to select similarly themed opponents of varying Challenge Levels. This could include pairing up a soldier commander with a few soldiers and a medic, or an Imperial officer with a squad of stormtroopers. However, don't overlook combinations of different types. There's no reason why an encounter can't include a creature and characters, droids and characters, or a mix of all three.

Variety is also served by approaching the same broad character archetype from a number of directions, resulting in "similar" characters at an array of different Challenge Levels. That's why you'll find, for instance, the officer (CL 8), the commando squad leader (CL 10), and the mercenary captain (CL 5) in these pages. All of these characters fill the same basic role, but their specific abilities and CLs set them apart from one another.

Function

Ultimately, the question you need to answer when constructing the encounter is: What is its function? How the encounter fits into the adventure's storyline helps guide your choices about what the heroes should ultimately face and

when. An encounter that is not much more than an obstacle for the PCs doesn't need as much detail and variety as the final battle between the heroes and their nemesis, so spend your time and creativity wisely.

Obstacles are the simplest encounters. By themselves, these encounters add little to the story or development of the plot and merely serve as a device to control the pacing of the adventure. Individual opponents should be far below the heroes' average and as a whole, the group's Challenge Level should be 1 or 2 lower than normal.

Minor encounters are a bit more involved than obstacles since they affect the outcome of the adventure's story. A minor combat encounter features opponents tied directly to the adventure's plot, and the results of the combat might have consequences for the adventure's outcome. As with obstacles, the individual opponents can and should be far below the characters' average level, but the total Challenge Level ought to be within 1 of the PC's average level.

The last function is the major encounter. This is the big one, where the player characters square off against their nemesis in a climactic battle and the outcome brings about the end of the adventure and sets up the next chapter in the campaign. The CL for these encounters can creep over the PCs' level, and it should. The major villain might be able to handle a group of heroes, but in most cases, you might need to insulate the villain with minions and lower-level adversaries to draw out the fight and to expand the possibilities and developments for the various characters involved.

COMMON ABILITIES

Many of the characters, creatures, and droids described in this book have sensory abilities that were originally explained in the Saga Edition core rulebook. For convenience and to avoid repetition, those abilities are defined below.

Darkvision: A character, creature, or droid that has this ability can see in the dark, ignoring concealment and total concealment due to darkness. Darkvision is black and white only, so there must be at least some light to discern colors. It is otherwise like normal sight, and a creature that has darkvision can function with no light at all.

Low-Light Vision: A character, creature, or droid that has this ability can see without penalty in shadowy illumination, ignoring concealment (but not total concealment) due to darkness. It retains the ability to distinguish color and detail under these conditions.

Scent: A character, creature, or droid that has this ability ignores concealment and cover when making Perception checks to notice opponents within 10 squares, and it takes no penalty from poor visibility when tracking (see the Survival skill, SE 73).

CHAPTER I CHARACTERS





This chapter presents a selection of character archetypes. From noble Jedi Masters to villainous Sith Lords, vicious swoop gangs, loyal soldiers, traders, medics, elite warriors, and more, all represent the people who shape the galaxy. You can use them as written or change them to fit your needs. Each entry presents one or more sets of generic statistics to give you a ready-to-run character. Also, the entries include guidance about how the characters fit into the larger universe as well as tips and advice for building encounters that feature them. Many of the individuals featured herein function as villains, but not all. Some of them work equally well as contacts, allies, minions, or supporting characters, folks the heroes meet over the course of their adventures who provide aid or information. The *Star Wars* universe is filled with interesting individuals, good, bad, and neutral, and where these generic characters fall on that spectrum is up to you.

Most of the generic characters in this chapter are not associated with a species. The omission is intentional; to make this book useful in as many situations as possible, no species is defined so that (for instance) a soldier can be a soldier whether you're running games set in the Old Republic, Rise of the Empire, or during the Legacy era. To make full use of these statistics, you might want to determine a species. This decision isn't always necessary, though, especially for minor encounters, since the traits of a character's species might not come into play. However, for combat encounters, it's best to select a species and adapt the statistics block as necessary. The easiest way is to just use the Human species, since it can also represent a whole host of near-Humans, and then give the character one extra trained skill and a bonus feat. For the trained skill, select from the class skills available to the character's first listed class.

For other species, be sure to account for how ability modifiers affect the statistics—ability score penalties might prevent certain feat selections, while bonuses could result in improved defenses, higher skill modifiers, and perhaps even extra Force powers. Also, every generic character uses Medium as its size, by default; if the species you select for a character is bigger or smaller than Medium, be sure to apply size modifiers when appropriate.

Some entries also include statistics for unique, named characters. These characters, drawn from the films and the Expanded Universe, demonstrate specific examples of the archetypes in the setting, while also providing ready-to-use villains and support characters straight out of the book. Even if a character is not present in the era you're using, you can change the character's name and background, and you'll have a new and compelling character to use as an adversary or ally for the heroes.

ADEPT, FORCE

Force Adept

CL 8

Medium soldier 7/Force adept 1

Force 3

Init +9; Senses Perception +10

Languages Basic

Defenses Ref 20 (flat-footed 20), Fort 22, Will 23

hp 83; Threshold 22

Speed 6 squares

Melee vibroaxe +7* (2d10+20)

Base Atk +7; Grp +10

Atk Options Cleave, Devastating Attack (advanced melee weapons),
Melee Smash, Power Attack

Special Actions Damage Reduction 10, Equilibrium

Force Powers Known (Use the Force +12): *battle strike, Force slam,*
move object, surge

Abilities Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 16

Talents Damage Reduction 10, Devastating Attack (adv melee weapons),
Equilibrium, Melee Smash, Weapon Specialization (adv melee
weapons), Feats Armor Proficiency (light, medium), Force Sensitivity,
Force Training (2), Power Attack, Weapon Focus (adv melee weapons),
Weapon Proficiency (adv melee weapons, pistol, rifles, simple weapons)

Skills Initiative +9, Perception +10, Use the Force +12

Possessions vibroaxe

*Includes 4 points of Power Attack.

The galaxy is a vast place, and the Jedi and the Sith are not the only keepers of knowledge of the Force. Many planets boast their own population of talented individuals who are in tune with the Force, although the methods they employ to harness its power can vary wildly. Depending on the world, a Force adept might be seen as a valuable and revered members of society or vilified as a suspicious, even evil practitioner of mysterious power. Regardless, Force adepts are respected by all for their ability to call upon the power of the Force to perform amazing deeds.

The Force adept provided here represents a more violent individual in tune with the dark side. By tapping into his inner rage, the Force adept turns his weapon into an extension of his body, using his might and personal Charisma to get what he wants. Although this Force adept lacks a lightsaber, he's still a dangerous individual in melee combat, calling upon the dark side to bolster his natural abilities and become a whirling dealer of death.

FORCE ADEPT ENCOUNTERS

Some Force adepts band together, forming cabals that instruct new recruits in the way of the Force (although they might call it something else)—each



group has its own flavor and techniques, some of which can be baffling for more "traditional" Force-users, such as the Jedi or the Sith. Force adepts also have a close connection with mystics (page 59), although Force adepts are much more proactive than their contemplative counterparts.

The martial-oriented Force adept described above could be found alone or leading a group of warriors, who both respect and fear his combat prowess. Force adepts found on more primitive worlds might ride steeds, such as varactyls (page 126), instead of vehicles. Because of his connection with the dark side, this Force adept could also accompany Dark Jedi adepts or Sith apprentices, who see the value in utilizing Force adepts' skills and the potential of converting them wholly to the dark side.

DATHOMIRI WITCH

The Dathomiri Witches are female Human Force-users who hail from the primitive world of Dathomir. The Dathomiri Witch described here could represent a particularly powerful leader of one of the various clans. Trained in the powers of the Force through unorthodox methods, the Dathomiri Witch is a master at clouding a person's mind or seeing into the future. Her command of the beasts of her planet is second to none, and she often travels with one or more animal companions who protect her from harm. Each clan has its own interpretation of how the Force should be utilized, but most abide by the edict "Never concede to evil." Members of the clan called the Nightsisters are an exception to this rule, since they practice forbidden powers that traditional Force-users would recognize as being of the dark side.

Dathomiri Witch

CL 10

Medium Human scout 7/Force adept 3

Force 4; Strong in the Force

Init +11; Senses Perception +19; Force Perception

Languages Basic, Paecian, 1 other

Defenses Ref 23 (flat-footed 22), Fort 23, Will 27

hp 64; Threshold 23

Speed 6 squares

Melee spear +6 (1d8+4)

Ranged spear +8 (1d8+4)

Base Atk +7; Grp +8

Special Actions Charm Beast, Command Beast, Extra Second Wind, Flight

Force Powers Known (Use the Force +19): *battle strike*, *move object*, *rebuke*, *surge*

Force Techniques Force Point Recovery, Improved Sense Surroundings

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 16, Cha 18

Talents Adept Spellcaster, Charm Beast, Command Beast, Flight, Force Talisman, Force Perception

Feats Extra Second Wind, Force Sensitivity, Force Training, Skill Focus (Ride), Skill Focus (Survival), Skill Focus (Use the Force), Strong in the Force^H, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +11, Endurance +10, Initiative +11, Perception +19, Persuasion +9 (+19 when charming beasts), Ride +16^H, Stealth +11, Survival +18, Swim +9, Use the Force +19

Possessions spear, Force talisman, Dathomiri rancor companion

H Human bonus feat or trained skill.

Dathomiri Witch Encounters

Regardless of their actual status in the clan, all Dathomiri Witches are trained in the art of war and are fierce and capable combatants when pressed. A witch knows that she's never far from her clan sisters and can rely on her spells (Force powers) to call them for aid. Because of her command of beasts, it's possible that a Dathomiri Witch could be found riding on the planet's most dangerous predator—the dreaded rancor—making for a seriously challenging encounter.

TRIBAL SHAMAN

Among primitive cultures, certain Force adepts serve as tribal healers or witch doctors, using the power of the Force to cure ailments and mend bones. In addition to their control of the Force, tribal shamans are also proficient in more mundane cures, although their techniques and methods might seem unorthodox compared to physicians in more civilized cultures. Among many groups, tribal shamans also serve as “healers of words,” acting as respected (and neutral) mediators between disagreeing parties. The wise words of the tribal shaman go a long way in repairing any damage caused by political disputes and inspire unity and confidence among their people.

Although tribal shamans are focused on curing the sick and tending to the wounded, not all of them have taken a vow of nonviolence. Some even accompany their warriors into battle; however, their status and relative lack of fighting prowess means that they are kept to the rear of combat and protected by a cadre of their kinfolk.

Tribal Shaman

CL 9

Medium noble 5/scout 2/Force adept 2

Force 4

Init +8; Senses Perception +12

Languages Basic, 1 other

Defenses Ref 21 (flat-footed 21), Fort 24, Will 27

hp 77; Threshold 24

Speed 6 squares

Melee knife +5 (1d4+4)

Ranged knife +4 (1d4+4)

Base Atk +5; Grp +5

Special Actions Equilibrium, Extra Second Wind, Force Focus

Force Powers Known (Use the Force +12): *farseeing*, *mind trick*, *vital transfer* (2)

Force Techniques Force Power Mastery (*vital transfer*)

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 16, Cha 16

Talents Coordinate, Equilibrium, Force Focus, Force Power Adept (*vital transfer*), Force Recovery

Feats Extra Second Wind, Force Sensitivity, Force Training, Improved Defenses, Skill Focus (Persuasion), Skill Focus (Treat Injury), Weapon Proficiency (pistol, rifles, simple weapons), Toughness

Skills Endurance +11, Perception +12, Persuasion +17, Ride +8, Survival +12, Treat Injury +17, Use the Force +12

Possessions knife, 4 medpacs

Tribal Shaman Encounters

Tribal shamans commonly travel with thugs (generic warriors) or even martial artists (representing elite warriors of the tribe), who protect them from harm.

Because of their unique connection to the Force, some tribal shamans might be considered insane or at least more than a little strange, speaking in odd cadences and staring off into space. That said, a tribal shaman could also be called upon to serve as an ambassador or representative for a people, who respect his wisdom on such matters—the other party must contend with his unusual behavior, all the while trying not to disrespect the clan and its customs and traditions.

When forced to defend himself or his people, a tribal shaman might use *mind trick* to divert an opponent's attention or otherwise convince that individual to leave and never come back.

ASSASSIN

Assassin

CL 10

Medium scoundrel 7/soldier 3

Force 3; Dark Side 12

Init +13; Senses Perception +11

Languages Basic, 2 others

Defenses Ref 25 (flat-footed 22), Fort 21, Will 22

hp 45; Threshold 11

Speed 6 squares

Melee vibroblade +13 (2d6+7) or

Melee vibroblade +11 (3d6+7) with Rapid Strike

Ranged blaster pistol +11 (3d6+5) or

Ranged blaster rifle +11 (3d8+5)

Base Atk +8; Grp +11

Atk Options autofire (blaster rifle), Careful Shot, Dastardly Strike, Devastating Attack (advanced melee weapons), Point Blank Shot, Precise Shot, Rapid Strike, Running Attack, Sneak Attack +3d6, Sniper

Abilities Str 11, Dex 17, Con 8, Int 14, Wis 12, Cha 14

Talents Dastardly Strike, Devastating Attack (advanced melee weapons), Sneak Attack +3d6, Weapon Specialization (advanced melee weapons)

Feats Careful Shot, Point Blank Shot, Precise Shot, Rapid Strike, Skill Training (Gather Information), Skill Training (Pilot), Sniper, Weapon Finesse, Weapon Focus (adv melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifle, simple weapons)

Skills Acrobatics +13, Deception +12, Gather Information +12, Initiative +13, Perception +11, Persuasion +12, Pilot +13, Stealth +13

Possessions blaster rifle with enhanced targeting scope, blaster pistol, vibroblade, concealed holster, electrobinoculars, liquid cable dispenser, encrypted comlink, utility belt with medpac, 200 credits

All assassins kill for money. Where particular assassins differ is in the techniques they use. Some are deadly snipers, taking a position far from the watchful eyes of sentries and passersby to wait for that one clear shot before slipping away. Others are more direct, removing their mark with a well-placed thrust of a vibroblade when the target least expects it.

Being an assassin is dangerous work. One who goes it alone must acquire his own customers, pay for equipment out of his own commissions, and lacks any kind of protection when a victim's friends come looking for revenge.

Some organizations, such as the Assassins Guild, offset the risks of the blood trade by offering skilled killers the protection they need to make a living in this nasty business. Gaining membership in the Assassins Guild is easy; a candidate simply needs a sponsor to vouch for him. The guild is not particularly selective about who joins, since it is powerful enough to punish those who betray its secrets.

ASSASSIN ENCOUNTERS

Assassins are hidden killers, watching and waiting for the moment when their target is most vulnerable. For the assassin, the attack isn't personal. It's just a job, and one that pays well.

Assassins focus on eliminating their targets with the least amount of work possible. They aren't interested in collateral damage, since extra deaths don't bring in any more credits. That said, an assassin isn't afraid to kill a few bystanders if that's the only way to get to the target.

When on a job, an assassin might work alone or might operate as the leader of a small team. He might use assassin droids, espionage droids, or vicious creatures such as the lethal kouhun (page 113) as tools. These servants are expendable resources, and their use helps to keep the assassin's hands clean. If an assassin ever finds himself outmatched, he is not above retreating—intending to strike again later and with a great deal more force.



DATADAGGER

Simple Weapon

A datadagger is an elaborate and decorative code cylinder (SE 134) that contains a hidden weapon. When the wielder twists the hilt, a needlelike blade extends from the socket. Since the blade is so well hidden within the code's electronics, it is hard to detect (+5 bonus to the Stealth check to conceal the object and no circumstance bonus if the examiner touches the wielder).

Size Tiny; **Cost** 500; **Damage** 1d4; **Stun Damage** —; **Weight** 0.1 kg; **Type** Piercing; **Availability** Illegal.

Malkite Poisoner

CL 13

Medium scoundrel 9/noble 4

Force 6; **Dark Side** 12

Init +14; **Senses** Perception +14

Languages Basic, Bocce, High Galactic

Defenses Ref 29 (flat-footed 26), Fort 25, Will 27; **Dodge**, **Mobility** hp 63; **Threshold** 25

Speed 6 squares

Melee datadagger +12 (1d4+6) or

Melee vibroblade +13 (2d6+6)

Ranged hold-out blaster pistol +12 (3d4+6)

Base Atk +9; **Grp** +12

Atk Options Dastardly Strike, Malkite Techniques, Point Blank Shot, Running Attack, Sneak Attack +1d6, Triple Crit (datadagger)

Special Actions Knack, Presence, Weaken Resolve

Abilities Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 16

Talents Dastardly Strike, Knack, Malkite Techniques, Numbing Poison, Presence, Sneak Attack +1d6, Weaken Resolve

Feats Dodge, Improved Defenses, Mobility, Point Blank Shot, Running Attack, Skill Training (Persuasion), Skill Training (Stealth), Skill Training (Use Computer), Triple Crit (datadagger), Weapon Finesse, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +14, Gather Information +14, Initiative +14, Knowledge (bureaucracy) +13, Knowledge (life sciences) +13, Mechanics +13, Perception +12, Persuasion +14, Stealth +14, Use Computer +13

Possessions datadagger, vibroblade, hold-out blaster pistol, 2 canisters of dioxis, 2 doses of knockout drops, 2 doses of paralytic poison, encrypted comlink, credit chip with 1,000 credits, utility belt, security kit

MALKITE POISONER

The remote world Malkii is famed for producing some of the most skilled poison manipulators in the galaxy.

Poisoners operate in deep cover, impersonating nobles and wealthy citizens as a means to get close to their mark. So he can strike when the time is right, a Malkite Poisoner conceals numerous toxins all over his body, from the folds of his clothing to hidden compartments in his belongings. Each dose is so well hidden that a Malkite Poisoner can carry his toxins past even the most resolute security teams.

MALKITE POISONER TALENT TREE

You have mastered the deadly arts of poison from the masters on Malkii. You can employ a wide array of lethal toxins with which you can quickly and efficiently destroy your targets.

Malkite Techniques: Once per encounter, you can apply a toxin to any nonenergy slashing or piercing weapon as a standard action. If an attack roll with that weapon also exceeds the target's Fortitude Defense, that target is poisoned. Each round on the creature's turn, the poison makes an attack roll (1d20 + your heroic level) against the target's Fortitude Defense. If the attack succeeds, the target takes damage equal to 1d6 + one-half your heroic level and moves -1 step along the condition track. A target moved to the end of the condition track by the poison is unconscious but continues to take damage as long as the poison continues to attack. The poison attacks each round until it misses or until the victim is cured with a Treat Injury check (DC 10 + your heroic level).

Modify Poison: You can modify the delivery method of a poison (contact, ingested, inhaled, injury) to another delivery method by succeeding on a Knowledge (life sciences) check (DC equal to the poison's Treat Injury DC). The poison's capabilities and specific effects are unchanged.

Prerequisite: Malkite Techniques.

Numbing Poison: Any target you poison is automatically denied its Dexterity bonus to its Reflex Defense for as long as it remains poisoned.

Prerequisite: Malkite Techniques.

Undetectable Poison: The Treat Injury DC needed to cure a poison you have used against a target increases by 5.

Prerequisite: Malkite Techniques.

Vicious Poison: Any poisons you have used against a target gain a +2 bonus to their attack rolls made against that target's Fortitude Defense.

Prerequisite: Malkite Techniques.

BODYGUARD

Bodyguard

CL 6

Medium soldier 5/nonheroic 3

Force 8

Init +11; Senses Perception +11

Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 18, Will 17

hp 63; Threshold 18

Speed 6 squares

Melee unarmed +8 (1d3+3)

Ranged blaster pistol +9 (3d6+2)

Base Atk +7; Grp +9

Atk Options Pin, Point Blank Shot

Special Actions Draw Fire, Harm's Way, Tough as Nails

Abilities Str 13, Dex 15, Con 13, Int 12, Wis 14, Cha 12

Talents Draw Fire, Harm's Way, Tough as Nails

Feats Pin, Point Blank Shot, Skill Training (Initiative), Skill Training (Perception), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +11, Perception +11, Persuasion +10, Treat Injury +11

Possessions blaster pistol, comlink

Celebrities and influential individuals appear to live happy and successful lives doing what they do. They appear unafraid of whatever life throws their way. In truth, however, even the rich and famous have enemies, and the bodyguard stands as the last line of defense against those who would infringe on the life of his client.

Simply put, a bodyguard is a paid professional whose task is to protect the life of his patron against anyone who would dare to threaten it. Ideally, he makes sure his client does not even know of any existing threats and allows her to do what she wants to do. A bodyguard puts aside his own needs and sets the priorities of his client above his own, even to the point of risking his life to protect his employer.

Typically, a bodyguard is quiet and maintains a serious composure, as if he is concentrating. He must do so, for one mistake could cost him the life of his charge. He dresses inconspicuously, choosing to wear clothes that hide his blaster pistol and afford him some measure of protection while allowing him to blend in where he and his client will be.

BODYGUARD ENCOUNTERS

Where one finds the rich and famous, a bodyguard will not be very far away. Either in plain sight or hiding close by in the crowd, he is always seconds away from his client, ready to take action against whoever imperils his patron's safety.



Bodyguards are most often found in the company of noble-class characters, whether they be politicians on Coruscant, well-to-do merchants on Neimoidia, or the royalty of Hapes. Many times, a bodyguard is hired on retainer for a specific person, since the majority of high-society people prefer being protected by some-one they recognize to help them feel a little safer. However, some bodyguards rent themselves out on a temporary basis, wishing to move from job to job instead of tying themselves down to one person for an extended period.

Ultimately, a bodyguard wants a peaceful job without any trouble, but he is not afraid to whip out his blaster and use it if the situation calls for it. He strives to resolve conflicts quickly, preferring to get the one for which he is responsible out of harm's way and leaving the miscreant that caused the incursion to the local law enforcers.

CAPTAIN TYPHO

Born on Naboo and raised in the shadow of the Royal Naboo Court, Gregar Typho grew up wanting to serve the Queen as one of her guard. He finally got his chance and completed his training at many of the same offworld academies attended by his uncle, Captain Panaka. Typho joined the Palace Guard and served with pride in that capacity until the Trade Federation blockaded the planet.

During the fateful battle, Typho fought alongside his uncle, showing courage and resolve in the heat of battle. Despite his exceptional training, he became injured and lost his left eye. The serious wound did not slow down the young soldier. Recognized for his valor and his uncompromising loyalty, Typho was promoted to captain and assigned as Amidala's Head of Security when Padmé stepped down from the throne and became Senator of the Chommell Sector. Although many accused Typho of using his family connections to gain the distinguished position, they did not realize that it was not his uncle who made the decision.

Following his uncle's lead, Typho did his best to implement stronger security measures and adopted many of Panaka's practices, including the use of disguised handmaidens to protect the Senator. Had the use of decoys not been put into place, Padmé would have surely died when her Naboo Royal Cruiser was destroyed on a landing pad on Coruscant on the day of the Military Creation Act vote. After a second attempt on the Senator's life, he was told to remain behind and keep up appearances by guarding the decoy, Dormé, as if she were the Senator, while Padmé returned to Naboo with the Padawan Anakin Skywalker.

After the outbreak of the Clone Wars, Typho stayed close to Amidala's side, choosing to apply tighter security during the conflict. He traveled with her aboard her yacht and stayed at her apartments on Coruscant and Naboo. Four months into the war, Yoda was aboard Padmé's starship when he sensed a disturbance in the Force coming from the planet Ilum. Yoda suggested they on a rescue mission to the icy planet.

Typho sternly disapproved, stating that the risks were too high. Despite his

objections, the captain was coerced through the Force by Yoda to proceed with the rescue.

Captain Typho continued to serve under Amidala throughout the Clone Wars, defending her against assassination attempts on Coruscant and Naboo. Following the end of the war, a troubled Padmé prepared to depart to Mustafar to confront her husband about the death of the younglings at the Jedi Temple. Typho tried to go with her, but she insisted on traveling with only C-3PO. The next time Typho saw her was at her funeral.

Remaining in the Naboo security force and choosing not to side with the Empire, Typho worked to establish a spy network to keep watch over the Imperial occupation, even as the Empire wanted to keep an eye on the Naboo Royal Security forces. Months after Amidala's passing, he worked with Ferus Olin to remove the Imperial presence from Naboo, even though the victory was only temporary.

Captain Typho is a highly skilled and able soldier whose loyalties lie strictly with Naboo and its leadership. Stern yet sincere, he is not afraid to express his thoughts and opinions to get the job done and is always looking out for Amidala's best interests. His dedication to Padmé and Naboo is unswerving. He is an expert shot, despite the loss of his eye, and a capable pilot.

Captain Typho

CL 8

Medium Human soldier 5/noble 3

Force 4

Init +12; Senses Perception +11

Languages Basic, Gunganese, High Galactic, Hutttese

Defenses Ref 25 (flat-footed 21), Fort 22, Will 23

hp 70; Threshold 22

Speed 6 squares

Melee unarmed +9 (1d6+6)

Ranged blaster pistol +10 (3d6+4) or

Ranged blaster pistol +8 (4d6+4) with Rapid Shot

Base Atk +7; Grp +10

Atk Options Careful Shot, Deadeye, Point Blank Shot, Rapid Shot

Special Actions Born Leader, Distant Command, Draw Fire, Harm's Way, Tough as Nails

Abilities Str 15, Dex 16, Con 13, Int 13, Wis 14, Cha 12

Talents Born Leader, Distant Command, Draw Fire, Harm's Way, Tough as Nails

Feats Armor Proficiency (light, medium), Careful Shot, Deadeye, Improved Defenses, Linguist, Martial Arts I, Point Blank Shot, Rapid Shot, Skill Training (Gather Information), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Gather Information +10, Initiative +12, Knowledge (tactics) +10, Perception +11, Pilot +12, Use Computer +10

Possessions blaster pistol, blast vest, comlink



BOUNTY HUNTER

Bounty Hunter

CL 10

Medium nonheroic 3/scout 4/bounty hunter 5

Force 4; Dark Side 4

Init +9; Senses Perception +12

Languages Basic, 1 other

Defenses Ref 26 (flat-footed 23), Fort 24, Will 20

hp 82; Threshold 24

Speed 6 squares

Melee vibroblade +12 (2d6+6)

Ranged blaster carbine +13 (3d8+4) or

Ranged blaster pistol +13 (3d6+4) or

Ranged stun grenade +13 (4d6+4 stun, 2-square burst)

Base Atk +10; Grp +13

Atk Options autofire (blaster carbine), familiar foe +2, Hunter's Mark, Pin, Trip

Special Actions Hunter's Target

Abilities Str 15, Dex 17, Con 14, Int 12, Wis 12, Cha 8

Special Qualities familiar foe +2

Talents Acute Senses, Expert Tracker, Hunter's Mark, Hunter's Target, Nowhere to Hide

Feats Armor Proficiency (light), Skill Training (Climb), Skill Training (Endurance), Skill Training (Knowledge [galactic lore]), Skill Training (Perception), Pin, Trip, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +13, Endurance +13, Gather Information +10 (can reroll when checking to locate a specific individual, must take second result), Knowledge (galactic lore) +12, Perception +12 (can reroll, must take second result), Survival +12

Possessions vibroblade, blaster carbine, blaster pistol, 4 stun grenades, encrypted comlink, credit chip with 50 credits, electrobinoculars, glow rod, flight suit, field kit, binder cuffs, utility belt

Bounty hunters occupy the ambiguous gray area between heroes and villains. For the most part, they are neither good nor evil; they just have a job to do. In some ways, bounty hunters perform a useful service, since they hunt down criminals and other fugitives, bringing them in dead or alive. However, bounty hunters rarely consider the ramifications of what they do or even care about whom they serve. To a bounty hunter, it almost never matters what a target is accused of or why there's a bounty on his or her head. Bounty hunters are often employed by some of the most despicable villains in the galaxy. They can be found haunting the courts of Hutts, scouring the Outer Rim worlds for fugitive slaves, or toiling in the service of the Emperor.

BOUNTY HUNTER ENCOUNTERS

Although some bounty hunters prefer to go it alone, many form small crews, with the most notorious member leading a small team of ordinary hunters. These groups form up for short times, usually until a job is done, but sometimes they collapse when greed or grudges get in the way. Hunters are not reluctant to betray even those closest to them, making their alliances tenuous at best. Should a job turn sour, they might turn against one another, perhaps giving their prey the chance it needs to slip away.

A typical bounty hunter encounter usually involves a skilled bounty hunter of note, supported by a crew of two to three minions. If you use any of the unique bounty hunters described below, you can also use the generic bounty hunter (above) as a tough minion and the bounty hunter in the Saga Edition core rulebook as lesser minions. Bounty hunters who are intent on bringing back their marks dead rather than alive might pair up with an assassin to ensure that the job's done right.

AURRA SING

If cold detachment is a rule for bounty hunters, Aurra Sing is the exception. Born to a spice addict on Nar Shaddaa, she had Force potential, a trait a mysterious Jedi known only as the Dark Woman discovered. Freed from the horrors of her birth world, she spent several years studying at the Jedi



Temple in Coruscant, but her life would take another turn. While she was on a mission to Ord Namurt, star pirates captured young Sing, telling their prisoner that the Dark Woman had sold her to them. Sing was enraged and clung to the hate filling her heart, giving her the resolve to spend the rest of her life hunting Jedi.

She learned much from the pirates. She became a pilot, a navigator, a killer, and a fighter. Her expertise worried the cutthroats and they thought she might turn against them, so at the first opportunity, they sold her to a Hutt named Wallanooga, who soon after turned her over to the Anzati, a breed of alien vampires, to settle an old debt. These new masters saw in Sing a useful tool, and trained and altered her body to suit their purposes. When their modifications were complete, they set her loose on the galaxy, at which point she promptly returned to the Hutt and killed him in cold blood.

Free for the first time, Aurra Sing did what she could to survive. She became a ruthless killer and bounty hunter, specializing in Jedi, whom she blamed for all of the ills in her life. With her training, talents with the Force, and augmentations given to her by her former Masters, she scoured countless worlds in her search for her former mistress to get the revenge she so desperately craved.

Aurra Sing

CL 12

Medium near-Human scoundrel 3/Jedi 2/scout 4/bounty hunter 3

Destiny 1; Force 6; Dark Side 12

Init +14; Senses Perception +13; Force Perception

Languages Basic, Bocce

Defenses Ref 29 (flat-footed 26), Fort 27, Will 25; Elusive Target hp 94; Threshold 27

Speed 6 squares

Melee lightsaber +11 (2d8+7) or

Melee lightsaber +9 (3d8+7) with Rapid Strike

Ranged slugthrower rifle +13 (2d8+6) or

Ranged blaster pistol +13 (3d6+6) or

Ranged blaster pistol +8 (3d6+6) and
blaster pistol +8 (3d6+6)

Base Atk +10; Grp +13

Atk Options autofire (slugthrower rifle), Careful Shot, familiar foe +1, Melee Defense, Point Blank Shot, Rapid Strike, Running Attack, Skirmisher, Sneak Attack +1d6

Special Actions Gauge Force Potential

Force Powers Known (Use the Force +13): *battle strike*, *Force slam*,
move object

Abilities Str 13, Dex 16, Con 14, Int 13, Wis 14, Cha 14

Special Qualities familiar foe +1

Talents Acute Senses, Elusive Target, Improved Initiative, Force

Perception, Gauge Force Potential, Skirmisher, Sneak Attack +1d6

Feats Careful Shot, Dual Weapon Mastery I, Force Sensitivity^{II}, Force Training, Melee Defense, Point Blank Shot, Rapid Strike, Running Attack, Skill Training (Pilot), Skill Training (Survival), Skill Training (Use the Force), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +14, Gather Information +13, Initiative +14 (can reroll, must take second result), Knowledge (galactic lore) +12, Perception +13 (can reroll, must take second result), Persuasion +13^{II}, Pilot +14, Stealth +14, Survival +12, Use the Force +13 (can reroll, must take second result)

Possessions 5 lightsabers, slugthrower rifle with 4 clips, 2 blaster pistols, utility belt, flight suit, Rhen-Orm Biocomputer, ion-repulsorlift swoop, Corellian blockade runner (as Corellian corvette)

H Human bonus feat or trained skill.

RHEN-ORM BIOCOMPUTER

The Anzati surgically implanted a biocomputer in Aurra Sing's skull to expand her range of awareness and sense those who have uncommon "luck." The computer processes information received from a long antenna that protrudes from her forehead. The result of this implant is that when Aurra Sing makes a Survival check to track an opponent, she adds her quarry's Force Point total as an equipment bonus to her checks. A Rhen-Orm Biocomputer must be installed by a character who has the Cybernetic Surgery feat, and is counted as a cybernetic prosthesis.

BOSSK

Born to the cruel Cradosk, leader of the Bounty Hunters Guild on Trandosha, Bossk made a name for himself hunting escaped Wookiee slaves, a dangerous profession for just about any species aside from the Trandoshans. Bossk expanded his targets to include non-Wookiees, giving him fame and credibility as a skilled bounty hunter.

It was during these early years that Bossk had his first encounter with Han Solo and his partner Chewbacca. After cornering the pair on a planet that served as a refuge for escaped Wookiees, he tried to take Solo's partner alive, a deed that would certainly improve his standing among his peers. He failed, and Solo destroyed his ship, stranding the bounty hunter on the wretched planet and leading to the grudge that Bossk would carry for the rest of his days.

When he finally escaped on the newly purchased *Hound's Tooth*, Bossk returned to his homeworld to find the Bounty Hunters Guild in tatters. Bossk murdered his father and devoured his remains, just as the guild collapsed into two warring factions. The savagery of Bossk's act catapulted him to head of the Guild Reform Committee—those younger bounty hunters committed to the destruction of their rivals, the true guild, which they believed had long outlived its usefulness.

As the guild disintegrated, Darth Vader handpicked Bossk and other hunters to hunt down the *Millennium Falcon*. Although Bossk's fellows saw this as a great opportunity to bring in Han Solo—the bounty on his head was quite steep—Bossk wanted Chewbacca. His efforts ultimately failed as setback after setback, most of which were orchestrated by Boba Fett, brought him to the brink of ruin, culminating with a stint in prison.

Bossk

CL 12

Medium Trandoshan scout 5/soldier 3/bounty hunter 4

Force 4; **Dark Side** 3

Init +9; **Senses** darkvision; Perception +12

Languages Basic, Dosh, Shyriiwook

Defenses Ref 30 (flat-footed 30), Fort 28, Will 23; Dodge, Uncanny Dodge I

hp 128; **Threshold** 28

Speed 6 squares

Melee unarmed +14 (1d4+10)

Ranged blaster rifle +13 (3d8+6) or

Ranged blaster rifle +11 (4d8+6) with Rapid Shot or

Ranged flamethrower +13 (3d6+6, 6-square cone) or

Ranged stun grenade +13 (4d6+6 stun, 2-square burst) or

Ranged sporting blaster pistol +13 (2d4+6) or

Ranged sporting blaster pistol +11 (3d4+6) with Rapid Shot

Base Atk +10; **Grp** +14

Atk Options autofire (blaster rifle), familiar foe +2, Hunter's Mark, Point Blank Shot, Rapid Shot

Special Actions Demolitionist, Hunter's Target, Shake It Off

Abilities Str 18, Dex 17, Con 16, Int 12, Wis 12, Cha 13

Special Qualities familiar foe +2, limb regeneration (SE 31)

Talents Acute Senses, Armored Defense, Demolitionist, Hunter's Mark, Hunter's Target, Improved Initiative, Uncanny Dodge I

Feats Armor Proficiency (light), Dodge, Exotic Weapon Proficiency (flamethrower), Point Blank Shot, Rapid Shot, Shake It Off, Skill Training (Endurance), Toughness, Vehicular Combat, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +14, Initiative +9 (can reroll, must take second result), Knowledge (galactic lore) +12, Mechanics +12, Perception +12 (can reroll, must take second result), Pilot +14, Stealth +14, Survival +12

Possessions blaster rifle, flamethrower with 2 chemical cartridges, grenade launcher with 10 stun grenades, sporting blaster pistol, padded flight suit (+3 armor), binder cuffs, utility belt, *Hound's Tooth*

Hound's Tooth

Bossk flies a modified YV-666 light freighter. Its hangar holds a small scout ship called the *Nashtah Pup*, a modified Z-95 Headhunter (SG 160).

CL 12

Colossal* space transport

Init −1; **Senses** Perception +12

Defenses Ref 12 (flat-footed 12), Fort 30; +10 armor

hp 180; **DR** 15; **SR** 60; **Threshold** 80

[rule]

Speed fly 16 squares (max. velocity 1,190 km/h), fly 4 squares (starship scale)

Ranged quad laser cannon +12 (see below) or

Ranged medium concussion missile +12 (see below)

Ranged ion cannon +12 (see below)

Fighting Space 12×12 or 1 square (starship scale); **Cover** total

Base Atk +10; **Grp** +55

Abilities Str 50, Dex 10, Con —, Int 14

Skills Initiative −1, Mechanics +12, Perception +12, Pilot +4, Use Computer +7

Crew 1 (Bossk); **Passengers** 4 prisoners

Cargo 20 tons; **Consumables** 6 months; **Carried Craft** 1 small scout ship

Payload 6 medium concussion missiles

Hyperdrive ×1.5 (backup ×6), navicomputer

Availability Licensed; **Cost** not for sale

* This ship is treated as a Gargantuan starfighter for the purpose of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

Quad laser cannons (pilot)

Atk +12 (+7 autofire), **Dmg** 6d10×2

Medium concussion missile (pilot)

Atk +12, **Dmg** 8d10×2

Ion cannon (pilot)

Atk +12, **Dmg** 6d10×2 ion

"I'M JUST A SIMPLE
MAN TRYING TO
MAKE MY WAY IN
THE UNIVERSE."

— JANGO FETT

JANGO FETT

Bounty hunter, assassin, and mercenary, in his day Jango Fett was one of the most feared individuals in the galaxy. After the death of his parents, Mandalorian warriors adopted, trained, and raised him, a debt he would repay when he led them during the Mandalorian Civil War.

Perhaps the most important event in Jango Fett's long career was meeting Darth Tyrannus. After chasing Komari Vosa, the former apprentice of Count Dooku, across the galaxy, Jango Fett finally caught up with her and killed her; this was no small feat, considering that the fallen Jedi was a skilled lightsaber duelist and a master of the Force. It turned out the entire enterprise had been a test to see if Jango Fett would be a worthy candidate to become a template for a new clone army. Tyrannus offered an incredible sum of money, but Fett's true desire was an unmodified clone to raise himself, a clone he would name Boba.

Jango Fett spent the next decade devising training regimens for the clones, instructing them in Mandalorian culture and fighting techniques while seeing to the education and training of his "son." During this time, Jango also undertook a variety of missions on behalf of Tyrannus and occasionally others, including bounty hunting.

JANGO FETT'S SPECIAL EQUIPMENT

Jango Fett is a walking arsenal, armed with a staggering amount of firepower. Although much of his gear is self-explanatory, functioning as described in the Saga Edition core rulebook or in his statistics block, a few items deserve special mention.

Saberdart Launcher: Jango Fett is armed with a Kamino saberdart launcher. The darts themselves deal little damage, but the poison they carry is lethal. When a living creature is damaged by a Kamino saberdart, the poison in the dart makes an attack roll (1d20+15) against the target's Fortitude Defense. If the attack succeeds, the poison deals 2d6 points of damage and the target moves -2 steps along the condition track. If the attack fails, the target takes half damage and moves -1 step along the condition track. If the target reaches the end of the condition track, it dies instead of falling unconscious. The poison attacks each round until the target is cured with a successful DC 25 Treat Injury check.

Jet Pack: Jango Fett's jet pack integrates a missile launcher and a magnetic grappling hook that functions as a liquid cable dispenser.

Antisecurity Blades: These electronic devices allow Jango Fett to bypass force fields and jam security devices with bursts of high-frequency harmonic interference waves. They function as a security kit and grant a +2 equipment bonus to Mechanics checks made to disable devices.

Jango Fett

CL 15

Medium Human scout 3/scoundrel 3/soldier 3/gunslinger 3/bounty hunter 2/elite trooper 1

Destiny 1; Force 8; Dark Side 8

Init +16; Senses low-light vision; Perception +16

Languages Basic, Bocce, Huttese

Defenses Ref 37 (flat-footed 33), Fort 33, Will 29

hp 104; Threshold 33

Speed 6 squares, fly 6 squares (jetpack)

Melee combat gloves +15 (1d6+3)

Ranged blaster pistol +17 (4d6+8) with Rapid Shot or

Ranged blaster pistol +14 (4d6+8) and

blaster pistol +14 (4d6+8) or

Ranged flamethrower gauntlet +17 (3d6+7, 6-square cone) or

Ranged rocket dart +17 (3d6+7) with Rapid Shot or

Ranged saberdart +17 (1d4+7 plus poison) or

Ranged whipcord +17 (grab) or

Ranged missile launcher +17 (6d6+7)

Base Atk +13; Grp +17

Atk Options Careful Shot, Deadeye, familiar foe +1, Lucky Shot, Point Blank Shot, Precise Shot, Rapid Shot, Trigger Work, Triple Crit (blaster pistol), trusty sidearm +1

Special Actions Improved Quick Draw, Knack, Quick Draw, Shake It Off

Abilities Str 15, Dex 18, Con 15, Int 14, Wis 14, Cha 13

Special Qualities delay damage, familiar foe +1, trusty sidearm +1

Talents Acute Senses, Armored Defense, Exotic Weapon Mastery,

Improved Armored Defense, Improved Initiative, Improved Quick Draw, Knack, Lucky Shot, Notorious, Trigger Work

Feats Armor Proficiency (light, medium), Careful Shot, Deadeye, Dual Weapon Mastery I, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shake It Off, Triple Crit (blaster pistol), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +14, Initiative +16 (can reroll, must take second result), Knowledge (tactics) +14, Mechanics +14, Perception +16 (can reroll, must take second result), Persuasion +8 (can reroll when intimidating, must take second result), Pilot +16, Stealth +16, Survival +14

Possessions combat gloves, 2 blaster pistols, flamethrower gauntlet with chemical cartridge, rocket dart launcher, saberdart launcher, whipcord, Mandalorian armor (+8 armor, +3 equipment; as battle armor with helmet package; 4 weapon attachments), flight suit, jet pack (with integrated missile launcher), antisecurity blades, *Slave I* (SG 85)

BRUTE

Brute

Medium nonheroic 3

Dark Side 4

Init +7; Senses Perception +0

Languages Basic

Defenses Ref 11 (flat-footed 10), Fort 11, Will 9

hp 9; Threshold 11

Speed 6 squares

Melee unarmed +2 (1d4)

Ranged blaster carbine +4 (3d6)

Base Atk +2; Grp +3

Atk Options autofire (blaster carbine)

Abilities Str 11, Dex 13, Con 12, Int 8, Wis 9, Cha 10

Feats Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7

Possessions blaster carbine, tough-looking clothes

CL 1

Brutes are ubiquitous members of galactic society and can be found anywhere, even on the most peaceful of planets. Brutes are typically crude and unsubtle, regardless of whether they work for some crime lord or act independently. Most are motivated by a simple agenda—greed, power, fear of superiors, or even, on occasion, loyalty. They are rarely well armed or armored, making do with whatever they can find, although they constantly look to find something better (or rob someone who has superior equipment). Brutes strive to gain more status and wealth and will do almost anything to get it, up to and including murder. In turn, brutes typically despise authority figures, especially police officers, military figures, and Jedi.

The brute presented here could be a gun-toting gang member or an organized crime soldier. Alternatively, the statistics could also represent a militia member or a raw conscript who has little training (in which case, remove the Dark Side Score).

**"THIS PLACE CAN BE
A LITTLE ROUGH."**

— OBI-WAN KENOBI

BRUTE ENCOUNTERS

By their very nature, brutes can be found almost anywhere. They serve as nameless antagonists in every situation—from the high streets of Coruscant to the lowly slums of Tatooine. Brutes commonly travel in pairs or larger groups, each group representing a street gang, a crime syndicate hit squad, or a tribe of warriors. By their very nature, brutes typically respond to threats or opposition with muscle and violence, but they can be swayed by intimidation, persuasion, or bribes. However, not all brutes are antagonistic—they can also be used as nameless allies and warriors on the side of the heroes. The brute works fine as a generic spearholder, cannon fodder to be used in the background, or an ordinary (if tough) nonplayer character for the GM to use throughout adventures.

Encounters involving brutes typically occur at lower levels, where they are a threat to the heroes. When the heroes have advanced to 6th level or beyond, the number of brutes required to make a credible threat runs over a dozen, making them difficult to coordinate in combat. Thus, individual brutes should be scaled up to represent stronger threats, or another archetype should be chosen. Alternatively, a group of brutes could be paired up with much powerful leaders (often with heroic levels) or droids equipped with serious firepower.



BUREAUCRAT

Bureaucrat

CL 1

Medium nonheroic 3

Init +1; Senses Perception +6

Languages Basic, 1 other

Defenses Ref 10 (flat-footed 10), Fort 9, Will 10

hp 6; Threshold 9

Speed 6 squares

Melee unarmed +1 (1d4-1)

Ranged blaster pistol +2 (3d6)

Base Atk +2; Grp +2

Abilities Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 14

Feats Skill Focus (Knowledge [bureaucracy]), Skill Training (Knowledge [bureaucracy]), Skill Training (Perception), Skill Training (Use Computer), Weapon Proficiency (pistols)

Skills Deception +8, Knowledge (bureaucracy) +12, Perception +6, Persuasion +8, Use Computer +7

Possessions blaster pistol, comlink, code cylinder, credit chip with 100 credits, datapad

Bureaucrats are minor officials who represent a government or a political policy. From petty administrators attending backwater spaceports to the more prominent public servants in the Core Worlds, bureaucrats can be found wherever there is at least a semblance of civilization. Bureaucrats might fill a number of different roles, but they are all cogs in the political machine, and through their efforts, they ensure that the engines of society are well lubricated and in perfect working order.

Ideally, a bureaucrat manages, governs, or oversees some process, but a great many use their political power for less idealistic reasons. Some bureaucrats see their positions as stepping stones to greater status, and therefore use every trick to climb the ladder. Even bureaucrats who have no designs or ambitions beyond doing a good job tend to be self-important individuals, thinking that their role is far more important than it actually is.

BUREAUCRAT ENCOUNTERS

The bureaucrat represents a broad spectrum of characters who perform useful (or not so useful) services. Bureaucrats might be minor desk clerks whose job it is to sort out the arcane and esoteric information stored in mounds of datapads. Or they could be minor officials overseeing the comings and goings at a battle station. Although many encounters with bureaucrats might leave the player characters itching to loose a few well-placed shots somewhere in the direction of a hapless administrator, a meeting with an bureaucrat should rarely end in violence.



Bureaucrats can range from irritating obstacles to fonts of critical information. Fanatics dedicated to the letter of the law or those who covet a promotion and toady up to their superiors might be an insurmountable barrier, preventing the characters from pursuing a critical line of investigation. Such encounters require the heroes to find creative ways around these characters, since blasting them could have repercussions.

Of course, bureaucrats can also be useful allies. By dint of their position alone, they have access to information that might pertain to a mission, and if properly massaged, they could become a viable and consistent source of intelligence.

Bureaucrats are often well protected, with security droids or security personnel never far away. Lesser bureaucrats might have a handful of mercenaries to watch over them, while high-ranking bureaucrats might enjoy the protection of a personal bodyguard in addition to a team of security specialists. When a fight breaks out, the bureaucrat is usually the first to head for the exit, leaving the conflict to the trained professionals.

COMMANDO

Commando

CL 6

Medium nonheroic 8/soldier 4

Force 1

Init +14; Senses Perception +12

Languages Basic, 1 other

Defenses Ref 19 (flat-footed 16), Fort 20, Will 15

hp 66; Threshold 20

Speed 6 squares

Melee vibrodagger +12 (2d4+4) or

Melee vibrodagger +10 (3d4+4) with Rapid Strike

Ranged blaster rifle +13 (3d8+2) or

Ranged blaster rifle +11 (4d8+2) with Rapid Shot or

Ranged blaster pistol +13 (3d6+2) or

Ranged blaster pistol +11 (4d6+2) with Rapid Shot

Base Atk +10; Grp +13

Atk Options autofire (blaster rifle), Point Blank Shot, Rapid Shot, Rapid Strike

Special Actions Indomitable, Tough as Nails

Abilities Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 10

Talents Indomitable, Tough as Nails

Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Rapid Strike, Skill Training (Initiative), Skill Training (Stealth), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Initiative +14, Mechanics +12, Perception +12, Stealth +14

Possessions blaster pistol, blaster rifle, commando armor (as armored flight suit, +5 armor), secure comlink

A commando is a type of soldier who specializes in fighting in hostile and dangerous environments, undertaking difficult missions for which regular troops lack the training and equipment. Most commandos go to deadly worlds, planets that feature harsh environmental conditions, where they are expected to drop in, engage the enemy, and get the job done. Sometimes commandos precede regular ground troops to clear a well-guarded area of enemy forces before the body of the troops lands. Experts in stealth, demolitions, and hit-and-run tactics, commandos are a vital part of any army's forces.

COMMANDO ENCOUNTERS

Commando teams consist of small groups of two to four individuals under the command of an officer, usually a squad leader or an elite warrior. For larger missions, several teams might work together, splitting up to achieve smaller objectives that are related to tackling a larger problem. Such large



strike teams are reserved for the most deadly and important missions, usually to destroy a vital communications array, sabotage a warship, or seize vital intelligence about an enemy's plans.

Commandos in an encounter should be devastating opponents, setting up ambushes against the player characters and using the terrain and environment to their benefit. They strike fast and hard before melting away, disappearing into the surroundings. Commandos often employ hit-and-run tactics to chip away at their opponents' resources rather than face their adversaries head-on. In fact, such groups might circle around their opponent's position to disrupt supply lines and destroy support (or escape) vehicles.

Commandos can also serve as supplemental forces for a group of high-level characters. As highly trained specialists, commandos might compensate for the heroes' weaknesses when they are dealing with difficult objectives, covering them while they work toward completing their mission goal.

SQUAD LEADER

Commandos rarely work alone, though they do tend to function best in small squads with defined roles. Commando squad leaders usually have some officer training and are skilled at making snap decisions in the heat of battle. A commando squad leader makes it his first goal to ensure that the mission is completed with as few casualties as possible. Squad leaders not only inspire the commandos in their squad, they also ensure that they carry out their assigned mission.

Commando Squad Leader

CL 10

Medium nonheroic 8/soldier 5/officer 3

Force 1

Init +16; Senses Perception +14

Languages Basic, 1 other

Defenses Ref 24 (flat-footed 21), Fort 24, Will 23

hp 93; Threshold 24

Speed 6 squares

Melee vibrodagger +16 (2d4+6)

Ranged blaster rifle +17 (3d8+4) or

Ranged blaster rifle +15 (4d8+4) with Rapid Shot or

Ranged blaster rifle +12 (5d8+4) with Burst Fire or

Ranged blaster pistol +17 (3d6+4) or

Ranged blaster pistol +15 (4d6+4) with Rapid Shot

Base Atk +14; Grp +17

Atk Options autofire (blaster rifle), Burst Fire, Point Blank Shot, Rapid Shot

Special Actions Assault Tactics, Indomitable, Tough as Nails

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 12

Special Qualities command cover, share talent (Tough as Nails)

Talents Armored Defense, Assault Tactics, Indomitable, Tactical Edge, Tough as Nails

Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Rapid Shot, Skill Training (Initiative), Skill Training (Stealth), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Initiative +16, Knowledge (tactics) +14, Perception +14, Stealth +16

Possessions blaster pistol, blaster rifle, commando armor (as armored flight suit, +5 armor), secure comlink

ELITE COMMANDO

Elite commandos are the most skilled veterans of combat in many armies. An elite commando has seen more missions than many squads combined, and he has learned from his experiences and become a formidable soldier. Elite commandos often embody the phrase "one-man army" in that they can often accomplish any mission with only a blaster and basic supplies. Elite commandos are extremely deadly and difficult to stop once they embark on a mission, and they are equally at home in remote reaches of the galaxy as they are in the urban jungles of the Core Worlds.

Elite Commando

CL 14

Medium soldier 14

Force 4

Init +14; Senses Perception +7

Languages Basic

Defenses Ref 31 (flat-footed 29), Fort 29 (+32 against extremes of cold and heat), Will 24

hp 129; Threshold 29

Speed 6 squares

Melee vibrobayonet +15 (2d6+8)

Ranged blaster pistol +16 (3d6+7) or

Ranged blaster pistol +11 (3d6+7) and

blaster pistol +11 (3d6+7) with Double Attack or

Ranged blaster rifle +17 (3d8+7) or

Ranged blaster rifle +12 (5d8+7) with Burst Fire

Base Atk +14; Grp +16

Atk Options autofire (blaster rifle), Burst Fire, Charging Fire, Coordinated Attack, Cover Fire, Double Attack (pistols), Point Blank Shot, Precise Shot, Triple Crit (blaster rifle)

Special Actions Battle Analysis, Demolitionist

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 11, Cha 9

Talents Armored Defense, Battle Analysis, Cover Fire, Demolitionist (2), Improved Armored Defense, Juggernaut

Feats Armor Proficiency (light, medium), Burst Fire, Charging Fire, Coordinated Attack, Double Attack (pistols), Point Blank Shot, Precise Shot, Skill Training (Stealth), Toughness, Triple Crit (blaster rifle), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +13, Initiative +14, Knowledge (tactics) +12, Mechanics +12, Stealth +14

Possessions blaster pistol, blaster rifle (with vibrobayonet, folding stock, and targeting scope), battle armor (+8 armor, +2 equipment), 1 explosive charge, 2 blocks of detonite with 2 timers, secure comlink, field kit, glow rod, medpac, utility belt

CON ARTIST

Con Artist

CL 3

Medium nonheroic 3/scoundrel 2

Force 1; Dark Side 1

Init +8; Senses Perception +8

Languages Basic, 2 others

Defenses Ref 15 (flat-footed 14), Fort 11, Will 13

hp 11; Threshold 11

Speed 6 squares

Melee knife +2 (1d4)

Ranged hold-out blaster pistol +4 (3d4+1)

Base Atk +3; Grp +4

Atk Options Melee Defense, Point Blank Shot

Special Actions Disruptive

Abilities Str 8, Dex 12, Con 9, Int 14, Wis 10, Cha 12

Talents Disruptive

Feats Melee Defense, Point Blank Shot, Skill Focus (Deception), Skill Focus (Persuasion), Skill Training (Initiative), Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Gather Information +8, Initiative +8, Persuasion +13

Possessions knife, hold-out blaster pistol, cheater, code cylinder, concealed holster, credit chip with 200 credits

A sucker is born every minute, which is just the way the con artist likes it. By defrauding, deceiving, and lying to his marks, a con artist survives by tricking naïve rubes out of their hard-earned credits. Most con artists are small-time crooks. These individuals might sell fraudulent goods, peddling junk that they try to pass off as the next big thing. They deal in stolen goods, rubbish, lies, and just about anything else they think they can sell.

Although many con artists prefer a quick turnaround—they meet a mark, deceive that target, take the credits, and disappear all within a few minutes—the dangerous con artists are the ones who play the long con. These experienced grifters pick a mark and set up an elaborate cover meant to play to the mark's expectations. Once they have gained their target's confidence, they pull off the crime, usually walking away with a considerable fortune.

CON ARTIST ENCOUNTERS

Most brushes with a con artist wind up being irritating setbacks, minor annoyances that impart a valuable lesson: Trust no one you don't know. It's a big galaxy, after all, and people need to make a living even if it's by shady means. In time (and perhaps after not too many lost credits), the heroes will know how to spot these tricksters and steer clear of them. The problem is that only the least talented con artists try the same trick repeatedly. The real slick

types are the ones who know every game in the book, who are comfortable setting up long and elaborate cons that leave the characters scratching their heads in wonder about what just happened to them.

Common con artists work alone or in small groups, since dividing up the spoils leaves little for the crew when the stakes are not great in the first place. The long con artists work in larger teams, with each member playing a particular part in the deception to guide their victim in the direction they want. Often, these teams feature individuals who have differing talents, including technicians and traders, but these crews could include just about anyone.

Con artists prefer to avoid violent encounters and thus are careful about the victims they select. They don't usually keep company with thugs and brutes, since these folks lack the finesse and subtlety needed for their profession. Instead, con artists protect themselves with blackmail and threats, or better still, by leaving the victim so befuddled that he has no idea what just happened.



CRIME LORD

Crime Lord

CL 12

Medium noble 7/scoundrel 2/crime lord 3

Force 2; Dark Side 14

Init +7; Senses Perception +18

Languages Basic, High Galactic, Rodese, 6 others

Defenses Ref 26 (flat-footed 25), Fort 22, Will 29

hp 47; Threshold 29

Speed 6 squares

Melee vibroblade +9 (2d6+6)

Ranged sporting blaster +9 (3d4+6)

Base Atk +8; Grp +9

Atk Options Improved Disarm, Melee Defense, Point Blank Shot,
Sneak Attack +1d6

Special Actions Born Leader

Abilities Str 10, Dex 12, Con 8, Int 16, Wis 14, Cha 18

Special Qualities command cover

Talents Attract Minion, Born Leader, Connections, Distant Command,
Educated, Inspire Fear I, Notorious, Sneak Attack +1d6

Feats Improved Defenses, Improved Disarm, Linguist, Melee Defense,
Point Blank Shot, Skill Focus (Deception), Skill Focus (Gather
Information), Skill Focus (Perception), Skill Focus (Persuasion), Weapon
Focus (advanced melee weapons), Weapon Proficiency (advanced
melee weapons, pistols, simple weapons)

Skills Deception +20, Gather Information +20, Knowledge (bureaucracy)
+14, Knowledge (galactic lore) +14, Perception +18, Pilot +12,
Persuasion +20 (can reroll when intimidating, must take second result),
Ride +12, Use Computer +14

Possessions sporting blaster, antique vibroblade, datapad, encrypted
comlink, enforcers (including several thugs and an 8th-level minion),
fine quality clothing, 5,000 credits

Not all crime lords are brutish thugs who crack heads to get things done. The crime lord described here is a well-educated, cosmopolitan individual raised in the upper crust of society. Blessed with a sense of refinement and class, this crime lord also has an overwhelming ego and a sense of entitlement that drives him to acquire wealth through underhanded methods, especially techniques that humiliate the victim as well as ruin him financially. On the surface, this crime lord is sophisticated, witty, and charming, but underneath, he is cold, calculating, and cruel. Surrounded by beautiful objects and attractive people, he craves the new, exotic, and dangerous, going to great lengths to acquire anything that catches his fancy.

Although trained in ranged weapons, this crime lord carries an exquisite antique vibroblade and finds great pleasure in dueling with worthy opponents



or gutting lowly minions to test his skills. Because of his twisted sense of honor, he enjoys using dirty tactics to catch his adversary off guard before delivering the killing stroke.

CRIME LORD ENCOUNTERS

This crime lord is likely to be encountered in the upper echelons of society, playing sabacc in fine casinos, fraternizing with holoivid stars, or dining in top-notch restaurants—all the while wheeling and dealing with various contacts. In these types of locales, the crime lord is likely to be surrounded by hordes of sycophants and hangers-on, making combat a risky (and highly visible) prospect. Considering himself a “respected businessman,” the crime lord is likely to use legal methods first, augmented by his considerable connections and influence, to bring the law to bear on anyone that causes him even an inkling of trouble. If that fails, the crime lord unleashes his goons and hired personnel, trashing the heroes’ base of operations, setting them up for blackmail, and wrecking their reputation.

This crime lord could also be a patron of sorts, calling upon the heroes to acquire some rare, hard-to-get art object or to do other “favors.” Ever on the lookout for capable individuals, he might even try to recruit the heroes into his organization, offering them generous amounts of wealth and privilege—all for a price, of course.

BLACK SUN VIGO

The Black Sun is an enormous criminal venture that has incredible power. Its influence pervades almost every aspect of society, with tendrils of corruption seeping into the government. Its two primary sources of income are piracy and smuggling, although the Black Sun has its fingers in every illicit activity possible. A single boss controls the Black Sun, designating power to nine Vigos (an old Tionese term for the word "nephew"), each of whom controls his own sector and region of influence.

Most Vigos cultivate an air of nobility, taste, and culture, which only their immense wealth and power can provide. The Vigo presented here does not fit that category. Brutish, tough, and absolutely merciless, he controls his criminal empire by breaking heads and using force to take what he wants. Although perfectly capable of negotiating or using persuasion, a Black Sun Vigo prefers the sort of diplomacy that comes out the end of his gun.

Black Sun Vigo

CL 14

Medium Rodian soldier 6/scoundrel 1/crime lord 7

Force 3; **Dark Side** 10

Init +15; **Senses** low-light vision; **Perception** +13

Languages Basic, Hutttese, Rodese, 2 others

Defenses Ref 29 (flat-footed 26), Fort 26, Will 29

hp 92; **Threshold** 26

Speed 6 squares

Melee pistol whip +11 (1d6+7)

Ranged heavy blaster pistol +14 (3d8+9) or

Ranged heavy blaster pistol +9 (3d8+9) and
heavy blaster pistol +9 (3d8+9) with Double Attack

Base Atk +11; **Grp** +14

Atk Options Acrobatic Strike, Double Attack (pistols), Point Blank Shot, Sneak Attack +1d6

Special Actions Indomitable, Presence, Weaken Resolve

Abilities Str 10, Dex 16, Con 10, Int 16, Wis 12, Cha 12

Special Qualities command cover

Talents Attract Minion (2), Gun Club, Indomitable, Inspire Fear I, Inspire Fear II, Notorious, Presence, Sneak Attack +1d6, Weaken Resolve, Weapon Specialization (pistols)

Feats Acrobatic Strike, Combat Reflexes, Double Attack (pistols), Point Blank Shot, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Focus (Survival), Skill Training (Gather Information), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +15, Deception +18, Gather Information +18, Initiative +15, Knowledge (galactic lore) +15, Perception +13, Persuasion +13 (can reroll when intimidating, must take second result), Survival +18

Possessions heavy blaster, datapad, encrypted comlink, enforcers (numerous thugs plus 2 11th-level minions), 2,000 credits

Black Sun Vigo

CL 14

Medium Bith scoundrel 7/crime lord 5/gunslinger 2

Force 4; **Dark Side** 14

Init +14; **Senses** Perception +14

Languages Basic, Bith, Hutttese

Defenses Ref 30 (flat-footed 28), Fort 24, Will 30

hp 65; **Threshold** 24

Speed 6 squares

Melee unarmed +10 (1d4+6)

Ranged blaster pistol +14 (3d8+8)

Base Atk +11; **Grp** +13

Atk Options Deceptive Shot, Lucky Shot, Point Blank Shot, Precise Shot, Running Attack, Skirmisher

Special Actions evolved intellect, Fool's Luck, Impel Ally I, Impel Ally II

Abilities Str 9, Dex 15, Con 10, Int 14, Wis 14, Cha 16

Special Qualities command cover, evolved intellect, heightened awareness, meditative trance, trusty sidearm +1

Talents Deceptive Shot, Fool's Luck, Impel Ally I, Impel Ally II, Inspire Fear I, Inspire Fear II, Inspire Fear III, Knack, Lucky Shot, Skirmisher

Feats Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Quick Draw, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Deception), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Acrobatics +14, Deception +20, Gather Information +15, Initiative +14, Perception +14 (can reroll, must take second result), Stealth +14

Possessions 2 heavy blaster pistols, comlink, dark clothing, datapad, 500 credits, various personal belongings

BITH SPECIES TRAITS

All Bith have the following species traits.

Ability Modifiers: +2 Intelligence, -2 Constitution. Bith have highly evolved minds but are physically frail.

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

Speed: Bith base speed is 6 squares.

Evolved Intellect: Once per encounter, a Bith can treat any single Intelligence-based skill check as though it were a natural 20 on the die.

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

Meditative Trance: Bith gain all of the benefits of resting for 8 hours after 4 hours of meditation, including natural healing and removing persistent conditions.

Automatic Languages: Bith.

Black Sun Vigo Encounters

The Black Sun Vigo represents a perfect "boss" to be confronted at the end of an adventure, after the heroes have faced hordes of thugs and minions. Thanks to his vast wealth, a Black Sun Vigo can arm his enforcers with the best weapons, armor, and vessels to make life miserable for anyone that rubs him the wrong way. Unlike the crime lord described above, this Black Sun Vigo prefers getting into a scrap to "make an example" of his enemies, but is smart enough to make a tactical retreat if things go wrong. He rules through fear and intimidation, demanding utter subservience from his minions, and has little compunction about sending them into potentially suicidal situations.

In addition to dozens or potentially hundreds of thugs at his command, a bodyguard, elite warrior, or martial artist to serve as his "heavy" to intimidate people and break heads could also accompany the Black Sun Vigo. He also makes use of numerous specialists such as medics, pilots, slicers, and technicians to complete various illegal tasks or to help support his immense staff.

Considering their vast wealth and prestige, Black Sun Vigos often have access to fast ships armed to the teeth, and many keep small fleets of fighters to protect their strongholds or to be used as raiders when piracy is the goal for the day.

HUTT CRIME LORD

Hutts embody many of the traits that make ideal crime lords—ambition, ruthlessness, greed, and a massive ego. In fact, most citizens of the galaxy immediately equate Hutts with a life of crime, a reputation that most Hutts foster and appreciate. The Hutt crime lord despises both physical labor and personal combat, leaving such tasks to slaves and hired thugs. The Hutt crime lord presented here is armed, but uses his blaster only when things go horribly wrong. He uses his treasured stun baton freely, however, shocking slaves that move too slowly or bashing in the brains of any minions that fail to appease him.



Hutt Crime Lord

CL 11

Large Hutt noble 5/scoundrel 2/crime lord 4

Force 3; **Dark Side** 13

Init +3; **Senses** low-light vision; **Perception** +18

Languages Basic, Hutttese, 8 others

Defenses Ref 21 (flat-footed 21), Fort 24, Will 29 (34 against mind-influencing effects)

hp 90; **Threshold** 29

Speed 1 square

Melee stun baton +6 (2d6+5 stun)

Ranged blaster pistol +4 (3d6+5)

Base Atk +7; **Grp** +12

Atk Options Point Blank Shot

Special Actions Born Leader, Demand Surrender, Fool's Luck, Presence, Weaken Resolve

Abilities Str 10, Dex 6, Con 14, Int 18, Wis 16, Cha 18

Special Qualities command cover, Force resistance

Talents Attract Minion, Born Leader, Demand Surrender, Fool's Luck, Inspire Fear I, Notorious, Presence, Weaken Resolve

Feats Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [galactic lore]), Skill Focus (Perception), Skill Focus (Persuasion), Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Deception +19, Gather Information +19, Initiative +8, Knowledge (bureaucracy) +19, Knowledge (galactic lore) +19, Knowledge (social sciences) +14, Knowledge (tactics) +14, Knowledge (technology) +14, Persuasion +19 (can reroll when intimidating, must take second result), Use Computer +14

Possessions blaster pistol, stun baton, enforcers (several thugs plus 1 8th-level minion)

Hutt Crime Lord Encounters

Most Hutts prefer to handle their affairs through proxies, rarely if ever exiting the safety and comfort of their fortresslike headquarters. Heroes who are forced to face a Hutt crime lord often do so at the Hutt's advantage—a crime lord's home is riddled with traps, barriers, escape routes, and dozens of heavily armed minions. Hutts are also fond of keeping dangerous pets—the dreaded rancor being just one possibility—and delight in watching victims feebly try to defend themselves for the amusement of the Hutt and his sycophants. One way to gain entry into a Hutt's fortified base is to present oneself as a gladiator for hire, allowing someone to be both armed and relatively close to the Hutt during combat.

DARK JEDI

Dark Jedi

CL 7

Medium Jedi 7

Force 8; Dark Side 14

Init +5; Senses Perception +5

Languages Basic

Defenses Ref 21 (flat-footed 18, Lightsaber Defense 22), Fort 18, Will 20; Deflect

hp 66; Threshold 18

Speed 6 squares

Melee lightsaber +9 (2d8+6) or

Melee lightsaber +7 (3d8+6) with Rapid Strike

Base Atk +7; Grp +9

Atk Options Cleave, Rapid Strike

Special Actions Lightsaber Defense, Power of the Dark Side

Force Powers Known (Use the Force +15): *battle strike*, *dark rage*, *Force slam*

Abilities Str 13, Dex 14, Con 11, Int 10, Wis 14, Cha 15

Talents Deflect, Lightsaber Defense, Power of the Dark Side, Weapon Specialization (lightsabers)

Feats Cleave, Force Sensitivity, Force Training, Martial Arts I, Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +10, Use the Force +15

Possessions lightsaber, dark-colored Jedi robes

Embracing the light side of the Force is the Jedi Order, guardians of peace and justice in the galaxy. Surrendering to the dark side and opposing the Jedi are the enigmatic Sith. The Dark Jedi, not truly belonging to either organization, fall somewhere in the middle of that ancient conflict.

Those Force-users who claim to be Dark Jedi are, for the most part, former members of the Jedi Order who succumbed to the temptation of the dark side and left the Order. Many who leave the ranks of the Jedi isolate themselves to learn and experiment with the Force, but others do find one versed in the ways of the dark side to complete their training. Some of them are even seduced by the Sith to serve under them with the hope of furthering their knowledge of the Force.

However, some of those classified as Dark Jedi might be Force-sensitive individuals who have never been trained by the Jedi and actually began their instruction under another Dark Jedi. Still others might not have started life being sensitive to the Force and were granted the ability artificially. In any case, Dark Jedi pose a significant threat to freedom throughout the galaxy by opposing those who have sworn to protect it.



DARK JEDI ENCOUNTERS

The potential for Dark Jedi to be located anywhere in the galaxy is high. Since a large number of them live by themselves to follow their dark pursuits, one could choose just about any planet to make his home and settle in. Whether they decide to live an urban lifestyle or establish themselves in the wilderness, Dark Jedi will locate a haven and make themselves difficult to detect, if they so choose. Historically, they have been found in such locales as the forests of Dathomir, the hidden caverns of Wayland, the Separatist fleet under the command of Count Dooku, and the halls of the Imperial capital serving the Emperor himself, enforcing the will of their master throughout the galaxy.

Although Dark Jedi might live alone, many make astonishing connections to accomplish their goals. Some will seek out and serve under masters of the dark side of the Force, such as a Dark Jedi Master or a Sith Lord, while others will go the other direction and recruit non-Force-using individuals such as mercenaries or pirates, making themselves the master of the Force within the group. Others might try to pass themselves off as true Jedi and associate themselves with diplomats and politicians in legitimate governments, using the institution's backing to reach their objectives without fear of crossing the local authorities.

Facing a Dark Jedi in battle is a risky venture at best, considering the resources at that individual's disposal. The dark side of the Force combined with anger or passion can cause even skilled Jedi to balk momentarily. Whether by himself or with supporters, a Dark Jedi enters combat with little hesitation and tends to focus his energy on Force-using heroes who oppose him before turning on any others, using his lightsaber and any offensive Force powers to quickly finish the fight. Most Dark Jedi have little sense of honor and will retreat to fight another day when the battle turns against them, sometimes leaving their associates behind.

THE REBORN

The Reborn is the achievement of the dream of artificially imbuing the ability to perceive and manipulate the Force into beings that didn't have it before. Working as Dark Jedi warriors, the Reborn serve as the foot soldiers of the faction known as the Empire Reborn, dedicated to returning the ideals of Emperor Palpatine back to the galaxy at large.

The Reborn originated with Desann, one of Luke Skywalker's former students at the Jedi Praxeum who fell to the dark side, and Hethrir, a former apprentice to Darth Vader and servant of the Emperor. By deceiving Kyle Katarn into giving away the location of the Valley of the Jedi and the Force nexus located there, Hethrir increased his powers fourfold by absorbing energy from ancient Jedi and Sith spirits. After gaining that power, the two Dark Jedi were able to imbue others with the power of the Force and use them as warriors to threaten the New Republic and Skywalker's New Jedi Order.

Dispatched by Desann and the Empire Reborn, the Reborn worked in conjunction with units of the Imperial Army to perform various missions across the galaxy. Desann used these missions not only to further the cause of the Empire Reborn but also to help train the Reborn for Desann's ultimate goal: the death of Skywalker and the destruction of his Jedi. They were stopped by Kyle Katarn and Rogue Squadron.

A short time later, those Reborn who survived the assault assembled under the leadership of Tavion Axmis, Desann's apprentice. With the assistance of the Imperial Remnant, Tavion created a Sith cult called the Disciples of Ragnos and named it the New Reborn. Striving to continue Desann's work, the cultists eventually made their way to Korriban, where they were defeated within the ancient Sith tombs in the Valley of the Dark Lords by Jaden Korr and a band of Jedi from Skywalker's academy.

The Reborn are easily recognized by their orange cloaks and simple, red-bladed lightsabers. Even though they have been granted the ability to use the Force, their aptitude to wield it is not very strong, but their ability with the lightsaber compensates for this shortcoming.

The Reborn

Medium Human nonheroic 6

Dark Side 12

Init +9; **Senses** Perception +9

Languages Basic

Defenses Ref 12 (flat-footed 11), Fort 12, Will 11; Dodge hp 19; **Threshold** 12

Speed 6 squares

Melee lightsaber +5 (2d8+4)

Base Atk +4; **Grp** +5

Force Powers Known (Use the Force +7): *battle strike* (2)

Abilities Str 13, Dex 12, Con 10, Int 11, Wis 12, Cha 9

Feats Dodge, Force Sensitivity, Force Training, Skill Training (Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Endurance +8, Initiative +9, Perception +9, Use the Force +7

Possessions lightsaber, orange cloak



DARK JEDI MASTER

Dark Jedi Master

CL 17

Medium Jedi 9/Jedi Knight 5/Jedi Master 3

Destiny 1; Force 6; Dark Side 18; Strong in the Force

Init +20; Senses Perception +20; Force Perception

Languages Basic

Defenses Ref 32 (flat-footed 31), Fort 30, Will 31; Block, Deflect, Dodge hp 135; Threshold 30

Immune fear

Speed 6 squares

Melee lightsaber +21 (2d8+12) or

Melee lightsaber +19 (3d8+12) with Rapid Strike

Base Atk +17; Grp +19

Atk Options Acrobatic Strike, Melee Defense, Rapid Strike, Triple Crit (lightsaber)

Special Actions Power of the Dark Side, Redirect Shot, serenity, Telekinetic Power, Telekinetic Savant

Force Powers Known (Use the Force +20): *battle strike* (3), *dark rage*, *Force grip* (2), *Force lightning* (2), *Force slam* (2), *Force thrust* (2), *move object*, *rebuken*, *surge*

Force Techniques Force Point Recovery, Improved Sense Force

Force Secrets Devastating Power, Quicken Power

Abilities Str 14, Dex 13, Con 12, Int 10, Wis 18, Cha 14

Special Qualities serenity

Talents Block, Deflect, Force Intuition, Force Perception, Power of the Dark Side, Redirect Shot, Swift Power, Telekinetic Power, Telekinetic Savant, Weapon Specialization (lightsabers)

Feats Acrobatic Strike, Dodge, Force Sensitivity, Force Training (3), Melee Defense, Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Triple Crit (lightsaber), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +14, Initiative +20, Perception +20, Use the Force +20

Possessions lightsaber (self-built), Jedi robes, utility belt with medpac

The Dark Jedi are Force-attuned individuals who reject the teachings of the Jedi and, for some, the Sith. Most are fallen Jedi who have failed to live up to the ideals and lifestyle of the Jedi and instead embrace the baser emotions that lead to corruption and evil. Every Dark Jedi is a tragedy, a terrible shame that stains the illustrious history of the Jedi Order, but when a Jedi Master falls, it is a tragedy beyond compare.



NEW DARK SIDE TALENT: DRAIN KNOWLEDGE

The following talent is part of the Dark Side talent tree (SE 101).

Drain Knowledge: As a standard action, you can spend a Force Point to drain the knowledge of an enemy you touch; you must succeed on a Use the Force check (DC equal to the target's Will Defense) to activate this talent, and if you fail to activate this talent, you may not try again on the same target for one day. If successful, you immediately become trained in one skill that the target is trained in; if you are already trained in that skill, you instead gain Skill Focus in that skill. This training or focus lasts for one day. Additionally, your target moves –1 persistent step along the condition track, and the persistent condition can be removed only by resting for 8 hours.

Additionally, you can choose to instead sift through the mind of the target, looking for a specific piece of knowledge or information. Doing so requires you to make a Perception check against the target's Will Defense; success indicates that you pull the relevant information from the target's mind. When you do so, you do not gain the training or focus normally granted by this talent, but otherwise the talent functions as normal.

Using this talent increases your Dark Side Score by 1.

DARK JEDI MASTER ENCOUNTERS

Dark Jedi Masters are excellent high-level villains for just about any era. Since Dark Jedi are not bound by the Rule of Two that limits the number of Sith in the galaxy, Dark Jedi Masters can coexist with the Emperor and any of his apprentices (Darth Maul, Darth Tyranus, or Darth Vader). Dark Jedi Masters have their own Dark Jedi apprentices, and there's no limit to the number of cronies they might employ.

Although many Dark Jedi Masters have grand designs of their own, hatching evil plots in the shadows of the galaxy, some, such as Jerec (see below), are actually in the employ of the Sith, serving as Imperial Inquisitors, Hands of the Emperor, or in just about any other capacity the Dark Lord of the Sith can conceive.

JEREC

As a Jedi, Jerec learned the fundamentals of the Force, and more important, he learned the value and power of knowledge.

When the opportunity arose for him to lead a team of Jedi into the Unknown Regions in search of lost artifacts, he took it, never suspecting (or caring, if he did suspect) the growing trouble in the Republic. While he was away, the Clone Wars raged, the Republic collapsed, and the Emperor emerged as the undisputed master of the galaxy. So when Jerec returned, nearly reaching Coruscant, he was shocked to find himself captured by an Imperial Inquisitor. His story might have ended there, had it not been for his willingness to set aside his loyalties and embrace the dark side of the Force.

Jerec languished in Palpatine's employ. Loathing Darth Vader, he sought ways to discredit his rival and supplant him, but the Emperor would have none of it. During the Rebellion against the Empire, Jerec served as an Imperial Inquisitor, hunting down his former comrades and destroying them wherever he found them. He managed to avoid the collapse of his masters' reign when the Emperor was finally defeated by the Rebellion.

Jerec

CL 19

Medium Miraluka Jedi 10/Jedi Knight 2/Jedi Master 2/noble 5
Destiny 2; **Force** 7; **Dark Side** 16; Strong in the Force
Init +17; **Senses** Force sight; Perception +17; Force Perception
Languages Basic, Bocce, High Galactic, Huttese, Miralukese, Zabrak
Defenses Ref 36 (Flat-footed 33, Lightsaber Defense 38), Fort 35, Will 36;
 Block, Deflect, Dodge
hp 144; **Threshold** 35
Immune fear
Speed 6 squares
Melee lightsaber +20 (2d8+11) or
Melee lightsaber +17 (2d8+11) and
 lightsaber +17 (2d8+11) with Double Attack or
Melee vibroblade +20 (2d6+11)

Base Atk +17; **Grp** +20

Atk Options Combat Reflexes, Double Attack (lightsabers), Melee Defense, Running Attack, Whirlwind Attack

Special Actions Drain Knowledge, Lightsaber Defense, Power of the Dark Side, Quick Draw, serenity

Force Powers Known (Use the Force +17): *battle strike, dark rage, farseeing, Force grip, Force lightning* (2), *Force slam, mind trick, move object, negate energy, rebuke, surge*

Force Techniques Improved Telepathy

Force Secrets Multitarget Power

Abilities Str 16, Dex 17, Con 15, Int 14, Wis 16, Cha 16

Special Qualities Force sight, serenity

Talents Block, Connections, Deflect, Drain Knowledge, Force Perception, Lightsaber Defense (2), Multiattack Proficiency (lightsabers), Power of the Dark Side, Wealth

Feats Combat Reflexes, Dodge, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Improved Defenses, Linguist, Melee Defense, Quick Draw, Running Attack, Skill Focus (Persuasion), Skill Training (Gather Information), Strong in the Force, Weapon Proficiency (advanced melee weapons, lightsabers, simple weapons), Whirlwind Attack

Skills Acrobatics +17, Gather Information +17, Knowledge (galactic lore) +16, Initiative +17, Perception +17, Persuasion +17, Use the Force +17

Possessions lightsaber (self-built), vibroblade

MIRALUKA SPECIES TRAITS

All Miraluka have the following species traits.

Ability Modifiers: +2 Intelligence, -2 Dexterity. Miraluka have keen minds, but their reliance on the Force to perceive their surroundings prevents them from reacting quickly.

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

Speed: Miraluka base speed is 6 squares.

Force Sight: Although blind, Miraluka can "see" through the Force. They act normally without taking any penalties for blindness. This trait enables them to make Perception checks, and read and write as a sighted person. They can, however, ignore the effects of darkness as if they had darkvision. Miraluka cannot, however, detect creatures that are "invisible" to the Force such as the Yuuzhan Vong and the ysalamiri (page 131). These creatures have total concealment from Miraluka, as do creatures in areas that dampen or suppress the Force.

Conditional Bonus Feat: A Miraluka who has Use the Force as a trained skill gains Force Training as a bonus feat.

Automatic Languages: Basic and Miralukese.

DARK SIDE ADEPT

Dark Side Adept

CL 6

Medium nonheroic 3/noble 5

Force 2; Dark Side 14

Init +4; Senses Perception +11

Languages Basic, 3 others

Defenses Ref 16 (flat-footed 16), Fort 15, Will 19

hp 26; Threshold 15

Speed 6 squares

Melee knife +4 (1d4+1)

Ranged hold-out blaster pistol +5 (3d4+2)

Base Atk +5; Grp +5

Special Actions Dark Presence, Power of the Dark Side, Presence

Force Powers Known (Use the Force +10): *dark rage, mind trick, surge*

Abilities Str 8, Dex 10, Con 10, Int 12, Wis 14, Cha 13

Talents Dark Presence, Power of the Dark Side, Presence

Feats Force Sensitivity, Force Training, Linguist, Skill Training (Knowledge [galactic lore], Persuasion), Skill Training (Use Computer), Skill Training (Use the Force), Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Knowledge (galactic lore) +10, Perception +11, Persuasion +10, Use Computer +10, Use the Force +10

Possessions knife, hold-out blaster pistol

This dark side adept represents the hangers-on, sycophants, and ambitious bureaucrats who curried the Emperor's favor after the disintegration of the Senate. The Emperor intended to train a new breed of noble, one completely subservient to the dark side, to replace the planetary governors who were hoping to have a more direct hand in his control over the galaxy. Many of his subjects were drawn from the fawning Senators and other officials who had long been loyal to Palpatine's government and continued to serve their Emperor after the demise of the Republic. Each would-be servant received rudimentary instruction in the Emperor's vision of the Force until the corruption in their bodies matched that in their spirits.

PRIMITIVE DARK SIDE ADEPT

There are many more Force traditions than those upheld by the Jedi or twisted by the Sith. On a primitive world, the indigenous species might learn of the Force in a variety of ways. In some cases, the Force serves as magic, sorcery that's misunderstood; for others, the Force is the will of the gods. But for a few, the Force is an expedient energy source that allows them to further their own ambitions.

Primitive dark side adepts are savage Force-users who exploit the Force for their own wicked ends. Such characters could use their powers to take over their tribe and exert their will through terrifying methods, ruling through fear and destruction. Others might support powerful warlords, using their dark magic to augment and enhance their master's abilities. Regardless of the role, these dark side adepts are dangerous, for they often have no idea what it is they do.

DARK SIDE ADEPT ENCOUNTERS

Dark side adepts fill many roles in the galaxy, representing everything from foul warlocks twisted by hatred and fear to carefully cultivated elite warriors who exist only to serve the whim of the Emperor. What unites them is that none of them subscribe to a particular Force tradition.

The typical dark side adept is a minion, a crony in service to a higher and darker Force-user. Many dark side adepts are politicians and bureaucrats whom the Emperor or some other dark side wielder has singled out because of their unique skills. Such individuals are loyal to the Emperor, but rarely to each other, and they are quick to use treachery to advance their standing in the eyes of their master.

Primitive dark side adepts might enjoy the support and protection of their savage people or they might be shunned, cast out and forced to live in isolation. In the case of the former, a dark side adept could emerge as a significant threat, using his Force powers to bend others to his will and spread his wickedness throughout the land. In the case of the latter, though, the dark side adept seeks revenge, turning his fear into a powerful weapon and dominating the minds of dangerous predators and queer creatures to serve as his soldiers.



The more powerful dark side adepts can become major villains in their own right. Since they are not a part of a Force tradition, they lack the support of other Force-users. Instead, they build their strength through mundane means, by hiring mercenaries, bounty hunters, and assassins.

Primitive Dark Side Adept

CL 9

Medium scout 7/Force adept 2

Force 6; Dark Side 15

Init +9; Senses Perception +11

Languages Basic, 2 others

Defenses Ref 21 (flat-footed 21), Fort 23, Will 25; Dodge, Mobility

hp 76; Threshold 23

Resist Evasion

Speed 6 squares

Melee force pike +5 (2d8+3)

Ranged slugthrower rifle +6 (2d8+4)

Base Atk +6; Grp +6

Atk Options autofire (slugthrower rifle), Channel Aggression

Special Actions Damage Reduction 10, Power of the Dark Side, Shake It Off, Telekinetic Savant

Force Powers Known (Use the Force +11): *farseeing*, *Force grip*, *Force slam* (2), *Force thrust*, *move object*

Force Techniques Force Power Mastery (*move object*)

Abilities Str 9, Dex 11, Con 14, Int 14, Wis 15, Cha 15

Talents Channel Aggression, Damage Reduction 10, Evasion, Power of the Dark Side, Telekinetic Savant

Feats Dodge, Force Sensitive, Force Training (2), Mobility, Shake It Off, Skill Training (Use the Force), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +8, Endurance +11, Initiative +9, Jump +8, Perception +11, Stealth +9, Survival +11, Swim +8, Use the Force +11

Possessions force pike, slugthrower rifle with 3 clips, dark robes, fetish

DESANN

Desann suffered terribly among his own people, for they had never encountered the Force or users of the Force. When his powers began to become evident, he was cast out and ridiculed as a freak, abused by friends and family alike. Desann escaped his world when he was discovered by Luke Skywalker, who recognized his potential. Under the guidance of the Jedi Master, Desann finally found the acceptance he craved.

Nonetheless, fear and anger were his constant companions, and he had a tendency to bully the other students at Skywalker's academy. Rather than making friendships, he sabotaged the family he had found and became an outsider. The situation finally deteriorated beyond repair when he accidentally killed a student who had the gall to stand up for himself in the face of Desann's cruelty.

Rather than face the consequences of his actions, Desann fled the Jedi Praxeum on Yavin 4 and continued his training on his own, experimenting with the Force and using his powerful emotions to compensate for his lack of experience. He dabbled, fumbled, and eventually learned to harness the hatred and anger necessary to master the dark side. Although many of his abilities find their origins in the fundamentals presented to him by his former master, Desann is largely self-taught when it comes to the dark mysteries of the Force.

When Desann had learned enough, he sought out the remnants of the Empire and sold his services to a splinter group known as the Empire Reborn. Commanding a powerful ship and supported by a fleet of starfighters, Desann would prove a potent foe for the New Jedi Order.

Desann

CL 9

Medium Chistori scout 2/Jedi 5/Force adept 2

Destiny 1; Force 6; Dark Side 14

Init +11; Senses Perception +11

Languages Basic, Chistori

Defenses Ref 23 (flat-footed 21), Fort 23, Will 25

Resist Evasion

hp 65; DR 2; Threshold 23

Speed 6 squares

Melee lightsaber +10 (2d8+7)

Base Atk +7; Grp +10

Atk Options Channel Aggression, Cleave, Crippling Strike, Power Attack

Special Actions Force Focus, Power of the Dark Side, rage, Shake It Off

Force Powers Known (Use the Force +9): *battle strike*, *dark rage*, *Force grip*, *Force lightning*, *mind trick*, *move object*

Abilities Str 16, Dex 14, Con 14, Int 13, Wis 14, Cha 11

Special Qualities Cold-Blooded, rage

Talents Evasion, Channel Aggression, Crippling Strike, Force Focus, Power of the Dark Side

Feats Cleave, Force Sensitive, Force Training (2), Power Attack, Shake It Off, Skill Training (Initiative), Skill Training (Use the Force), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +11, Jump +12, Knowledge (galactic lore) +10, Perception +11, Pilot +11, Survival +11, Use the Force +9

Possessions lightsaber, encrypted comlink, *Doomgiver* (as Imperial I-class Star Destroyer)

Desann Encounters

Desann makes an excellent villain for mid-level campaigns set after the fall of the Galactic Empire. Desann is almost always accompanied by either a Dark Jedi or a cadre of his Reborn (page 29). During the turmoil following the Galactic Civil War, Desann can be found in many parts of the galaxy on his quest to secure more successful methods for creating his armies of dark side Force-users.

Though he is not as powerful as many Jedi Masters, Desann is a dangerous foe nonetheless. He is a skilled warrior who has large amounts of resources at his disposal. Desann might also be encountered with mercenaries and other soldiers, particularly those loyal to the Imperial Remnant. Additionally, Desann has the backing of Imperial Admiral Fyyar, and he can bring down the resources of the Empire (including legions of stormtroopers) on those who get in his way.

NEW SPECIES: CHISTORI

The Chistori are a race of obscure saurian humanoids. So scarce is the information on these people that even the Jedi Archives have no information on the Chistori homeworld. What little is known about this species comes from their interaction with others. Fierce and warlike, they are quick to anger and tend to use excessive force to deal with even the smallest slights. As a result, few spacefaring species have any reason to seek them out.

Personality: The same talents that make them excellent warriors shows through in the Chistori's interaction with other species, with most encounters ending in violence. Chistori are an impatient species and have little use for the rigidity of order and discipline, preferring instead to go their own way and do as they please.

Physical Description: The reptilian Chistori stand about 1.9 meters tall and have lithe, though muscled, builds. Thick scales cover their bodies, usually blue or purple on their backs and brown and tan on their chests, abdomens, and faces. Their most pronounced feature is a large snout under which is a hinged jaw filled with sharp teeth perfect for rending flesh.

Homeworld: The Chistori homeworld is unknown, and many Chistori who wander the galaxy either have forgotten where they come from or guard this information with their lives.

Language: Lacking experience or even contact with other cultures means that the Chistori speak only the language of their people. Eventually, necessity forces these stubborn warriors to pick up Basic, but they still use words from their own language in everyday speech.

Example Names: Desann, Cydon Prax.

Adventurers: The few Chistori who find reasons to leave their homeworld find work as bounty hunters, soldiers, and assassins, professions that reflect their particular talents and capabilities. Interestingly, the Force seems almost completely unknown to the Chistori, either as a religion or as practiced by the Jedi. For this reason, Chistori Jedi are exceedingly rare.

CHISTORI SPECIES TRAITS

All Chistori have the following species traits.

Ability Modifiers: +2 Strength, -2 Dexterity. Chistori are strong, but their bodies are slow and sometimes ponderous.

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

Speed: Chistori base speed is 6 squares.

Cold-Blooded: Chistori are very sensitive to cold climates. They take a -5 penalty to Fortitude Defense when in areas of extreme cold.

Armor Plating: Chistori have thick scales that provide damage reduction 2.

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

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

Automatic Languages: Chistori.

"COME, JOIN ME.
YOU KNOW IN YOUR
HEART YOU'LL
NEVER BE ONE OF
THEM."

- DESANN

DIPLOMAT

Diplomat

CL 3

Medium nonheroic 6/noble 1

Force 1

Init +3; Senses Perception +16

Languages Basic, High Galactic, 4 others

Defenses Ref 11 (flat-footed 11), Fort 11, Will 16

hp 19; Threshold 11

Speed 6 squares

Melee unarmed +3 (1d4-1)

Ranged blaster pistol +4 (3d6)

Base Atk +4; Grp +4

Special Actions Presence

Abilities Str 8, Dex 10, Con 10, Int 15, Wis 16, Cha 16

Talents Presence

Feats Linguist, Skill Focus (Deception), Skill Focus (Perception), Skill Focus (Persuasion), Skill Training (Perception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +16, Knowledge (galactic lore) +10, Knowledge (bureaucracy) +10, Perception +16, Persuasion +16

Possessions blaster pistol, comlink with holo capability, datapad, diplomat's robes

Diplomats are the representatives of the galaxy. They represent the interest of their people in the larger political arena, acting on behalf of a single planet, an entire sector, a corporate interest, or any other geographical, political, or economic body. Whether squaring off against a rival organization under the glowering attention of Jedi arbitrators or pleading their case before the august body of the Senate, Diplomats are charged with being the voice of the people they represent and empowered with the ability to forge agreements and negotiate deals.

Although their principal functions are clear, some diplomats have other ambitions beyond their responsibilities. It is not uncommon for a diplomat to jockey for a seat on a senate or to maneuver into a greater position within his homeworld's government. Furthermore, there seems to be at least one diplomat in any group of them who doesn't keep the best interests of his people in mind, wallowing instead in the payoffs and gifts bestowed by those who would exploit his status. Still, these individuals are the exception; most are conscientious members of their community, driven to do what's best for their charges.



DIPLOMAT ENCOUNTERS

Rare is the diplomat who doesn't travel with a large entourage. A diplomat is the principal connection a group of people has to the larger world, and the loss of this envoy can have dreadful consequences. As a result, security personnel guard these vital agents.

A diplomat can also expect to have assistants in the form of a personal physician, lesser administrators, and other hangers-on to attend to her needs. In almost every case, one or more of these attendants are bodyguards who keep close to their charge in case an enemy somehow slips past the security detail.

Since her principal function is negotiation, when on a mission, a diplomat likely cloisters herself away behind heavy blast doors and permacrete walls to broker deals and argue about the future of the galaxy with other diplomats.

DOCTOR

Doctor

CL 1

Medium nonheroic 3

Init +2; Senses Perception +8

Languages Basic, 2 others

Defenses Ref 11 (flat-footed 10), Fort 10, Will 12

hp 9; Threshold 10

Speed 6 squares

Melee unarmed +1 (1d4–1)

Base Atk +2; Grp +3

Abilities Str 8, Dex 13, Con 10, Int 14, Wis 15, Cha 12

Feats Cybernetic Surgery, Skill Focus (Treat Injury), Skill Training (Perception), Surgical Expertise, Weapon Proficiency (pistols)

Skills Knowledge (life sciences) +8, Perception +8, Treat Injury +13, Use Computer +8

Possessions portable computer, datapad, data cards containing patient files, medical kit, 2 medpacs, surgery kit, MDS-50 medisensor

Doctors are skilled physicians trained to handle a variety of injuries and ailments, from blaster injuries to an outbreak of Gamorrean rot. Like medics, doctors are expected to respond quickly and think fast on their feet, but unlike their field counterparts, doctors' patients are typically brought to them. Doctors usually need a medical environment to perform surgery or install cybernetic parts to replace irreparably damaged limbs and organs.

A typical doctor could be part of a much larger medical institution, perhaps working in a Core World hospital or as part of a facility that trains other would-be physicians. He or she might be a "country" doctor who oversees the health needs of a small community. Others still could be military doctors, working in hospital tents or on a capital ship where they attend injured soldiers, desperately trying to stay on top of the mounting casualties. Finally, a doctor might be a vile surgeon who practices his cutting-edge techniques on unwilling subjects.

DOCTOR ENCOUNTERS

Typically, doctors are not opponents the heroes should face on the battlefield. Instead, doctors serve to keep the characters on their feet between battles, repairing extensive injuries and fixing physical ailments. Sometimes a doctor is all that stands between a hero and death, especially when a character is suffering from a vile poison or obscure disease.

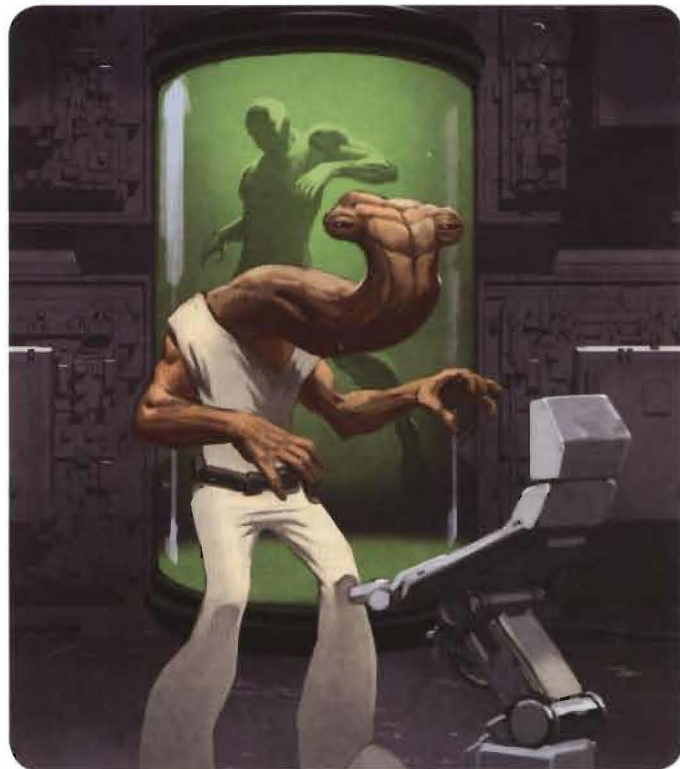
Many doctors run private businesses, perhaps out of small shops on an industrial world or as part of a large hospital's trained staff. Others serve in military outfits, lending their talents to the war effort by patching up casualties before sending them back to the front lines.

Doctors of all types employ medical droids to aid in the prognosis and treatment of their patients. In some cases, a doctor might leave most of the medical practice to the droids while focusing on research and study. Military doctors receive the same level of protection that would be provided for any specialty staff—either soldiers or security personnel, depending on the outfit.

MDS-50 MEDISENSOR

Sweeping this small, handheld sensor over the subject's body produces a summary of the patient's vital signs. An MDS-50 medical sensor can be used as a swift action on an adjacent creature or character, providing the user with the target's current hit points, its place on the condition track, and the presence of (but no specifics on) diseases, poison, or radiation exposure.

Cost 75; Weight 0.1 kg.



EMERGENCY CREW

Emergency Crew Member

CL 1

Medium nonheroic 4

Init +1; Senses Perception +1

Languages Basic, Binary

Defenses Ref 14 (flat-footed 14), Fort 11, Will 10

hp 9; Threshold 11

Speed 6 squares

Melee unarmed +4 (1d4+1)

Ranged blaster pistol +3 (3d6)

Base Atk +3; Grp +4

Atk Options Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 12, Wis 10, Cha 8

Feats Armor Proficiency (light, medium), Coordinated Attack, Skill Focus (Mechanics), Weapon Proficiency (pistols)

Skills Knowledge (technology) +7, Mechanics +12, Use Computer +7

Possessions blaster pistol, combat jumpsuit (+4 armor), comlink, datapad, code cylinder, fire extinguisher, heat sensor, mesh tape, tool kit, utility belt, holster

There's nothing easy about fighting in space. When the shields fail, when laser blasts rock the ship and fires rage out of control, it falls to the emergency crew to keep the ship together long enough for the real engineers and techs to come in and put the ship back together again. A ship's emergency crew also has the dubious honor of defending a vessel when it's boarded by enemy forces. So in addition to putting out fires and getting systems up and running, it is responsible for holding off pirates, stormtroopers, and any other force that intends to take over the ship. Part firefighter, part technician, and part warrior, the emergency crews are the first line of defense when a ship becomes imperiled.

HEAT SENSOR

Used primarily to locate fires and damaged components buried behind wall panels and beneath deck plates, a heat sensor is a common device in the hands of emergency crew members. A heat sensor monitors air temperature out to a distance of 100 meters and presents color-coded readings on a small screen. In addition to its normal uses, a heat sensor can also identify heat signatures generated by hidden creatures, making it a useful tool for rooting stowaways or alien parasites. A heat sensor grants a +2 equipment bonus to Perception checks made to detect hidden creatures, machines, or hazards that generate heat.

Cost 250; Weight 0.2 kg.



EMERGENCY CREW ENCOUNTERS

The emergency crew is the first response to any danger a ship faces. These are the individuals who work to extract an injured starfighter pilot from his damaged ship, who put out the flames when the ship is struck by a torpedo, and who give their lives to defend the rest of the crew when intruders blast their way inside to take the ship by force.

An emergency crew team consists of four to six members. The various crews might be broken into different functions, such as fire brigade, security, and mechanics. Leading each team is a specialist—soldier, technician, or engineer—who can put these crew members to best use. Despite the fact that these teams might have different primary functions, each is expected to pitch in whenever the ship is in danger.

"WE'LL TAKE YOU IN."

— CORUSCANT FIRE
SHIP PILOT

ENGINEER

Engineer

Medium nonheroic 3/soundrel 1

Force 2

Init +3; Senses Perception +2

Languages Basic, Binary, 4 others

Defenses Ref 16 (flat-footed 15), Fort 12, Will 12

hp 12; Threshold 12

Speed 6 squares

Melee stun baton +2 (2d6 stun)

Base Atk +2; Grp +3

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 11, Cha 10

Talents Gimmick

Feats Armor Proficiency (light), Linguist, Skill Focus (Mechanics), Skill Focus (Use Computer), Tech Specialist (SG 21), Weapon Proficiency (simple weapons)

Skills Knowledge (technology) +9, Mechanics +14, Use Computer +14

Possessions stun baton, padded flight suit (+3 armor), comlink, code cylinder, blank datacards, datapad, fusion lantern, portable computer, fusion lantern, mesh tape, tool kit, utility belt

CL 2

Behind every technological wonder in the galaxy is an engineer who had the vision and expertise needed to make the impossible possible. Engineers are skilled technicians who specialize in the construction, maintenance, and modification of machines. These individuals know the ins and outs of starship design, droids, and weaponry.

In addition to the technology specialist described here, combat engineers fill an important role in the military organizations of the galaxy. These individuals apply their technical expertise to the business of warfare. Most of them see to the assembly of powerful artillery to pound enemy forces, but others might attend to constructing bridges for foot soldiers or building breastworks, landing platforms, and barracks. Whatever a military unit needs, it's the engineer's responsibility to make it happen.

**"WE'LL GET TO WORK
ON HIM RIGHT AWAY."**

**- UNKNOWN ALLIANCE
TECHNICIAN**

ENGINEER ENCOUNTERS

Engineers are ubiquitous. The demand for new technology keeps engineers busy manufacturing new droids, weapons, starships, and all manner of other technological wonders. One is likely to find engineers in the company of a wide assortment of characters, from squads of soldiers to teams of technicians arguing about how to fix the hyperdrive computer in a dilapidated frigate.

Many technology specialists work in small teams consisting of a few peers and twice as many technicians to deal with the mundane aspects of their jobs. Droids are also common companions for these engineers, with construction droids and power droids being the most likely. In addition, nearly every engineer employs an astromech droid to run diagnostics and communicate with the machine's onboard computer.

As for combat engineers, one or two can be found attached to a company of soldiers, though entire units of combat engineers do exist as well, such as the Combat Engineers Battalion of the Grand Army of the Republic. These engineers are better armed and armored, and have the additional support of military personnel to give them covering fire while they work out the logistics of a problem.

Generally, though, an engineer is not a combatant and is not likely to join a firefight. Engineers leave such engagements to the professionals. Instead, they modify gear, improve armor, and optimize vehicles, while working to keep support equipment in top working order.



GAMBLER

Gambler

CL 4

Medium scoundrel 4

Force 7

Init +4; Senses Perception +14

Languages Basic, Rodese

Defenses Ref 18 (flat-footed 16), Fort 14, Will 17

hp 25; Threshold 14

Speed 6 squares

Melee unarmed +2 (1d4+1)

Ranged hold-out blaster pistol +5 (3d4+2)

Base Atk +3; Grp +5

Atk Options Point Blank Shot

Special Actions Fool's Luck, Quick Draw

Abilities Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 15

Talents Fool's Luck, Gambler

Feats Point Blank Shot, Quick Draw, Skill Focus (Deception), Skill Focus (Perception), Skill Training (Gather Information), Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Gather Information +9, Knowledge (galactic lore) +8, Perception +14, Persuasion +9, Stealth +9

Possessions hold-out blaster pistol, comlink, expensive clothes

Cunning and smooth, the gambler always seems to have everything in perspective and to know exactly what he is doing. At least, that is his attitude when it comes to money and the high life. A gambler is the kind of person you look for when you are out for a good time.

A gambler's life revolves around playing games, wagering on contests, and mixing with high society. The money he earns is nice, but a gambler knows that both profit and loss are part of his chosen profession. When times are tough, a gambler is good at concealing the fact that he's strapped for cash. While he's waiting for his next big strike, he rubs elbows with the social lions and high rollers around him, always looking for a way to get back in the good graces of Lady Luck.

In order to mingle with those who enjoy fame and fortune, a gambler uses his skill at deception to get into the best parties and social gatherings. Once he's in the door, he's good at insinuating himself into the confidence of his newfound friends—without letting on that it's all a ruse. The only thing he cares about is lining his pockets.



GAMBLER ENCOUNTERS

Gamblers spend most of their time either inside the gaming halls of the galaxy's casinos, most often the ones found on Coruscant, Rodia, or Ord Mantell, or traveling to or from one. When they are not sitting at the sabacc table or watching the jubilee wheel, gamblers can typically be found schmoozing with the rich and famous. They know where the parties are and know how to get through the front door, or the back door if it comes down to it. A gambler might also be able to provide a means to get away from local authorities on the next luxury cruise leaving the system—for a price, of course.

Gamblers are good at picking up tidbits of information from their conversations at the game table or from their friends at the latest social event. Always looking for a quick score, gamblers are willing to offer what they know for a fee. They can help people get into the governor's ball, past the Moff's security detail, or connected with the movers and shakers of society.

Physical violence is the gambler's bane. Even though a gambler might be at least halfway decent with a blaster, he prefers to face off against someone in a game rather than a gunfight.

"HE'S A CARD PLAYER,
GAMBLER, SCOUNDREL.
YOU'D LIKE HIM."

— HAN SOLO

INFILTRATOR

Infiltrator

CL 9

Medium scout 5/scoundrel 4

Force 2; Dark Side 2

Init +7; Senses Perception +10

Languages Basic, 2 others

Defenses Ref 25 (flat-footed 21), Fort 20, Will 21

hp 56; Threshold 20

Speed 6 squares

Melee unarmed +8 (1d6+6)

Ranged hold-out blaster pistol +9 (3d4+4)

Base Atk +6; Grp +9

Atk Options Point Blank Shot, Precise Shot

Special Actions Fool's Luck, Hidden Movement, Knack

Abilities Str 15, Dex 17, Con 10, Int 12, Wis 12, Cha 8

Talents Fool's Luck, Hidden Movement, Improved Stealth, Knack, Total Concealment

Feats Martial Arts I, Point Blank Shot, Precise Shot, Skill Focus (Acrobatics), Skill Focus (Stealth), Skill Focus (Use Computer), Skill Training (Acrobatics), Skill Training (Deception), Skill Training (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +17, Climb +11, Deception +8, Initiative +7, Jump +16, Mechanics +10, Perception +10, Stealth +17 (can reroll, must take second result), Use Computer +15

Possessions hold-out blaster pistol, concealed holster, security kit, encrypted comlink, utility belt (miniaturized), syntherope, droid caller

Infiltrators are experts at breaking into secured areas. The motivation behind this illegal act varies depending on the individual. The most common sort of infiltrator is self-employed—someone who breaks into homes and businesses to commit burglary. Other infiltrators could be “bag men” for spy organizations, criminal interests, or corporations. Security firms often employ infiltrators to test out a building's security measures, locating weak spots that could be exploited by criminals and competitors.

Infiltrators must be strong, dexterous, and acrobatic, since they often find themselves crawling through air ducts, scaling sheer walls, and leaping from impressive heights to get to their intended target. In addition, infiltrators are good at bypassing alarms and detectors of all kinds. Most infiltrators shy away from combat, considering their current job a failure if they are spotted in the first place. They rarely carry anything more than a hold-out blaster pistol or a knife, to be used only as a last resort.

INFILTRATOR ENCOUNTERS

Because of an infiltrator's skill at getting into places unnoticed, heroes are unlikely to be aware of his presence unless he wants to be found. An infiltrator could be hired by the heroes' enemies to sneak into their ship or headquarters in order to steal important plans, sabotage their computers, or plant incriminating evidence. If everything goes accordingly to plan, the heroes will find out that something is wrong only when their computers malfunction or they find their precious goods missing. Some infiltrators like to flaunt their success by leaving behind some kind of “calling card” to let their victims know who did the deed.

Although some infiltrators operate alone, others are part of specialized teams, typically including slicers, technicians, and commandos, who serve as the infiltrator's eyes and ears or as support to help the infiltrator get in and out of the target area. Infiltrators sometimes use droids (such as the ASN-121 assassin droid or the Mark VII seeker droid) in their work in order to scout ahead, deactivate security measures, and provide some protection if things get violent. These droids are sometimes Small or smaller in size and have the ability to hover so they can get into hard-to-reach places.



INFORMATION BROKER

Information Broker

CL 5

Medium nonheroic 3/scoundrel 4

Force 3

Init +4; Senses Perception +9

Languages Basic, 2 others

Defenses Ref 17 (flat-footed 16), Fort 14, Will 15

hp 23; Threshold 14

Speed 6 squares

Melee knife +6 (1d4+3)

Ranged hold-out blaster pistol +6 (3d4+2) or

Ranged hold-out blaster pistol +4 (4d4+2) with Rapid Shot or

Ranged blaster pistol +6 (3d6+2) or

Ranged blaster pistol +4 (4d6+2) with Rapid Shot

Base Atk +5; Grp +6

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Knack

Abilities Str 13, Dex 13, Con 10, Int 14, Wis 11, Cha 13

Talents Gimmick, Knack

Feats Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Gather

Information), Skill Training (Deception), Skill Training (Stealth), Skill

Training (Use Computer), Weapon Proficiency (pistols, simple weapons)

Skills Deception +9, Gather Information +14, Perception +8, Persuasion

+9, Stealth +9, Use Computer +10

Possessions knife, hold-out blaster pistol, blaster pistol, comlink, pocket

scrambler, code cylinder, credit chip with 200 credits, 400 unmarked

credits, portable computer, electrobinoculars, holocam, utility belt,

holster, concealed holster

Nothing stays secret forever. Dealing in rumor and whisper, information brokers (sometimes known as infochants) trade secrets for credits and favors. They and their agents lurk in the shadows, listening for snatches of conversation, illicit meetings, and any other knowledge that could bring a high price. Of course, these unsavory sorts recognize that information has value only if there are those who want it, and so they also keep abreast of trends and political developments to find potential customers who might be interested in a dataslate filled with intelligence.

Most information brokers are staunchly neutral, concerned only with buying and selling what they need to know and what they learn. It usually doesn't matter what implications could arise when they share information, since conflict tends to breed more juicy tidbits, which in turn generates more profit. Information brokers are keenly aware that information doesn't stay valuable forever, so they often work quickly to unload the "goods" they acquire.



Information brokers might be slicers—experts who can hack into computer systems, plunder their contents, and vanish without notice. They might be smugglers, moving illegal cargo, and meeting other criminal elements who might be willing to exchange a few choice insights in exchange for whatever the smuggler might know. What unites them all, methods aside, is that they keep their finger on the pulse of the galaxy.

INFORMATION BROKER ENCOUNTERS

Trading in information is dangerous business. Secrets are meant to be kept, and those who reveal the dirty laundry of an influential person risk finding themselves tossed out of an airlock. Infochants and brokers know this, and the best ones are certain to protect themselves and their lucrative business with an army of thugs and bodyguards. When they do agree to meet a potential customer, it is always under the watchful eyes of the information broker's brutes, who are quick to remind unruly clients who is in charge.

Few information brokers work alone. Ones of lesser stature might function in small cooperatives in which the various members bring different talents to the table. Included in these groups are slicers, spies, and possibly even outlaw techs. Leading the group is a veteran infochant who sorts out the useful material and discards the rest.

JEDI KNIGHT

Jedi Knight

CL 12

Medium Jedi 7/Jedi Knight 5

Force 6

Init +13; Senses Perception +9

Languages Basic, 1 other

Defenses Ref 26 (flat-footed 24, Lightsaber Defense 27), Fort 26, Will 27; Deflect

hp 104; Threshold 26

Speed 6 squares

Melee lightsaber +15 (2d8+7) or

Melee lightsaber +13 (3d8+7) with Rapid Strike or

Melee lightsaber +12 (2d8+7) and

lightsaber +12 (2d8+7) with Double Attack

Base Atk +12; Grp +14

Atk Options Battle Meditation, Cleave, Double Attack (lightsabers), Power Attack, Rapid Strike

Special Actions Lightsaber Defense, Redirect Shot, Soresu

Force Powers Known (Use the Force +11): *battle strike* (2), *farsensing*, *Force thrust*, *mind trick*, *move object*, *surge* (2)

Force Techniques Force Point Recovery, Force Power Mastery (*mind trick*)

Abilities Str 12, Dex 14, Con 14, Int 12, Wis 16, Cha 10

Special Qualities build lightsaber

Talents Battle Meditation, Deflect, Force Fortification, Lightsaber Defense, Multiattack Proficiency (lightsabers), Redirect Shot, Soresu

Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Power Attack, Rapid Strike, Skill Training (Endurance), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +13, Endurance +13, Initiative +13, Perception +9, Use the Force +11

Possessions lightsaber (self-built), encrypted comlink, Jedi robes

Jedi Knights are members of the Jedi Order who have passed the trials and been knighted by the Jedi Council. They form the backbone of the Jedi Order and are expected to perform many of the day-to-day tasks and missions that are required to keep the Order running smoothly. Each Jedi Knight is expected to uphold the Jedi Code, to support the Order in word and deed, and to serve as a guardian of peace and justice. Jedi Knights are also responsible for training the next generation of Padawans, though taking on an apprentice has never been a requirement.



Although all Jedi Knights are technically equals, seniority among the Knights plays a large part in determining an unspoken pecking order. Individual ability and accomplishment also figure prominently into a Knight's standing among his comrades. Relatively young Jedi Knights who are accomplished in the use of the Force, or who are responsible for performing great deeds, are often treated with as much deference as older, more experienced Knights.

During the days of the Old Republic, the Jedi were far more common, and their exploits were often lauded by the public. As time passed and their numbers thinned, the supposed shortcomings of the Jedi Order became more apparent. Though they were capable warriors, the Knights were too few to wage wars alone on behalf of the Republic. When that scarcity was combined with careful smear campaigns engineered by the minions of Palpatine, average citizens began to look upon the Jedi Knights with less favor.

A Jedi is often distinguished by his simple robes and his lightsaber, which is the weapon of a Jedi Knight. Following the Jedi purge, most surviving Jedi went underground. Many of those who refused to hide were destroyed by the Emperor's servants. Even those Jedi who sought to conceal their identities were hard pressed to avoid the Empire's concerted effort to find them and wipe them out.

JEDI KNIGHT ENCOUNTERS

Jedi Knights are the most numerous members of the Jedi Order, and as such are often the most visible. Since they are responsible for carrying out missions on behalf of the Order and the Republic, Jedi Knights will often be encountered in the course of fulfilling these duties.

By their nature, Jedi Knights are contemplative warriors who rarely rush into a conflict. They are patient, using violence only as a last resort or in the defense of innocent life. Once unleashed, a Jedi Knight will fight tirelessly to defeat his enemies. Though a Jedi Knight's most powerful weapon is the Force, he never uses his powers in a craven, cruel, or self-serving manner.

Since the lightsaber is his primary mode of defense, a Jedi Knight prefers to close to melee range with opponents in an attempt to end a fight swiftly. Incoming blaster fire is deflected or redirected back at opponents, and in the face of overwhelming odds, a Jedi Knight will never hesitate to withdraw in order to readdress his plans.

JEDI REFUGEE

With the fall of the Republic and the rise of the Empire, the Jedi found themselves on the wrong side of galactic authority and were all but wiped out at the conclusion of the Clone Wars. Despite the deft machinations of Emperor Palpatine, a few Jedi survived this purge and continued to live on in the galaxy. Some Jedi, such as Obi-Wan Kenobi and Yoda, went into hiding to protect themselves until it was time to fulfill their destinies. Others, however, chose not to stand by and watch as the galaxy descended farther into darkness, and took a more active hand in defending the galaxy against evil.

These Jedi refugees take on many roles. Some attempt to fight the Empire and the dark side in clandestine fashion, keeping a low profile and making sure that no one can connect them to their Jedi heritage. These Jedi refugees work behind the scenes, subtly manipulating events to stymie the Empire at every turn. If they must use the Force or their lightsabers, they do so in a way that draws no attention to themselves, trying to ensure that the Empire never learns of their involvement. Surviving Jedi who act in this manner know that they cannot hope to tackle the Empire on their own, and, believing that all other Jedi are dead, they struggle against the forces of evil while trying to preserve the Jedi tradition.

Other Jedi refugees take a more active hand, such as Jedi Master Rahm Kota, who formed his own militia to take the fight to the Empire. These Jedi seek out like-minded individuals and launch overt attacks against Imperial installations and resources, inflicting as much damage as possible in an attempt to show the galaxy that the monolithic Empire can be defeated. These Jedi are almost constantly on the run, because they take no pains to hide their abilities or affiliation from the prying eyes of the Empire. With Darth Vader and the Emperor's agents always close on their heels, these Jedi refugees strike hard and fast before retreating back into the shadows until the Jedi hunters let down their guard once more.

Jedi Refugee

CL 12

Medium Jedi 7/scoundrel 2/Jedi Knight 3

Force 5

Init +13; **Senses** Perception +13

Languages Basic, Bothan, Sullustese

Defenses Ref 26 (flat-footed 24), Fort 24, Will 26; Dodge, Block, Deflect hp 86; **Threshold** 24

Speed 6 squares

Melee lightsaber +11 (2d8+6) or

Melee lightsaber +9 (3d8+6) with Rapid Strike

Base Atk +10; **Grp** +12

Atk Options Combat Reflexes, Dastardly Strike, Improved Disarm, Melee Defense, Rapid Strike

Special Actions Force Haze

Force Powers Known (Use the Force +14): *battle strike, farseeing, Force disarm, Force stun, mind trick, move object, rebuke, surge* (2)

Force Techniques Improved Sense Force

Abilities Str 10, Dex 14, Con 10, Int 14, Wis 14, Cha 16

Special Qualities build lightsaber

Talents Block, Clear Mind, Dastardly Strike, Deflect, Force Fortification, Force Haze, Shii-Cho

Feats Combat Reflexes, Dodge, Force Sensitivity, Force Training (3), Improved Disarm, Melee Defense, Rapid Strike, Skill Training (Deception), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +14, Initiative +13, Knowledge (galactic lore) +13, Perception +13, Use the Force +14 (can reroll when avoiding detection by the Force, must take second result)

Possessions lightsaber (self-built), loose-fitting clothes, comlink

"FOR OVER
A THOUSAND
GENERATIONS THE
JEDI KNIGHTS WERE
THE GUARDIANS
OF PEACE AND
JUSTICE IN THE OLD
REPUBLIC."

- OBI-WAN KENOBI

Jedi Refugee Encounters

Jedi refugees make excellent mentors and allies for any heroes in the Dark Times or the Rebellion era. Unless the heroes are upstanding citizens of the Empire, they might cross paths with one or more Jedi refugees at any point during their careers. Most Jedi refugees are wary about new allies at first, given the Empire's many attempts to infiltrate their inner circle, but once a potential ally proves to be loyal, they are quick to return the sentiment.

Jedi refugees are rarely found in the presence of other Force-users. Most encounters with Jedi refugees will include a small number of allies, usually soldiers or other rebellious agents who help the Jedi further his or her goals. Jedi refugees work well with soldiers who can provide ranged attacks and cover fire as the Jedi moves into melee. Additionally, a Jedi refugee encounter might include a pilot and a fast vehicle, allowing the Jedi to flee quickly in case the Empire shows up.

JEDI DUELIST

The lightsaber, chosen weapon of the Jedi, is the symbol of everything that the Jedi Order stands for. It is an elegant weapon for a more civilized age, and those Jedi Knights who focus on its use, called Jedi duelists, can perform amazing feats when using the weapon. Jedi duelists dedicate much of their careers to the study of the lightsaber. Where other Jedi might excel at investigation or negotiation, a Jedi duelist is called in when violence is the most likely solution to the problem. Jedi duelists have a great deal of prowess in other areas as well, but their skill with the lightsaber makes them stand out.

Jedi duelists are among the most knowledgeable about lightsaber fighting styles in the entire Order. Some duelists specialize in a single lightsaber style (the Jedi duelist presented here is an Ataru master), while others dedicate themselves to the study of all lightsaber forms in the hope of better understanding how the weapon can be used. Jedi duelists often see the lightsaber as an implement of spirituality and use practice of the various lightsaber forms as a kind of meditation. When lost in lightsaber practice, a Jedi duelist finds himself opening up to the Force completely, nearly surrendering his very will to the Force as it guides the humming blade of the weapon.

Jedi Duelist Encounters

When a Jedi duelist is the primary character in an encounter, he is usually supported by other Jedi, in order to keep the duelist from becoming the sole target. Additionally, other Jedi who specialize in controlling the combat arena with Force powers—such as *Force slam* and *Force thrust*—make excellent companions for a Jedi duelist because they keep the battlefield open and allow the duelist to approach enemies with greater ease.

Jedi Duelist

CL 13

Medium Jedi 7/Jedi Knight 6

Force 6

Init +14; Senses Perception +10

Languages Basic

Defenses Ref 28 (flat-footed 25), Fort 25, Will 29; Block, Deflect
hp 90; Threshold 25

Speed 6 squares

Melee lightsaber +18 (2d8+13) or

Melee lightsaber +16 (3d8+13) with Rapid Strike or

Melee lightsaber +18 (3d8+13) with Mighty Swing or

Melee lightsaber +13 (2d8+13) and

lightsaber +13 (2d8+13) with Double Attack

Base Atk +13; Grp +16

Atk Options Acrobatic Strike, Ataru, Double Attack (lightsabers), Mighty
Swing, Rapid Strike

Special Actions Redirect Shot

Force Powers Known (Use the Force +11): *battle strike* (3), *Force disarm*,
Force slam, *Force thrust*, *negate energy*, *rebuke*, *surge* (2)

Force Techniques Force Point Recovery, Improved Force Trance,
Improved Sense Force

Abilities Str 15, Dex 17, Con 10, Int 10, Wis 18, Cha 10

Special Qualities build lightsaber

Talents Ataru, Block, Deflect, Greater Weapon Focus (lightsabers),
Greater Weapon Specialization (lightsabers), Redirect Shot, Weapon
Specialization (lightsabers)

Feats Acrobatic Strike, Double Attack (lightsabers), Force Sensitivity,
Force Training (3), Mighty Swing, Rapid Strike, Skill Training
(Acrobatics), Weapon Focus (lightsabers), Weapon Proficiency
(lightsabers, simple weapons)

Skills Acrobatics +14, Initiative +14, Use the Force +11

Possessions Jedi robes, lightsaber (self-built)

IMPERIAL KNIGHT

The Imperial Knights are a members of a Force-using tradition that arises during the time of Darth Krayt, some 130 years following the Battle of Yavin. Like Jedi Knights, the Imperial Knights were trained in the ways of the Force, including the use of lightsabers. Unlike the Jedi, however, Imperial Knights swore fealty to the Emperor of the period, Roan Fel, above all else. As such, members of the New Jedi Order did not recognize the Imperial Knights as true Jedi.

Of the traits that set Imperial Knights apart from their Jedi cousins, the most prominent were their use of silver-bladed lightsabers and red battle armor. Perhaps the most interesting affectation used by the Imperial Knights were gauntlets composed of cortosis weave, which would cause any lightsaber blade that came into contact with them to become nonfunctional.

When a Sith Lord proclaimed himself Emperor, the Imperial Knights who survived the coup worked with the former Emperor in an effort to bring down the usurper. Though only a small number of Imperial Knights are thought to have survived the coup, it is possible that others managed to do so.

Imperial Knight

CL 10

Medium Human Jedi 7/Jedi Knight 3

Force 6; Dark Side 3

Init +12; Senses Perception +11

Languages Basic

Defenses Ref 29 (flat-footed 27), Fort 28, Will 24; Deflect hp 109; Threshold 28

Speed 6 squares

Melee lightsaber +15 (2d8+9) or

Melee lightsaber +13 (3d8+9) with Rapid Strike or

Melee lightsaber +11* (2d8+17) or

Melee lightsaber +13* (3d8+22) with Powerful Charge and Rapid Strike

Base Atk +10; Grp +13

Atk Options Battle Meditation, Power Attack, Powerful Charge, Rapid Strike

Special Actions Equilibrium, Redirect Shot

Force Powers Known (Use the Force +10): *battle strike*, *Force slam*, *rebuke*, *surge*

Force Techniques Force Point Recovery

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 10

Special Qualities build lightsaber

Talents Armored Defense, Battle Meditation, Deflect, Equilibrium, Improved Armored Defense, Redirect Shot

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Improved Defenses, Power Attack, Powerful Charge, Rapid Strike, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +13, Initiative +12, Use the Force +10

Possessions lightsaber (self-built), battle armor (+8 armor, +2 equipment), comlink, cortosis gauntlet, various personal belongings

* Includes 4 points of Power Attack.

Imperial Knight Encounters

During the time of Darth Krayt, Imperial Knights acted as the sworn protectors of Emperor Roan Fel. As such, they are rarely encountered away from the Emperor. Following the coup by Darth Krayt that put the Sith Lord on the galactic throne, the Imperial Knights who remained behind might be found anywhere, working to put a stop to the new Emperor's rule.

Tactically, Imperial knights are similar to Jedi. They work well together, using their lightsabers to redirect blaster shots against their foes until they can close to melee range. When fighting other lightsaber-wielding Force-users, Imperial Knights attempt to use their cortosis gauntlets to deactivate their enemies' weapons for a few minutes. Given their loyalty to their Emperor, Imperial Knights are less concerned with maintaining a balance between light and dark. As such, some might employ powers that are normally designated as dark side.

CORTOSIS GAUNTLET

All Imperial Knights wear specially designed gauntlets made of cortosis weave that protect them from the normally lethal lightsaber blades. If the wearer readies an action to block a lightsaber attack, the wearer can make an opposed unarmed melee attack roll against the attack roll of the lightsaber attack. If the wearer of the cortosis gauntlet is successful, the lightsaber deactivates and may not be reactivated for 2 minutes. The attack still deals normal damage before the lightsaber is deactivated.

If the wearer of a cortosis gauntlet is the target of the Severing Strike talent, the attacker can choose to sever the limb where the cortosis gauntlet is worn without having his or her lightsaber deactivated.

Cost 1,500; Weight 1 kg.

"IMPERIAL KNIGHTS!
SAVE YOUR EMPEROR!"

- MOHRGAN

JEDI MASTER

Jedi Master

CL 15

Medium Jedi 7/Jedi Knight 5/Jedi Master 3

Force 6

Init +14; Senses Perception +10

Languages Basic, 1 other

Defenses Ref 30 (flat-footed 28, Lightsaber Defense 31), Fort 30, Will 31;
Deflect

hp 137; Threshold 30

Speed 6 squares

Melee lightsaber +18 (2d8+8) or

Melee lightsaber +16 (3d8+8) with Rapid Strike or

Melee lightsaber +15 (2d8+8) and

lightsaber +15 (2d8+8) with Double Attack

Base Atk +15; Grp +17

Atk Options Battle Meditation, Cleave, Double Attack (lightsabers),
Power Attack, Rapid StrikeSpecial Actions Damage Reduction 10, Force Focus, Lightsaber Defense,
Redirect Shot, serenity, SoresuForce Powers Known (Use the Force +12): *battle strike* (3), *farseeing*,
Force thrust, *mind trick* (2), *move object*, *rebuke*, *surge* (2),
*vital transfer*Force Techniques Force Point Recovery, Force Power Mastery (*mind trick*)

Force Secrets Distant Power, Quicken Power

Abilities Str 12, Dex 14, Con 14, Int 12, Wis 16, Cha 10

Special Qualities build lightsaber, fearless, serenity

Talents Battle Meditation, Damage Reduction 10, Deflect, Force Focus,
Force Fortification, Lightsaber Defense, Multiattack Proficiency
(lightsabers), Redirect Shot, SoresuFeats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training
(3), Power Attack, Rapid Strike, Skill Training (Endurance), Weapon
Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)Skills Acrobatics +14, Endurance +14, Initiative +14, Perception +10, Use
the Force +12

Possessions lightsaber (self-built), encrypted comlink, Jedi robes

Jedi Masters have reached the top of their craft within the Jedi Order. Achieving the title of Jedi Master requires patience, perseverance, and above all, faith in oneself. A deep understanding of the Force is a must, for a Jedi Master is able to unlock powerful secrets that few Jedi even dream of comprehending. It is not a journey that is quickly made, and few Jedi survive long enough to complete it. Those who do are widely respected, and justly so.

For a Jedi Knight to become a Jedi Master, he is usually required to take on a Padawan learner. That Padawan must be fully trained as a Jedi Knight before the teacher can be considered as a Jedi Master. Not only does training a Padawan take years, it also requires inhuman patience and the ability to instruct another sentient being in the often esoteric ways of the Force. Success is never assured, and a Padawan who does not have the proper mindset or talent might never come to face the trials. Such a failure might not become apparent for several years, but when discovered would require the would-be Jedi Master to take on a new apprentice.

For most of the history of the Jedi tradition, only Jedi Masters were placed on the Jedi Council. This state of affairs changed during the Rise of the Empire, when Anakin Skywalker was appointed to the Council by Emperor Palpatine. Although the Council respected Palpatine's insistence that Skywalker be made a member, it refused to grant the young knight status as a Jedi Master. This perceived insult, combined with Anakin's overwhelming arrogance, was instrumental in bringing the young Jedi to the dark side of the Force.



JEDI MASTER ENCOUNTERS

Jedi Masters are sent on important and dangerous missions by the Jedi Council. Some operate alone, while others continue to instruct Padawans long after they have achieved the title of Master. These latter individuals travel with their Padawans, an arrangement that allows them to instruct their students in a more hands-on fashion. It also exposes their apprentices to riskier, high-priority assignments, which increases the learner's confidence all the more.

Whether or not a Jedi Master is encountered in the company of his Padawan learner, he is an opponent who cannot be underestimated. Though he might try to bring a conflict to a peaceful resolution, he is always able to bring forth his lightsaber, as well as his considerable knowledge of the Force, in order to pursue what the Order refers to as "aggressive negotiations." Few mundane opponents can stand against the skill and ability of a Jedi Master.

JEDI SAGE MASTER

Some Jedi Masters are known as scholars even among their peers. These individuals, sometimes called Jedi Sage Masters, are the keepers of knowledge, and they spend much of their time deep in research or contemplation. They seek to test the boundaries of what is possible, while at the same time passing on this knowledge to those around them. If a question or problem comes to light that cannot be answered by members of the Jedi Council, these scholars are consulted.

Though they are seldom seen outside the walls of the Jedi Temple on Coruscant, Jedi Sage Masters do sometimes venture out in order to conduct field research. This research might involve the excavation of a Sith temple or the observation of a new species or life form. Keeping the archives up to date requires a constant influx of information. Jedi scholars and their apprentices, along with non-Jedi experts, are at the forefront of this never-ending process.

Jedi Sage Masters are often asked to meet with potential Padawan learners in order to judge their Force potential. In this regard, they uphold their duty to help teach new Jedi by discerning which students have the most aptitude with the Force. They often take on Padawans of their own, especially if a candidate is intellectually adept and eager to learn more mundane abilities.

Although the Jedi Sage Master detailed in this entry is an expert in galactic lore as well as physical and life sciences, Jedi scholars are a diverse group. The Knowledge skills in this statistics block can be replaced with any other Knowledge specialty. Given their knowledge of customs and philosophical thought, scholars who specialize in the social sciences often excel in a consular role, while those who focus on tactics might serve as generals among the Jedi.

Jedi Sage Master

CL 15

Medium Jedi 7/Jedi Knight 5/Jedi Master 3

Destiny 1; Force 6

Init +8; Senses Perception +19; Force Perception

Languages Basic, 7 others

Defenses Ref 29 (flat-footed 28), Fort 28, Will 32

hp 92; Threshold 28

Speed 6 squares

Melee lightsaber +16 (2d8+7)

Base Atk +15; Grp +16

Atk Options Improved Disarm, Melee Defense

Special Actions Adept Negotiator, Force Focus, serenity, Skilled Advisor

Force Powers Known (Use the Force +19): *farseeing, Force disarm, Force stun* (2), *mind trick* (2), *move object, negate energy, rebuke* (2), *sever Force, vital transfer*

Force Techniques Improved Sense Force, Improved Telepathy

Force Secrets Distant Power, Multitarget Power

Abilities Str 10, Dex 12, Con 8, Int 17, Wis 16, Cha 15

Special Qualities build lightsaber, fearless, serenity

Talents Adept Negotiator, Force Focus, Force Perception, Force Persuasion, Foresight, Gauge Force Potential, Master Negotiator, Skilled Advisor, Visions

Feats Force Training (3), **Force Sensitivity, Improved Disarm, Linguist, Melee Defense, Skill Focus** [Knowledge [galactic lore]], **Skill Focus** [Knowledge [physical sciences]], **Skill Focus** (Use the Force), **Weapon Proficiency** (lightsabers, simple weapons)

Skills Endurance +11, Knowledge (galactic lore) +20, **Knowledge** (life sciences) +20, **Knowledge** (physical sciences) +15, **Perception +19, Persuasion +19, Use the Force +19**

Possessions lightsaber (self-built), Jedi robes

Jedi Sage Master Encounters

Even though a Jedi Sage Master is somewhat less combat-oriented than his peers, this does not mean he should be trifled with. Though they are sometimes typified as stodgy old codgers with their noses buried in old holocrons, Jedi Sage Masters are some of the most powerful members of the Jedi tradition. The knowledge that they possess on an individual basis is staggering, and they can call upon the lessons of the past in order to solve the problems of the future.

In combat, a Jedi Sage Master concentrates on self-defense and disarming an opponent. Negotiation is an important component of his strategy, and he is not above using the Force in order to facilitate a peaceful resolution to a potentially dangerous situation.

JEDI BATTLEMASTER

Jedi Battlemaster

CL 15

Medium Jedi 8/Jedi Knight 5/Jedi Master 2

Force 5

Init +19; Senses Perception +9

Languages Basic

Defenses Ref 30 (flat-footed 28, Lightsaber Defense 31), Fort 29, Will 30; Block, Deflect

hp 122; **Threshold** 29**Speed** 6 squares**Melee** lightsaber +21 (2d8+14) or**Melee** lightsaber +19 (3d8+14) with Rapid Strike or**Melee** lightsaber +16 (2d8+14) and

lightsaber +16 (2d8+14) with Double Attack

Base Atk +15; **Grp** +18**Atk Options** Double Attack (lightsabers), Power Attack, Rapid Strike**Special Actions** Juyo, Lightsaber Defense, Redirect Shot, serenity**Force Powers Known** (Use the Force +14): *battle strike* (3),*Force slam* (2), *move object*, *surge* (3)**Force Techniques** Force Point Recovery (2)**Force Secrets** Multitarget Power**Abilities** Str 16, Dex 14, Con 12, Int 10, Wis 14, Cha 14**Special Qualities** build lightsaber, fearless, serenity**Talents** Block, Deflect, Greater Weapon Focus (lightsabers), Greater

Weapon Specialization (lightsabers), Juyo, Lightsaber Defense, Redirect Shot, Weapon Specialization (lightsabers)

Feats Double Attack (lightsabers), Force Sensitivity, Force Training, Power Attack, Rapid Strike, Skill Focus (Initiative), Skill Training (Acrobatics), Skill Training (Endurance), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +14, Endurance +13, Initiative +19, Use the Force +14**Possessions** lightsaber (self built), Jedi robes

Since it is the traditional weapon of their Order, every Jedi has some degree of expertise with the lightsaber. Jedi Masters who focus on the use of the lightsaber to the exclusion of all else, however, are some of the deadliest individuals in the galaxy. Few beings can match their skill with an energy blade, and many a conflict has hinged upon the martial prowess of such skilled Jedi Masters.

The path of the Jedi Master leaves little room for mistakes. Jedi who hone their combat skills must do so in such a way that they are not tainted by the horrors of war. The battlefield is an environment filled with stress and danger, and it is almost impossible to experience these rigors without

being changed, either emotionally or spiritually. Jedi Masters must let the extremes of emotion wash over them, accepting them as they might accept any other event. They might recognize the ultimate futility of conflict, but they must also recognize that some goals can be accomplished only through the application of military might.

It is not enough for a Jedi Master to know *how* to strike—he must also know *when* to strike. “Aggressive negotiations” (a Jedi euphemism for combat) are used only as a last resort, after diplomacy and reason have failed. The desired outcome of such action is always peace, and strength of arms must always be tempered with the wisdom to know when it is prudent to relent. The Jedi battlemaster is obligated to recognize these facts, and to act accordingly.

Jedi Battlemaster Encounters

Of all the Jedi, the battlemaster is perhaps the most physically dangerous. Despite his obvious superiority on the battlefield, he is still only a single being. He rarely attacks large groups of foes, preferring to instead fight in an intelligent and logical manner. Fast attacks, tempered with feints and tactical withdrawals, are often the order of the day for the lone battlemaster. When in the company of one or more other Jedi, he is more willing to take greater risks if doing so will end the conflict sooner.

If the battlemaster has a weakness, it is his focus on the martial aspects of the Jedi tradition. Though he can be a capable negotiator if necessity dictates it, a battlemaster understands that he is far more skillful when wielding a weapon. He will defer to other Jedi Masters, or even Knights, in the event that they are more formidable negotiators than he is. If a foe offers to surrender or negotiate terms, a battlemaster always considers such proposals carefully before either accepting or rejecting them.

JEDI SENTINEL MASTER

The Jedi sentinels were established during the days of the Old Republic. They were taught to withstand the influence of the dark side of the Force, and they did so with varying degrees of success. Due to this resistance, they were often employed to actively seek out rogue Jedi and servants of the dark side. They were most commonly denoted by their yellow-bladed lightsabers, but this old tradition is not always adhered to.

Sentinels are dangerous individuals, due to their specialized training as well as their ability to find, track, and eradicate threats to the light without being taken over by the dark. Because of their near-constant exposure to the servants of the dark side, few sentinels rise to the rank of Jedi Master. The ones who do are lauded for their strength of character, though even they are sometimes considered suspect by their peers.

Some Jedi argue that constant exposure to the dark side is a lure that cannot be withstood forever, even by individuals who are sworn to destroy it. For this reason, Jedi sentinels are often viewed with wariness by their fellows

in the Jedi Order. Although this attitude can be a sore spot for some, it is a rare sentinel who shows much concern about the paranoia of others. Most sentinels take it in stride and expect nothing less.

Sentinels are a rare breed of Jedi, and those who reach the rank of Jedi Master are rarer still. Despite this scarcity, they have long been a part of the Order, and the malignant plans of many evil beings have been brought to heel due to the tenacity of these brave souls.

Jedi Sentinel Master Encounters

A sentinel who has risen to the rank of Jedi Master makes an excellent mentor or patron, either for a single Jedi or for a group of heroes; such an individual is not above using others to help him in his effort to destroy dark side influences. A sentinel Master might also be employed as an opponent for characters who continually flaunt their power in malicious and inappropriate ways. In the case of characters who are lost to the dark side, a sentinel Master and his allies present the players with a difficult long-term enemy to avoid or defeat.

The sentinel Master is a sworn enemy of the dark side, but he is not a foolish adversary. He will often bide his time, using his powers and contacts in an effort to isolate and judge his enemies. Once he has done his research, a sentinel Master acts as judge, jury, and executioner. He is not above allowing his enemies to repent their wicked ways, but such a decision is rarely made lightly.

THE PRESENCE OF A MASTER

The rank of Master is conferred on Jedi who prove themselves to be not only excellent teachers but true masters of the Force. Though not every Master becomes a member of the Jedi Council, Jedi Masters are regarded as the ultimate authority on matters concerning the Force. The presence of a Jedi Master should be a momentous event in a campaign, because a Master's wisdom and knowledge is usually unparalleled. Even experienced Jedi Knights who have years of service under their belts pause to show a Jedi Master the proper respect, and those who come to the rank at a young age (such as Obi-Wan Kenobi) are both rare and revered.

Including a Jedi Master in your campaign can cause some problems if not properly handled. For one, the heroes might come to rely on the power that a Jedi Master wields if the Master spends much time accompanying them. Similarly, some heroes might think they can use the Jedi Master to solve all their problems, calling upon the Master's knowledge and experience even for the most trivial matters. Finally, some players might feel as though their heroes are outshined by a prominent Jedi Master appearing in the campaign, and they could come to resent the Master as a character much more powerful than their own.

Jedi Sentinel Master

CL 16

Medium Jedi 7/Jedi Knight 5/Jedi Master 4

Force 6; Strong in the Force

Init +9; Senses Perception +22; Force Perception

Languages Basic, 2 others

Defenses Ref 31 (flat-footed 30), Fort 30, Will 33
hp 112; Threshold 30

Speed 6 squares

Melee lightsaber +17 (2d8+7)

Base Atk +16; Grp +17

Atk Options Dark Side Scourge, Melee Defense

Special Actions Force Focus, serenity

Force Powers Known (Use the Force +22): *battle strike*, *farseeing*,
Force disarm, *Force slam*, *mind trick* (2), *move object*, *rebuke* (2),
sever Force (2), *surge*

Force Techniques Improved Sense Force, Improved Sense Surroundings

Force Secrets Devastating Power, Quicken Power

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 16, Cha 18

Special Qualities build lightsaber, fearless, serenity

Talents Clear Mind, Dark Side Sense, Dark Side Scourge, Force Focus,
Force Fortification, Force Perception, Foresight, Resist the Dark Side,
Visions

Feats Force Sensitivity, Force Training (3), Improved Defenses, Melee
Defense, Skill Focus (Use the Force), Skill Training (Initiative), Strong
in the Force, Weapon Focus (lightsabers), Weapon Proficiency
(lightsabers, simple weapons)

Skills Endurance +13, Knowledge (galactic lore) +15, Perception +22,
Pilot +14, Use the Force +22 (can reroll when avoiding detection by
the Force, must take second result; can reroll when sensing opponents
with a Dark Side Score of 1+, must take second result)

Possessions lightsaber (self-built), Jedi robes

"I'M NOT LOOKING
FOR A FRIEND,
I'M LOOKING FOR A
JEDI MASTER."

— LUKE SKYWALKER

JEDI PADAWAN

Jedi Padawan

Medium Jedi 5

Force 7

Init +4; Senses Perception +8

Languages Basic, 1 other

Defenses Ref 18 (flat-footed 16), Fort 17, Will 17; Deflect

hp 57; Threshold 17

Speed 6 squares

Melee lightsaber +7 (2d8+2) or

Melee lightsaber +5 (3d8+2) with Rapid Strike

Base Atk +5; Grp +7

Atk Options Rapid Strike

Special Actions Equilibrium

Force Powers Known (Use the Force +8): *move object, surge*

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 12, Cha 12

Talents Deflect, Equilibrium, Telekinetic Savant

Feats Force Sensitivity, Force Training, Rapid Strike, Skill Training (Pilot),

Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Perception +8, Use the Force +8, Pilot +9

Possessions lightsaber, Padawan robes, comlink

CL 5

A Jedi Padawan is more than simply a young student of the Force; she is also an apprentice Jedi. Becoming a Padawan requires sensitivity to the Force as well as initial training in its use and in the use of a lightsaber. After having proven herself worthy of further training, a Padawan is apprenticed to a Jedi Knight or Jedi Master who then trains her in the mysteries of the Force and in the philosophy of the Jedi. Very little of this education is formal instruction or classroom training. Instead, a Padawan travels with a Jedi, aiding him in his missions, observing his actions, and learning in a direct and immediate fashion how to truly be a Jedi and to personally embody the Jedi philosophy.

This apprenticeship is not without risk; Jedi sometimes take their Padawans into exceptionally dangerous situations, but it is the responsibility of a Jedi to protect his Padawan, and the responsibility of a Padawan to listen to and heed her Master's instructions. Padawans from species that have hair typically grow a single braid to signify their status, and cut the braid off when they become Knights. A Jedi teaches a single Padawan at one time.

JEDI PADAWAN ENCOUNTERS

Jedi Padawans can be encountered anywhere in the galaxy, but each is almost always found near to her Master, aiding him in his missions. Even Padawans of adolescent age can help with dangerous missions involving delicate negotiations or vital espionage. Others help their Masters in the difficult and often risky tasks of galactic peacekeeping, and much of the way a Padawan learns is by fighting at her Master's side.

A Padawan might be encountered alone when she has been assigned to complete a less dangerous part of a mission or on the rare occasion when her Master decides that a particular endeavor is simply too perilous for her. The strong bond between Padawan and Master and the responsibility that Jedi feel for their Padawans means that sometimes Padawans become tempting targets for kidnappers who are intent on distracting or influencing a particular Jedi.

"TRULY WONDERFUL,
THE MIND OF A
CHILD IS."

— YODA



JENSAARAI DEFENDER

Jensaarai Defender

CL 8

Medium Jedi 5/soldier 3

Force 5; Dark Side 1

Init +11; Senses Perception +5

Languages Basic

Defenses Ref 25 (flat-footed 23), Fort 22, Will 20; Block, Deflect

hp 85; Threshold 22

Speed 4 squares

Melee lightsaber +13 (2d8+6) or

Melee lightsaber +11 (3d8+6) with Mighty Swing

Base Atk +8; Grp +11

Atk Options Mighty Swing

Force Powers Known (Use the Force +10): *battle strike* (2),

Force slam, *surge*

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 12

Talents Armored Defense, Attune Armor, Block, Deflect,

Improved Armored Defense

Feats Armor Proficiency (light, medium), Force Sensitivity, Force

Training (2), Mighty Swing, Skill Training (Initiative), Weapon Focus

(lightsabers), Weapon Proficiency (simple, lightsabers)

Skills Initiative +11, Use the Force +10

Possessions ceremonial armor (+7 armor), lightsaber, comlink, 100 credits

The Jensaarai are Force-using warriors from Suarbi 7/5. Originally founded by rebel Jedi in the waning days of the Republic, the Jensaarai embrace some Sith teachings while still practicing a great deal of Jedi philosophy. Though they tread close to the dark side in many of their practices, the Jensaarai still maintain the discipline required to serve the Force.

The Jensaarai are much like Jedi in their study of martial practices, but differ in that a significant event in their training involves the creation of a custom suit of ceremonial armor tailored to the individual Jensaarai Defender. These ceremonial suits of armor resemble creatures that represent personality traits and favored philosophies of their bearers, and Jensaarai attune themselves to their armor in order to fight at maximum efficiency. Though the bulk of the Jensaarai are found on Suarbi 7/5, many venture out into the galaxy to explore and learn more about other worlds before returning to their duties.

JENSAARAI ENCOUNTERS

Jensaarai Defenders are relatively secretive, and they fight only when forced to. They dedicate themselves to protecting their people, the inhabitants of Suarbi 7/5, and the other Jensaarai. When engaged in combat, they tend to fight hard and are unwilling to surrender. They focus their Force power use on defensive situations, preferring to confront enemies head-on rather than through the Force. Jensaarai Defenders usually attack voraciously, hoping to eliminate any threat to their safety and secrecy before the enemy can escape. Jensaarai have a particular disdain for Jedi, and they will seek out a Jedi on the field of combat whenever one is present, to the exclusion of all other foes.

Encounters involving a Jensaarai Defender rarely include Force-users from other traditions (Jedi or otherwise). Jensaarai Defenders are formidable enemies when encountered in small groups, especially when they can get close enough to engage their enemies in melee combat. Additionally, some Jensaarai design their armors based on favored creatures, and might even have one of those creatures as a pet; for example, a Jensaarai Defender whose armor resembles a vornskr might bring her pet vornskrs into battle to fight at her side.



MARTIAL ARTIST

Martial Artist

CL 7

Medium soldier 7

Force 2

Init +10; Senses Perception +8

Languages Basic, 1 other

Defenses Ref 23 (flat-footed 18), Fort 21, Will 17

hp 77; Threshold 21

Speed 6 squares

Melee combat gloves +10 (1d10+8) or

Melee force pike +10 (2d8+7)

Base Atk +7; Grp +12

Atk Options Expert Grappler, Melee Defense, Melee Smash, Stunning Strike, Unbalance Opponent

Abilities Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8

Talents Expert Grappler, Melee Smash, Stunning Strike, Unbalance Opponent

Feats Armor Proficiency (light, medium), Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Skill Training (Acrobatics), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Acrobatics +10, Endurance +10, Initiative +10, Jump +11, Perception +8

Possessions force pike, combat gloves, utility belt with medpac

Martial artists have trained their bodies to become living weapons. Depending on the technique in which one trains, a martial artist can be anything from an aggressive brawler who pummels his foes senseless to a graceful, fluid practitioner who uses his enemies' strength against them.

MARTIAL ARTS AND SIMPLE WEAPONS

For the purpose of feats and talents that allow you to select a weapon group for that ability to apply to, unarmed attacks are simple weapons. However, combat gloves provide a martial artist with a damage advantage that lets him make use of talents such as Weapon Specialization (simple weapons), further increasing his aptitude for unarmed attacks. Combat gloves are considered simple weapons, but attacks with combat gloves are still considered to be unarmed attacks.



Regardless of the technique each one uses, martial artists excel at close combat—many eschew using ranged weapons of any kind. On worlds where weapons are highly regulated or rare, martial artists are relatively common, since they do not need weapons to protect themselves or fight their foes. There are also Force-using martial arts schools (outside of the Jedi tradition) that train individuals in ways to harness their inner power for combat. Both the Jedi and the Sith monitor martial artists and their schools for potential recruits, knowing that such exceptional individuals who are in tune with their own power and with the Force have the proper qualities to make ideal candidates.

MARTIAL ARTIST ENCOUNTERS

Martial artists can easily fill the same niche as brutes (page 20), but instead of barely trained combatants, the heroes find themselves facing a capable melee warrior. Despite their name, martial artists could serve as bodyguards or even soldiers or commandos who specialize in close combat—they might still carry blasters, but use them only for situations that their furious fists cannot handle.

Many martial artists can be found in the employ of crime lords or working as gladiators on many worlds, where their skills are used for the entertainment of the masses. Heroes who find themselves in the clutches of such criminals might wake up on the bloodstained floor of a gladiatorial pit or arena, surrounded by martial artists ready to beat them senseless yet again. Weapons might be thrown onto the ground for the combatants to use, or possibly not—the crowd might demand to see each fighter survive using only his or her bare hands.

Alternatively, martial artists could represent freedom fighters who use their own bodies as weapons to overthrow their oppressors. Such individuals could easily slip past checkpoints and scanners on the lookout for illegal weapons or armor, which martial artists do not need. Then, once they are inside the target area, the intruders spring into action.

MASTER OF TERÄS KÄSI TALENT TREE

The Master of Teräs Käsi talent tree, described below, is for use with the elite trooper prestige class.

Ignore Damage Reduction: When you make an unarmed attack against a target that has damage reduction, and you deal more damage than the target's DR, you ignore the target's DR completely.

Prerequisites: Teräs Käsi Basics, Martial Arts I.

Teräs Käsi Basics: You deal an additional die of damage with your unarmed attacks.

Prerequisite: Martial Arts I.

Teräs Käsi Mastery: If you make only unarmed attacks during a full attack action, you can take the full attack action as a standard action instead of a full-round action.

Prerequisites: Teräs Käsi Basics, Martial Arts I, Martial Arts II, Martial Arts III.

Unarmed Counterstrike: When you successfully parry a melee attack with the Unarmed Parry talent, you can immediately make an unarmed attack as a reaction against that target.

Prerequisites: Teräs Käsi Basics, Unarmed Parry, Martial Arts I, Martial Arts II.

Unarmed Parry: When you fight defensively, as a reaction you can negate a melee attack by making a successful unarmed attack roll. If your attack roll equals or exceeds the attack roll of the incoming melee attack, the attack is negated. You must be aware of the attack and not flat-footed, and you take a cumulative -2 penalty to all attack rolls for each attack roll made since the beginning of your last turn.

Prerequisites: Teräs Käsi Basics, Martial Arts I, Martial Arts II.

MASTER OF TERÄS KÄSI

Teräs Käsi is a powerful and deadly martial arts form that enables its wielder to deal devastating amounts of unarmed damage.

CL 14

Master of Teräs Käsi

Medium soldier 7/elite trooper 7

Force 2

Init +15; Senses Perception +12

Languages Basic, 1 other

Defenses Ref 32 (flat-footed 26), Fort 30, Will 24

hp 129; DR 3; Threshold 30

Speed 6 squares

Melee combat gloves +19 (2d10+13) or

Melee combat gloves +17 (3d10+13) with Rapid Strike or

Melee combat gloves +14 (2d10+13) and

combat gloves +14 (2d10+13) with Double Attack

Base Atk +14; Grp +20

Atk Options Double Attack (simple weapons), Expert Grappler, Melee Smash, Point Blank Shot, Rapid Strike, Stunning Strike, Unbalance Opponent

Abilities Str 18, Dex 16, Con 14, Int 13, Wis 10, Cha 8

Special Qualities damage reduction 3, delay damage

Talents Expert Grappler, Melee Smash, Stunning Strike, Teräs Käsi Basics, Teräs Käsi Mastery, Unarmed Counterstrike, Unarmed Parry, Unbalance Opponent

Feats Armor Proficiency (light, medium), Double Attack (simple weapons), Martial Arts I, Martial Arts II, Martial Arts III, Point Blank Shot, Rapid Strike, Weapon Focus (simple weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Acrobatics +15, Endurance +14, Initiative +15, Perception +12

Possessions combat gloves, utility belt with medpac

"THE ART OF TERÄS
KÄSI IS ABOUT
CONTROL AND
MASTERY OF ONE'S
SELF."

— JOCLAD DANUA,
JEDI KNIGHT

MEDIC

Medic

CL 3

Medium nonheroic 6/soldier 1

Force 5

Init +8; Senses Perception +4

Languages Basic, 1 other

Defenses Ref 15 (flat-footed 15), Fort 13, Will 12

hp 29; Threshold 13

Speed 6 squares

Melee knife +5 (1d4)

Ranged blaster carbine +5 (3d8) or

Ranged blaster pistol +5 (3d6)

Base Atk +5; Grp +5

Atk Options autofire (blaster carbine)

Special Actions Battle Analysis

Abilities Str 10, Dex 10, Con 10, Int 12, Wis 13, Cha 12

Talents Battle Analysis

Feats Armor Proficiency (light), Skill Focus (Treat Injury), Skill Training (Knowledge [tactics]), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +8, Knowledge (tactics) +9, Treat Injury +14

Possessions knife, blaster pistol, blaster carbine, 2 stun grenades, combat jumpsuit (+4 armor), comlink, field kit, medical kit, 2 FastFlesh medpacs, holster

When a soldier falls in battle, it is the duty of the medic to tend to him there or drag him back from the front lines to the field hospital. What separates a medic from a doctor is that a medic receives rudimentary combat training to enable him to fight alongside his companions against enemy forces. Although possessed of some combat ability, a medic is not an ideal fighter and spends most of his time tending to the wounded.

MEDIC ENCOUNTERS

Medics are attached to military units, usually in a ratio of one medic for every dozen or so soldiers, more or less depending on the quality of the unit. Mercenary companies have fewer trained medics than other combat groups, leaving most mercenaries to tend to their own wounds.

A medic is an important and valued member of any outfit. Since the medic's main responsibility is saving lives, most units don't risk their medics without good reason. In fact, soldiers often take risks to keep their unit's medic safe, even exposing themselves to gunfire to deal with a threat to the medic. In exchange, the soldiers expect the medic to move quickly when one of the team falls. While the medic applies a medpac, the rest of the team provides covering fire until the medic and his injured patient can return to cover.

FASTFLESH MEDPAC

A FastFlesh medpac offers a broader range of medical instruments and agents than does a standard medpac. Each FastFlesh medpac has enough materials for a single use. A character who benefits from a FastFlesh medpac or a standard medpac cannot again derive benefits from any medpac for 24 hours.

Using a FastFlesh medpac grants you a +5 equipment bonus to a Treat Injury check made to perform first aid. Otherwise, this medpac functions as a normal medpac.

Cost 600; Weight 0.5 kg.



MERCENARY

Mercenary Soldier

CL 3

Medium nonheroic 6/soldier 1

Force 5; Dark Side 1

Init +9; Senses Perception +3

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 14, Will 12

hp 22; Threshold 14

Speed 6 squares

Melee combat gloves +6 (1d4+2)

Ranged blaster rifle +6 (3d8) or

Ranged frag grenade +6 (4d6)

Base Atk +5; Grp +6

Atk Options autofire (blaster rifle)

Special Actions Combined Fire

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 10

Talents Combined Fire

Feats Armor Proficiency (light), Coordinated Attack, Improved

Defenses, Skill Training (Endurance), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +8, Initiative +9

Possessions combat gloves, blaster rifle, frag grenade, combat jumpsuit (+4 armor), comlink, field kit, company insignia

Mercenaries are professional soldiers who fight for anyone who will pay them. Their loyalty extends only so long as the credits keep rolling in, and even then they might break a contract if the job sours or seems hopeless. A mercenary doesn't sign on for causes and doesn't care about the nature or identity of his employer, only that he is paid and paid on time. Their fickle nature and lack of regard for the reasons behind a conflict make mercenaries unattractive soldiers for many, but for those who have coin to spend and are desperate enough, a company of mercenaries can make do in the absence of more disciplined troops.

Mercenary companies are organized in the same ways as other military units. Soldiers make up the bulk of the fighting outfit, and supporting them are numerous specialists such as scouts and heavy infantry.

MERCENARY SCOUT

Although particulars can vary, any mercenary company is certain to employ at least a small team of scouts. Trailblazers and rangers, they sweep ahead of the main body, gathering intelligence about enemy positions, striking at supply lines, and sabotaging equipment.



Mercenary Scout

CL 3

Medium nonheroic 3/scout 2

Force 5; Dark Side 1

Init +9; Senses Perception +8

Languages Basic, 1 other

Defenses Ref 18 (flat-footed 16), Fort 13, Will 13

hp 18; Threshold 13

Speed 6 squares

Melee knife +3 (1d4+1)

Ranged sporting blaster pistol +5 (3d4+1) or

Ranged sporting blaster rifle +5 (3d6+1)

Base Atk +3; Grp +5

Atk Options Far Shot, Point Blank Shot

Abilities Str 11, Dex 14, Con 11, Int 12, Wis 12, Cha 10

Talents Improved Stealth

Feats Far Shot, Point Blank Shot, Skill Training (Initiative), Skill Training (Survival), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +9, Perception +8, Stealth +9 (can reroll, must take second result), Survival +8

Possessions knife, sporting blaster pistol, sporting blaster rifle with standard targeting scope, combat jumpsuit (+4 armor), encrypted comlink, electrobinoculars, field kit, mesh tape, utility belt

MERCENARY HEAVY INFANTRY

Mercenary heavy infantry forms the backbone of any mercenary squad. Equipped with heavy weaponry and superior armor, they lead the vanguard in assaults, drawing fire from their enemies while the rest of the mercenaries attack from the flanks, all the while mowing down enemy soldiers with a barrage of blaster fire. Heavy infantry units are often far more experienced than ordinary soldiers and are typically composed of grizzled veterans who have been through their fair share of campaigns.

Mercenary Heavy Infantry

CL 4

Medium soldier 4

Force 5

Init +9; Senses Perception +8

Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 18, Will 14

hp 50; Threshold 18

Speed 6 squares

Melee combat gloves +6 (1d4+5)

Ranged heavy blaster pistol +6 (3d8+2) or

Ranged heavy blaster pistol +4 (4d8+2) with Rapid Shot or

Ranged heavy blaster rifle +7 (3d8+4) or

Ranged heavy blaster rifle +5 (4d8+4) with Rapid Shot

Base Atk +4; Grp +6

Atk Options autofire (heavy blaster rifle), Coordinated Attack,
Devastating Attack (rifles), Rapid Shot

Abilities Str 14, Dex 14, Con 12, Int 11, Wis 13, Cha 11

Talents Devastating Attack (rifles), Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Coordinated Attack, Rapid Shot,
Skill Training (Mechanics), Weapon Focus (rifles), Weapon Proficiency
(pistols, rifles, simple weapons)

Skills Endurance +8, Initiative +9, Mechanics +7, Perception +8

Possessions combat gloves, heavy blaster pistol, heavy blaster rifle, 2
explosive charges with timers, battle armor (+8 armor, +2 equipment),
comlink, electrobinoculars, field kit

"IF MONEY IS ALL
YOU LOVE, THEN
THAT'S WHAT YOU'LL
RECEIVE."

— PRINCESS LEIA

FAMOUS MERCENARY COMPANIES

The Expanded Universe is full of famous and infamous soldiers-for-hire. Perhaps the most widespread use of these military groups came during the Rebellion against the Galactic Empire. As the casualties mounted, the Rebel Alliance turned to hiring mercenary companies to shore up its flagging numbers. Since the Galactic Empire had restrictions against hiring mercenaries, many companies signed on to fight alongside the Rebellion, while some remained neutral in the conflict.

Ailon Nova Guard: An ancient and distinguished unit, the Ailon Nova Guard consisted largely of non-Human warriors. Having long worked for the Galactic Republic, the Guard believed Senator Palpatine to be an ally, an individual who shared its belief in the survival of the fittest. However, their exploitation by the Emperor and the endless suicide missions he sent them on taught them the error of that way of thinking, so after the Battle of Endor, they helped to wipe out Imperial remnants.

Black Curs: Formed for the express purpose of getting revenge on the Galactic Empire, this mercenary outfit of smugglers and outlaws worked for the New Republic by selling it information and monitoring Imperial movements.

First Sun Mobile Regiment: Specializing in search-and-destroy missions, the First Sun Mobile Regiment found regular service in the employ of the Galactic Empire. The relationship eventually soured after orders came down for the First Sun to execute one of its own companies.

Laramus Base Irregulars: These soldiers had a reputation for taking on extremely dangerous missions. During the Galactic Civil War, they tried to stay out of the fighting, but when the conflict spilled onto the world that held their base, they were forced to take action. The Irregulars eventually joined the New Republic in fighting against the last holdouts of the Empire.

Mistryl Shadow Guard: This elite group of all-female mercenaries formed after the Empire rendered their homeworld uninhabitable. Vowing never to serve the Empire—although, inexplicably, there have been exceptions—the Mistryl Shadow Guards gained a reputation for ruthless efficiency as assassins and soldiers.

Red Moons: Led by a former Colonel of the New Republic, the Red Moons was an aggressive mercenary band dedicated to wiping out the remnants of the Empire. Although a mercenary company, it worked only for those employers who shared its agenda.

Sabaoth Squadron: In the years leading up to the Clone Wars, the Sabaoth Squadron worked for Count Dooku to strengthen Separatist defenses and combat the pirates who were harassing the Separatist worlds.

MERCENARY ENCOUNTERS

Mercenaries do not fight for free. Before they sign up to join the army of their employer, they must negotiate the terms of their contract. The contract spells out the duties and expectations placed on the mercenaries, specifying how many engagements they are to fight in, the terms of their payment, reimbursements for supplies, and so on.

One of the biggest myths about mercenary companies is their unreliability. Mercenary companies cannot afford to switch sides in the middle of a battle, because when they do, they diminish their reputation and reduce their chances of landing another contract down the road. Traitorous companies do exist, but they are the exception rather than the rule. Once a mercenary company signs on, it almost always abides by the letter of the contract until that agreement expires.

Mercenaries are grim opponents, having cut their teeth on numerous engagements and having witnessed the horrors of war time and again. In no rush to join the casualty list, they are cautious in their tactics and don't take unnecessary risks. Mercenaries also don't take things personally, since their next employer might be the folks they're fighting now.

A company of mercenaries is organized along similar lines to other military groups. The core of any unit is the foot soldiers, those grunts who do the bulk of the fighting. Core units of mercenary soldiers have the support of heavy infantry, which lays down covering fire or might even lead the charge. Scouts and outriders range ahead to assess enemy positions, while a support staff made up of medics, surgeons, technicians, pilots, and other personnel ensures that the unit is properly outfitted and attended during engagements.

Mercenaries can be allies or adversaries. The heroes might hire a group of mercs to protect their headquarters, to accompany them on missions, or provide them with a bit more muscle when following up leads on a particularly thorny investigation. In these cases, the quality of the mercenaries determines their price, with the better-known and better-equipped soldiers commanding the highest prices. Quality mercenaries don't take on long contracts, since they know from experience that a relationship could turn sour at any time.

A mercenary band might invite the PCs to join its ranks. In such a case, a mercenary company is an excellent vehicle to propel the heroes through a variety of adventures, carrying them to new worlds and new environments depending on who will pay them and how much. Such scenarios also give the heroes a chance to rise up in the ranks of their company until one day they might lead the group to even greater glories.

As enemies, mercenaries can fill a variety of roles. The most common and acceptable use for mercenaries is in a support role for a major villain. Mercenaries could serve as a personal guard, safeguarding the villain's lair or a location that's of particular importance to his plans. Since the villain is paying the mercenaries for their service, they might not share his goals and might eventually be inclined to stop working for him, if he proves treacherous or particularly evil.

Lesser-known and greener mercenaries are not as selective about whom they work for, since they are largely concerned with developing their own reputation. Lowly mercs take service with anyone who will pay them, hoping to build their resumes. These novice groups can be found working for minor crooks, up-and-coming crime lords, or aliens that harbor darker designs behind friendly facades.

MERCENARY TALENT TREE

For most mercenaries, it's not about the mission, but rather the paycheck that comes once the mission is complete. The following talents are for use with the soldier class (and are considered part of the Mercenary talent tree presented in *The Force Unleashed Campaign Guide*).

Combined Fire: You gain a +2 bonus to damage rolls on attacks against targets that have been damaged by an ally since the end of your last turn.

Prerequisite: Coordinated Attack feat.

Mercenary's Determination: As a free action, on your turn, you can spend a Force point to double your speed for 1 round. You must wait 5 rounds between each use of this ability.

Prerequisite: Mercenary's Grit.

Mercenary's Grit: When you are affected by any debilitating condition, you can convert the condition's modifier from a penalty to a bonus for 1 round as a swift action. At the end of your next turn, move -1 step along the condition track.

Mercenary's Teamwork: You gain a +2 bonus to damage rolls (to a maximum of +10) for each ally that has damaged your target since the end of your last turn.

Prerequisites: Combined Fire, Coordinated Attack feat.

MERCENARY CAPTAIN

Mercenary Captain

CL 5

Medium soldier 2/noble 3

Force 8; Dark Side 1

Init +9; Senses low-light vision; Perception +10

Languages Basic, Bocce

Defenses Ref 21 (flat-footed 19), Fort 20, Will 18

hp 56; Threshold 20

Speed 6 squares

Melee combat gloves +5 (1d4+3)

Ranged heavy blaster pistol +7 (3d8+2) or

Ranged heavy blaster pistol +2 (3d8+2) and

blaster pistol +2 (3d6+2)

Base Atk +4; Grp +6

Special Actions Battle Analysis, Born Leader, Distant Command

Abilities Str 12, Dex 14, Con 12, Int 13, Wis 13, Cha 14

Talents Battle Analysis, Born Leader, Distant Command

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Linguist,

Skill Focus (Knowledge [tactics]), Toughness, Weapon Focus (pistols),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +8, Initiative +9, Knowledge (tactics) +13,

Perception +10

Possessions combat gloves, heavy blaster pistol, blaster pistol,

battle armor (+8 armor, +2 equipment) with helmet package,

electrobinoculars, field kit, utility belt

Although mercenaries might not be an official part of any standing army, and might not be soldiers dedicated to some cause or other, they are soldiers at heart. If they plan on surviving to earn their pay and see more work, they need a strong leader to guide them and represent their interests to potential employers. This is where the mercenary captain comes in.

A leader on the battlefield and a shrewd negotiator between jobs, the mercenary captain is responsible for commanding his unit and maintaining the necessary discipline within his ranks. Mercenary captains ascend to command roles in a variety of ways. Some are ex-soldiers themselves, having left the ranks of the Grand Army of the Galactic Empire or the New Republic. Others might be disenfranchised nobles, and others could be disgraced warriors, accused rightly or wrongly of some past crime. Regardless of their past, mercenary captains have chosen a life that allows them to use their natural leadership skills. It might not be much glory, but it's enough.



MERCENARY CAPTAIN ENCOUNTERS

The mercenary captain is the heart and soul of a mercenary unit. The captain's personality shapes the unit, deciding which jobs they take and which they skip. The mercenary captain also affects the quality of the soldiers who serve under his command. Cruel captains breed equally cruel soldiers, while lazy captains attract lazy mercenaries. As a result, a mercenary captain is often the best representative of a company's capabilities on the battlefield, and a wise leader who's looking to expand his or her army by hiring mercenaries would do well to look closely at the sort of leader who commands them.

Most encounters with mercenary captains include mercenary soldiers or heavy infantry under the captain's command. The captain leads these forces into combat, using their tactical expertise to good effect. Combat against these characters should be harrowing, with the enemy well prepared and benefiting from advantageous positioning. Mercenary captains do not squander their troops, or they'll find themselves out of work.

When negotiating service of mercenaries, it's always with the mercenary captain that the heroes must deal. Captains are usually shrewd negotiators who look for the best arrangement for themselves and without overly committing their forces. Most mercenary captains are not interested in long-term employment, preferring short jobs with a quick turnaround. The more dangerous the task, obviously, the higher the pay they demand.

MYSTIC

Mystic

CL 4

Medium nonheroic 6/scout 3

Force 4; Strong in the Force

Init +4; Senses Perception +15; Force Perception

Languages Basic, 1 other

Defenses Ref 13 (flat-footed 13), Fort 15, Will 15

hp 45; Threshold 15

Speed 6 squares

Melee quarterstaff +5 (1d6+1)

Base Atk +5; Grp +5

Special Actions Shake It Off

Force Powers Known (Use the Force +15): *farseeing*, *mind trick* (2), *move object*, *rebuke* (2)

Abilities Str 8, Dex 10, Con 14, Int 14, Wis 14, Cha 12

Talents Force Perception, Visions

Feats Force Sensitivity, Force Training (2), Shake It Off, Skill Focus (Use the Force), Skill Training (Stealth), Skill Training (Use the Force), Strong in the Force, Weapon Proficiency (simple weapons)

Skills Endurance +11, Perception +15, Persuasion +10, Stealth +9, Survival +11, Use the Force +15

Possessions quarterstaff, robes, fetish, pouches of strange powders

In the remote corners of the galaxy are places that have never heard of the Jedi, the Sith, or even the Force. However, the Force flows through all living things, and so, many isolated cultures learn to use the Force in their own way. As is to be expected, explanations for these strange powers run the gamut, from gifts from the gods to mastery over some magical power. Regardless of what they consider to be the source of the power, those who succeed in harnessing this energy are referred to as prophets, sorcerers, or mystics.

Blessed (or cursed) with the ability to use the Force, mystics are not exactly certain what energy they tap when they perform miraculous acts. Since the source of their power is unknown to them and their people, how mystics fit into their societies varies from world to world. Many mystics are reviled, hated, and feared, and thus face lonely existences as exiles, shunned by families and friends alike; these individuals might become dark side adepts. Others are seen as prophets, holy men, or powerful magicians who wield forces beyond understanding. Such mystics command enormous respect and power, having a great deal of influence over their people.

MYSTIC ENCOUNTERS

Although many mystics are powerful in the Force, most lack formal training and thus are not formidable opponents. Instead, mystics best serve as advisors; one might offer guidance to a chieftain in exchange for an exalted place in the tribe. Alternatively, a mystic might be a hermit, a figure of great wisdom but one who dabbles in powers beyond mortal conception, and only those in the direst need seek out their knowledge.

On worlds that have numerous Force-users, mystics might band together as a separate society. The purpose and nature of these groups depends on the techniques they develop and how their understanding of these powers evolves. Some groups function as mystical orders of priests, while others might act as cabals of sorcerers who push against the limits of reality through their haphazard explorations of the Force.

However, with misunderstood power comes negative reactions—there are many tragic cases of individuals strong in the Force who are driven from their villages because of the strange abilities they demonstrate. Rare are the exiled mystics who do not turn to the dark side, for fear, hate, and anger are their constant companions, twisting these lost souls into creatures of evil.



OFFICER

Officer

CL 8

Medium nonheroic 6/soldier 3/officer 3

Force 2

Init +7; Senses Perception +13

Languages Basic, Bocce, 4 others

Defenses Ref 20 (flat-footed 19), Fort 20, Will 23

hp 62; Threshold 20

Speed 6 squares

Melee unarmed +10 (1d4+3)

Ranged blaster pistol +11 (3d6+3)

Base Atk +10; Grp +12

Atk Options Cover Fire

Special Actions Assault Tactics, Battle Analysis, Deployment Tactics

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 14, Cha 16

Special Qualities command cover, share talent (Cover Fire)

Talents Assault Tactics, Battle Analysis, Cover Fire, Deployment Tactics

Feats Armor Proficiency (light), Improved Defenses, Linguist, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Use Computer), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Knowledge (tactics) +18, Perception +13, Persuasion +19, Use Computer +13

Possessions blaster pistol, code cylinder, officer's uniform, encrypted comlink, utility belt with medpac

The officer described here represents a leader who goes out in the field, commanding alongside her troops. She is trained in quickly assessing the battlefield and deploying her troops in the most effective way possible—with the hope of keeping losses in both soldiers and equipment to a minimum. This sort of officer leads by example, giving orders from the front lines of combat, often scoffing at the plans concocted by the higher-ups in the safety of the rear deployment zone. An officer must make tough decisions, putting her troops in extremely hazardous, and sometimes suicidal, positions to get the job done. Officers carry little in the way of weapons or armor, relying on other troops for protection and transportation. Depending on their actual rank, this "entourage" can be anything from a bodyguard and an airspeeder all the way up to a brigade of troops, heavily armored tanks, and a contingent of battle droids.



It is important to remember that an officer's rank isn't necessarily tied to her level as a game character—a brigade commander might have fewer heroic levels than the lieutenant of a platoon, especially if that lieutenant has seen intense combat. Heroic levels represent a character's participation in action-filled adventures or missions of deep intrigue, not the number of years she spent as a desk jockey.

OFFICER ENCOUNTERS

Officers are almost never encountered alone—even on "solitary" missions, they are often accompanied by a retinue of noncommissioned officers and enlisted personnel. The officer presented here works best as the commander of a squad of 6–10 soldiers or a platoon of 20–30 soldiers, with accompanying support vehicles, equipment, and droids (the exact number depends on the CL of the encounter). This sort of officer is a capable fighter in her own right but works best when she is able to direct the movement of her troops.

An officer might be assigned to lead a group of highly trained specialists in order to complete a specific mission. Typical allies include commandos, elite soldiers, medics, and pilots—possibly with the officer being the least powerful member of the group.

INTELLIGENCE OFFICER

Intelligence officers delve into mounds of intercepted codes, plans, and reports to determine the best way to bring down the enemy by knowing more than they do. Handpicked for their natural intelligence and personal charm, intelligence officers are masters at teasing out information from a variety of sources. Most are expert interrogators, using a mix of "carrot and stick" to cause an enemy agent to spill his guts, revealing vital data or even convincing him to become a turncoat. Although they bear great similarities to spies, intelligence officers are part of a strict chain of command and have far more restrictions placed upon them when performing their duties. In short, spies collect the data and intelligence officers process it.

Because of the valuable knowledge they possess, intelligence officers are considered key targets and highly sought-after prizes. As a result, they are heavily protected by their units to keep them falling into the hands of the enemy.

Intelligence Officer

CL 10

Medium noble 7/officer 3

Force 3

Init +9; Senses Perception +16

Languages Basic, Bocce, Bothese, Duresse, High Galactic, Huttese, Quarrenese, Ryl

Defenses Ref 23 (flat-footed 21), Fort 20, Will 26

hp 42; Threshold 20

Speed 6 squares

Melee unarmed +8 (1d4)

Ranged blaster pistol +9 (3d6+5)

Base Atk +8; Grp +9

Atk Options Point Blank Shot

Special Actions Born Leader, Demand Surrender, Presence, Shift Defense II, Weaken Resolve

Abilities Str 10, Dex 12, Con 8, Int 16, Wis 13, Cha 17

Special Qualities command cover, share talent (Shift Defense I)

Talents Born Leader, Demand Surrender, Presence, Shift Defense I, Shift Defense II, Weaken Resolve

Feats Improved Defenses, Linguist, Point Blank Shot, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Knowledge [social sciences]), Skill Focus (Perception), Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +18, Gather Information +18, Initiative +9, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Knowledge (social sciences) +18, Perception +18, Persuasion +18, Use Computer +13

Possessions blaster pistol, code cylinder, encrypted comlink, datapad, officer's uniform

Intelligence Officer Encounters

Intelligence officers rarely go into the field on their own—they use the information gleaned by spies and other sources to make their assessments from the safety of headquarters. Most heroes are likely to encounter an intelligence officer after they have been captured and are undergoing interrogation. Intelligence officers are smooth operators who rarely get riled up (unless they choose to) and are extremely difficult to intimidate or crack. During such interrogations, two to four soldiers or a single elite soldier accompanies an intelligence officer to provide both protection and an intimidation factor.

When encountered in the field, intelligence officers are heavily protected. One might be accompanied by a squad of up to eight soldiers, or a pair of elite soldiers, as well as a personal bodyguard. In totalitarian regimes, particularly the Empire, intelligence officers might have orders to commit suicide if they are captured, which they carry out after destroying any physical evidence they might possess. In turn, these regimes impose punishment on any troops that kill, rather than capture, enemy intelligence personnel.

Intelligence officers make extensive use of droids in their work—protocol droids for translation and diplomatic situations, probe droids for intelligence gathering on far-flung worlds (particularly the Viper series probe droid), and specially designed interrogation droids.

THE CHAIN OF COMMAND

An advantage to including an officer—as well as a commanders or a squad leaders (from other entries)—in an encounter is that such a character effectively increases the challenge provided by each individual ally he brings with him. When designing encounters using officers, the Gamemaster should keep in mind that the other enemies in the encounter will be slightly more powerful (though not enough to adjust their CL); although this might not make any difference in an encounter that features only a small number of enemies, the effect becomes cumulative when more enemies are added to the encounter. Each additional enemy is one that is more likely to successfully use the aid another action for its allies, causing the heroes' defense scores to drop while enemy attack bonuses rise. Add to that the officer's ability to share talents (effectively giving nonheroic opponents access to abilities usually reserved for heroic characters), and an encounter's difficulty can jump drastically. Nonheroic enemies under an officer's command can become tougher to hit and can deal more damage, so Gamemasters who include large numbers of nonheroic enemies in an encounter with an officer should be careful to monitor the effects of an officer's talents on the overall encounter difficulty.

OUTLAW TECH

Outlaw Tech

CL 4

Medium scoundrel 2/scout 2

Force 4

Init +9; Senses Perception +3

Languages Basic, Binary, Duresse, Sullustese

Defenses Ref 19 (flat-footed 17), Fort 16, Will 17

hp 30; Threshold 16

Speed 6 squares

Melee unarmed +1 (1d4+1)

Ranged blaster pistol +4 (3d6+2)

Base Atk +2; Grp +4

Atk Options Hyperdriven, Point Blank Shot

Special Actions Jury-Rigger

Abilities Str 8, Dex 14, Con 10, Int 16, Wis 12, Cha 14

Talents Hyperdriven, Jury-Rigger

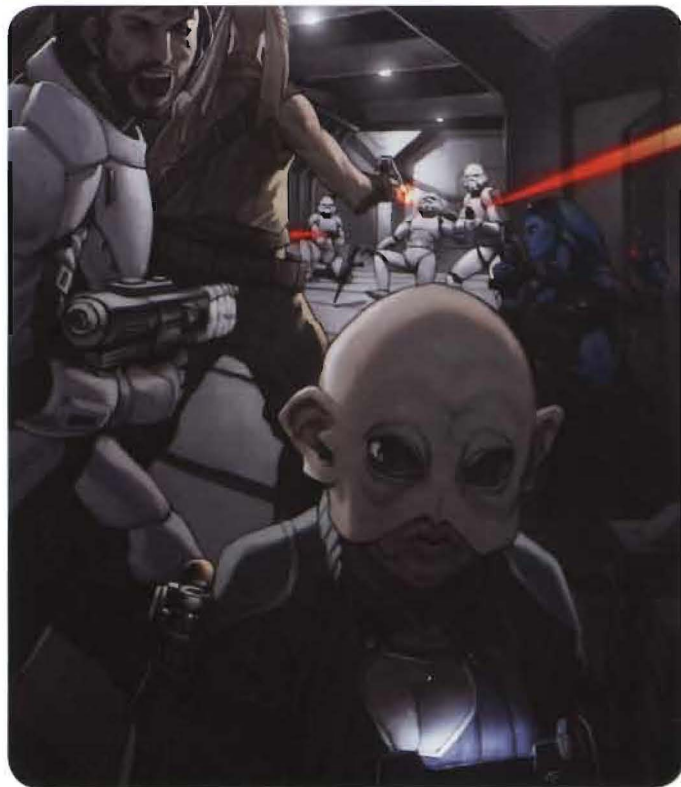
Feats Improved Defenses, Point Blank Shot, Skill Focus (Knowledge [technology]), Skill Focus (Mechanics), Skill Focus (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +9, Gather Information +9, Initiative +9, Knowledge (technology) +15, Mechanics +15, Persuasion +9, Use Computer +15

Possessions blaster pistol, concealed holster, credit chip, datapad, hacked code cylinder, security kit, comlink, tool kit, utility belt, 500 credits

The outlaw tech combines technological know-how with criminal tendencies. He is an expert at breaking and entering, and is as comfortable hijacking a starship as he is hotwiring a speeder. His tools are some of his most valued possessions, and they range from high-end datapads to specialized security kits. He prides himself on getting the job done quickly, and approaches each new assignment with childlike zeal. He is an opportunist, but he's also willing to plan ahead when time allows him the luxury of doing so.

Because he is both charismatic and intelligent, an outlaw tech is just as capable at gaining a mark's confidence as he is at hacking a code cylinder. This versatility allows the outlaw tech to be more flexible in the field, and to approach each new situation differently depending on the circumstances. He knows how to do his homework, because he has friends on the street who can feed him the information he needs. An outlaw tech also keeps up on the latest technology, even if he can't afford it, because he might someday come up against it in the course of his job.



OUTLAW TECH ENCOUNTERS

Outlaw techs are everywhere, plying their trade throughout the galaxy with varying degrees of success. They work on the wrong side of the law, and are often pitted against the authorities whether or not they succeed on their current job. Particularly gifted outlaw techs might find steady employment with criminal syndicates or less than savory corporate interests, but most work on a freelance basis. Some even work as legitimate technicians, using the information they gather during their normal work hours to develop new plans and schemes.

Though capable in a fight, outlaw techs are not frontline combatants. They prefer to fight from a distance, using cover and concealment as they snap off well-aimed shots from a blaster pistol. They're not above shooting someone in the back, especially if doing so will bring a quick end to a potentially messy firefight. Utilizing their skills to seal a blast door between themselves and their enemies is also perfectly acceptable. Hand-to-hand combat is never something that outlaw techs seek to engage in; they prefer to leave such activity to the soldiers and thugs who do it best.

PILOT

Pilot

CL 5

Medium nonheroic 4/scout 4

Force 2

Init +14; Senses Perception +8

Languages Basic

Defenses Ref 17 (flat-footed 15), Fort 17, Will 15; Dodge, Mobility
hp 35; Threshold 17

Speed 6 squares

Melee unarmed +5 (1d4+1)

Ranged heavy blaster pistol +8 (3d8+2)

Base Atk +6; Grp +8

Special Actions Acute Senses

Abilities Str 9, Dex 15, Con 12, Int 10, Wis 12, Cha 8

Talents Acute Senses, Improved Initiative

Feats Armor Proficiency (light), Dodge, Mobility, Skill Focus (Initiative),
Skill Focus (Pilot), Skill Training (Perception), Vehicular Combat,
Weapon Proficiency (heavy weapons, pistols)

Skills Initiative +14 (can reroll, must take second result), Perception +8
(can reroll, must take second result), Pilot +14

Possessions heavy blaster pistol, padded flight suit (+3 armor), comlink,
tool kit, R2 series astromech droid, vehicle or starship

Although almost everyone in the civilized portions of the galaxy can drive an airspeeder or steer a vehicle through routine routes, pilots are the true experts. The pilot described here can represent anyone from a fighter pilot, to a ship captain, to a tank commander—as long as a vehicle needs someone to do some tricky handling, the pilot is the one to do it. As a result, pilots are in high demand, especially for jobs that involve charting unknown territory or flying through hazardous regions. Even the most conservative pilot is accustomed to taking risks and knows how to push his vehicle to the edge if necessary. Many pilots, especially if they own their own vehicles, are also capable mechanics and can lend a hand to ensure that their craft is working at its best. Pilots are skilled at avoiding trouble and keeping their vehicles, cargo, and passengers safe from harm.

"I'M A PILOT, YOU
KNOW, AND SOME
DAY I'M GOING TO
FLY AWAY FROM
THIS PLACE."

— ANAKIN SKYWALKER

PILOT ENCOUNTERS

When not in their vehicles, pilots are typically encountered around hangar bays, barracks, repair shops, or cantinas, relaxing before their next mission. If a pilot is part of a unit of some kind, such as a Rebellion squadron or a planetary militia, he has a rank, which comes with duties and a chain of command, and thus must follow orders. Independent pilots pursue their own agendas and could be hired for or persuaded to undertake any number of missions. Pilots who man a spaceship commonly call that vessel home. As a result, most pilots are extremely protective of their vehicle and are loath to place it in serious risk unless the price is right. Although a pilot might not seem to be much of a threat when he's not flying his ship, it should be remembered that he can turn the interior of his vessel into a nightmare for intruders—decompressing corridors, turning off the gravity, flooding the engine room with radiation, and the like—all from the safety of the bridge or cockpit.

Pilots are often accompanied by members of their unit or their ship's crew and can call on them for help if things go wrong. Typical allies include the ship's captain, gunner, medic, engineers, or officers (thugs can be used to represent generic crew). In addition, many pilots own astromech droids that help them by plotting astrogation coordinates or monitoring their ship's internal workings.



PILOT, ACE

The ace pilot is a rare example of true excellence in piloting starships. When he is seated in the cockpit of his craft, the starfighter becomes an extension of his will, with the pilot and the vessel becoming as one. Deadly in the extreme, these pilots have survived numerous dogfights. They have racked up an impressive number of kills and can outmaneuver just about any foe.

Ace Pilot

CL 14

Medium scoundrel 7/ace pilot 7

Force 8

Init +15; Senses Perception +13

Languages Basic, 2 others

Defenses Ref 31 (flat-footed 28), Fort 29, Will 26; Dodge hp 98; Threshold 29

Speed 6 squares

Melee unarmed +10 (1d4+7)

Ranged blaster pistol +13 (3d6+7)

Base Atk +10; Grp +13

Atk Options Double Attack (heavy weapons), Hyperdriven, Point Blank Shot, Precise Shot, Running Attack, Spacehound, Starship Raider

Special Actions Elusive Dogfighter

Abilities Str 11, Dex 17, Con 15, Int 14, Wis 12, Cha 12

Special Qualities vehicle dodge +3

Talents Elusive Dogfighter, Hyperdriven, Keep It Together, Relentless Pursuit, Spacehound, Starship Raider, Stellar Warrior, Vehicle Evasion

Feats A Few Maneuvers (see sidebar), Dodge, Double Attack (heavy weapons), Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Pilot), Vehicular Combat, Weapon Proficiency (heavy weapons, pistols, simple weapons)

Skills Initiative +15, Knowledge (tactics) +14, Mechanics +14, Perception +13, Pilot +20 (can reroll when initiating dogfight and take better result), Use Computer +14

Possessions blaster pistol, flight suit, comlink, breath mask, medpac, field kit, fusion lantern, starfighter, astromech droid

"YOU'RE GOOD,
CORRAN, BUT
YOU'RE NO LUKE
SKYWALKER."
- WEDGE ANTILLES



ACE PILOT ENCOUNTERS

Ace pilots—from the Rebel starfighter pilot who racks up two dozen kills to the TIE interceptor pilot who screams into dogfights leaving glowing shards of molten metal in his wake—can be irreplaceable allies or dreadful opponents. Word of these characters' exploits travels quickly through the galaxy. As their reputation grows, they become almost legendary. This can attract ambitious would-be ace pilots who want to become the next "top gun"—a desire that is almost never fulfilled.

NEW FEAT: A FEW MANEUVERS

You can weave, juke, and roll to avoid enemy fire in the thick of combat.

Prerequisites: Dodge, Vehicular Combat.

Benefit: When piloting a vehicle of Colossal size or smaller, you grant a +2 dodge bonus to your vehicle's Reflex Defense. Furthermore, if you are the target of a missile or torpedo attack and the attack roll misses by 5 or more, the projectile self-destructs harmlessly.

PILOT, ELITE

Elite Pilot

CL 10

Medium scoundrel 4/soldier 3/ace pilot 3

Force 5

Init +12; Senses low-light vision; Perception +7

Languages Basic

Defenses Ref 28 (flat-footed 26), Fort 25, Will 21; Dodge
hp 68; Threshold 25

Speed 6 squares

Melee unarmed +8 (1d4+5)

Ranged blaster pistol +10 (3d6+5)

Base Atk +8; Grp +10

Atk Options Combat Reflexes, Double Attack (heavy weapons), Elusive
Dogfighter, Point Blank Shot, Precise Shot, Spacehound, Starship Raider

Abilities Str 11, Dex 15, Con 13, Int 10, Wis 10, Cha 10

Talents Armored Defense, Improved Armored Defense, Elusive Dogfighter,
Spacehound, Starship Raider, Vehicular Evasion

Feats Armor Proficiency (light), Combat Reflexes, Dodge, Double Attack
(heavy weapons), Point Blank Shot, Precise Shot, Skill Focus (Pilot),
Vehicular Combat, Weapon Proficiency (heavy weapons, pistols, simple
weapons)

Skills Initiative +12, Knowledge (tactics) +10, Perception +7, Pilot +17,
Use Computer +10

Possessions blaster pistol, armored flight suit (+5 armor) with helmet
package, starship

Where the ace pilot is a legendary figure with a score of kills under his belt, the elite pilot described here represents the somewhat more common starfighter pilots who have seen their fair share of combat. Although they might not have the fame (or infamy) of ace pilots, elite pilots can hold their own in a fight and enjoy a bit more freedom than their more renowned counterparts do.

Elite pilots also represent those veteran squadrons of starfighters whose names are spread throughout the galaxy, such as Rogue Squadron and Saber Squadron of the 181st Imperial Fighter Group. Though few of the members stand out from the rest, they are experts at fighting in formation, and their shared exploits are enough to cause their enemies concern.

ELITE PILOT ENCOUNTERS

An elite pilot is not much without his ship, but in his cockpit he's a terror. Encounters with these characters should almost always be in starfighter combat, pitting the heroes against these hardened veterans in hair-raising dogfights. Furthermore, elite pilots rarely operate on their own and are typically part of a larger squadron.

Elite squadrons are those groups that have survived several confrontations in important battles around the galaxy. Like the ace pilot, these squadrons attract a fair bit of attention, gaining enemies from unexpected quarters who want to take them down a notch or to prove they themselves are the better. These squadrons might be tasked with escorting an important transport that bears important passengers, patrol a contested section of space, or safeguard a space station that happens to be the site of tense and unpopular negotiations.

When organized into squadrons, most elite pilots count at least one of their number as an ace pilot. This hotshot might be a talented pilot to whom they owe much of their success, or he might be their squadron commander. Elite pilots are usually protective of their aces and take risks to keep them safe.

Elite pilots do not have to be openly antagonistic to the heroes; they might even fight on the same side. Rivalries brew in competing squadrons, and it's possible that one or more heroes might compete with the members of a rival squad. As long as these rivalries are friendly, rarely is there trouble. It's when things get out of hand that allies can turn into nasty enemies.



PIRATE

Pirate

Medium nonheroic 6/scout 2/scoundrel 2

Force 2

Init +5; Senses Perception +5

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 16, Will 14; Dodge
hp 42; Threshold 16

Speed 6 squares

Melee vibroaxe +8 (2d10+3)

Ranged heavy blaster pistol +7 (3d8+2)

Base Atk +6; Grp +7

Atk Options Point Blank Shot, Sneak Attack +1d6

Special Actions Jury-Rigger, Shake It Off

Abilities Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 8

Talents Jury-Rigger, Sneak Attack +1d6

Feats Armor Proficiency (light), Dodge, Point Blank Shot, Shake It Off,
Skill Training (Endurance, Pilot), Weapon Focus (advanced melee
weapons), Weapon Proficiency (advanced melee weapons, pistols,
rifles, simple weapons)

Skills Deception +9, Endurance +11, Mechanics +5 (can reroll when jury-
rigging, must take second result), Pilot +11

Possessions vibroaxe, heavy blaster pistol, 2 stun grenades, utility belt

The pirate moniker can be applied to just about anyone who makes a living robbing and stealing ships. From bloodthirsty crews lurking on the fringes of space to professional thieves plying the trade lanes, pirates are an age-old problem in the galaxy and one not likely to go away any time soon. Generally, pirates are little better than bandits, lying in wait to beset a passing ship. However, not all pirates fit the cruel image attributed to most of their kind. Many follow a strict code of conduct, being more selective about whom they hit, how often, and when. Some pirates never kill, while others strike only at ships loyal to the Empire. It can be difficult, however, to figure out what sort of pirate is about to be encountered, and sometimes it's better to shoot first and sort out the details later.

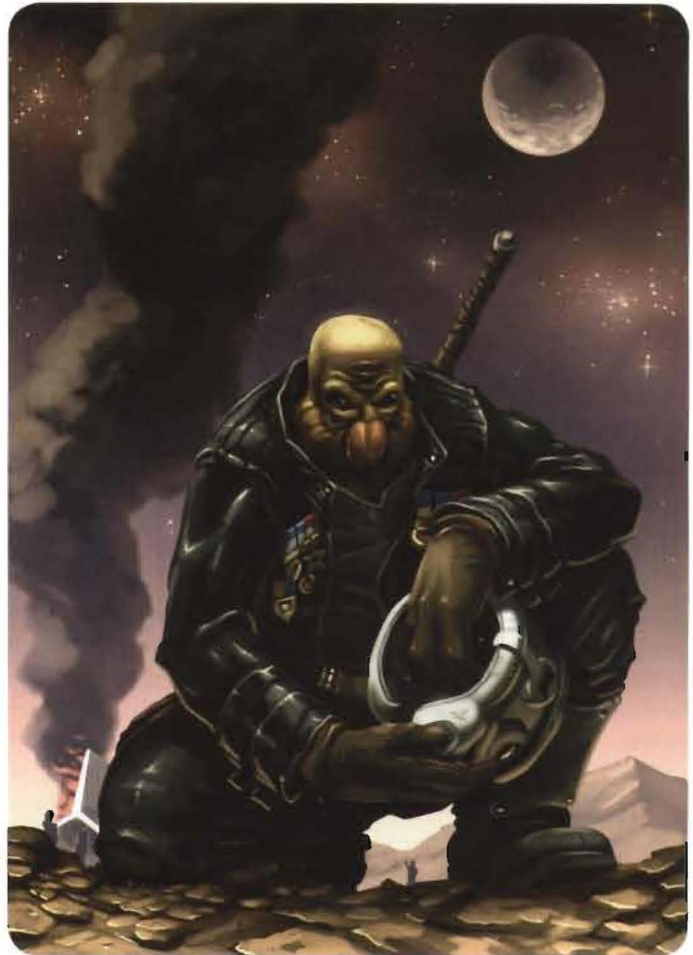
THE BLAZING CLAW

For thousands of years, the Blazing Claw has served as the symbol of piracy. Although innumerable variations of the symbol exist, they are all more or less adaptations of the same image: a fiery talon. This image has been romanticized somewhat on holovids, with the result that many average citizens hold pirates in high regard, but those who operate deep-space ships have no such illusions. To them, the Blazing Claw means just one thing: the threat of death.

CL 6

PRIVATEER

In addition to pirates, the galaxy is also home to privateers—civilian ships that hire out their crews to a government to serve as professional bandits. Privateers all operate under letters of marque and reprisals, contracts between themselves and their employers that describe the terms of the relationship, setting the length of employment, clearly defining the rights of the employer and the privateer, and detailing any compensations that are to result from the terms of service. Privateers are just as ruthless as other pirates, but they operate from behind a veneer of legitimacy.



Privateer

CL 9

Medium nonheroic 4/soldier 3/scoundrel 5

Force 5

Init +13; Senses Perception +7

Languages Basic, 1 other

Defenses Ref 24 (flat-footed 20), Fort 22 (26 against extreme heat or cold), Will 21

hp 55; Threshold 22

Speed 6 squares

Melee vibroblade +11 (2d6+8)

Ranged heavy blaster pistol +12 (3d8+6) or

Ranged heavy blaster pistol +10 (4d8+5) with Rapid Shot

Base Atk +9; Grp +11

Atk Options Hyperdriven, Melee Defense, Point Blank Shot, Precise Shot, Rapid Shot, Spacehound, Starship Raider

Abilities Str 15, Dex 15, Con 13, Int 12, Wis 12, Cha 10

Talents Hyperdriven, Spacehound, Starship Raider, Weapon Specialization (advanced melee weapons, pistols)

Feats Armor Proficiency (light), Melee Defense, Point Blank Shot, Precise Shot, Rapid Shot, Skill Training (Initiative, Mechanics, Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +11, Initiative +13, Persuasion +11, Mechanics +12, Pilot +13

Possessions vibroblade, heavy blaster pistol, all-temperature cloak, flight suit

PIRATE ENCOUNTERS

A pirate or privateer attack is swift and brutal, often the result of an ambush. Pirates use asteroid belts and strange stellar phenomena to mask their presence while waiting for their prey, and often employ a number of smaller scout ships to watch for potential targets. Pirates might be greedy, but they aren't stupid: They'll let a heavily armed warship slip through their fingers if they don't stand a chance against it.

If pirates have starfighters, they send these smaller snub fighters out to herd the larger prey into their trap, where one or more pirate ships can emerge from hiding and cut off their prey's escape. Although pirates hit hard and fast, they don't want to destroy their prey, since doing so would defeat the purpose of piracy. Instead, they direct their attacks to cripple their prey, targeting engines and sensors, and weakening the target so it can't make the jump to hyperspace. Once the ship is sufficiently damaged, the pirates demand surrender; failing that, they'll board and attempt to take the ship by force.

After a raid, pirates immediately strip the target of anything they deem valuable, both for personal profit and to recoup whatever losses they might have incurred in the attack. What they do with prisoners depends on the pirate captain and the situation. Most pirate captains aren't too interested in keeping prisoners but might do so if they stand to make a profit, whether by ransoming the victims back to families or just selling them into slavery. Other pirates don't choose to deal with living cargo at all, and so they might let the survivors keep their ship, strand them on a remote world, or even just execute them.

Between raids, pirate crews go about their business as any other ship crews might. They make repairs, recruit new crew members, and spend their credits on personal pleasures. Aside from keeping the crews happy, these furloughs are also great ways to gather information. Pirates are ever watchful for bounty hunters and Imperial warships, but are even more interested in news about targets for their next raid.

Although pirates are generally reluctant to choose sides in a conflict, during the Galactic Civil War many pirates fought on the side of the Rebellion. The Empire's attitude toward non-Humans, coupled with its draconian tactics, often put the Empire at odds with the views of many pirate crews. As such, many pirates trained their attacks on cargo ships that were moving munitions, foodstuffs, and other goods to Imperial emplacements, thus weakening the Empire's war effort.

In addition to independent pirates, the Rebel Alliance was notorious for hiring privateer fleets to shore up its forces. Although supporting these contracts came at great cost to the Rebellion, the effort was worth it since the privateers were experts at hit-and-run tactics and thus could weaken the Empire's fleets. More important, though, employing privateers allowed the Alliance to reduce pirate attacks along some dangerous routes and thus prevent its own ships from falling prey to unexpected attacks.

"DEPLOY THE
SHUTTLE AND
READY MY LAUNCH.
MAIN ION CANNONS:
FIRE!"

- URIAS XHAXIN,
REBEL PRIVATEER

PIRATE CAPTAIN

Pirate Captain

CL 11

Medium scoundrel 5/noble 4/ace pilot 2

Force 8

Init +12; Senses Perception +6

Languages Basic, 3 others

Defenses Ref 27 (flat-footed 25), Fort 23 (28 against extreme heat or cold), Will 23

hp 66; Threshold 23

Speed 6 squares

Melee vibroblade +9 (2d6+5) or

Melee vibroblade +4 (2d6+5) and
vibroblade +4 (2d6+5) with Double Attack

Ranged blaster pistol +8 (3d6+5) or

Ranged hold-out blaster pistol +8 (3d6+5)

Base Atk +6; Grp +8

Atk Options Double Attack (advanced melee weapons), Hyperdriven,
Melee Defense, Point Blank Shot, Spacehound, Starship Raider

Special Actions Demand Surrender, Presence, Quick Draw

Abilities Str 10, Dex 14, Con 10, Int 13, Wis 13, Cha 17

Special Qualities vehicle dodge +1

Talents Demand Surrender, Hyperdriven, Presence, Spacehound, Starship
Raider, Vehicular Evasion

Feats Double Attack (advanced melee weapons), Linguist, Melee Defense,
Point Blank Shot, Quick Draw, Skill Training (Persuasion), Toughness,
Weapon Finesse, Weapon Focus (advanced melee weapons), Weapon
Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +13, Gather Information +13, Initiative +12, Knowledge
(tactics) +11, Persuasion +13, Pilot +12

Possessions vibroblade, blaster pistol, hold-out blaster pistol in
concealed holster, encrypted comlink, all-temperature cloak,
utility belt, capital ship

Pirate captains are an eclectic mix of characters, encompassing everything from flamboyant rogues commanding rotting ships to grim-faced brutes who slaughter and kill with caprice. Like most pirates and privateers, pirate captains rarely choose their lot, and most have had their status thrust upon them. Pirate captains come from a variety of backgrounds and include disgraced nobles, ex-slaves, and fugitives from justice. What separates these characters from their crews is a special quality that gives them the edge to claw their way to the top of the heap and take charge. Yet, any thug can rule through brute force, so it also takes cunning and strength for a captain to hold his command.



The first priority of any pirate captain is to keep his crew happy. Mutiny is a common problem among pirates, and although every captain has a certain amount of goodwill born from the loyalties he earned when he took command, no pirate will risk his life for his captain when he's poor or hungry. Therefore, pirate captains usually mask their personal greed to ensure that they take care of their men.

PIRATE CAPTAIN ENCOUNTERS

A pirate captain is the heart and soul of a pirate ship. It is his ambitions, his beliefs, and above all, his agenda that shapes the character of his crew. A captain's approach to piracy is reflected in the actions of his crew, so a brutal captain likely has bloodthirsty brutes under his command, while a generous and capricious captain might have a lot of undisciplined rogues as a crew. So, the sort of pirates the heroes encounter are the best indication of the sort of person who leads them.

A typical pirate captain commands a freighter or larger vessel that enjoys the support of a number of smaller starfighters. The captain leads from the deck of his ship, directing the battle from his ship's command center. Make no mistake—pirate captains are typically skilled pilots themselves, and on smaller runs, a pirate captain might pilot a smaller craft to lead his crew through the thickest of combats.

POLICE OFFICER

Police Officer

Medium nonheroic 6

Init +4; Senses Perception +7

Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 10, Will 9

hp 14; Threshold 10

Speed 6 squares

Melee stun baton +5 (2d6+1 stun)

Ranged blaster pistol +5 (3d6)

Base Atk +4; Grp +5

Atk Options Pin

Abilities Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8

Feats Armor Proficiency (light), Pin, Skill Training (Endurance), Skill Training (Knowledge [bureaucracy]), Weapon Proficiency (pistols, simple weapons)

Skills Endurance +8, Knowledge (bureaucracy) +8, Perception +7

Possessions blaster pistol, stun baton, combat jumpsuit (+4 armor), encrypted comlink

CL 2

Police officers are charged with keeping the peace and enforcing laws. Depending on each world and its laws, a police officer can be anything from little more than a monitor who has little authority to a brutal instrument of the state. The vast majority of police officers fall in the middle ground. They have the authority to detain suspicious individuals, make arrests (with sufficient evidence), and use deadly force in self-defense or to protect bystanders from harm. Most police officers are overworked and underpaid, but continue to do an otherwise thankless job for the sake of keeping the streets safe. Customs and laws of various worlds make bribery a possibility when dealing with police officers—minor violations might be overlooked for the right amount of credits.

The statistics provided here can also be used for security guards, private defense contractors, and other individuals dedicated to community protection.

POLICE OFFICER ENCOUNTERS

Police officers typically wear light armor and carry sidearms, which is enough protection and firepower to deal with regular criminals and to deter suspects from doing anything drastic. Many police officers are required to keep their blasters on stun setting as a means of preventing unnecessary fatalities. They also carry stun batons for close combat. Most police officers assigned to a vehicle also carry more powerful (or specialized) weapons to deal with bigger threats. A police "cruiser" typically carries a blaster rifle, an ion rifle, three stun grenades, and an ion grenade. On more authoritarian or violent worlds, police officers have their weapons to do lethal damage and commonly use rifles and heavier armor.

Police officers are usually assigned to work in pairs and are under standing orders to call for backup if things become dangerous. On average, additional police officers arrive within 1d10 minutes after a call is made. Wealthier worlds also team police officers with droids to provide additional firepower or reduce the chance of an officer getting injured. These droids are linked into the local precinct's systems, sending a constant stream of information back for use as evidence.

"NO ONE MAKES A
VICTIM OF FOLKS
I'M SWORN TO
PROTECT."

— CORRAN HORN



POLITICIAN, VETERAN

Politician, Veteran

CL 11

Medium nonheroic 6/noble 9

Force 5

Init +7; Senses Perception +8

Languages Basic, 5 others

Defenses Ref 20 (flat-footed 20), Fort 18, Will 22

hp 12; Threshold 18

Speed 6 squares

Melee unarmed +9 (1d4+3)

Ranged hold-out blaster pistol +11 (3d4+4)

Base Atk +10; Grp +10

Atk Options Coordinated Attack, Melee Defense

Special Actions Born Leader, Presence, Weaken Resolve

Abilities Str 9, Dex 11, Con 9, Int 12, Wis 12, Cha 14

Talents Born Leader, Connections, Presence, Weaken Resolve, Wealth

Feats Coordinated Attack, Linguist (2), Melee Defense, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Training (Gather Information), Skill Training (Knowledge [bureaucracy]), Skill Training (Persuasion), Skill Training (Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Deception +19, Gather Information +19, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Persuasion +19, Use Computer +13

Possessions hold-out blaster pistol, datapad with data cards, personal holoprojector, holorecorder, fine robes

Politicians are some of the most prominent movers and shakers in the galaxy. The veteran politician has spent years honing his craft, mastering the tools of intrigue needed to survive in the halls of power. Veteran politicians represent any number of political figures, including powerful bureaucrats and ambassadors, judges and princes, ministers, and any number of counselors and advisors. Although their titles vary, their talents and abilities are more or less the same.

Standing out from the rest of the political entities infesting the galaxy are two important groups, representing the government of the Old and New Republics as well as the cold tyranny of the Galactic Empire.

The first political group, and the most enduring, is the Senators. In each of the major political phases dominating the core of the galaxy—the Galactic Republic, the Galactic Empire, and the New Republic, as well as other key eras—the Senators served their homeworlds, sectors, or even private consortiums. Senators were principally responsible for representing their constituents' interests in the Senate, but at various times, they would act



as heads of state as well. Such power attracted the ambitious and corrupt, but also the noble, creating an interesting tension between self-serving interest and the idealism of those who championed the cause of freedom and justice.

The Senate has always been a critical component of the galactic government, but during the dark days leading up to the Clone Wars, the Senate was rife with corruption, so much so that it languished and proved unable to attend to any threat at all. This weakness enabled the charismatic Senator Palpatine to seize the position of Supreme Chancellor, after which he steadily worked to consolidate his power.

With the outbreak of the Clone Wars and the formation of the Grand Army of the Republic, Palpatine installed regional governors, called *Moffs*, to oversee the galaxy's sectors and exert control over unruly populations, nominally to shore up their defenses against the Separatists. This act further weakened the Senate, reducing it to the point of utter uselessness. Through the support of his growing military presence and the authority he vested in the *Moffs*, the Supreme Chancellor was eventually able to dissolve the Senate and reform the outmoded Republic into the Galactic Empire.

After the conclusion of the Civil War, and the apparent death of the Emperor, the ways of the Galactic Republic were restored and a new Senate was formed. Although divisiveness, infighting, and the sweeping troubles that plagued the old Senate remain, this body has regained its former power and influence, forging ahead to create a new society founded on the principles of democracy and justice.

VETERAN POLITICIAN ENCOUNTERS

Considering their power and influence, veteran politicians are not the sorts of opponents the heroes are likely to face in combat. Politicians are shielded from harm by a network of security personnel and bodyguards, who make sure nothing befalls their charge. One or more of these protectors escort the character out of danger while the rest of the security detail lays down covering fire.

Veteran politicians are better suited to be potent allies, lending their influence for the benefit of the player characters, or as charges, significant personalities whom the heroes need to protect from assassins and rivals. Veteran politicians can be cooperative, but haughtiness and arrogance are common character traits attributed to these figures.

As adversaries, veteran politicians make for excellent "faceless villains." They don't move directly against the PCs; they use mercenaries, assassins, and bounty hunters to attend to their enemies. Taking the fight to a politician is a challenge, since a wise politician conceals his criminal acts and ties up loose ends. A direct assault against this sort of hidden enemy can have sweeping repercussions if the heroes don't first uncover hard evidence of their opponent's villainy.

BAIL ORGANA

Noted as one of the principal architects of the Rebellion, Bail Organa—the adopted father of Leia Organa—long championed the cause of freedom and was a staunch supporter of democracy. At first, Bail Organa was one of Chancellor Palpatine's close allies, for both were disgusted by the stagnancy pervading the Galactic Senate, but as Palpatine's power grew and the Senate's role waned, Organa's suspicions and fears came to the forefront. His association with his former ally weakened, and soon he became Palpatine's active opponent, fighting against the formation of the clone army and later against Palpatine's naked grabs for power. It was during this time that Bail Organa joined forces with the Jedi High Council, many members of which shared Organa's concerns about the Clone Wars and Palpatine's growing strength.

In the end, Bail Organa's efforts and those of his allies, Mon Mothma and others, failed and the Galactic Empire was born. Organa continued to serve in the Senate, hoping to bring about change from within. The Emperor would eventually force his hand as the cruelties and evil of the Empire grew unchecked. After the Empire wiped out hundreds of protestors, Bail Organa was resolved to topple the regime and helped form the Alliance to Restore the Republic, which eventually became known as the Rebel Alliance.

Bail Organa

CL 9

Medium Human noble 9

Force 8

Init +10; Senses Perception +16

Languages Basic, Mon Calamarian, Sullustese

Defenses Ref 12 (flat-footed 11), Fort 14, Will 18; Dodge hp 50; Threshold 14

Speed 6 squares

Melee unarmed +6 (1d4+4)

Ranged blaster pistol +7 (2d6+4)

Base Atk +6; Grp +7

Atk Options Melee Defense

Special Actions Born Leader, Inspire Confidence, Presence, Quick Draw

Abilities Str 11, Dex 13, Con 10, Int 13, Wis 15, Cha 14

Talents Born Leader, Connections, Educated, Inspire Confidence, Presence Feats Dodge, Linguist, Melee Defense, Quick Draw, Skill Focus

(Deception), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Perception), Skill Training (Initiative), Skill Training (Pilot), Skill Training (Use Computer), Weapon Proficiency (pistols, simple weapons)

Skills Deception +16, Gather Information +11, Initiative +10, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +16, Persuasion +11, Pilot +10, Treat Injury +11, Use Computer +10

Possessions blaster pistol, comlink, datapad

"SHE'S A
POLITICIAN, AND
THEY ARE NOT TO
BE TRUSTED."

— OBI-WAN KENOBI

SABOTEUR

Saboteur

Medium scoundrel 4/soldier 4

Force 7

Init +6; Senses Perception +10

Languages Basic, 1 other

Defenses Ref 22 (flat-footed 20), Fort 21, Will 20

hp 58; Threshold 21

Speed 6 squares

Melee vibrodagger +8 (2d4+5)

Ranged blaster pistol +9 (3d6+4) or

Ranged blaster pistol +7 (4d6+4) with Rapid Shot

Base Atk +7; Grp +9

Atk Options Combat Reflexes, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Knack

Abilities Str 13, Dex 14, Con 12, Int 12, Wis 12, Cha 12

Talents Demolitionist, Knack, Gimmick

Feats Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Skill

Focus (Mechanics), Skill Focus (Stealth), Skill Training (Knowledge ([technology])), Skill Training (Pilot), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +10, Knowledge (technology) +10 Mechanics +15,

Perception +10, Pilot +11, Stealth +16, Use Computer +10

Possessions blaster pistol, vibrodagger

Saboteurs are experts in destroying all forms of machinery. They know how to swiftly and silently gain access to their objectives and either destroy them or subtly render them useless. The best saboteurs can damage weapons, vehicles, and other targets so that they appear in perfect condition and then suddenly fail in a catastrophic manner, preferably at the worst possible moment. For example, a sabotaged protective force field might collapse the moment it came under heavy attack, when any repair effort would come far too late.

Both wars and commercial contests are often won through superior technology, and these conflicts attract saboteurs who aid their side by disabling or destroying their opponents' technology. Saboteurs are especially useful if their enemy has developed some powerful new secret weapon, such as the clone soldiers that are used in the Clone Wars or the two Death Stars used during the Galactic Civil War. When one side relies exclusively upon a new technology, a single saboteur can decide the course of the conflict.

CL 8

A saboteur must be both a skilled technician who specializes in causing devices to fail and a spy or commando trained in stealth and deception. To be successful, he must be able to swiftly disable or destroy a device, either by subtly altering its circuits or planting a thermal detonator in the precise location that does the most damage. Because saboteurs work behind enemy lines and often must go into the heart of enemy factories and research labs, being a saboteur is exceptionally dangerous. As such, the vast majority either work alone or with no more than a handful of trusted companions.



SABOTEUR ENCOUNTERS

Saboteurs are most commonly encountered in factories and research labs that are developing or producing important technologies. These factories and laboratories typically have exceedingly tight security, making sabotage a difficult challenge.

Most saboteurs choose between two modes of operation. Some are brave and stealthy commandos who sneak or shoot their way into heavily guarded installations, perform their destruction, and rapidly leave. Some of these commando saboteurs are sufficiently skilled that they can perform delicate and difficult-to-detect sabotage in a few minutes, but most either cause obvious, large-scale destruction or swiftly hide a thermal detonator or other explosive that can be triggered later.

Other saboteurs are more like specialized spies who infiltrate a secure installation using a glib tongue, a talent for disguise, and skill at misdirection to become an employee. Once inside a location, this kind of saboteur might work there for weeks, discreetly sabotaging various vital pieces of equipment, and taking the time to make certain that each device will fail in precisely the manner she wishes it to. Then, when she has completed her mission, she simply stops coming to work.

TWI'LEK SABOTEUR

Twi'lek saboteurs specialize in infiltration and subtle sabotage. Being a Twi'lek saboteur, like being a spy, demands a mixture of skill, dedication, and a willingness to live in the shadows and to embrace secrecy and deception as a way of life. For a Twi'lek the key to successful sabotage is the same as the key to all other forms of success—understanding and subtly manipulating people. Ultimately, even the best security can be overridden by a sympathetic guard who decides to make an exception for someone who claims to be late for work and is worried about getting fired or who has forgotten his ID badge. After getting past security, the Twi'lek either sneaks off and stealthily finds a way to his objective or continues to bluff his way past every obstacle, perhaps pretending to be a repair technician who has been ordered to "fix" the very device he is intent upon sabotaging. Twi'leks eschew armor and heavy weaponry, rarely carrying more than a hold-out blaster pistol, because they know that having to use heavy weapons or armor means that they have already failed.

"UH-OH."

— SEBULBA

Twi'lek Saboteur

CL 6

Medium Twi'lek scoundrel 4/soldier 2

Force 4

Init +6; **Senses** low-light vision; **Perception** +9

Languages Basic, Ryl, 2 others

Defenses Ref 19 (flat-footed 18), Fort 20, Will 18

hp 39; **Threshold** 20

Speed 6 squares

Melee knife +5 (1d4+3)

Ranged hold-out blaster pistol +6 (3d4+3)

Base Atk +5; **Grp** +6

Atk Options Point Blank Shot

Special Actions Knack

Abilities Str 11, Dex 12, Con 10, Int 14, Wis 12, Cha 16

Special Qualities deceptive (SE 32), low-light vision

Talents Demolitionist, Knack, Gimmick

Feats Point Blank Shot, Linguist, Skill Focus (Deception), Skill Focus (Persuasion), Skill Focus (Stealth), Skill Training (Knowledge [[bureaucracy]]), Skill Training (Knowledge [technology]), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +16 (can reroll, must take second result), Knowledge (bureaucracy) +10, Knowledge (technology) +10, Mechanics +10, Perception +9, Persuasion +16, Stealth +14, Use Computer +10

Possessions knife, hold-out blaster pistol

Twi'lek Saboteur Encounters

The most skilled Twi'lek saboteurs avoid notice altogether. The other employees in a factory or research lab are unlikely to remember the friendly but easily forgettable Twi'lek technician who worked there for a short while. However, these same people will rarely be able to forget the time when their prized weapon or vehicle failed spectacularly during its first major test. In the case of corporate sabotage, the people involved instead remember the time that a piece of new technology catastrophically backfired when the corporation's leaders demonstrated it before the Queen of Naboo, in an effort to convince her government to purchase it. The only time the presence of a Twi'lek saboteur becomes obvious is when something goes wrong, such as someone noticing a minor discrepancy between her actions and the person she is impersonating or a security droid hearing a soft noise coming from a hallway or storage room that should be empty. At this point, the Twi'lek will either try to swiftly accomplish her job and flee, or leave quickly and try again another day.

Hiring a Twi'lek saboteur is often somewhat challenging, since Twi'leks are not inclined to trust others. She attempts to find out all she can about a prospective client before accepting any offer of employment, so that she can be certain that her employer will not double-cross her.

SECTOR RANGER

Sector Ranger

CL 7

Medium soldier 4/scout 2/scoundrel 1

Force 2

Init +11; Senses Perception +10

Languages Basic, Bocce, 3 others

Defenses Ref 25 (flat-footed 22), Fort 20, Will 20

Resist Evasion

hp 66; Threshold 20

Speed 6 squares

Melee unarmed +6 (1d6+4) or

Melee stun baton +6 (2d6+4 stun)

Ranged heavy blaster pistol +9 (3d8+3)

Base Atk +5; Grp +8

Atk Options Hyperdriven, Point Blank Shot, Precise Shot

Special Actions Shake It Off

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 14, Cha 10

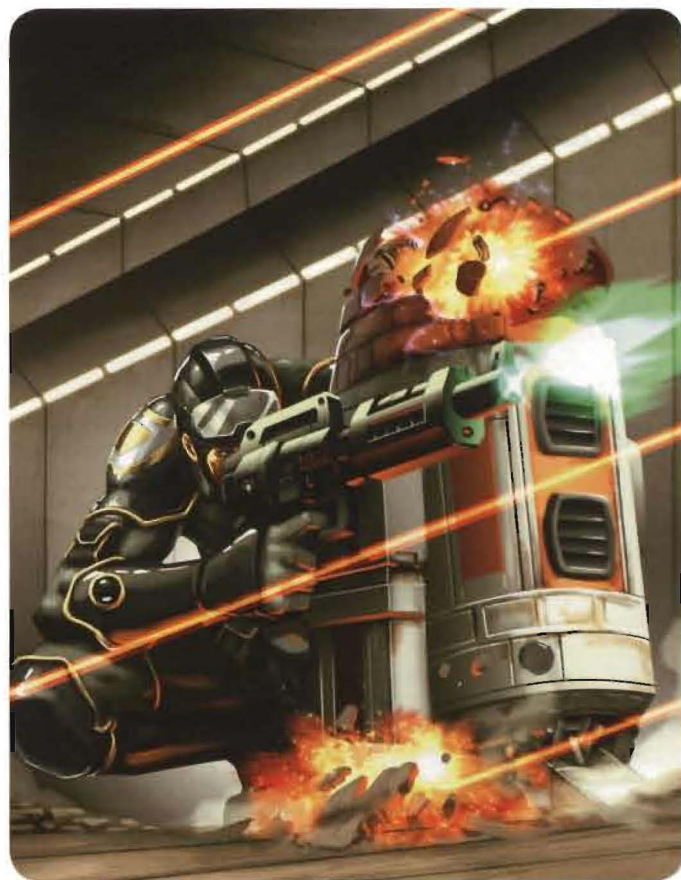
Talents Acute Senses, Armored Defense, Evasion, Hyperdriven, Improved Armored Defense

Feats Armor Proficiency (light, medium), Linguist, Martial Arts I, Point Blank Shot, Precise Shot, Shake It Off, Skill Training (Gather Information), Skill Training (Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Gather Information +8, Initiative +11, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Perception +10 (can reroll, must take second result), Pilot +11, Use Computer +10

Possessions heavy blaster pistol, stun baton, combat jumpsuit (+4 armor), encrypted comlink

Established in the days of the Old Republic, Corps of Rangers is law enforcement agency with wide-ranging powers. Sector Rangers were given the power to track and apprehend criminals throughout an entire region of the galaxy, often encompassing hundreds or thousands of planets. Because their powers were involved in law enforcement, and not military or political, Sector Rangers must walk a delicate line of jurisdictions, local laws, and customs. Sector Rangers are trained to be cautious and methodical in their gathering of evidence or employment of their powers, so as not to have criminals be released due to legal loopholes or mistrials. Other than a name change, Sector Rangers changed little during the time of the Empire. Sector Rangers had the right to commandeer local policemen or make use of Republic (or Imperial) vessels in the course of their duties, although most avoided doing so unless the situation at hand required such draconian methods.



SECTOR RANGER ENCOUNTERS

Sector Rangers are highly trained and competent individuals that are used to tackling difficult cases on their own. They are capable combatants, usually more than a match for the scum they track down and apprehend. On particularly dangerous cases, Sector Rangers often travel in pairs or groups of four, with their own ship and complement of droids. Considering the highly unusual circumstances that most Sector Rangers find themselves in, they could be in the company of almost any type of archetype—mercenaries, pilots, slicers, or even gamblers—each possessing some unique skill that proves helpful to the Sector Ranger in bringing criminals to justice.

SPECIAL ENFORCEMENT OFFICER

Special Enforcement Officers (also known as SEOs) are Sector Rangers granted additional powers and leeway in their duties. Considered the elite of the organization, Special Enforcement Officers are typically expert trackers, investigators, and interrogators, using their remarkable powers of observation and encyclopedic knowledge to hunt down criminals. Many SEOs go about their duties undercover, allowing them to infiltrate criminal organizations and bring it down from the inside. They receive training in a wide range of subjects so as to be prepared for whatever bizarre and dangerous circumstances they find themselves in. Special Enforcement Officers have a higher rank than regular Sector Rangers, which sometimes rubs the regular rangers the wrong way when the SEO uses it to take over a ranger's investigation or pull him off of his case to assist the SEO's own. Most Special Enforcement Officers are held in regard and represent the ultimate goal for a Sector Ranger to eventually attain through years of service.

Special Enforcement Officer

CL 13

Medium scout 5/noble 4/bounty hunter 4

Force 3

Init +12; Senses Perception +18

Languages Basic, Bocce, High Galactic, Huttese, 4 others

Defenses Ref 29 (flat-footed 27), Fort 24, Will 27

hp 60; Threshold 24

Speed 6 squares

Melee unarmed +10 (1d6+6)

Ranged heavy blaster pistol +11 (3d8+6)

Base Atk +10; Grp +11

Atk Options familiar foe +2, Hunter's Mark, Keen Shot, Pin, Precise Shot

Special Actions Demand Surrender, Presence

Abilities Str 10, Dex 12, Con 9, Int 16, Wis 14, Cha 17

Special Qualities familiar foe +2

Talents Acute Senses, Demand Surrender, Expert Tracker, Hunter's Mark, Keen Shot, Nowhere to Hide, Presence

Feats Linguist, Martial Arts I, Pin, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Focus (Perception), Skill Focus (Use Computer), Skill Training (Deception), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +14, Gather Information +19 (can reroll when checking to locate a specific individual, must take second result), Initiative +12, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Perception +18 (can reroll, must take second result), Persuasion +19, Pilot +12, Use Computer +19

Possessions heavy blaster pistol, Sector Ranger uniform, encrypted comlink, datapad

Special Enforcement Officer Encounters

As mentioned above, many Special Enforcement Officers operate undercover and operate under a number of aliases and disguises—thus, no one can ever be entirely sure who is and isn't an SEO. Because Special Enforcement Officers are assigned the most dangerous and "biggest" of cases, they often overlook lesser transgressions by their contacts in order to maintain a decent working relationship, although they might discreetly (or even anonymously) provide information to local law enforcement officials about the criminal affairs of anyone they encounter during a mission. SEOs keep strange company, making them perfect additions to a group of heroes who might or might not be aware of the Special Enforcement Officer's occupation.

Special Enforcement Officers can bring a tremendous amount of resources to bear onto their targets, up to and including small fleets of Republic ships, platoons of regular police (page 69), and the like. Special Enforcement Officers often work alongside Jedi in their pursuit of criminals, although most SEOs chafe at the Jedi's dwellings on the Force or refusal to get involved in certain types of cases. In turn, most Jedi respect Special Enforcement Officer's dedication and natural ability, but are also turned off by the cynicism that is all too common for these world-weary individuals.

SECTOR RANGER ENFORCEMENT POWERS

Sector Rangers have far-reaching jurisdiction and have the right to demand aid, information, equipment, and personnel from local authorities. On most Republic worlds, this translates to a +5 bonus to Persuasion checks made to acquire such assistance. Failure indicates running afoul of local laws, red tape, or simply suspicious or indignant attitudes from the authority figures in question. On planets located on the Rim (such as Tatooine) who are not affiliated with the Republic or hold it in poor regard (such as Nar Shaddaa), this bonus does not apply—the Sector Ranger must rely on her own skills of negotiation (or intimidation) to get to help they need.

"WHAT OTHERS
ABANDON, WE
PROTECT."

— SECTOR RANGER
MOTTO

SECURITY PERSONNEL

Security Personnel

CL 2

Medium nonheroic 6

Init +4; **Senses** low-light vision; **Perception** +9

Languages Basic

Defenses Ref 16 (flat-footed 15), **Fort** 11, **Will** 10

hp 22; **Threshold** 11

Speed 6 squares

Melee stun baton +4 (2d6 stun)

Ranged blaster pistol +5 (3d6)

Base Atk +4; **Grp** +5

Abilities Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11

Feats Armor Proficiency (light), Improved Defenses, Toughness, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Perception +9

Possessions stun baton, blaster pistol with holster, blast helmet and vest (+2 armor) with helmet package, security pass, binder cuffs

The galaxy is a dangerous place, filled with all sorts of nasty characters. As a result, security is one of the primary concerns for most people of wealth, prestige, and power. To protect against villainy and to safeguard the common citizen against crime, governments maintain extensive security forces. These groups often consist of law enforcement officers who police the streets on foot or through the air in airspeeders. Like military units, security personnel typically follow a rigid rank structure, with guards outranked by detectives, sergeants, and so on all the way to the commander at the top.

Security personnel are not restricted to law enforcement agencies. These characters can also represent the personal security forces of powerful figures in the galaxy. Security personnel might be private soldiers of a corporate sector czar or the armed guards of a powerful crime lord. They can be found protecting ambassadors and diplomats, veteran politicians, and just about anyone who holds power and has enemies.

SECURITY SPECIALIST

The security specialist is an elite guard who has the benefit of special training and extensive experience. Similar in many ways to bodyguards, security specialists are typically the last line of defense between their employer and his or her enemies. Security specialists are commonly trained in close-combat fighting and are equipped to deal with just about any sort of foe. Security specialists vary a great deal, as necessary for their particular mission, so you should customize this statistics block to meet your needs.



Security Specialist

CL 5

Medium soldier 5

Force 4

Init +4; **Senses** Perception +8

Languages Basic

Defenses Ref 21 (26 with riot shield) (flat-footed 19), **Fort** 21, **Will** 16; **Dodge**

hp 67; **Threshold** 21

Speed 6 squares

Melee stun baton +7 (2d6+5 stun)

Ranged blaster rifle +7 (3d8+2) or

Ranged heavy blaster pistol +7 (3d8+2) or

Ranged stun grenade (4d6+2 stun)

Base Atk +5; **Grp** +7

Atk Options autofire (blaster rifle), **Melee** Smash, **Point Blank Shot**, **Precise Shot**, **Stunning Strike**

Abilities Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10

Talents **Melee** Smash, **Stunning Strike**

Feats **Armor Proficiency** (light, medium), **Dodge**, **Point Blank Shot**, **Precise Shot**, **Toughness**, **Weapon Proficiency** (pistols, rifles, simple weapons)

Skills **Knowledge** (tactics) +7, **Mechanics** +7, **Perception** +8

Possessions stun baton, blaster rifle, heavy blaster pistol, 2 stun grenades, battle armor (+8 armor, +2 equipment), riot shield, breath mask, comlink, binder cuffs, medpac, glow rod

SECURITY PERSONNEL ENCOUNTERS

Security personnel protect a certain group of people or a specific person. As law enforcement agents, they might patrol in pairs or in small teams to respond to crimes and protect innocent villains from violence, robbery, or anything else that would harm them. When faced with a significant threat, security personnel double or triple their numbers and supplement their strength with security specialists and soldiers as the situation demands.

In some instances, a security team might include a number of droids. Patrol droids might fill in for security forces or accompany them as they make their rounds. Likewise, security droids can also augment a security force's strength, though battle droids and military security droids are rare after the Clone Wars. On the other hand, within the Trade Federation and the Separatist Movement, droids served almost exclusively as security forces.

Security specialists are more advanced versions of standard security personnel. These are special operatives selected for their unswerving loyalty and discipline. Governments and employers relied on them to crack down on unruly civilians or to provide the best protection available. Security specialists are less numerous than standard security personnel and might be charged with leading a security team. Typically, security specialists answer directly to their employers, but in the case of some wealthy and powerful charges, they might deal with a bodyguard who oversees the entire security detail.

RIOT SHIELD

Riot shields are common gear for law enforcement and planetary defense forces. Measuring about 1 meter long and half as wide, a riot shield is made of a metal frame that generates an energy shield that bends light so that its outer surface is opaque while its inner side is transparent, allowing you unobstructed vision but not extending the same benefit to your opponents. A riot shield has DR 5, 20 hit points, and a break DC of 25.

When held, a riot shield grants you cover (+5 cover bonus to your Reflex Defense) against all ranged attacks on any turn during which you fight defensively. You can also wield a riot shield as a melee weapon. When used in this way, it has the same statistics as a stun baton (SE 123).

Cost 500; **Weight** 6 kg; **Availability** Military.

ROYAL HANDMAIDEN

The Royal Handmaidens are an exclusive security force charged to protect the elected Naboo monarch, most notably Queen (and later Senator) Amidala. The Royal Handmaidens were all young, about the same age as Amidala, and very similar in appearance, allowing them to step in as decoys to keep their mistress safe. Although these are the most famous security specialists, it's likely that other, similar organizations exist in the galaxy.

Royal Handmaiden

CL 6

Medium Human noble 3/soldier 3

Force 4

Init +9; **Senses** Perception +10

Languages Basic, Gran, Gungan, High Galactic, Rodese

Defenses Ref 20 (flat-footed 17), Fort 18, Will 20

hp 41; **Threshold** 18

Speed 6 squares

Melee unarmed +6 (1d8+3)

Ranged sporting blaster pistol +6 (3d4+3)

Base Atk +5; **Grp** +6

Atk Options Melee Defense, Point Blank Shot

Special Actions Battle Analysis, Bolster Ally, Harm's Way, Inspire Confidence, Quick Draw

Abilities Str 10, Dex 13, Con 10, Int 13, Wis 14, Cha 16

Talents Battle Analysis, Bolster Ally, Harm's Way, Inspire Confidence

Feats Linguist, Martial Arts I, Martial Arts II, Melee Defense, Point Blank Shot, Quick Draw, Skill Focus (Deception), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +16, Initiative +9, Knowledge (tactics) +9, Perception +10, Persuasion +11, Pilot +9, Treat Injury +10, Use Computer +9

Possessions sporting blaster pistol, comlink, handmaiden's outfit

"WE ARE BRAVE,
YOUR HIGHNESS."

— PADME

SHIP CAPTAIN

Ship Captain

Medium soldier 3/soundrel 7/officer 3

Force 5

Init +8; Senses Perception +11

Languages Basic, 2 others

Defenses Ref 27 (flat-footed 25), Fort 25, Will 27

hp 71; Threshold 25

Speed 6 squares

Melee vibrodagger +12 (2d4+6) or

Melee vibrodagger +7 (2d4+6) and
vibrodagger +7 (2d4+6) with Double Attack

Ranged blaster pistol +12 (3d6+6)

Base Atk +10; Grp +12

Atk Options Coordinated Attack, Double Attack (advanced melee weapons), Hyperdriven, Melee Defense, Point Blank Shot, Precise Shot, Spacehound, Starship Raider

Special Actions Assault Tactics, Battle Analysis, Tough as Nails

Abilities Str 10, Dex 14, Con 10, Int 15, Wis 11, Cha 13

Special Qualities command cover, share talent (Stellar Warrior)

Talents Assault Tactics, Battle Analysis, Hyperdriven, Spacehound,
Starship Raider, Stellar Warrior, Tactical Edge, Tough as Nails

Feats Armor Proficiency (light, medium), Coordinated Attack, Double Attack (advanced melee weapons), Melee Defense, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [tactics]), Skill Training (Persuasion), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Knowledge (tactics) +13, Mechanics +13, Perception +11,
Persuasion +12, Pilot +13, Use Computer +13

Possessions vibrodagger, blaster pistol in holster, code cylinder, comlink, uniform, rank insignia, capital starship

CL 13

SHIP CAPTAIN ENCOUNTERS

A ship captain is not much without a ship, and thus encounters featuring these characters ought to include a ship of at least frigate size. Smaller vessels, including personal transports and shuttles, might also have ship captains, but these are typically pilots with the title to reflect their authority and are in no way in the same class as the ship captains described here.

A ship captain commands the entire crew and support pilots of his or her ship, and might be responsible for hundreds if not thousands of subordinates. Falling under the ship captain's authority are any special forces such as ground assault teams, scouts, and secondary vessels accompanying the captain's ship, though each of these smaller ships have their own captains as well.

In addition to the main vessel, most ships under the command of these characters also include a number of starfighters. The ship captain does not pilot one of these craft except in the most unusual circumstances, but he does command them from the deck of his ship, transmitting tactical information to his forces in response to developments.

Ship captains attain fame or infamy in equal numbers. The mere names of some of the more successful Imperial captains can inspire fear in their enemies, and cause opposing admirals to adjust their tactics based on the reputation of the foe they oppose.



A ship captain is the commanding officer of a starship. The title applies to all sorts of ships, from transport vessels all the way up to star dreadnaughts. The title of ship captain is independent of actual rank, and it's just as possible for a commander to hold the title as it is for an admiral. On the deck of a ship, the captain is the ultimate authority of the vessel (unless, of course, Darth Vader happens to be on board).

SHIP GUNNER

Ship Gunner

CL 7

Medium nonheroic 4/scoundrel 3/soldier 3

Force 3

Init +7; Senses low-light vision; Perception +8

Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 20, Will 18

hp 38; Threshold 20

Speed 6 squares

Melee unarmed +9 (1d4+4)

Ranged blaster cannon +11 (3d12+5) or

Ranged blaster cannon +6 (3d12+5) and

blaster cannon +6 (3d12+5) with Double Attack or

Ranged heavy blaster pistol +10 (2d8+3)

Base Atk +8; Grp +10

Atk Options Devastating Attack (heavy weapons), Double Attack (heavy weapons), Point Blank Shot, Precise Shot, Spacehound, Starship Raider

Abilities Str 13, Dex 15, Con 11, Int 10, Wis 12, Cha 10

Talents Devastating Attack (heavy weapons), Spacehound, Starship

Raider, Weapon Specialization (heavy weapons)

Feats Armor Proficiency (light), Double Attack (heavy weapons), Point

Blank Shot, Precise Shot, Skill Training (Knowledge [tactics], Use

Computer), Vehicular Combat, Weapon Focus (heavy weapons),

Weapon Proficiency (heavy weapons, pistols, simple weapons)

Skills Knowledge (tactics) +10, Perception +8, Use Computer +10

Possessions blaster cannon, heavy blaster pistol, armored flight suit (+5 armor) with helmet package

The ship gunner controls one or more weapon systems not directly under the control of the pilot. Typical sorts of weapons a gunner might employ include the composite-beam laser on the LAAT/i gunship or the blaster cannon on the Incom-T47 airspeeder. In most cases, the pilot retains control over some of the weapon systems, but the gunner's role is largely to free up the pilot to maneuver the ship, while the gunner unleashes a torrent of fire against enemy vehicles.

Ship gunners are prevalent in starships of just about any size and can also be found operating the batteries on ground vehicles and other atmospheric craft. Most armored assault vehicles and walkers include a broad spectrum of weapons and might employ multiple gunners.



SHIP GUNNER ENCOUNTERS

Ship gunners appear in skirmishes involving armored vehicles or large-scale space battles. Gunners function as part of a ship's crew, and a ship with a full crew complement will have at least one gunner for each gunner position on the vessel. In these cases, the gunner's most vital attribute is his attack bonus, with his other statistics rarely coming into play. This said, most gunners are pilots as well, and they can fill in for a wounded or dead pilot or copilot as needed.

In atmospheric encounters, gunners function in much the same way, usually as part of a walker's or armored assault vehicle's crew. Again, a gunner can also serve as a pilot and might be called upon to fill in for an injured comrade. Should the vehicle be disabled, a gunner is an effective combatant and fights along with the rest of the surviving crew. A ship gunner's training with heavy weapons allows such a character to perform double duty and function as heavy infantry when needed, laying down suppressive fire with a blaster cannon or missile launcher as the situation demands.

"INTENSIFY FORWARD FIREPOWER!"

— ADMIRAL PIETT

SITH APPRENTICE

Sith Apprentice

CL 13

Medium scoundrel 7/Sith apprentice 6

Force 8; Dark Side 15

Init +13; Senses Perception +13; Force Perception

Languages Basic

Defenses Ref 27 (flat-footed 25), Fort 27, Will 27; Block, Deflect, Dodge, hp 98; Threshold 27

Speed 6 squares

Melee lightsaber +13 (2d8+8)

Ranged blaster pistol +13 (3d6+6)

Base Atk +11; Grp +13

Atk Options Acrobatic Strike, Running Attack, Sneak Attack +1d6

Special Actions Force Fortification, Power of the Dark Side

Force Powers Known (Use the Force +13): *battle strike, dark rage, Force lightning*

Force Techniques: Force Point Recovery, Improved Sense Force, Improved Telepathy

Abilities Str 14, Dex 14, Con 14, Int 11, Wis 15, Cha 15

Talents Block, Deflect, Force Fortification, Force Perception, Power of the Dark Side, Sneak Attack +1d6, Swift Power

Feats Acrobatic Strike, Dodge, Force Sensitivity, Force Training, Point Blank Shot, Running Attack, Skill Training (Stealth), Skill Training (Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +13, Deception +13, Initiative +13, Perception +13, Stealth +13, Use the Force +13

Possessions lightsaber, blaster pistol in concealed holster, personal holoprojector

During the Rise of the Empire and after, as set down by Darth Bane (page 84), there are only two Sith at any one time: a Master and his apprentice. These apprentices are the products of their training, twisted into cruel monsters of depthless evil. Although apprentices are useful minions, a Sith Lord must always be watchful for treachery, because the need for revenge burns hot in every Sith's heart, and it is just a matter of time before an apprentice seizes the opportunity to murder his Master and claim his mantle.

"AT LAST WE WILL
HAVE REVENGE."

— DARTH MAUL



SITH APPRENTICE ENCOUNTERS

Every Sith apprentice secretly believes in his superiority over his Master and watches for the time to strike, to cut down the Dark Lord of the Sith and take his place. Treachery, then, is something for which a Sith Lord must be ever watchful. Thus, a Sith Lord dispatches his trained apprentice on a variety of missions, sometimes alone, others with a squad or company of minions, and if the apprentice dies, the Sith Lord can simply train a replacement.

Sith apprentices are vicious and aggressive. Most despise the Jedi, seeing them as weak and foolish, too wrapped up in outdated ideals to see the true power of the dark side. Thus, Sith apprentices are ever eager to test their greater skills against their rivals and delight in the chance to face the Jedi. When faced with these opponents, a Sith apprentice is likely to take on one or more single-handedly, ignoring other opponents simply for the chance to vent his hatred on the Sith's age-old foes. This is a clear weakness and one that has gotten the better of more than one servant of the dark side.

DARTH MAUL

When Darth Sidious discovered the Force potential in a young Zabrak, he snatched the child away and subjected him to an intense training ordeal designed to strip away his humility and compassion. Soon after, Sidious abandoned the youngster on an isolated world, telling him that he would have to find some way to survive in the hostile climate for a month until he returned. Alone and pursued by vicious assassin droids, the Zabrak suffered

terribly until he was too weakened, too exhausted to continue fighting. Just as he surrendered to the relentless droids, Sidious returned and provoked the apprentice into attacking him. When the Zabrak finally gave into his anger and hatred, he succumbed to the dark side of the Force and transformed into a slave of evil, becoming Darth Maul.

Darth Maul is part assassin, part spy, and all killer. His unique talents and his enduring hatred of the Jedi made him the perfect tool for eliminating Darth Sidious's enemies. Furthermore, Darth Maul revealed his talent as a skilled technician when he constructed a wide range of Sith devices from ancient Sith holocrons and specifications. With his incredible fighting talents and his terrifying array of weapons and equipment, Darth Maul proved to be one of the most dangerous characters in the Rise of the Galactic Empire.

Darth Maul

CL 15

Medium Zabrak Jedi 7/Sith apprentice 8

Destiny 1; Force 6; Dark Side 14

Init +16; Senses Perception +9

Languages Basic, Huttese, Ryl, Zabrak

Defenses Ref 34 (flat-footed 30, Lightsaber Defense 35), Fort 31, Will 30; Block

hp 152; Threshold 31

Speed 6 squares

Melee double-bladed lightsaber +20 (2d8+12) or

Melee double-bladed lightsaber +20 (2d8+12) and
double-bladed lightsaber +20 (2d8+12)

Melee unarmed +18 (1d8+10)

Base Atk +15; Grp +19

Atk Options Acrobatic Strike, Dark Scourge

Special Actions Lightsaber Defense, Power of the Dark Side

Force Powers Known (Use the Force +13): *battle strike*, *dark rage*, *Force grip*, *Force slam*, *mind trick*, *move object*

Force Techniques Force Power Mastery (*battle strike*), Improved Move
Light Object, Improved Sense Force, Improved Sense Surroundings

Abilities Str 17, Dex 19, Con 16, Int 16, Wis 14, Cha 12

Talents Block, Dark Scourge, Lightsaber Defense, Power of the Dark Side,
Stolen Form (Jar'Kai, Juyo, Niman), Weapon Specialization (lightsabers)

Feats Acrobatic Strike, Dual Weapon Mastery I, Dual Weapon Mastery II,
Dual Weapon Mastery III, Force Sensitivity, Force Training (2), Martial
Arts I, Martial Arts II, Weapon Focus (lightsabers), Weapon Proficiency
(lightsabers, simple weapons)

Skills Acrobatics +16, Initiative +16, Jump +15, Mechanics +15,
Perception +9 (can reroll, must take second result), Use the Force +13

Possessions double-bladed lightsaber (self-built), 3 Dark Eye probe droids,
personal holoprojector, *Bloodfin*, *Scimitar*

NEW SITH TALENT

The following talent is intended for use with the Sith talent tree.

Stolen Form: You have learned how to use a Jedi fighting technique to defeat Jedi in combat. Choose one talent from the Lightsaber Forms talent tree (SE 218); you gain the benefit of this talent and are considered to have this talent for the purpose of satisfying prerequisites. You must meet all the prerequisites as normal for the chosen lightsaber form talent, in addition to the prerequisites of this talent.

You can select this talent multiple times. Each time you select it, choose a different lightsaber form.

Prerequisite: Any one Force technique, Weapon Focus (lightsabers) feat.

Razalon FC-20 Speeder Bike

One device the Sith apprentice Darth Maul relied on was a Razalon Speeder Bike, a small, lightweight vehicle noted for its quiet operation. Its distinctive U-shape design made the vehicle a comfortable ride and easy to operate (+2 equipment bonus to Pilot checks).

Bloodfin Razalon FC-20 Speeder Bike

CL 15

Medium ground vehicle

Init +23; Senses Perception +9

Defenses Ref 32 (flat-footed 25), Fort 13; +0 armor

hp 36; DR 5; SR 0; Threshold 13

Speed 8 squares (max. velocity 180 km/h)

Fighting Space 1x1; Cover total

Base Atk +15; Grp +18

Abilities Str 17, Dex 24, Con —, Int 14

Skills Initiative +23, Mechanics +15, Perception +9, Pilot +18,
Use Computer +10

Crew 1; Passengers 0

Cargo 2 kg; Consumables —; Carried Craft —

Availability Licensed; Cost 4,000 (new), 1,000 (used)

SITH LORD

Sith Lord

CL 18

Medium noble 7/Sith apprentice 8/Sith Lord 4

Destiny 2; **Force** 7; **Dark Side** 16

Init +16; **Senses** Perception +22; **Force** Perception; **Gauge Force Potential**
Languages Basic, 5 others

Defenses Ref 33 (flat-footed 31, Lightsaber Defense 34), **Fort** 31, **Will** 34;
Block

hp 105; **Threshold** 31

Immune fear

Speed 6 squares

Melee lightsaber +19 (2d8+10) or

Melee lightsaber +16 (2d8+10) and
lightsaber +16 (2d8+10) with Double Attack or

Melee lightsaber +11 (2d8+10) and
lightsaber +11 (2d8+10) and
lightsaber +11 (2d8+10) with Triple Attack

Base Atk +17; **Grp** +19

Atk Options Double Attack (lightsabers), **Melee** Defense, Triple Attack
(lightsabers)

Special Actions Damage Reduction 10, **Gauge Force Potential**, **Lightsaber**
Defense, **Power of the Dark Side**, **Telekinetic Power**, temptation

Force Powers Known (Use the **Force** +17): *farseeing*, *Force disarm*, *Force*
grip (2), *Force lightning* (4), *Force slam*, *Force thrust*, *mind trick*, *move*
object (2), *rebuke* (2), *surge*

Force Techniques **Force Point Recovery**, **Force Power Mastery** (*Force*
lightning), **Improved Sense Force**, **Improved Telepathy**

Force Secrets **Devastating Power**, **Multitarget Power**, **Quicken Power**

Abilities Str 13, Dex 15, Con 11, Int 14, Wis 16, Cha 16

Special Qualities fearless, temptation

Talents **Connections**, **Block**, **Damage Reduction** 10, **Dark Side Adept**, **Force**
Perception, **Gauge Force Potential**, **Lightsaber Defense**, **Multiattack**
Proficiency (lightsabers), **Power of the Dark Side**, **Telekinetic Power**

Feats **Double Attack** (lightsabers), **Force Training** (4), **Linguist**, **Melee**
Defense, **Skill Focus** (Use the **Force**), **Triple Attack** (lightsabers),
Weapon Finesse, **Weapon Proficiency** (lightsabers, pistols, simple
weapons)

Skills **Deception** +17, **Initiative** +16, **Knowledge** (galactic lore) +16,
Perception +22, **Persuasion** +17, **Pilot** +16, **Use Computer** +16, **Use the**
Force +22 (can reroll when activating a **Force** power with the [dark
side] descriptor, must take second result)

Possessions lightsaber, Sith robes

Since the time of the first fallen Jedi, the Sith have survived in one form or another for thousands of years. As the passage of time marched forward, the ancient teachings of the Jedi were forgotten, twisted, and corrupted. Few Sith Lords, then, came from the formal training of the Jedi, and new Sith Lords learned the methods of the dark side from other Sith Lords until they could rise up and claim the mantle for themselves. Although they lacked the formal instruction of their Jedi counterparts, these Sith Lords proved every bit their equal, making up for their lack of discipline with hatred, and for their lack of combat training with savage brutality.

FALLEN JEDI SITH LORD

Sith Lords are the inheritors of the first renegade dark Jedi who rebelled against the rigid teachings of the Jedi Order to explore the mysteries of the dark side of the Force. The initial conflict between the Jedi factions eventually led to the exile of these fallen Jedi to the fringes of space until they came upon a planet inhabited by a primitive and savage people called the Sith. The evil Jedi descended on the world, conquered the primitives, and declared themselves the Lords of the Sith.



Fallen Jedi Sith Lord

CL 18

Medium Jedi 7/Jedi Knight 4/Sith apprentice 5/Sith Lord 2

Destiny 2; Force 6; Dark Side 18

Init +17; Senses Perception +13

Languages Basic, 3 others

Defenses Ref 34 (flat-footed 31, Lightsaber Defense 35), Fort 33, Will 35; Block, Deflect

hp 148; Threshold 33

Immune fear

Speed 6 squares

Melee lightsaber +21 (2d8+11) or

Melee lightsaber +19 (3d8+11) with Rapid Strike or

Melee lightsaber +19 (2d8+11) and short lightsaber +19 (2d6+11)

Base Atk +18; Grp +21

Atk Options Acrobatic Strike, Combat Reflexes, Rapid Strike, Running Attack, Wicked Strike

Special Actions Lightsaber Defense, Power of the Dark Side, Redirect Shot, Shien, temptation

Force Powers Known (Use the Force +18): *battle strike* (2), *dark rage*, *Force disarm*, *Force grip* (2), *Force slam* (2), *Force lightning* (2), *move object*, *negate energy* (2), *surge* (2)

Force Techniques Force Point Recovery, Force Power Mastery, Improved Move Light Object, Improved Sense Surroundings

Force Secrets Multitarget Power

Abilities Str 15, Dex 17, Con 15, Int 16, Wis 18, Cha 18

Special Qualities fearless, temptation

Talents Block, Deflect, Djem So, Elusive Target, Force Deception, Lightsaber Defense, Power of the Dark Side, Redirect Shot, Shien, Wicked Strike

Feats Acrobatic Strike, Combat Reflexes, Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitive, Force Training (3), Rapid Strike, Running Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +17, Deception +18, Initiative +17, Jump +16, Use the Force +18

Possessions lightsaber (self-built), short lightsaber, Sith robes

LUMIYA, DARK LADY OF THE SITH

Before the Dark Lady of the Sith came into being, there was a promising Imperial Intelligence cadet named Shira Elan Colla Brie. Trained to fight for the Empire, she worked hard to become an expert pilot, a skilled combatant, and above all a spy. It was during her training she caught the eye of Darth Vader. Recognizing her talents and her knack with the Force, Vader guided her training, helping her to learn the power of the dark side of the Force.

Her first assignment was to infiltrate the Rebellion and work her way into the Rogue Squadron. Her charisma, beauty, and piloting skills made her a popular member of the team, and so it didn't take long before she met Luke Skywalker. She worked hard to ingratiate herself with the Rebels, secretly feeding information to Darth Vader and the Empire.

Everything changed, though, on a secret mission to strike against an Imperial fleet to recover a powerful alien that was thought to be able to assist the Rebellion's efforts to communicate with their allies across the galaxy. As part of the mission, Shira, Skywalker, and others were to pilot TIE fighters. In the ensuing dogfight, Luke's computer went out, and so he relied on the Force to pick out his targets, which ultimately led to the destruction of Brie's ship.

While Luke Skywalker faced the charges leveled against him for shooting down a fellow officer, Brie somehow survived the destruction of her starfighter long enough for Darth Vader to find her. Although she survived, she was terribly injured, necessitating the replacement of her limbs and organs with cybernetic replacements. When she emerged from the bacta tank, she was a woman changed, more machine than Human, and so it was that the Dark Lady of the Sith was born.

Lumiya, as she now called herself, trained further with Vader, learning the ways of the Force and even some Sith techniques. She eventually traveled to Ziost—a terrible planet of grave importance to the Sith—to continue her training on her own terms, but soon afterward she learned that both Darth Vader and the Emperor were dead after the Battle of Endor. Filled with hatred for Luke Skywalker and the so-called Alliance, she vowed she would get revenge regardless of the cost.

"THE DARK SIDE OF THE FORCE IS
A PATHWAY TO MANY ABILITIES SOME
CONSIDER TO BE UNNATURAL."

— SUPREME CHANCELLOR PALPATINE

Lumiya, Dark Lady of the Sith

CL 19

Medium Human soldier 5/scoundrel 3/ace pilot 3/Force adept 3/Sith apprentice 3/Sith Lord 2

Destiny 2; Force 7; Dark Side 18

Init +18; Senses low-light vision; Perception +18

Languages Basic, Bocce, Sith

Defenses Ref 42 (flat-footed 38), Fort 34, Will 38

hp 125; Threshold 34

Immune fear

Speed 6 squares

Melee lightwhip +20 (2d4+10; reach 2) or

Melee lightwhip +18 (3d4+10; reach 2) with Rapid Strike

Ranged palm blaster +20 (3d6+9)

Base Atk +16; Grp +20

Atk Options Channel Aggression, Channel Anger, Combat Reflexes, Rapid Strike, Spacehound

Special Actions Equilibrium, Power of the Dark Side, temptation

Force Powers Known (Use the Force +23): *battle strike* (2),

dark rage, *farseeing*, *Force grip*, *Force slam*, *Force stun*, *mind trick*, *negate energy* (2)

Force Techniques Improved Force Trance, Improved Telepathy

Force Secret Quicken Power

Abilities Str 13, Dex 18, Con 12, Int 14, Wis 18, Cha 18

Special Qualities fearless, temptation, vehicle dodge +1

Talents Armored Defense, Channel Aggression, Channel Anger, Dark Side Adept, Dark Side Master, Equilibrium, Force Pilot, Improved Armored Defense, Power of the Dark Side, Spacehound, Swift Power, Vehicular Evasion

Feats Armor Proficiency (light, medium), Combat Reflexes, Force Sensitive, Force Training (2), Improved Defenses, Rapid Strike, Skill Focus (Deception), Skill Focus (Use the Force), Skill Training (Deception), Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Deception +23, Endurance +15, Initiative +18, Knowledge (tactics) +16, Mechanics +15, Perception +18, Pilot +23, Use the Force +23 (can reroll when activating a [dark side] Force power, must take second result or spend Force Point and take better result)

Possessions lightwhip, custom armor (as armored flight suit with helmet package; modified, +8 armor), cybernetic prosthetics (4, both arms and legs, equipped with palm blaster assemblies in each arm), utility belt with medpac, Sith robes

Palm Blasters—The Dark Lady's prosthetic arms conceal blasters, the barrels of which open in the palms of her hands. As a swift action, she can "draw" the blasters and fire them as if they were blaster pistols. A power pack contained inside her body powers these weapons.

DARTH BANE

Long have the Jedi carried the shame of the Sith, for it was the Jedi's inability to wipe out the infection within their ranks that allowed the first renegades to flee into exile, to form a twisted society, and to brew the utter wickedness that would eventually spread throughout the galaxy. Ever since that moment of mercy, the Sith have been a plague, leading to two full-blown Sith wars. It wasn't until the Battle of Ruusan that the Jedi believed the Sith threat was at an end, for in this climactic battle, the Sith and the Jedi who fought them were utterly destroyed by a weapon of cataclysmic proportions. Believing they had ended the threat, even at such a great cost, the Jedi put the matter to rest.

However, one Sith survived: Darth Bane. An apprentice of a powerful Sith Lord, he managed to escape the devastation and fled the ruins of the world. During his flight, the specter of an ancient Dark Lord forced his vessel to crash-land on Onderon's moon, Dxun. There he encountered the orbalisks, which quickly swarmed over his body, changing him into something more than Human. As he grappled with the transformation and the realization that he was the last of his kind, he was struck by an epiphany.

The Sith's gravest weakness was that they inevitably turned against one another. The divisiveness that seemed always to result would prevent the Sith from getting the revenge they so craved. It was then, on this small moon, covered with parasites that fused themselves to his body, that Darth Bane decreed, as the last of the Sith, henceforth there would be only two: a Master and an apprentice.

LIGHTWHIP

Lightsaber

A lightwhip is similar to a lightsaber in that it emits a beam of energy from its handgrip. The device differs, though, in that the "blade" is long and flexible, giving it the properties of a whip. Although a lightwhip has a greater reach, it lacks the power of a more traditional lightsaber.

A lightwhip has a reach of 2 squares. Aside from the normal damage this weapon deals in combat, it can be used to pin and trip the target as if the wielder was using the Pin or Trip feat; the wielder must be proficient with lightsabers but doesn't need to have the Pin or Trip feat to use this feature of the weapon.

Size Medium; **Cost** 5,000; **Damage** 2d4; **Stun Damage** —; **Weight** 1 kg; **Type** Energy and slashing; **Availability** Rare.

Darth Bane

CL 20

Medium Human Jedi 7/Jedi Knight 5*/Sith apprentice 3/Sith Lord 5

Destiny 3; **Force** 10; **Dark Side** 22; Strong in the Force

Init +20; **Senses** Perception +21

Languages Basic, Bocce, Ryl, Sith

Defenses Ref 38 (flat-footed 33), Fort 36, Will 39; Block, Deflect

hp 194; **DR** 10 (applies to lightsabers); **Threshold** 36

Immune fear

Speed 6 squares

Melee lightsaber +25 (2d8+15) or

Melee lightsaber +23 (3d8+15) with Rapid Strike or

Melee lightsaber +20 (2d8+15) and

lightsaber +20 (2d8+15) with Double Attack

Base Atk +20; **Grp** +25

Atk Options Cleave, Double Attack (lightsabers), Great Cleave, Lightsaber

Throw, Melee Defense, Power Attack, Rapid Strike, Running Attack,

Severing Strike, Wicked Strike

Special Actions Equilibrium, Juyo, Power of the Dark Side, temptation

Force Powers Known (Use the Force +20): *battle strike* (2), *dark rage*,

farseeing, *Force grip*, *Force lightning* (3), *Force slam*, *mind trick*, *move*

object, *rebuke* (2), *surge*

Force Techniques Force Point Recovery, Improved Move Light Object,

Improved Sense Surroundings

Force Secrets Devastating Power, Distant Power, Multitarget Power,

Quicken Power

Abilities Str 16, Dex 20, Con 17, Int 17, Wis 22, Cha 20

Special Qualities fearless, temptation

Talents Block, Deflect, Djem So, Equilibrium, Force Deception, Juyo,

Lightsaber Throw, Power of the Dark Side, Severing Strike, Swift Power,

Weapon Specialization (lightsabers), Wicked Strike

Feats Cleave, Double Attack (lightsabers), Force Sensitive, Force Training

(2), Great Cleave, Melee Defense, Power Attack, Rapid Strike, Running

Attack, Strong in the Force, Weapon Focus (lightsabers), Weapon

Proficiency (lightsabers, simple weapons)

Skills Acrobatics +20, Deception +20, Endurance +18, Initiative +20,

Knowledge (galactic lore) +18, Perception +21, Use the Force +20

Possessions lightsaber (self-built), orbalisk armor (+10 armor and grants

DR 10 that applies even to lightsabers), Sith robes

* Darth Bane was a member of the Brotherhood of Shadow, a dark side organization made up of renegade Jedi. While this group studied the dark side extensively, it passed down many of the fighting forms of the Jedi to its students.

ORBALISK ARMOR

When on the moon Dxun, Darth Bane stumbled upon a dormant colony of orbalisks. These parasitic creatures, exclusive to Dxun, feed by attaching themselves to a host. As a byproduct of their parasitism, the orbalisks form a dense plating that protects their host—an armor of exceptional strength even against lightsabers.

When a host is covered in orbalisks, the creatures grant damage reduction 10 to that individual. Unlike normal forms of damage reduction, the orbalisks' protection applies even to lightsabers.

SITH LORD ENCOUNTERS

Sith Lords should be the elite villains of your campaign. They are the undisputed masters of the dark side of the Force. Any Sith Lord encountered after the Battle of Ruusan is a calculating plotter, a fiend of intrigue who hides his presence behind countless false identities and minions to ensure that he can keep working toward his goal, which is ultimately the utter destruction of the Jedi. A Sith Lord is unlikely to reveal himself willingly, reserving his confession to a likely apprentice at a time when he is most likely to turn the subject toward the dark side.

Instead, a Sith Lord relies on a host of minions to further his agenda. The most important minion is his Sith apprentice, though a Sith Lord is careful to limit his time with his minion lest he create an opportunity for his apprentice to betray him. Instead, the Sith Lord uses the apprentice as a tool, overseeing vital missions and ensuring that his plans proceed as intended.

Beneath the Sith apprentice, there can be any number of dark side thralls serving the Sith Lord, including dark side adepts, dark Jedi, and other corrupted servants. It's important to note that these servants are not technically Sith even though they are usually quite skilled in the dark side of the Force and might harbor the same hatred toward the Jedi that their Masters do. In some rare cases, a lesser minion might prove himself worthy to replace the Sith apprentice, which, as his Master does with his greatest ally, is something for which the apprentice always watches.

"I AM DARTH BANE,
DARK LORD OF
THE SITH. I WILL
SURVIVE. AT ANY
COST."

— DARTH BANE

SLICER

Slicer

CL 5

Medium scoundrel 5

Force 1

Init +4; Senses Perception +9

Languages Basic, Binary, Huttese

Defenses Ref 19 (flat-footed 17), Fort 15, Will 18

hp 32; Threshold 15

Speed 6 squares

Melee unarmed +2 (1d4+1)

Ranged hold-out blaster pistol +5 (3d4+2)

Base Atk +3; Grp +5

Atk Options Point Blank Shot

Special Actions Trace

Abilities Str 8, Dex 14 Con 10, Int 16, Wis 14, Cha 12

Talents Gimmick, Master Slicer, Trace

Feats Point Blank Shot, Skill Focus (Knowledge [technology]), Skill Focus (Deception), Skill Focus (Mechanics), Skill Focus (Use Computer), Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Gather Information +15, Knowledge (galactic lore) +10, Knowledge (technology) +15, Perception +9, Persuasion +9, Mechanics +15, Use Computer +15 (can reroll when improving access and take better result)

Possessions hold-out blaster pistol, security kit, code cylinder (forgery), encrypted comlink, 10 datacards, lectroticker (+6), credit chip, portable computer

While most heroes find adventure throughout the galaxy, slicers roam the electronic highways of the HoloNet and find plenty of excitement and danger along the way. Slicers are experts at breaking into secured computer networks—the more secure the computer, the bigger and better the challenge. Slicers often find work with large organizations that can supply them with necessary equipment, programs, information, and credits to meet their demands. Others are independents, slicing into computer networks for information to sell to the right bidder or just for the sheer thrill of proving their skill at being able to move in and out of highly protected networks.

In addition to being technically brilliant, the most successful slicers must also possess decent interpersonal skills, in order to con passwords and other sensitive information from people when their computer skills won't or can't apply. They typically know the ins and outs of large organizations and can easily bypass red tape to get what they want.



SLICER ENCOUNTERS

Slicers pride themselves on getting in and out of computer systems without anyone even knowing they are there. In most cases, slicers don't deal with people face to face, relying instead on messages sent through the HoloNet, couriers, or proxies in order to keep their identity secret and their (often illicit) businesses secure. Slicers are rarely physical threats, although those in the military have at least minimal training so they can defend themselves if necessary. However, if a slicer can gain access to a computer network, he can shut off lights, activate fire extinguishers, power up droids, and the like, turning a location into a tangle of hazards.

Slicers also commonly work with other specialists, forming highly trained teams that can infiltrate any secured location. These specialists include assassins, commandos, infiltrators, outlaw techs, and spies, with the slicer often located far from the scene, opening doors and bypassing security measures from the safety of his remote terminal.

ZAKARISZ GHENT

Zakarisz Ghent is a legendary slicer and associate of the famous smuggler Talon Karrde (page 89). Ghent was extremely intelligent and had a preternatural gift when it came to computers and codes. The first hint of Ghent's technical brilliance came when he cracked a near-impossible Imperial code in two months on his own. Although a genius when it comes to slicing or deciphering codes, Ghent is hopelessly naïve, absent-minded, and disinterested in anything that wasn't programmed in Binary.

Ghent's slicing has proven key during several crucial times in the New Republic era. His skills helped acquit Admiral Ackbar from false charges of bribery during the Thrawn Crisis. He helped uncover an Imperial Intelligence infiltration of the New Republic headquarters. After the death of Thrawn, Ghent joined up with New Republic Intelligence, eventually rising to the position of Chief of Cryptography. Finally, Ghent unlocked hidden holograms inside R2-D2, revealing Luke Skywalker's mother to be Padmé Amidala and chronicling the way in which she died.

Zakarisz Ghent

CL 10

Medium Human scoundrel 10

Destiny 1; Force 4

Init +12; Senses Perception +9

Languages Basic, Binary, Bocce, Mon Calamarian

Defenses Ref 25 (flat-footed 23), Fort 22, Will 21; Dodge, Mobility
hp 58; Threshold 22

Speed 6 squares

Melee unarmed +7 (1d4+5)

Ranged blaster pistol +9 (3d6+5)

Base Atk +7; Grp +9

Atk Options Melee Defense, Point Blank Shot, Precise Shot

Special Actions Fool's Luck, Knack, Trace

Abilities Str 10, Dex 14, Con 12, Int 18, Wis 8, Cha 16

Talents Fool's Luck, Knack, Gimmick, Master Slicer, Trace

Feats Dodge, Improved Defenses, Melee Defense, Mobility, Point Blank

Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Knowledge [galactic lore]), Skill Focus (Knowledge [technology]), Skill Focus (Persuasion), Skill Focus (Use Computer), Weapon Proficiency (pistols, simple weapons)

Skills Deception +18, Gather Information +19, Initiative +12, Knowledge (galactic lore) +19, Knowledge (technology) +19, Mechanics +19, Perception +9, Persuasion +18, Pilot +12, Use Computer +19 (can reroll when improving access and take better result)

Possessions blaster pistol, encrypted comlink with holo capability, datacard, datapad, portable computer (Intelligence 16)

NEW SLICER GEAR

Slicers, like members of any other profession, rely on a number of tools to get the job done. Although the primary tools of the slicer are portable computers and datapads, a variety of other equipment is available to help slicers (and even those not adept at computer use) overcome electronic obstacles. Slicers commonly make use of the following equipment.

Computer Spikes

Computer spikes are single-use programs built into a basic piece of computer hardware that plugs directly into another computer system. Designed to bypass computer security and help improve access to protected systems, a computer spike interfaces with another computer system and uses untraceable programs to chip away at the target system's defenses. A computer spike can be activated as a swift action, after which it makes a single Use Computer check (with a bonus of +2 or higher, determined by its cost and quality) that can be used only to improve access. All computer spikes are considered illegal.

Cost 1,500 credits per +2 skill bonus; **Weight** 1 kg.

HiBaka 2000 Mem-Stik

Frequently utilized by slicers to smuggle valuable information past security guards and police, the HiBaka 2000 Mem-Stik is a tiny piece of hardware that holds a moderate amount of information without taking up too much space. Though a Mem-Stik does not have enough space to carry a computer programs, it can hold simple text, image, and video data (as well as under 1 minute of holographic data). A Mem-Stik is Fine in size and can be hidden inside the power pack slot of a standard blaster pistol (granting a +10 equipment bonus to Stealth checks to hide the Mem-Stik). A blaster that has a Mem-Stik in its power pack slot cannot be fired without first reinserting the power pack.

Cost 50 credits; **Weight** —.

Lectroticker

A small electronic device used to bypass low-grade security systems, a lectroticker consists of several small wires connected to a sense-plate. When the sense-plate is inserted into a standard security lock (such as those found on doors throughout the galaxy), the sense-plate is charged with varying amounts of energy, scrambling the signals sent to the electronic lock and fooling its systems into thinking that the correct access card has been provided. A lectroticker can be activated as a swift action, after which it makes a single Mechanics check (with a bonus of +2 or higher, determined by its cost and quality) to disable an electronic lock. All lectrotickers are considered illegal.

Cost 1,500 credits per +2 skill bonus; **Weight** 1 kg.

SMUGGLER

Smuggler

CL 7

Medium scoundrel 4/scout 2/noble 1

Force 3; Dark Side 1

Init +10; Senses Perception +5

Languages Basic, Bocce, Duresse, Huttese

Defenses Ref 22 (flat-footed 20), Fort 18, Will 22

hp 41; Threshold 18

Speed 6 squares

Melee unarmed +3 (1d4+2)

Ranged heavy blaster pistol +7 (3d6+3) or

Ranged hold-out blaster pistol +7 (3d4+3)

Base Atk +4; Grp +6

Atk Options Hyperdriven, Point Blank Shot, Precise Shot

Special Actions Knack

Abilities Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 16

Talents Barter, Connections, Hyperdriven, Knack

Feats Improved Defenses, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Persuasion), Skill Training (Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +16, Initiative +10, Knowledge (galactic lore) +9, Persuasion +16 (can reroll when bartering, must take second result), Pilot +10, Stealth +10

Possessions heavy blaster pistol, hold-out blaster pistol (concealed), Corellian YT-1300 transport, comlink, utility belt, illicit cargo

Regardless of the era or location in the galaxy, there are always those who want to move goods (or people) from one place to another without paying taxes or coping with government interference, or even just for discretion's sake. Smugglers are experts at moving this cargo (or individuals), secretly hauling illegal goods under the noses of bureaucrats, soldiers, and even crime lords who might want the items for themselves. Smugglers possess a blend of social charm and incredible piloting ability, relying on the latter when their deceptions fall through. They pride themselves on the speed and discreetness of their deliveries, although a few take risky ventures just for the thrill of thumbing their noses at the authorities that try to squash their livelihood. Some have a "no questions asked" policy regarding the goods they transport, while others are more particular about what they'll carry in their cargo holds and might not transport certain items such as illegal drugs, weapons, or sentient beings bound for slavery.



SMUGGLER ENCOUNTERS

Smugglers can be found almost anywhere, from the seediest of cantinas, to starship docks, to the upper echelons of society, where they hope to land high-paying jobs. Because they must often slip past authority patrols and checkpoints, smugglers and their ships can also be found in deep space or traveling along dangerous routes that no "sane" individual would think of going through (or investigating). Smugglers rarely stay in one place for long and consider their ships home, although some have regular ports-of-call to link up with contacts and pick up passengers and steady streams of cargo. A few smugglers even have legitimate jobs, working as Republic ship commanders or diplomats, all the while moving illicit goods back and forth to pad their income.

Smugglers rely on stealth and deception to get the job done—a patrol vessel that is aware of their presence is a threat to be avoided. Although they are capable fighters, most smugglers shun combat, which places both their lives and their cargo at risk. Many smugglers carry goods for even less savory individuals, such as crime lords, who take a dim view when their goods are damaged or destroyed during transport.

Smugglers are typically encountered with members of their ship's crew, sometimes bolstered by additional personnel, such as slicers, gamblers, mercenaries, and technicians (who keep their ships in pristine operating condition).

TALON KARRDE

Talon Karrde is a notorious information broker and the creator of the famous Smugglers' Alliance. His ship, a heavily modified Action VI Transport called the *Wild Karrde*, serves as his base of operations. Although Karrde started out in smuggling, gathering intelligence and information was both his passion and his specialty. Eventually, Karrde's organization grew to such a degree that it was believed to harbor more secrets than both the Republic or the Empire had any reason to suspect. Karrde strove to remain a neutral party, regardless of whom he worked for, although he was known to have aided such famous individuals as Han Solo and Luke Skywalker.

Talon Karrde is an educated and sophisticated individual with great business acumen and a strong sense of loyalty to those who work under him. Despite his illicit businesses and his penchant for dealing with disreputable people, Talon Karrde had a deep underlying sense of honor that always pushed him to eventually do the right thing.

Talon Karrde

CL 12

Medium Human scoundrel 7/crime lord 5

Force 5

Init +13; Senses Perception +17

Languages Basic, Bocce, Hutttese, Shyriiwook

Defenses Ref 27 (flat-footed 25), Fort 23, Will 27

hp 80; Threshold 23

Speed 6 squares

Melee unarmed +9 (1d4+7)

Ranged heavy blaster pistol +11 (3d8+6) or

Ranged heavy blaster pistol +9 (4d8+6) with Rapid Shot

Base Atk +8; Grp +10

Atk Options Hyperdriven, Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +1d6

Special Actions Demand Surrender, Disruptive, Impel Ally II, Presence

Abilities Str 13, Dex 15, Con 12, Int 16, Wis 13, Cha 17

Special Qualities command cover

Talents Attract Minion, Demand Surrender, Disruptive, Hyperdriven, Impel Ally I, Impel Ally II, Presence, Sneak Attack +1d6, Stellar Warrior

Feats Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Perception), Skill Focus (Persuasion), Skill Focus (Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Deception +19, Gather Information +19, Initiative +13, Knowledge (galactic lore) +14, Mechanics +14, Perception +17, Persuasion +19, Pilot +17

Possessions heavy blaster pistol, toolkit, modified Action VI Transport (*Wild Karrde*), fine clothing

Talon Karrde Encounters

Talon Karrde was most active during the time of the New Republic, although heroes could encounter a younger version of him around the time of the Battle of Yavin. One of Karrde's traits was surrounding himself with capable and loyal allies who would protect him from harm, including fellow smuggler Zakarisz Ghent (page 87) and Mara Jade (he later became the "father of the bride" at her wedding to Luke Skywalker). During the early years of the New Republic, Karrde could also be encountered with his two pet vornskrs (page 128) named Sturm and Drang—he learned that by docking their tails, the Force-sensing beasts could be domesticated, making loyal and affectionate companions and fierce protectors.

Given his line of work, the most dangerous aspect of encountering Talon Karrde is the numerous foes that were out to get him. The vicious Admiral Thrawn, intelligence agencies, bounty hunters, rival smugglers, and crime lords all had it out for Karrde, who proved smart (and lucky) enough to evade them all and thrive. Of course, anyone hunting Talon Karrde is unlikely to catch him off guard, since his massive network of informants and spies alerts him to any potential danger long before it can manifest itself.

VCX-350 LIGHT FREIGHTER

The VCX-350 is a Corellian Engineering Corporation space transport often used by smugglers after the fall of the Galactic Empire. Designed for long-range travel and boasting the newest technology, the VCX-350 light freighter can be found in almost any smuggler fleet, including Talon Karrde's.

CEC VCX-350 Light Freighter

CL 10

Colossal space transport

Init -2; Senses Perception +6

Defenses Ref 15 (flat-footed 13), Fort 28; +13 armor

hp 150; DR 15; SR 30; Threshold 78

Speed fly 12 squares (max. velocity 980 km/h), fly 3 squares (starship scale)

Ranged laser cannons +4 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +40

Atk Options autofire (laser cannons)

Abilities Str 46, Dex 14, Con —, Int 14

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 3 (skilled); Passengers 8

Cargo 250 tons; Consumables 6 months; Carried Craft none

Hyperdrive x1 (backup x11)

Availability Licensed; Cost 300,000 (175,000 used)

Laser cannons (pilot or gunner)

Atk +4 (-1 autofire), Dmg 4d10x2

SOLDIER

Soldier

CL 2

Medium nonheroic 6

Init +4; Senses Perception +3

Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 11, Will 10

hp 22; Threshold 11

Speed 6 squares

Melee vibroblade +4 (2d6)

Ranged blaster rifle +5 (3d8) or

Ranged frag grenade +5 (4d6, 2-square burst)

Base Atk +4; Grp +5

Atk Options autofire (blaster rifle), Coordinated Attack

Abilities Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Feats Armor Proficiency (light), Coordinated Attack, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +9

Possessions vibroblade, blaster rifle, 2 frag grenades, combat jumpsuit (+4 armor), comlink, datapad with maps, field kit

Soldiers are the troopers in the galaxy's legions. Unlike clones and droids, these individuals are not manufactured, and many of them volunteer to fight for their government. Having received basic training in a variety of martial abilities ranging from hand-to-hand combat to heavy weapons, they are the core of any military force. They consist of the individuals who answered the call of duty, were drafted into the teeming ranks of the Galactic Empire, or who followed their conscience and took up arms to fight alongside the Rebellion.

The average soldier, as presented here, represents the common troopers found in sector forces in the Rebel Alliance, but can also be used for those in the employ of just about any military organization. After the Clone Wars, the Galactic Empire recruited Human soldiers to fill its diminished ranks. Some of these recruits became stormtroopers, while others moved on to become officers. This soldier can also represent individuals who might be mustered to defend a single world against invaders or who serve as the personal guard of a powerful noble.



SPECFORCE HEAVY WEAPONS SPECIALIST

While much of the Rebel Alliance's military was tied up in the sector forces spread throughout the galaxy, the Alliance High Command employed Special Forces, also known as SpecForces. Organized in about ten divisions, SpecForce soldiers were each trained to perform a specific function so they could undertake the most dangerous and important missions. While the sector forces defended Alliance worlds, the SpecForces were used to mount counterattacks and unravel the Galactic Empire's hold on the galaxy.

The SpecForce soldier presented here is a typical member of the 6th regiment HWS. These soldiers received extensive training in heavy weaponry to support friendly forces and soften entrenched enemy positions by laying down a brutal barrage of artillery and blaster fire. Of the various regiments in SpecForces, these soldiers had the highest casualty rates, since once they were detected on the battlefield, the Empire moved swiftly to eliminate their emplacements.

"IT'S AN INVASION ARMY."

— OBI-WAN KENOBI

SpecForce Heavy Weapons Specialist

Medium nonheroic 6/soldier 3

Force 2

Init +6; Senses low-light vision; Perception +6

Languages Basic

Defenses Ref 20 (flat-footed 18), Fort 16, Will 13

hp 42; Threshold 16

Speed 6 squares

Melee combat gloves +9 (1d4+6)

Ranged heavy blaster pistol +9 (3d8+3) or

Ranged heavy repeating blaster +9 (3d10+5) or

Ranged heavy repeating blaster +7 (3d10+5) when braced or

Ranged heavy repeating blaster +4 (5d10+5) with Burst Fire or

Ranged missile launcher +10 (6d6+5, 2-square burst)

Base Atk +7; Grp +9

Atk Options autofire (heavy repeating blaster), Burst Fire, Devastating Attack (heavy weapons), Suppression Fire

Abilities Str 15, Dex 15, Con 13, Int 10, Wis 10, Cha 10

Talents Devastating Attack (heavy weapons), Weapon Specialization (heavy weapons)

Feats Armor Proficiency (light, medium), Burst Fire, Skill Training (Mechanics), Suppression Fire, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)

Skills Knowledge (tactics) +9, Mechanics +9

Possessions combat gloves, heavy blaster pistol, heavy repeating blaster, missile launcher with 2 magazines, battle armor (+8 armor, +2 equipment) with helmet package, datapad, field kit

NEW FEAT: SUPPRESSION FIRE

You can lay down a hail of blaster fire to pin your enemies.

Prerequisites: Strength 13, Burst Fire, Weapon Proficiency (heavy weapons).

Benefit: When you use the aid another action to impose a penalty to an enemy's attack rolls and your attack roll exceeds the target's Will Defense, that enemy must end its next turn in a position where it has cover from you if possible. Targets whose level is equal to or higher than your character level are immune to the effect of Suppression Fire. This is a mind-affecting fear effect.

CL 5

SOLDIER ENCOUNTERS

Soldiers are, obviously, combat encounters for the most part. They are typically used to hold a position after SpecOps agents, commandos, or elite soldiers have taken the site. Soldiers, although brave and possessed of some combat ability, do not compare to veteran crews, and thus make up for their relative inexperience with numbers.

Small teams of soldiers are organized into squads consisting of four to six members and led by a higher ranking soldier (use statistics for a SpecForces heavy weapons specialist). In addition, they are likely to have a medic on hand as well. Companies consist of two to five squads. Heading up these larger forces is a soldier commander.

For large-scale engagements, a military force relies on transport vehicles to deploy troops where needed. During the Clone Wars, the LAAT/i gunship (SE 177) served well in this capacity, able to carry up to thirty passengers at a time, while clearing out an area with its heavy weaponry before depositing its cargo and lifting off to gather another company of troops. Walkers, assault tanks, and gun batteries can also provide covering fire for these assault troops.

Special Forces are another matter entirely. The SpecForces were created to provide small groups of specialized soldiers who could handle missions beyond the abilities of ordinary troopers. Recruits were selected from among the exceptionally brave, those with unique capabilities, and those who were nearly fanatical in their loyalty to the Rebellion against the Empire. As a result, most of the soldiers who made up these units were ex-Imperials, refugees from scorched worlds, and just about anyone else who had an axe to grind against the Empire.

A typical SpecForces unit consists of a tight-knit group of three to eight members. Each mission involves a very specific objective, and once that objective is achieved, the unit withdraws and leaves it to the regulars to clean up the mess. Since the nature of the mission is extremely dangerous and leaves no room for error, SpecForces rarely include non-SpecForces personnel in their units and rely on the main body of their force to supply medics, technicians, and other support. Although entrusted with a great deal of autonomy and responsibility, SpecForces still abide by the chain of command. The executive officer is usually a high-level soldier commander, commando, or elite soldier who acts as a liaison with the Alliance High Command.

The SpecForce soldier is a good example of any veteran soldier who has specific training, so you can use this statistics block to represent any sort of heavy weapons specialist you might need. You can also use this character to model other SpecForce soldiers such as SpaceOps troopers, pathfinders, urban combat specialists, and so on.

SOLDIER COMMANDER

Soldier Commander

CL 6

Medium nonheroic 6/soldier 3/officer 1

Force 2

Init +12; Senses Perception +11

Languages Basic, 2 others

Defenses Ref 18 (flat-footed 16), Fort 17, Will 19

hp 40; Threshold 17

Speed 6 squares

Melee knife +8 (1d4+2)

Ranged blaster pistol +10 (3d6+2) or

Ranged blaster rifle +10 (3d8+2)

Base Atk +8; Grp +10

Atk Options autofire (blaster rifle), Coordinated Attack, Cover Fire, Point Blank Shot, Precise Shot

Special Actions Assault Tactics, Battle Analysis

Abilities Str 10, Dex 14, Con 12, Int 15, Wis 13, Cha 15

Talents Assault Tactics, Battle Analysis, Cover Fire

Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [tactics]), Skill Training (Initiative), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Knowledge (tactics) +17, Initiative +12, Perception +11, Persuasive +12

Possessions knife, blaster pistol, blaster rifle, combat jumpsuit (+4 armor), field kit, electrobinoculars, datapad, uniform, insignia

The soldier commander encompasses a broad range of military ranks held by those who lead squads and companies of troopers and soldiers. Examples include the Rebel field officers who fought a delaying tactic against the Empire while the Alliance evacuated Echo Base as well as the commanders that led the ground assault against those same Rebels from their AT-AT walkers. "Commander" is indeed a rank, and one recognized in various military groups throughout the galaxy, but for these purposes, it can cover any people in charge, from sergeants to field marshals.

The most obvious role of the soldier commander is to lead those under his command toward a specific military objective—holding the line, rooting out the enemy from a well-defended base, raiding supply lines, and so on. The soldier commander is the ultimate authority on the field, and it's his experience and expertise on which the rank-and-file soldiers depend to survive the engagement.



SOLDIER COMMANDER ENCOUNTERS

Soldier commanders lead other martial characters, and so they are found in the company of troopers, soldiers, and similar combatants. A soldier commander usually occupies a central position, directing his men as needed to best deal with the enemy. Soldier commanders have a well-developed understanding of tactics and strategy, which means that soldiers under their command fight more efficiently and with better positioning.

Deployment is a critical factor for the typical soldier commander. If given the chance to get the jump on his enemies, he positions his soldiers behind cover and scattered in small groups to set up a crossfire if possible. Once combat is joined, a soldier commander holds his position to direct his troops, using Assault Tactics each round, until his position is compromised. A soldier commander is no shirker in fighting, though, and when not giving orders, he adds his blaster fire to those of the soldiers under his command.

CLONE COMMANDER CC-2224

At the start of the Clone Wars, CC-2224 was just another clone commander charged with leading the newly unveiled clone troopers against the Separatist Movement. Specifically designed by his handlers on Kamino to fill a leadership position, CC-2224 consistently showed a penchant for individual thought and independence, making him stand out from the other commanders. As was often the case, those clones that showed special qualities quickly caught the attention of the watchful Kaminoans, who selected him for special training.

Even with his unusual personality qualities, CC-2224 might have passed by unnoticed were it not for his association with famous Jedi. As commander of the 7th Sky Corps, his first assignment was to work alongside Jedi Master Mace Windu and then after the Battle of Skor II, he was reassigned to General Obi-Wan Kenobi. Working alongside the famed Jedi Knight was a task CC-2224 had anticipated, but complications in the Clone Wars as well as special missions to thwart the plans of Count Dooku kept General Kenobi and his partner Anakin Skywalker from the clone force, leaving command to fall more or less on 2224's shoulders.

It was during this time that CC-2224 was removed from command temporarily to undergo a special training program designed to augment field commanders that showed a flair for independent action. The process utterly awakened 2224's personality and he soon after took the name Cody and personal affectations began to show up in his actions and his armor, as well his installation of a jetpack on his clone armor.

Elevated to the rank of clone marshal commander, he returned to command and worked closely with Obi-Wan, this time more extensively. A friendship formed between the pair, but even the camaraderie that had developed would not be enough for Cody to ignore Order 66 when it came. When he received the instructions, it was with some reluctance that he gave the command to fire on his former friend, setting aside his respect and loyalty for his Jedi ally.

Clone Commander CC-2224 Encounters

When it comes to clone trooper commanders, Cody is the exception rather than the rule. For most commanders, you can just use the clone trooper commander in the Saga Edition core rulebook (SE 281). However, Cody and others like him such as Commanders Bly and Gree work well as elite soldier commanders and function as high-ranking clone commanders who oversee several companies. Before Order 66, any of the characters might work alongside Jedi heroes fighting in the Clone Wars against the Separatist movement, and afterward, of course, the same heroes might find themselves fighting for their lives against their old allies.

Cody fills the same position as other soldier commanders in combat, using his tactical knowledge to position his troops in the best ways possible and exploiting terrain with Field Tactics and positioning with Deployment Tactics. Cody, however, is a far more competent commander than his less individualistic counterparts and adapts to new battlefield developments as needed to ensure victory.

Clone Commander CC-2224 "Cody"

CL 12

Medium soldier 7/officer 5

Force 3; **Dark Side** 5

Init +15; **Senses** low-light vision; **Perception** +15

Languages Basic, High Galactic, Mando'a

Defenses Ref 31 (flat-footed 27), Fort 28, Will 28

hp 97; **Threshold** 28

Speed 6 squares

Melee unarmed +14 (1d4+8)

Ranged heavy blaster rifle +17 (3d10+6) or

Ranged heavy blaster rifle +15 (4d10+6) with Rapid Shot or

Ranged frag grenade +16 (4d6+6, 2-square burst) or

Ranged ion grenade +16 (4d6+6 ion, 2-square burst)

Base Atk +12; **Grp** +16

Atk Options autofire (heavy blaster rifle), Careful Shot, Charging Fire, Coordinated Attack, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack

Special Actions Assault Tactics, Battle Analysis, Deployment Tactics, Field Tactics, Harm's Way

Abilities Str 15, Dex 18, Con 15, Int 14, Wis 14, Cha 13

Special Qualities command cover, share talent (Battle Analysis)

Talents Armored Defense, Assault Tactics, Battle Analysis, Deployment Tactics, Field Tactics, Harm's Way, Improved Armored Defense

Feats Armor Proficiency (light, medium), Careful Shot, Charging Fire, Coordinated Attack, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +13, Initiative +15, Knowledge (tactics) +13, Perception +15, Pilot +15, Use Computer +13

Possessions heavy blaster rifle, frag grenade, ion grenade, clone trooper armor (+6 armor, +2 equipment) with helmet package, jetpack, encrypted comlink (miniaturized) with holo capability, utility belt with medpac

"THE SIEGE GOES WELL. WITH OUR CONTINUED BARRAGE, THEIR SHIELDS SHOULD BE DOWN IN THREE MONTHS."

— COMMANDER CODY

SOLDIER, ELITE

Elite Soldier

CL 10

Medium soldier 7/elite trooper 3

Force 2; Dark Side 4

Init +13; Senses low-light vision; Perception +10

Languages Basic, Durese, High Galactic

Defenses Ref 24 (flat-footed 20), Fort 27, Will 20

hp 93; DR 1; Threshold 27

Speed 6 squares

Melee unarmed attack +14 (1d6+7)

Ranged heavy blaster rifle +17 (3d10+9) or

Ranged heavy blaster rifle +15 (4d10+9) with Rapid Shot or

Ranged frag grenade +15 (4d6, 2-square burst) or

Ranged ion grenade +15 (4d6 ion, 2-square burst)

Base Atk +12; Grp +15

Atk Options autofire (heavy blaster rifle), Deadeye, Devastating Attack (rifles), Penetrating Attack (rifles), Point Blank Shot, Precise Shot, Rapid Shot, Sniper

Abilities Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 8

Special Qualities delay damage

Talents Armored Defense, Devastating Attack (rifles), Greater Weapon Focus (rifles), Greater Weapon Specialization (rifles), Penetrating Attack (rifles), Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Deadeye, Martial Arts I, Point Blank Shot, Precise Shot, Rapid Shot, Sniper, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +13, Knowledge (tactics) +12, Perception +10, Use Computer +12

Possessions heavy blaster rifle, battle armor (+8 armor, +2 equipment), 2 frag grenades, ion grenade, encrypted comlink (miniaturized), utility belt with medpac

Elite soldiers are some of the best and deadliest warriors that an army, mercenary force, or planetary guard has to offer. Taught to master the essentials of combat and basic soldiering, elite soldiers receive special, highly intensive training to specialize in particular ways of killing. Because of the time and cost involved in training such troops, they are used sparingly for specific missions in which their skills can utterly dominate the enemy.

Elite soldiers are often put together in small units of talented individuals—such units are almost equal in capability to a full platoon or even a company of regular troopers. Other elite soldiers are placed in command of normal troops, leading by example and bolstering their firepower and usefulness on the battlefield. Certain elite soldiers serve as bodyguards for

high-ranking officials or characters, who might be quite powerful in their own regard. Wherever there is conflict in the universe, elite soldiers are on hand, doing the dirty work that few others are capable of handling.

ELITE SOLDIER ENCOUNTERS

Elite soldiers can be found in nearly any dangerous situation, where they serve the will of their superiors. Their duty could include serving on traditional battlefields, protecting sensitive areas, or engaging in clandestine operations. As befitting their status, elite soldiers are equipped with the best armor, weapons, and gear that their superiors have to offer, including cutting-edge technology not readily available to regular troops.

Elite soldiers are commonly teamed with commandos, soldiers, and soldier commanders, forming the vanguard of armies or leading assault forces where surgical precision is called for. Some elite soldiers form the equivalent of "terror squads," meant to inflict as much damage in as grandiose a way as possible in order to send a political message or to break down the will of the enemy. These elite soldiers specialize in heavy weapon, demolitions, and psychological techniques that maximize the impact of their actions.



On occasion, elite soldiers work alongside droids, especially battle droids, who bring additional firepower to a conflict. Any droids assigned to work alongside elite soldiers are considered expendable assets—the cost of a droid is negligible compared to the expense involved in the training and outfitting of an elite soldier. Because of this, droids are sent in as decoys to draw fire while the elite soldiers flank the enemy in order to complete their mission.

SPECFORCE ELITE SOLDIER

First implemented by Crix Madine as the Alliance Special Forces Unit, and then continued later as New Republic Special Forces, the elite unit known as SpecForces is one of the most dangerous military units in the galaxy. Stealthy commandos who are among the first to enter the field of battle, SpecForce soldiers are trained to be brutally efficient and highly mobile, allowing them to infiltrate a target area and secure it quickly and with minimal violence. SpecForce agents pride themselves on their speed, efficiency, and ability to continue fighting when most soldiers would be down and out of the fight.

A SpecForce soldier is a multipurpose combatant whose sharpshooting abilities are rivaled only by his stealth. SpecForce soldiers are quiet and deadly, and specialize in commando missions where they can put these abilities to good use. SpecForce agents are sometimes used as front-line assault troops as well, breaking through the ranks of an enemy army and making way for the rest of the troops.

SpecForce Elite Soldier Encounters

The statistics presented above represent an elite member of SpecForces, a cut above the rest of his comrades and likely a veteran of many years. Such a soldier comes along only once in a long while, and an elite SpecForce agent is a one-man instrument of destruction. However, SpecForce agents never act alone, and an elite SpecForce soldier would likely be encountered along with other members of SpecForces. Encounters with a SpecForce elite soldier might use the elite soldier as a leader or commander figure for an entire squad, whose ranks would be filled out with both soldiers and commandos. Such a squad would also benefit from the presence of a soldier commander, making it easier for the SpecForce elite soldier to bring down his targets.

Alternately, a SpecForce elite soldier could be paired with commandos in encounters designed to focus on stealth and subterfuge. A SpecForce elite soldier might be encountered with several infiltrators as well, who run interference for the SpecForce agent as he picks off enemies one at a time. The SpecForce elite soldier also benefits from the ability to find cover and take the full attack action (allowing him to make two attacks at only a minor penalty), so in some encounters the SpecForce elite soldier would benefit from being teamed up with melee combatants (such as some of Luke Skywalker's Jedi from the Praxeum), who do not detract from the SpecForce agent's efficiency thanks to the Precise Shot feat.

NEW SOLDIER TALENT

The following new talent is considered a part of the soldier's Commando talent tree.

Hard Target: You can catch a second wind as a reaction instead of as a swift action.

Prerequisite: Tough as Nails.

SpecForce Elite Soldier

CL 13

Medium soldier 7/scout 3/elite trooper 3

Force 3

Init +14; Senses low-light vision; Perception +16

Languages Basic, 1 other

Defenses Ref 30 (flat-footed 27), Fort 31, Will 26

hp 132; DR 1; Threshold 31

Speed 8 squares

Melee knife +13 (1d4+7)

Ranged blaster rifle +16 (3d8+8) or

Ranged blaster rifle +14 (4d8+8) with Rapid Shot or

Ranged blaster rifle +15 (3d8+8) and

blaster rifle +15 (3d8+8) with Double Attack or

Ranged blaster pistol +15 (3d6+6)

Base Atk +12; Grp +15

Atk Options autofire (blaster rifle), Double Attack (rifles), Point Blank Shot, Precise Shot, Rapid Shot, Running Attack

Special Actions Extra Second Wind, Hard Target, Tough as Nails

Abilities Str 12, Dex 16, Con 15, Int 12, Wis 16, Cha 13

Special Qualities damage reduction 1, delay damage

Talents Armored Defense, Hard Target, Improved Stealth, Long

Stride, Multiattack Proficiency (rifles) (2), Tough as Nails, Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Double Attack (rifles),

Extra Second Wind, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Skill Focus (Stealth), Skill Training (Stealth), Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +14, Mechanics +12, Perception +16, Stealth +19 (can reroll, must take second result), Use Computer +12

Possessions blaster pistol, blaster rifle with standard targeting scope, knife, SpecForce armor (as armored flight suit, +5 armor) with helmet package, encrypted comlink

SPY

Spy

Medium scoundrel 2/scout 5

Force 3

Init +5; Senses Perception +9

Languages Basic, 2 others

Defenses Ref 21 (flat-footed 19), Fort 18, Will 18; Dodge, Mobility
hp 50; Threshold 18

Speed 6 squares

Melee vibrodagger +7 (2d4+4)

Ranged blaster pistol +8 (3d6+3)

Base Atk +6; Grp +8

Atk Options Improved Disarm, Melee Defense, Point Blank Shot

Abilities Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 13

Talents Acute Senses, Hidden Movement, Improved Stealth, Gimmick

Feats Dodge, Improved Disarm, Linguist, Melee Defense, Mobility, Point
Blank Shot, Skill Training (Acrobatics), Weapon Proficiency (pistols,
rifles, simple weapons)

Skills Acrobatics +10, Deception +9, Gather Information +9, Perception
+9 (can reroll, must take second result), Persuasion +9, Stealth +10
(can reroll, must take second result), Use Computer +9

Possessions blaster pistol, vibrodagger

CL 7

The ultimate job of a spy is to collect information, almost always information that someone else doesn't want him to have. In his efforts to obtain this information, a spy might need to impersonate someone, steal, bribe informants, seduce important people, discreetly listen at doors, blackmail unwilling clerks and data-handlers, and occasionally fight his way into or (more often) out of a secure installation. Above all, spies must be versatile, and it often helps to also be ruthless. Every mission is different, and many people and organizations are exceedingly skilled at keeping their information out of the hands of their enemies.

Most spies use one of two primary methods to obtain the information they seek. The first is to infiltrate an organization, either by impersonating someone who works there, by obtaining a false identity and getting a job there, or by sending in an espionage droid to spy on the target from within. Once inside, the spy or his droid is free to listen at doorways, obtain access to secure computers, or simply perform a job and learn what he (or it) can. The second method is for the spy to obtain information by force or threats. He might sneak into a secure facility and blow open a safe, or he might carefully watch someone who has access to the information he wants and either kidnap the person and obtain the needed information through threats or use his observations to blackmail the person into doing his bidding. Individuals and corporations, as well as planetary governments, hire or employ security staff whose job is to uncover spies within their organization and prevent spies from gaining access to their people and information. The battle of wits, and occasionally blaster bolts, between spies and security personnel is one of the primary challenges of this difficult profession, and successful spies must learn ways of outthinking or tricking their target's security.

SPY ENCOUNTERS

Whenever corporations, governments, or the wealthy attempt to keep important or potentially valuable information secret, there are spies attempting to uncover this information. Some spies work for rival governments or corporations and are motivated by loyalty or ideology. Others are private contractors who seek information so they can sell it to the highest bidder—which might be the organization or person they obtained it from.

The most important quality any spy must have is the ability to remain unnoticed. As a result, a spy's presence is almost never obvious. However, sometimes an important official or one of his bodyguards or aides sees an unexpected shadow under a doorway, notices that a particular servant or repair technician seems unfamiliar or unusually nervous, or hears a faint noise as a spy breaks into a room down the hall. Such incidents might be the only warning that characters have about the presence of a spy. Sometimes a spy isn't even present. Instead, a character might notice that someone who has access to sensitive information is acting particularly nervous. If the character follows this person and avoids being noticed, she might discover the person meeting with a spy in a dark alley or dimly lit tavern.



BOTHAN SPY

Bothans are widely acclaimed as the best spies in the galaxy. In large part, this reputation is due to the excellent quality of the Bothan Spy Network (also known as the Bothan spynet). This mysterious and widespread organization was formed centuries ago to protect and serve the interests of the Bothan people. However, it also sells information and services to the highest bidder and often gives discounts or even freely offers valuable information to organizations whose interests also serve the needs of the Bothan people. Bothan spies were instrumental in uncovering information about both Death Stars during the Galactic Civil War. They freely gave this information to the Rebels because the leaders of the spynet feared that the Empire might soon subjugate or enslave the Bothan people.

Bothan spies are typically fiercely loyal to their own people and especially to their comrades in the spynet. The combination of paranoia and fierce loyalty that is so common among Bothans is especially widespread among Bothan spies, many of whom have difficulty trusting others, especially individuals outside the spynet. However, once he gives his trust to someone, a Bothan spy is usually willing to defend that person to the death.

Bothan Spy

CL 8

Medium Bothan scoundrel 2/scout 6

Force 5

Init +5; Senses Perception +10

Languages Bothese, Basic, 2 others

Defenses Ref 23 (flat-footed 20), Fort 19, Will 20

hp 48; Threshold 19

Speed 6 squares

Melee vibrodagger +7 (2d4+5)

Ranged blaster pistol +9 (3d6+4)

Base Atk +6; Grp +9

Atk Options Combat Reflexes, Improved Disarm, Melee Defense, Point Blank Shot

Special Actions Quick Draw

Abilities Str 12, Dex 16, Con 10, Int 14, Wis 12, Cha 13

Talents Acute Senses, Hidden Movement, Improved Stealth, Gimmick

Feats Combat Reflexes, Improved Disarm, Linguist, Melee Defense, Point Blank Shot, Quick Draw, Skill Focus (Deception), Skill Focus (Gather Information)⁸, Skill Training (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +12, Deception +15, Gather Information +15, Perception +10 (can reroll, must take second result), Persuasion +10, Stealth +12 (can reroll, must take second result), Use Computer +11

Possessions vibrodagger, blaster pistol

THE BOTHAN SPYNET

Legendary in its influence, the Bothan spynet is one of the most far-reaching intelligence organizations in the galaxy. Obtaining information from the Bothan spynet is no simple matter, since it will not just give information out to anyone with credits. Making contact with an agent of the spynet requires a DC 25 Gather Information check to locate a hidden individual. Once contact has been made with the spynet, a hero can request information that might normally be out of his or her reach. A hero who has made contact with the spynet can put in a request for information, and the spynet makes a Gather Information check on his or her behalf. Depending on how much money an individual is willing to spend, spynet agents will put more effort into discovering the sought-after information. A spynet agent then makes a Gather Information check at a bonus that varies based on how many credits the hero paid for the agent's time and efforts.

For every 350 credits the hero spends, the spynet agent's Gather Information bonus increases by 1. Thus, for a Gather Information check at +5, a hero must pay 1,750 credits. For a Gather Information check at +20, a hero must pay 7,000 credits. These credits go toward the expenses associated with discovering the information, as well as to the spynet agent's personal funds. Unlike most Gather Information checks, a spynet agent's skill checks are not limited to the local vicinity or even to information available on a computer network, and the information can be about almost anything in the galaxy. Normal rules for Gather Information checks still apply (though credits paid to a spynet agent count as bribe money).

Bothan Spy Encounters

As some of the galaxy's premier spies, Bothans are often charged with missions deemed impossible by other spies and intelligence agencies. As a result, many Bothan spies regularly risk their lives breaking into the most secure facilities in the galaxy or attempting to impersonate someone in a situation when discovery means torture followed by execution. However, every Bothan spy knows he can rely upon the other members of the spynet to aid him. Bothan spies are sometimes forced to work alone, but when possible they work in small teams, with each team member complementing the others' abilities.

Bothan spies usually avoid taking a direct path to their goal, such as attempting to shoot their way into a secure installation. They generally do not attempt to break into a secure installation unless there is no other way to accomplish their mission. Even more than other spies, they are most fond of bribing or blackmailing people who have the information they are seeking or using their talents of impersonation to walk in the front door of the facility they want to enter.

SWOOP GANG LEADER

Swoop Gang Leader

CL 7

Medium scoundrel 7

Force 4

Init +6; Senses Perception +8

Languages Basic, 2 others

Defenses Ref 23 (flat-footed 20), Fort 17, Will 18

hp 39; Threshold 17

Speed 6 squares

Melee unarmed +6 (1d6+1) or

Melee vibrodagger +6 (2d4+4) or

Melee vibrodagger +4 (3d4+4) with Rapid Strike

Ranged heavy blaster pistol +8 (3d8+3)

Base Atk +5; Grp +8

Atk Options Fortune's Favor, Point Blank Shot, Rapid Strike, Skirmisher, Sneak Attack +2d6

Abilities Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 13

Talents Fortune's Favor, Skirmisher, Sneak Attack +2d6

Feats Martial Arts I, Point Blank Shot, Rapid Strike, Skill Focus (Pilot), Skill Training (Gather Information), Vehicular Combat, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +9, Gather Information +9, Mechanics +10, Perception +8, Persuasion +9, Pilot +16, Use Computer +10

Possessions vibrodagger, heavy blaster pistol, modified Raptor speeder bike

Swoop gangs infest the galaxy. Composed of thugs, hoods, and common criminals, they cause no shortage of trouble in their communities. At the head of these gangs are swoop gang leaders, veteran gang members who have clawed their way to the top using a combination of skill, cunning, and persistence.

SWOOP GANG LEADER ENCOUNTERS

Most swoop gangs are small, consisting of two to four malcontents under the command of a charismatic leader. They prowl about their community, get into fights with other swoop gangs, and cause trouble wherever they go. These are easily the most common representatives of swoop gangs, but some are quite a bit larger, with members found on multiple worlds throughout a sector. As with any group, the nature of one of these gangs has a lot to do with its leader.



Ikas-Adno R-2000 Raptor Speeder Bike

The R-2000 Raptor speeder bike is designed by Ikas-Adno, a prominent manufacturer of speeder bikes. The R-2000 is highly customizable, and though more rare than the Nightfalcon model, it can be found in almost all sectors of the known galaxy.

Modified R-2000 Raptor Speeder Bike

CL 7

Large ground vehicle (speeder)

Init +5; Senses Perception +8

Defenses Ref 23 (flat-footed 16), Fort 15; +0 armor

hp 56; DR 5; SR 0; Threshold 20

Speed 12 squares (max. velocity 750 km/h)

Ranged laser cannon +8 (4d8+3)

Fighting Space 1 square; Cover total

Base Atk +5; Grp +20

Abilities Str 21, Dex 24, Con —, Int 16

Skills Initiative +5, Mechanics +10, Perception +8, Pilot +23, Use Computer +10

Crew 1; Passengers 0

Cargo 1 kg; Consumables —

Availability Licensed; Cost 10,000 (new), 7,000 (used)

SWOOP GANG MEMBER

Swoop Gang Member

CL 2

Medium nonheroic 4/scoundrel 1

Force 2

Init +8; Senses Perception +2

Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 11, Will 11

hp 15; Threshold 11

Speed 6 squares

Melee vibrodagger +3 (2d4)

Ranged blaster pistol +4 (3d6)

Base Atk +3; Grp +4

Atk Options Point Blank Shot, Skirmisher

Abilities Str 11, Dex 13, Con 10, Int 10, Wis 9, Cha 10

Talents Skirmisher

Feats Point Blank Shot, Skill Focus (Pilot), Skill Training (Initiative),

Weapon Training (advanced melee weapons, pistols, simple weapons)

Skills Initiative +8, Pilot +13

Possessions vibrodagger, blaster pistol, used Nebulon-Q swoop racer



Swoop gang members are drawn from the idle youth of a local community. Many swoop gang members have little interest in being responsible members of society and are common criminals, terrorizing locals and stealing what they need to get by. A swoop gang to these disaffected young people is like a large family, with bonds as close as those between siblings. Most swoop gang members ride used and dangerous swoop bikes painted in a variety of colors and patterns, usually working in their gang's blazon somewhere on their bikes. Many wear distinctive clothing, marking their membership in a particular group. Tattoos are also quite common.

SWOOP GANG MEMBER ENCOUNTERS

Swoop gang members prefer safety in numbers and don't stick around to fight by themselves. Swoop gangs stake out their territory and spend much of their time making their rounds and causing trouble. Most times, it's enough for them to be seen, and they go on their way, but many swoop gangs engage in criminal acts including theft and vandalism.

When not beating up people or destroying property, swoop gang members haunt their local hangout. Most communities that are home to swoop gangs have swoop bars that specifically cater to those who like the fast life. Here, gang members rub shoulders with their rivals, socialize with their friends, and swap lies. Fights are common, especially late in the evenings, but most times these are little more than scraps.

Mobquet Nebulon-Q Swoop Racer

Gang members, pirates, and other scum use the Nebulon-Q swoop racer because of its affordable price, its high speed, and its intimidation factor. It's a bike for those who live fast and die young. However, it is difficult to control and imposes a -5 equipment penalty to all Pilot checks (included in the statistics below).

Nebulon-Q Swoop

CL 2

Large ground vehicle (swoop)

Init +7; Senses Perception +2

Defenses Ref 18 (flat-footed 11), Fort 13; +0 armor

hp 20; DR 5; Threshold 18

Speed 12 squares (max. velocity 600 km/h)

Fighting Space 1 square; Cover total

Base Atk +3; Grp +16

Abilities Str 16, Dex 24, Con —, Int 16

Skills Initiative +7, Mechanics +2, Perception +2, Pilot +7,

Use Computer +2

Crew 1; Passengers 0

Cargo 2 kg; Consumables —

Availability Licensed; Cost 5,500 (new), 1,050 (used)

TECHNICIAN

Technician

CL 1

Medium nonheroic 2/soundrel 1

Force 2

Init +2; Senses Perception +1

Languages Basic, Binary, 1 other

Defenses Ref 14 (flat-footed 13), Fort 11, Will 12

hp 10; Threshold 11

Speed 6 squares

Melee unarmed +1 (1d4)

Ranged blaster pistol +2 (3d6)

Base Atk +1; Grp +2

Atk Options Point Blank Shot

Abilities Str 11, Dex 12, Con 11, Int 14, Wis 10, Cha 8

Talents Gimmick

Feats Point Blank Shot, Skill Focus (Mechanics), Skill Focus (Use Computer), Tech Specialist (SG 21), Weapon Proficiency (pistols, simple weapons)

Skills Mechanics +13, Pilot +7, Use Computer +13

Possessions blaster pistol, comlink, personal computer, code cylinder, tool kit

Technicians are characters who maintain and modify existing technology. A technician might oversee the upkeep and repair of equipment on a mining colony, work in the hangar bay of a capital ship repairing damaged starfighters, or be employed by a city to keep its mechanized services in working order. In each case, he brings extensive mechanical experience to technical problems and can usually sort out any trouble given enough time and sufficient motivation.

Not all technicians are legitimate in their chosen trades. Many work for smugglers, pirates, and crime lords, taking a cut of the profits in exchange for keeping their gear in working order. Such characters might also dabble in the shady practices of slicers, using their expertise to defeat security systems. Technicians are found along the full spectrum of morals, with some taking pride in the good they do and others using their talents to defraud.

TECHNICIAN ENCOUNTERS

Maintenance technicians might work singly or in small teams of two to four. For larger jobs, such as repairing extensive damage on a starship or modifying larger mechanical devices, they might work in crews of a dozen or more members. In addition to the techs, these teams also employ a wide range of droids to assist in communicating with computers and provide technical read-outs of the devices they are working on. Astromech droids and labor droids are typical companions, but many technicians also employ power droids and occasionally protocol droids to deal with stubborn computers.

Criminal technicians go wherever the credits are and can find work in a variety of places, since everyone on both sides of the law depends on their skills. Technicians can be found in the company of smugglers, installing hidden cargo holds to throw off inspectors and maintaining ships between runs. Pirates and crime lords also have use for technicians; they set them to repairing vehicles and droids and modifying weaponry to maximize its utility.

Technicians also work with military outfits. When an assault vehicle or walker takes damage in regular use, it falls to the technician to get it back in working order. During the Clone Wars, the Separatist Movement employed a veritable army of technicians to maintain its combat droids and droid tri-fighters. Though much of this responsibility fell to labor droids, technicians kept the work force in working order.



TRADER

Trader

CL 1

Medium nonheroic 4

Init +2; Senses Perception +8

Languages Basic, Bocce

Defenses Ref 10 (flat-footed 10), Fort 9, Will 11

hp 7; Threshold 9

Speed 6 squares

Melee unarmed +2 (1d4-1)

Ranged hold-out blaster pistol +3 (3d4)

Base Atk +3; Grp +3

Abilities Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 13

Feats Skill Focus (Deception), Skill Focus (Persuasion), Skill Training (Perception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Perception +8, Persuasion +13

Possessions hold-out blaster pistol, datapad with inventory disks, trade goods

If there's a constant in the galaxy aside from conflict and war, it's commerce. Whether they are associated with the Trade Federation or corporate cartels or the trading guilds, traders and merchants are everywhere. From the surly junk dealer on an Outer Rim planet to the slick starship salesman pushing the latest design from Incom, there's a trader for any and every commodity.

Most traders operate legitimate businesses, working as dealers, manufacturers, tinkers, or merchants. Traders also include illicit dealers, peddlers of drugs and poisons, and fencers of stolen goods and illegal weaponry. Since every trader's main interest is turning a profit, many slip back and forth across the line of legality, purchasing goods on the cheap from smugglers or moving black market goods on the side to help offset the expense of their operations.

TRADER ENCOUNTERS

Given the pervasive presence of traders in the galaxy, the heroes are likely to encounter traders just about anywhere they go. A trader can supply heroes with useful gear, replace damaged or faulty equipment, or sell them a starship. Profit is clearly the trader's motivation, and a good trader knows just what to say and what not to say to make sure he comes out ahead in any bargaining situation.

Most traders run small operations that consist of the trader himself plus a few helpers, including a technician and some common laborers or labor droids to move merchandise around the warehouse. A well-off trader might also have muscle on hand to deal with unruly customers and to collect payments from delinquent clients.



Larger operations have far more employees and could include several traders who all work for the same guild. Each trader has a staff of employees, security personnel, and droids. The operation also boasts one or more ground vehicles to move goods around as well a transport vessel to carry merchandise to a variety of destinations.

The largest trading organizations are corporations. These are massive cartels with their own laws, representatives, and industries, functioning almost as independent societies. During the Rise of the Empire, the Trade Federation was one of the largest corporate guilds. It had representatives in the Senate and could field massive droid armies replete with assault vehicles, air support, and capital ships to ensure its commercial advantage. Although the Trade Federation was a sprawling entity that formed a key component in the Separatist Movement whose formation triggered the Clone Wars, fundamentally its membership was made up of common traders who joined together for protection and economic balance.

WARRIOR, ELITE

Elite Warrior

CL 15

Medium nonheroic 3/soldier 8/elite trooper 5

Force 5

Init +15; Senses low-light vision; Perception +16

Languages Basic, 1 other

Defenses Ref 28 (flat-footed 25), Fort 28, Will 24

hp 116; DR 2; Threshold 28

Speed 6 squares

Melee gun club +18 (1d6+9) or

Melee combat gloves +18 (1d6+10)

Ranged heavy blaster pistol +17 (3d8+6) or

Ranged heavy blaster rifle +18 (3d10+8) or

Ranged heavy blaster rifle +16 (5d10+8) with Controlled Burst or

Ranged heavy blaster rifle +15 (3d8+8) and

heavy blaster rifle +15 (3d8+8) with Double Attack or

Ranged heavy blaster rifle +10 (3d8+8) and

heavy blaster rifle +10 (3d8+8) and

heavy blaster rifle +10 (3d8+8) with Triple Attack

Base Atk +15; Grp +18

Atk Options autofire (heavy blaster rifle), Burst Fire, Charging Fire,

Controlled Burst, Devastating Attack (rifles), Double Attack (rifles),

Gun Club, Point Blank Shot, Triple Attack (rifles)

Abilities Str 17, Dex 15, Con 12, Int 12, Wis 12, Cha 8

Special Qualities delay damage

Talents Armored Defense, Controlled Burst, Devastating Attack (rifles),

Gun Club, Multiattack Proficiency (rifles), Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Burst Fire, Charging Fire, Double

Attack (rifles), Martial Arts I, Point Blank Shot, Toughness, Triple

Attack (rifles), Weapon Focus (rifles), Weapon Proficiency (heavy

weapons, pistols, rifles, simple weapons)

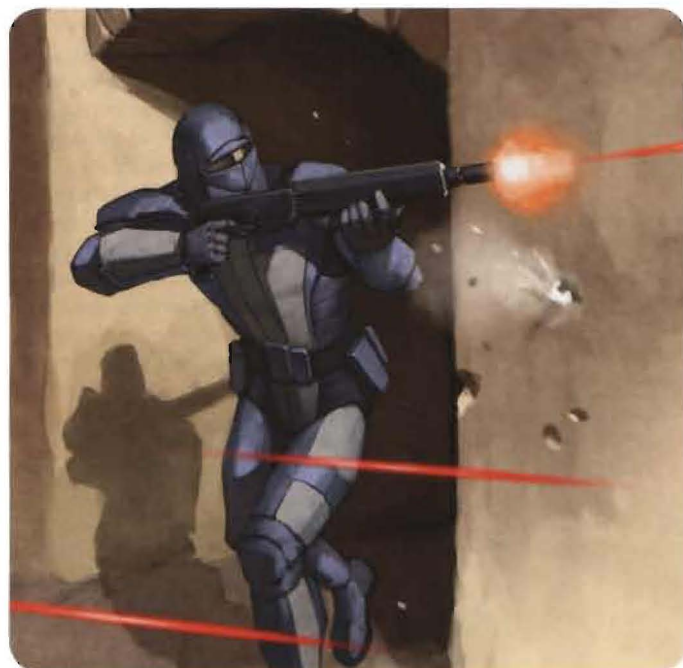
Skills Endurance +14, Initiative +15, Perception +16

Possessions combat gloves, heavy blaster rifle with enhanced low-light

targeting scope, heavy blaster pistol, Corellian powersuit (+7 armor)

with helmet package, utility belt

Elite warriors include a broad array of professional soldiers who benefit from advanced combat training and who are familiar with a large variety of weaponry. Many elite warriors are former rank-and-file soldiers who have proved their fighting expertise to their superior officers. A few might be members of a veteran squad, their experience giving them the edge they need to survive. Other elite warriors could be members of legendary fighting outfits, noted for their discipline and their record of victories.



MANDALORIAN SUPERCOMMANDO

The Mandalorians are a breed of elite warriors, drawn from a variety of species and trained in the fighting arts passed down through countless generations of warriors since the time of their founder, Mandalore. Known by their distinctive armor, made famous by such bounty hunters as Jango Fett and his son Boba Fett (and which served as inspiration for the clone troopers' armor during the Clone Wars), Mandalorian Supercommandos often strike terror in the hearts of those who must face them.

The origins of this esteemed group are murky, but some claim they were founded by a reptilian species eons ago. As these people wandered the gulfs of space, leaving a trail of destruction in their wake, they welcomed into their ranks any who had the mettle and drive to learn their fighting techniques. After the original Mandalorians died out, their heirs remained bound to the principles of honor and excellence in warfare that have helped spread their name to nearly every corner of the galaxy.

Part of the reason the Mandalorians retain their own culture, despite the regular infusion of other species, is their adherence to a set of six key principles. All of them wear Mandalorian armor, speak the ancient language of Mando'a, effectively defend themselves and their families, raise their heirs in the traditions of the Mandalorians, support the clan, and ultimately answer the call to war by the Mandalore—the leader of the Mandalorian clans.

Mandalorian Supercommando

CL 16

Medium Human soldier 7/elite trooper 9

Force 5; Dark Side 2

Init +16; Senses low-light vision; Perception +15

Languages Basic, Mando'a

Defenses Ref 37 (flat-footed 33), Fort 34, Will 28

hp 144; **Threshold** 34; **DR** 4

Speed 6 squares

Melee force pike +21 (2d8+15) or

Melee force pike +16 (2d8+15) and

force pike +16 (2d8+15) with Double Attack or

Melee combat gloves +19 (1d6+12) or

Melee vibrobayonet +21 (2d6+15) or

Melee vibrobayonet +16 (2d6+15) and

vibrobayonet +16 (2d6+15) with Double Attack

Ranged blaster carbine +19 (3d8+8) or

Ranged light repeating blaster +14 (3d8+8) or

Ranged light repeating blaster +17 (3d8+8) when braced or

Ranged frag grenade +19 (4d6+8, 2-square splash)

Base Atk +16; **Grp** +19

Atk Options autofire (blaster carbine, light repeating blaster), Cleave,

Combat Reflexes, Double Attack (advanced melee weapons), Great

Cleave, Point Blank Shot, Power Attack

Special Actions Indomitable, Tough as Nails

Abilities Str 16, Dex 17, Con 15, Int 12, Wis 14, Cha 10

Special Qualities delay damage

Talents Armor Mastery, Armored Defense, Greater Weapon Focus

(advanced melee weapons), Greater Weapon Specialization (advanced

melee weapons), Improved Armored Defense, Indomitable, Second Skin,

Tough as Nails, Weapon Specialization (advanced melee weapons)

Feats Armor Proficiency (light, medium), Cleave, Combat Reflexes, Double

Attack (advanced melee weapons), Great Cleave, Martial Arts I, Point

Blank Shot, Power Attack, Weapon Focus (advanced melee weapons),

Weapon Proficiency (advanced melee weapons, pistols, rifles, heavy

weapons)

Skills Endurance +15, Initiative +16, Perception +17, Pilot +16,

Treat Injury +15

Possessions force pike, combat gloves, light repeating blaster with

vibrobayonet, extended stock, underslung grenade launcher, 4 frag

grenades, blaster carbine, Mandalorian battle armor (+8 armor, +3

equipment) with helmet package, all-temperature cloak, field kit,

electrobinoculars, utility belt

ELITE WARRIOR ENCOUNTERS

An encounter with one or more elite warriors is especially dangerous, since these soldiers have far more advanced training than their lesser counterparts do. Skilled in a variety of fighting techniques, from hand-to-hand combat to the use of heavy weaponry, elite warriors are equipped to face and destroy just about any threat that comes against them. The presence of a single elite warrior can shift the tide of a large battle.

Elite warriors have many similarities to commandos, and in fact, they might lead small teams of these other soldiers. The elite warrior is generally chosen for the most dangerous missions, often against overwhelming numbers. Such missions fall on these characters' shoulders because they, and only they, can get the job done. As a result, elite warriors are often dispatched to poisonous worlds, sent to lead the vanguard of an attack against an entrenched unit, or even used as shock troops, dropping in and wiping out all resistance to securing a landing site for the main force.

The Mandalorian clans are among the best of the elite warriors. Using fighting techniques passed down through the centuries and equipped with cutting-edge weaponry and armor, they are a devastating force to encounter. In fact, so effective are the Mandalorian warriors that the Emperor based the Imperial Guard on their fighting techniques and style of armor. Although mercenaries by trade, they are far superior to other mercenary bands. Mandalorian warriors have at various times in their history fought on all sides, and might even switch sides during a conflict if the enemy offers better pay.

MANDALORIAN ARMOR

Mandalorian armor is constructed of a rare iron alloy, favored for its strength and durability as well as its ability to turn away lightsaber attacks. The Mandalorians guard the secret of producing armor made from this material, making it especially rare in the galaxy.

Mandalorian armor is typically battle armor or heavy battle armor. The armor's equipment bonus to Fortitude Defense is 1 higher than normal. Finally, if the wearer has damage reduction, he can apply its benefit against attacks made by lightsabers. In some eras, particularly during the Mandalorian Wars, the armor alone grants favorable circumstances on Persuasion checks to intimidate.

Mandalorian armor costs 30,000 credits more than a standard suit of armor (mostly because of its rarity).

CHAPTER II CREATURES





The galaxy is a dynamic place, infinitely vast and teeming with life. The countless species that populate the myriad of worlds form the very basis of the Living Force, which is the invisible energy field that binds all things together into a unified whole. In our daily lives, it is often easy to forget that the galaxy's sentient species make up only a small portion of its population. The vast majority of life forms in the galaxy are nonsentient, and these include the flora and fauna that make each planetary system unique.

As the spacefaring species have continued to traverse the stars, they have taken their own animals and beasts with them. Pets, beasts of burden, and livestock of all types have plied the space lanes alongside their masters at one time or another. As a result, a number of species are ubiquitous to the average galactic citizen. Banthas, for example, can be found on nearly every civilized world. Pests such as womp rats and mynocks have also spread across the stars, stowing away in cargo holds or latching onto starship hulls.

Yet even the ready placement of these familiar species cannot completely overshadow the sheer oddity of the unknown. For every species we are familiar with, there are a million more throughout the galaxy that we have never seen, which await discovery. It is these unknown elements that make the galaxy a rich and exotic place, a place where surprises are a daily occurrence, and where new challenges wait at the end of each hyperspace jump.

Though heroes in the *Star Wars* universe often face enemies that look and act much as they do, it is sometimes more challenging for them to be opposed by primal creatures that inhabit the galaxy's jungles, deserts, and wastelands. Driven by instinct and largely neutral in temperament, these creatures aren't concerned with factions or political affiliations. Rebel or Imperial? Jedi or Sith? What does a rancor care? More than likely, it is concerned only with who is the hunter, and who is the hunted.

INTELLIGENT CREATURES

A few creatures in this chapter boast Intelligence scores higher than most beasts. These few creatures, including the Dathomiri rancor and the Mantellian Savrip, are considered something between a beast and a sapient creature. Though some creatures (such as the aforementioned Dathomiri rancor) are likely inappropriate for use as heroic characters, intelligent beasts sometimes make good NPCs and allies for the party, as well as challenges. Dealing with such a creature isn't easy, since animal instinct still dominates much of its behavior, but Gamemasters wishing to introduce a slightly different twist on the traditional role of NPC allies might consider using a beast with an Intelligence score greater than 2.

CORELLIAN BANSHEE BIRD

Corellian Banshee Bird

CL 2

Small beast 3

Init +4; Senses low-light vision; Perception +8

Defenses Ref 15 (flat-footed 11), Fort 11, Will 12

hp 16; Threshold 11

Speed 10 squares (flying)

Melee claw +6 (1d3+1)

Fighting Space 1 square; Reach 1 square

Base Atk +2; Grp +1

Atk Options Running Attack

Special Actions banshee's wail

Abilities Str 10, Dex 18, Con 12, Int 2, Wis 14, Cha 11

Special Qualities low-light vision

Feats Running Attack, Weapon Finesse

Skills Perception +8

Banshee's Wail—As a standard action, a Corellian banshee bird can emit a loud wail that disorients opponents. The Corellian banshee bird makes an attack roll (1d20+6), comparing the results to the Will Defense of all targets within 12 squares. If the attack roll equals or exceeds a target's Will Defense, that target moves -1 step along the condition track. A single target cannot be affected by more than one Corellian banshee bird's wail per turn. If this ability would push a target to the end of the condition track, instead of falling unconscious the target falls prone and may not take any actions. This is a mind-affecting effect.

The Corellian banshee bird is a dangerous avian predator that gets its name from its distinctive wail. The screech of a banshee bird can be heard from miles away, and the creature typically uses it to flush out hidden prey as it swoops down on a hunting ground. On Corellia, banshee birds are often sought after by wealthy individuals and offworld nobles as pets; like many other birds, banshee birds can be tamed by a skilled trainer and made into relatively domesticated creatures. However, unlike other birds, banshee birds cannot be kept caged for any significant amount of time; they are extremely claustrophobic creatures, and as a result those who do have them as pets usually keep them in large, open spaces (such as an aviary) in order to allow them to stretch their wings and fly. Corellian banshee birds are fast and dangerous predators but make good companions, because they are loyal to those who treat them well and vicious against anyone they perceive as a threat to them or their masters.



CORELLIAN BANSHEE BIRD ENCOUNTERS

Corellian banshee birds are encountered only in the wild on Corellia or on other worlds that have savannas covered in tall grasses or forests with dense undergrowth. Heroes are most likely to encounter a Corellian banshee bird as a companion to another character, most likely a noble or other high-ranking official who can afford to have one of the expensive birds tamed. Additionally, banshee birds are highly sought after by hunters of all kinds throughout the galaxy, since their distinctive wail can be used to drive prey out of thick undergrowth and into the sights of a hunter's blaster rifle. Some bounty hunters use Corellian banshee birds when hunting down prey on worlds that have a large amount of wilderness; the banshee bird's natural hunting instincts, combined with its ability to flush out prey, has proven invaluable in capturing many bounties.

Corellian banshee birds are a favorite pet among crime lords, particularly those who have a very public and sinister persona. A Corellian banshee bird has a distinctly predatory appearance, and many crime lords use them to intimidate their foes and supplicants alike.

CORELLIAN SAND PANTHER

Corellian Sand Panther

CL 7

Medium beast 8

Init +6; **Senses** low-light vision, scent; Perception +7

Defenses Ref 17 (flat-footed 11), Fort 12, Will 12

hp 52; **Threshold** 12

Speed 8 squares

Melee 2 claws +9 each (1d4+8 plus poison) and bite +9 (1d6+8)

Fighting Space 1 square; **Reach** 1 square

Base Atk +5; **Grp** +11

Atk Options ambush, poison

Abilities Str 18, Dex 23, Con 16, Int 2, Wis 14, Cha 14

Special Qualities low-light vision, scent

Feats Skill Focus (Stealth), Skill Training (Perception), Skill Training (Survival)

Skills Perception +7, Stealth +16, Survival +7

Ambush—A Corellian sand panther deals an extra 2d6 points of damage with its natural weapons against a flat-footed opponent.

Poison—If the claws of a Corellian sand panther deal damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+9) against the target's Fortitude Defense, the target moves -1 step along the condition track. The poison attacks each round until cured with a successful DC 15 Treat Injury check.

Corellian sand panthers are feline predators with coats of soft fur, long tufted tails, and large, wide paws. Most sand panthers live in deserts, although some species can be found in more temperate zones. Usually a sand panther has a light yellow coat that blends in well with its sandy surroundings, although a few rare albino and silver-colored panthers have been found. Furriers, who make expensive garments and bags from the fine hides, covet their coats. However, sand panther hunting has been illegal for centuries on Corellia, and sand panthers are found on only a few other worlds. Poachers sometimes manage to take a few pelts from the Corellian wilderness, but the overall rarity of such furs continues to make them very expensive, affordable only by the galaxy's wealthiest elite. The sand panther is one of the galaxy's quietest stalkers, often able to move within centimeters of its prey without alerting it.

CORELLIAN SAND PANTHER ENCOUNTERS

Obviously, Corellian sand panthers are most likely to be found in the wilderness of Corellia, although illegal exporting by big game hunters, collectors, and poachers has spread the species to a few other planetary systems. Sand panthers are normally solitary hunters, although small family groups sometimes hunt together and are able to take down all but the hardest of prey. Corellian sand panthers are remarkably patient hunters and can spend days tracking down and stalking a target, waiting for the most opportune moment to strike. They are smart enough to divide and conquer, waiting for an individual to become separated from the herd (or adventuring group) before silently pouncing.

Encounters involving Corellian sand panthers are likely to occur in the wilds of Corellia or on some backwater planet where the creatures have been released to repopulate. They serve well as "surprise" encounters when the heroes feel at their safest—in camp or marching through the trackless waste with no potential threats in sight. Corellian sand panthers are prized by wealthy individuals, especially crime lords, who raise them for use in "hunting games" in which victims are released into a compound and slowly stalked and killed by these efficient hunters while the owner looks on. Notoriously difficult to tame, a captured Corellian sand panther will never be found as a "pet" to be stroked by its owner—the creatures are simply too temperamental and thus are always kept in cages or allowed to roam in high-security preserves.



DRAGONSLAKE

Dragonsnake

CL 12

Large beast 13

Init +12; Senses low-light vision; Perception +13

Defenses Ref 14 (flat-footed 14), Fort 15, Will 12

hp 136; Threshold 20

Speed 6 squares, 12 squares (swimming)

Melee 2 claws +16 each (1d6+13) and
bite +16 (1d8+13)

Fighting Space 2x2; Reach 1 square

Base Atk +9; Grp +21

Atk Options ambush, Cleave, Power Attack

Abilities Str 24, Dex 12, Con 20, Int 2, Wis 14, Cha 10

Special Qualities low-light vision

Feats Cleave, Power Attack, Skill Training (Perception), Skill Training
(Stealth), Toughness

Skills Initiative +12, Perception +13, Stealth +7

Ambush—A dragonsnake deals an extra 2d6 points of damage with its
natural weapons against a flat-footed opponent.

The dragonsnake is one of the deadliest predators found on Dagobah. It is a swift but patient hunter, lying motionless for hours, waiting for prey to come within range. When prey approaches, it lunges forward in the water and either engulfs the target with its large mouth or grabs it with its two clawed forelimbs and drags it underwater. Although slow-moving creatures on land, dragonsnakes move with surprising swiftness when they attack in the water. They are exceptionally silent swimmers and excel at gliding silently forward in the water until they come within striking range. Dragonsnakes can swallow whole any Small or smaller creatures, but must rend and tear larger prey in order to consume it. They are solitary hunters; each beast claims a single lake, bay, or other moderately large body of water as its territory. Because they must come ashore to lay their eggs, dragonsnakes always make their lairs fairly close to shore.

DRAGONSLAKE ENCOUNTERS

Dragonsnakes are voracious but not exceptionally bright predators. As a result, they regularly attack anything of Medium or smaller size that comes close. Most dragonsnakes lie in wait within a few yards of the shoreline, so that they can lunge forward, stretching out their long forelimbs and necks and literally snatch their unsuspecting prey from the shore and drag it underwater. Here, most prey is helpless to resist the dragonsnake's attacks.

Dragonsnakes have been known to attack literally anything that moves, including small droids, large pieces of wind-blown trash, or even tent flaps blowing in the wind. They swiftly spit out objects that prove indigestible and can do so with surprising force. They are also intensely territorial, defending their lakes or bays against both others of their own kind and against any other large predators, or anything that they perceive to be a large predator. They will not attack any creature of Large or larger size on the shore, but they attack any creature or object of Huge or smaller size that travels through, under, or a yard or two above the surface of their watery domain and attempt to drive these intruders away. As a result, they occasionally attack landspeeders and even low-flying starships.



GUNDARK

Gundark

CL 10

Medium beast 10

Init +9; **Senses** low-light vision, scent; Perception +13

Defenses Ref 19 (flat-footed 15), Fort 16, Will 13

hp 105; **Threshold** 16

Speed 6 squares

Melee 4 slams +15 each (1d4+13) and
bite +15 (1d6+13) or

Melee club +15 (1d6+16) or

Melee club +15 (2d6+16) with Mighty Swing or

Melee club +11* (1d6+24)

Fighting Space 1 square; **Reach** 1 square

Base Atk +7; **Grp** +15

Atk Options Crush, Mighty Swing, Pin, Power Attack

Abilities Str 27, Dex 18, Con 22, Int 6, Wis 15, Cha 13

Special Qualities constrict, low-light vision, scent

Feats Crush, Mighty Swing, Pin, Power Attack

Skills Acrobatics +9, Climb +13, Initiative +9, Perception +13, Stealth +9,
Survival +8

Constrict—A gundark that succeeds in grappling an opponent can use the Crush and Pin feats as normal. When crushing, however, a gundark deals 2d6+13 points of damage.

* Includes 4 points of Power Attack.

Gundarks are a widespread and robust species, known as one of the most dangerous creatures in the galaxy. Gundarks have four arms, broad hands and feet with opposable digits, ears nearly as wide as their heads, and a covering of short hair that ranges from brown to gray in color. They can be found the galaxy over, but most live in temperate climates.

Gundarks are considered to be semisentient by most galactic authorities. As such, they are protected from exploitation, even after the Empire's rise to power. This protection does little to stop black market trade in gundarks, which is little better than slavery. Because of the gundarks' reputation as fearless and aggressive combatants, they are most often sold to underground gladiatorial arenas, or to hunters who see them as the ultimate sport.

The primitive society of gundarks consists of small matriarchal family units. Multiple families sometimes gather together into tribes, allowing them to support one another. While the females hunt and gather food, the males construct homes and teach young gundarks how to fight. Defense of the home falls to the males, and it is a task they excel at.



GUNDARK ENCOUNTERS

Gundarks are most often found in the wild. They exist on a number of planetary systems across the galaxy. They are aggressive, and will kill and eat just about anything or anyone that they can catch. They most often attack from ambush, hiding until their prey ventures close enough that they can initiate a grapple. This grapple leads to a constriction attack, which is one of the gundark's most feared abilities.

In some locales, gundarks are popular opponents in clandestine gladiatorial arenas. Gundarks that manage to survive multiple bouts often gain fan followings of their own. The creatures prefer to fight with their bare hands, delivering a flurry of brutal punches with all four of their heavy arms, but they will not shy away from using clubs and other simple weapons if such implements are available.

KATARN

Katarn

Medium beast 8

CL 8

Init +8; **Senses** low-light vision; Perception +7

Defenses Ref 19 (flat-footed 15), Fort 13, Will 13

hp 60; **DR** 5; **Threshold** 13

Speed 10 squares

Melee 2 claws +11 each (1d10+9) and
bite +11 (1d4+9) and
horns +11 (2d4+9)

Fighting Space 1 square; **Reach** 1 square

Base Atk +6; **Grp** +11

Atk Options maternal rage, Power Attack

Abilities Str 20, Dex 18, Con 15, Int 2, Wis 15, Cha 9

Special Qualities low-light vision, maternal rage

Feats Power Attack, Skill Focus (Climb), Skill Training (Survival)

Skills Climb +19, Initiative +8, Jump +9, Perception +7, Stealth +8,
Survival +12

Maternal Rage—If her pups are threatened, a female katarn enters a maternal rage. This rage grants the mother a +2 bonus to melee attack rolls and damage rolls and a +2 bonus to Fortitude and Will Defense, but it also causes a –2 penalty to her Reflex Defense. A maternal rage lasts for a number of rounds equal to 5 + the mother's Con modifier. After raging, the mother moves –1 persistent step along the condition track, and the persistent condition can be removed only if the katarn rests for 10 minutes.

The katarn is a predator native to the Wookiee homeworld of Kashyyyk. It is a lizardlike quadruped with a thick hide and rows of sharp spurs along its legs. These spurs make katarn excellent tree climbers; they are able to move at their full speed when climbing up or down trees. The creature has a narrow, beaklike mouth that is lined with several rows of teeth. Though the bite of a katarn is not particularly fearsome in combat, it is quite effective when used to root tree-burrowers from their arboreal homes.

Katarns mate every few years, and females that become pregnant leave their mates as soon as they are ready to give birth. The female climbs high into the forest canopy in search of a likely spot to deliver her young. Once the pups are born, she savagely protects them from predators until they are old enough to fend for themselves.

The katarn is an important part of Wookiee mythology and tradition. Wookiees believe that the katarn once hunted them, which in turn taught the Wookiees how to resist or escape the katarn in order to survive. Over time, the Wookiees became the hunters and the katarn the hunted, and things will remain that way until such time as their positions are reversed once more.

KATARN ENCOUNTERS

Katarn are considered to be some of the most intelligent predators in the galaxy. They stalk their prey for long periods, preferring to attack from ambush instead of making frontal assaults. They shy away from attacking prey that appears to be larger or stronger than they are, and a katarn will never attack a large group unless it is young, inexperienced, starving, or enraged. When stalking its prey, a katarn is capable of moving very quietly. It will get as close as it can prior to pouncing, then attack with its claws.

Stories are often told of katarn befriending other beings, thereafter becoming loyal companions and guardians of their chosen cohorts. On the rare occasion that such a pairing does take place, it is usually after a wounded katarn has been saved from an opponent, though tales persist of female katarn befriending individuals who stumble into their nests shortly after their pups have left. Whatever the circumstances, such incidents have been difficult to reproduce under controlled conditions.



KINTAN STRIDER

Kintan Strider

CL 5

Large beast 6

Init -1; Senses low-light vision; Perception +2

Defenses Ref 15 (flat-footed 16), Fort 16, Will 12

hp 63; fast healing 5; Threshold 26

Speed 6 squares

Melee 2 claws +10 each (1d6+9) or

Melee tree branch +10 (1d8+12)

Fighting Space 2x2; Reach 2 squares

Base Atk +4; Grp +15

Abilities Str 22, Dex 8, Con 22, Int 2, Wis 14, Cha 6

Special Qualities fast healing 5, low-light vision

Feats Improved Damage Threshold, Weapon Proficiency (simple weapons)

Skills Endurance +11, Perception +7

Possessions tree branch (treat as mace)

Fast Healing 5—A Kintan strider automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.

Now extinct on its home planet, the Kintan strider can be found on various other planets of the galaxy, where it is used as a guard beast by Hutt crime lords or as an opponent in gladiatorial combat in less civilized societies. Kintan striders are enormous beasts with huge shoulders and arms that nearly drag on the ground. A Kintan strider does not have a neck—its overexaggerated face sits squarely in the middle of its chest, protected by a thick layer of fat and hide.

Although they are barely intelligent, Kintan striders have learned how to use branches and poles as weapons, bashing their prey with powerful two-handed swings. Some even utilize these weapons to shovel food in their mouths, giving the appearance to uneducated observers that they are actually sentient, tool-using beings. Kintan striders possess incredible healing abilities and can come back from wounds that would easily kill beasts of similar size.

Although few citizens of the galaxy have ever seen a Kintan strider, almost everyone knows the creature as a piece in the game called Dejarik and is familiar with its signature move, the Kintan strider death gambit.

KINTAN STRIDER ENCOUNTERS

Ironically, the one place this creature will never be encountered is the planet for which it is named. Millennia of hunting by the planet's primary species, the Nikto, nearly wiped out the strider population. After the Hutts' domination of the Nikto, the few hundred surviving striders were shipped offplanet, to be bred in captivity or released into the wilds on other, more hospitable worlds.

Heroes might run into a Kintan strider within a crime lord's headquarters, where these creatures are kept as fodder for blood sports, or in "execution pits" where criminals are bludgeoned to death and eaten by these ravenous beasts. Crime lords who consider themselves notable Dejarik players sometimes mimic the game in real life, by utilizing the same types of beasts found in the game within their collection of deadly creatures. True "masters" of this macabre game also employ the famous Kintan strider death gambit, in which the strider is sacrificed during the gladiatorial display in order for the victor to fall prey to some other creature kept in reserve.



Knobby White Spider

Knobby White Spider

CL 8

Huge beast 9

Init +6; Senses darkvision; Perception +5

Defenses Ref 16 (flat-footed 15), Fort 22, Will 11

hp 130; Threshold 37

Speed 6 squares

Melee sting +14 (1d8+12 plus poison) and

bite +14 (2d6+12) or

Melee sting +12 (2d8+12 plus poison) with Rapid Strike and

bite +12 (3d6+12) with Rapid Strike

Fighting Space 3x3; Reach 2 squares

Base Atk +6; Grp +24

Atk Options Rapid Strike, poison

Abilities Str 26, Dex 14, Con 34, Int 2, Wis 12, Cha 10

Feats Improved Damage Threshold, Rapid Strike, Skill Training (Endurance), Toughness

Skills Endurance +21, Jump +15, Perception +5

Poison—If the sting of a knobby white spider deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+10) against the target's Fortitude Defense, the target moves –1 step along the condition track. A target moved to the end of the condition track by the poison is immobilized, but not unconscious. The poison attacks each round until cured with a successful DC 15 Treat Injury check.



The knobby white spider is a landspeeder-sized predatory arachnid native to the swamps of Dagobah. In addition to living amid the pillarlike roots of the planet's enormous gnarl trees, it is also a part of the gnarl tree's bizarre life cycle. To reproduce, gnarl trees occasionally extrude mobile roots that drop off the tree when they are no larger than an astromech droid. These roots immediately begin hunting live prey so they can grow. When this "spider" reaches Huge size, it locates a clear area and takes root. It shoves its eight legs deep into the ground, and these legs become the first of the new gnarl tree's roots. The transformation from spider to tree is swift; within three months after rooting, the creature's skin has sufficiently darkened and thickened that it has become indistinguishable from any other young gnarl tree. Unlike most other animals, knobby white spiders have complete radial symmetry. They have a stinger near the end of each leg capable of delivering their poison and a ring of eight eyes underneath their eight legs, allowing them to see in all directions at once.

Knobby White Spider Encounters

These creatures exist in their mobile phase for five to seven years, during which time they grow from Small to Huge size. During this time, they are exceedingly voracious predators. They attack any prey of their own size or smaller and often attack creatures one size category larger than they are. They are nearly fearless, relying on both the exceptionally durable nature of their vegetable construction and the deadliness of their poison to protect them from harm. Because of their exotic metabolism, they require no sleep and need to spend no time resting, mating, digesting, or doing anything other than stalking the gnarl forests, hunting prey for the entirety of their lives. They are utterly tireless and will track large prey for many hours, but can be distracted from this pursuit if they encounter prey that is smaller and thus easier to overcome.

"THERE'S
SOMETHING ALIVE
DOWN THERE."

— LUKE SKYWALKER

KOUHUN

Kouhun

CL 2

Diminutive beast 3

Init +10; Senses darkvision; Perception +8

Defenses Ref 19 (flat-footed 15), Fort 11, Will 12

hp 19; Threshold 11

Speed 6 squares

Melee bite –1 (1d4 plus poison)

Fighting Space 1 square; Reach 0 squares

Base Atk +2; Grp –16

Atk Options poison

Abilities Str 4, Dex 18, Con 12, Int 1, Wis 14, Cha 12

Feats Skill Training (Initiative), Skill Training (Perception)

Skills Initiative +10, Perception +8, Stealth +25

Poison—If a kouhun deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+10) against the target's Fortitude Defense, the target takes 4d6 points of damage and moves –1 step along the condition track. If the attack fails, the target takes half damage and doesn't move on the condition track. Kouhun poison attacks each round until cured with a DC 25 Treat Injury check.



Kouhuns are pale-colored, centipede-like arthropods around 30 centimeters long. Native to the jungle-planet Indoumodo, they are attracted to warmth. In the wild, they live in vast hollow trees and hunt dog-sized creatures that nest in crevices deep in the tree. They are a favorite of assassins across the galaxy because they are small and swift-moving, and their poison is exceptionally deadly. In addition, in most intelligent species the symptoms of kouhun poisoning resemble those associated with heart attack and other natural deaths. Although the creatures are naturally white in color, feeding them various natural dyes causes them to change color. If an assassin takes the time to determine the dominant colors of a victim's dwelling before using a kouhun to deliver poison, and introduces a corresponding dye into the creature, then the kouhun gains a +3 bonus to Stealth checks (for a total modifier of +28) while it is in the victim's dwelling.

KOUHUN ENCOUNTERS

Except for their occasional presence in zoological exhibits or poison research facilities, kouhuns are found almost exclusively in the possession of assassins. There are also small breeding colonies of kouhuns in the poorest and most run-down districts of some of the most urbanized worlds, including the underlevels of Coruscant, but all of these colonies trace their origin to kouhuns that escaped from the cages of assassins. Kouhuns make ideal weapons for assassins—an assassin can deliver them in person, have them carried in a small droid to the victim's vicinity, or even mail them in a package.

Kouhuns can enter a dwelling through slightly opened windows, ventilation ducts, or other similarly tiny apertures. Once inside, they home in on the victim's body heat and kill the victim with their poison. Kouhuns are quite aggressive but also somewhat timid in certain conditions. They usually either hide or freeze in place if their victim moves or turns on a light. However, as soon as the light goes out and the victim ceases to move, they attack. They attempt to flee and hide from attackers, unless they are cornered, in which case they attempt to fight back.

"BE CAREFUL.
THEY'RE VERY
POISONOUS."

– JANGO FETT

KRAYT DRAGON

Krayt Dragon, Greater

CL 16

Colossal desert beast 17

Init -2; Senses low-light vision, tremorsense; Perception +6

Defenses Ref 16 (flat-footed 16), Fort 30, Will 12

hp 399; DR 15; Threshold 80

Speed 10 squares

Melee bite +24* (4d6+40/x3) and

tail slap +24* (3d6+40) or

Melee bite +28* (4d6+48/x3) with Powerful Charge

Fighting Space 8x8; Reach 6 squares

Base Atk +12; Grp +54

Atk Options devour, Powerful Charge, Triple Crit (bite)

Abilities Str 54, Dex 6, Con 48, Int 1, Wis 13, Cha 10

Special Qualities camouflage, low-light vision, tremorsense

Feats Improved Defenses, Power Attack, Powerful Charge, Skill Focus (Stealth), Skill Training (Perception), Triple Crit (bite)

Skills Perception +6, Stealth +8

Tremorsense—A krayt dragon automatically senses the location of anything that is in contact with the ground and within 100 squares (no Perception check required).

Camouflage—A krayt dragon's natural coloration changes to mimic its surroundings. Krayt dragons ignore their size modifier when they make Stealth checks.

Devour—If a krayt dragon hits with its bite attack against a Huge or smaller opponent, it can automatically make a grapple check with its bite attack at its full bonus (even if it has already taken a full-round action). If the grapple check is successful, the dragon can begin devouring its target. Any creature being devoured takes 1d8+22 points of damage each round it is in the krayt dragon's maw. When the creature reaches 0 hit points, it is swallowed by the krayt dragon and continues to take 1d6 points of acid damage each round.

* Includes 10 points of Power Attack.

The greater krayt dragon is a truly massive beast. This 100-meter-long desert titan lives among the endless dunes of Tatooine. A greater krayt dragon actually submerges itself in the shifting sands, and can use its ten powerful limbs to swim through the dunes.

Tatooine natives rarely see a living krayt dragon, although the titanic bones of these creatures dot the landscape and are highly prized as building material or trade goods. The gigantic reptile prefers to lurk under the warm desert during the day, moving about at night as it slinks close to the surface of the sand. A greater krayt dragon attacks with its massive jaws or whiplike

tail; its claws have evolved exclusively for locomotion. Krayt dragons subsist on the largest prey, including herds of banthas and dewbacks. Anything that moves across a krayt dragon's field of vision is fair game, though.

GREATER KRAYT DRAGON ENCOUNTERS

If a truly determined hunter were to penetrate the beast's armored hide and slay a krayt dragon, that hunter would be rewarded with an Emperor's ransom in dragon pearls—ordinary stones polished to priceless perfection in the dragon's stomach. A single such stone could fetch well over 100,000 credits. A greater krayt dragon contains 2d4+2 such polished gems.

Krayt dragons are always encountered singly—although it's possible to run into a krayt dragon that is in the middle of assaulting a herd of animals, adding to the danger as these panicked animals run for their lives. Too stupid to notice (and too tough to care) that they aren't edible, krayt dragons commonly attack landspeeders, Jawa sandcrawlers, and other large vehicles. A krayt dragon's lair can sometimes be discerned by the "melted" remains of some vehicle that sat a long time in the creature's stomach before it was spat up as being indigestible.

Enterprising and extremely foolhardy hunters sometimes stalk krayt dragons with massive firepower or on swoops, allowing them to make numerous hit-and-run attacks, in the hope of killing a krayt dragon and stealing the dragon pearls inside. Predictably, casualties on such ventures are high.



CANYON KRAYT DRAGON

Canyon krayt dragons are smaller versions of the greater krayt dragon, but still immense monsters nonetheless. Canyon krayt dragons prowl the craggy mountains that border the Jundland Wastes of Tatooine. Single-minded and ferocious, the only thing a canyon krayt dragon fears is a greater dragon; sometimes these two titanic beasts clash when one strays into the other's territory. Canyon dragons are weaker than greater dragons, but their smaller size works well in the twisting ravines and gullies of their lair, allowing them to entrap herds of banthas, eopies, or rontos (page 124) with little more than ruthless predatory instinct and determination.

Canyon krayt dragons also have 1d4+4 of the same "dragon pearls" in their stomachs as their greater cousins do and are considered slightly easier prey for hunters. That said, killing a canyon krayt dragon is a remarkably dangerous task—most treasure seekers prefer to locate a dying or recently deceased canyon krayt dragon to loot the stomach without facing the risk of having to go down its mouth the hard way.

Canyon Krayt Dragon Encounters

As befitting their name, canyon krayt dragons are likely to be encountered in the cliffs and winding canyons that surround the immense dunes of Tatooine's Jundland Wastes. Because most of the indigenous creatures on that planet live in the relative "safety" of these rocky crags, the canyon krayt dragon has plenty of prey to devour, making it dangerous for anyone who thinks he can stay out of harm's way by taking to the mesas and cliffs.

Because of the huge amount of food they require, canyon krayt dragons stalk herds of animals, such as banthas, making it hazardous for characters to be near such a group for a long period of time. However, unless a krayt dragon is particularly hungry or aggravated, it is likely to ignore most Medium or smaller creatures (in other words, most heroes) unless they open fire or make a lot of noise or visual distractions. Sand people sometimes hunt juvenile canyon krayt dragons, which provide tremendous amount of (ill-tasting) meat for their tribes, as well as raw materials for crafting items, or even shelter—the hide of a krayt dragon makes a fine canopy that repels even the most intense heat from Tatooine's twin suns.

Krayt Dragon, Canyon

CL 14

Colossal desert beast 15

Init -1; **Senses** low-light vision, tremorsense; **Perception** +12

Defenses Ref 14 (flat-footed 29), Fort 25, Will 12

hp 292; **DR** 10; **Threshold** 75

Speed 10 squares

Melee bite +24* (4d6+28/x3) and

2 claws +24* each (3d6+28/x3) or

Melee bite +28* (4d6+35/x3) with Powerful Charge

Base Atk +11; **Grp** +48

Fighting Space 6x6; **Reach** 4 squares

Atk Options devour, Powerful Charge, Triple Crit (bite)

Abilities Str 44, Dex 8, Con 40, Int 1, Wis 14, Cha 6

Special Qualities low-light vision, tremorsense

Feats Power Attack, Powerful Charge, Skill Focus (Perception), Skill Training (Climb), Triple Crit (bite)

Skills Climb +22, **Perception** +4

Tremorsense—A krayt dragon automatically senses the location of anything that is in contact with the ground and within 100 squares (no Perception check required).

Devour—If a krayt dragon hits with its bite attack against a Huge or smaller opponent, it can automatically make a grapple check with its bite attack at its full bonus (even if it has already taken a full-round action). If the grapple check is successful, the dragon can begin devouring its target. Any creature being devoured takes 1d8+22 points of damage each round it is in the krayt dragon's maw. When the creature reaches 0 hit points, it is swallowed by the krayt dragon and continues to take 1d6 points of acid damage each round.

*Includes 4 points of Power Attack.

"SAND PEOPLE ARE EASILY FRIGHTENED,
BUT THEY'LL SOON BE BACK, AND IN
GREATER NUMBERS."

— OBI-WAN KENOBI

MANTELLIAN SAVRIP

Mantellian Savrip

CL 6

Large beast 6

Init +2; Senses Perception +6

Languages Savrip

Defenses Ref 16 (flat-footed 16), Fort 15, Will 8

hp 39; Threshold 20

Speed 8 squares

Melee claw +8 (1d6+7) and

bite +8 (1d8+7 plus poison) or

Melee claw +8 (2d6+7) with Mighty Swing

Fighting Space 2x2; Reach 2 squares

Base Atk +4; Grp +13

Atk Options Mighty Swing, Power Attack, poison

Abilities Str 18, Dex 8, Con 20, Int 6, Wis 6, Cha 4

Special Qualities ferocious, primitive, survivor

Feats Mighty Swing, Power Attack, Toughness

Skills Perception +6, Stealth +2, Survival +1

Ferocious—A Mantellian Savrip can choose to reroll any failed attack roll with one of its natural weapons, but the result of the reroll must be accepted even if it is worse.

Poison—If the bite of a Mantellian Savrip deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+10) against the target's Fortitude Defense, the target moves -1 step along the condition track. A target moved to the end of the condition track by the poison is immobilized, but not unconscious. The poison attacks each round until cured with a successful DC 15 Treat Injury check.

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

Survivor—A Mantellian Savrip can choose to reroll any Perception, Stealth, or Survival check, but the result of the reroll must be accepted even if it is worse.

Mantellian Savrips are a type of large humanoid native to the planet of Ord Mantell. Despite walking upright on two relatively short legs, Savrips are able to move with surprising speed. Their arms, by comparison, are long, and their hands nearly drag across the ground as they walk. They have long necks and reptilian heads that, when combined with their formidable claws and thick armored hide, only adds to their intimidating appearance. When standing straight up, Savrips can reach up to 4 meters in height. However, they spend much of their time hunched over, a practice that exaggerates their already prodigious mass.



Savrips are a long-lived species. Some specimens are thought to be as much as five hundred years old, though such elderly Savrips are rare, given the violent lives that they often lead. The creatures speak a primitive language composed of roars, shrieks, and growls. This language, known as Savrip, is largely incomprehensible to other creatures. Although modern translation equipment and droids have had some success in deciphering simple linguistic concepts, the Savrip language continues to baffle linguists. Rumors of Savrips that have learned to speak Basic have yet to be confirmed by any legitimate source.

Though considered to be only semisentient by most galactic authorities, Savrips are actually a sentient, albeit primitive, species. They represent the original natives of Ord Mantell, which were forced to flee into the wilderness of their homeworld when it was colonized by the Old Republic thousands of years ago. Violent conflicts arose between Ord Mantell's colonists and the Savrips almost immediately following the initial drive to colonize the world. The Savrips, being an aggressive species, were partially to blame for this friction, while the expansionist mindset of the colonials also played a large part in the initial conflict.

Given the Savrips' limited technology, they stood little chance against the weapons that were available to the colonists. Sizable bounties were placed on Savrip hides, a practice that continues well into the Rebellion era. Big game hunters from as far away as Rodia came to the planet to test their skills against the famed Mantellian Savrip. Thousands of hunters, professional and amateur alike, were killed by Savrips in the decades that followed, but the death toll for the Savrips themselves, though never recorded, was easily in the tens of thousands. As the Savrip population declined, encounters with colonists became less frequent. Big game hunters, which had been a large source of planetary income for decades, took their guns elsewhere.

Ord Mantell's economy recovered in short order, but the Mantellian Savrip population continues to remain low.

Ord Mantell's surviving Savrip tribes are passionately territorial, and they tend to attack intruders on sight. Though Savrips have always been aggressively protective of their tribal lands, the fact that most of the intruders that they encounter actively hunt the Savrips has only reinforced their behavior. Savrips display absolutely no fear of their enemies, and even juvenile Savrips will fight to the death, even if an escape route is available. Savrips manufacture simple hand weapons, such as clubs and other bludgeons, and they set traps and snares that often prove deadly for unwary travelers.

Given their sinister reputation, Savrips are popular features in underground blood sports and gladiatorial arenas across the galaxy. Though trade in Savrips is illegal on most civilized worlds, such activity has nonetheless allowed them to spread to systems beyond Ord Mantell. As a result, Savrips feature prominently in galactic lore. They are widely perceived as one of the strongest creatures in the galaxy, and images of them have been adopted as heraldic symbols by noble houses, education institutions, mercenary units, and sports teams. In fact, one of the most powerful pieces in the game of Dejarik is the Mantellian Savrip.

MANTELLIAN SAVRIP ENCOUNTERS

Mantellian Savrips are thought to display little in the way of tactics, but this assumption could not be farther from the truth. The typical Savrip, upon confronting an intruder, lets out a deafening roar before charging blindly into the fray. Savrips are not concerned with the number of opponents they face, nor are they intimidated by displays of superior firepower. In many cases, a Savrip's terrible reputation is the most effective weapon it possesses.

Victims who stand their ground against an enraged Savrip risk being pulverized by the advancing creature, while nearly sixty percent of those who flee manage to escape with little or no injury. Given their speed and power, it is unlikely that Savrips would be unable to catch their quarry unless they didn't want to. Conversely, Savrips have also been known to set simple traps, such as camouflaged pits, to catch enemies and prey. These traps are always placed along the most convenient avenue of escape. A Savrip, during its initial charge, attempts to herd its prey in the direction of the trap, and foes that retreat blindly are often ensnared.

Though they are native to Ord Mantell, Savrips can often be encountered on other worlds. They are popular attractions in underground fighting rings, and gamblers will bet thousands of credits on the outcome of a fight that features one or more Savrips. They are excellent hand-to-hand combatants and prefer to use their claws when fighting. When facing particularly formidable foes, Savrips sometimes use large clubs or rocks in addition to their natural weaponry. They can sustain a surprising amount of damage before being disabled, which guarantees that a fight featuring a Savrip is never a dull or anticlimactic affair.

MANTELLIAN SAVRIPS AS HEROES

Unlike many other beasts, Mantellian Savrips can be played as heroes. Anyone who wants to play a Mantellian Savrip as a heroic character can use the following species traits.

Ability Modifiers: +4 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Wisdom, -4 Charisma.

Large Size: As Large creatures, Savrips take a -1 size penalty to Reflex Defense and a -5 size penalty to Stealth checks.

Speed: Savrip base speed is 8 squares.

Natural Armor: Savrips have a tough hide that protects them from harm. They gain a +2 natural armor bonus to their Reflex Defense. A natural armor bonus stacks with an armor bonus.

Natural Weapons: A Savrip can rake with one of its claws instead of making an unarmed attack. The claw attack deals 1d6 points of slashing damage (plus Strength modifier) and does not provoke attacks of opportunity. Due to the presence of its natural weapons, a Savrip is always considered to be armed for the purposes of threatening adjacent squares and making attacks of opportunity. Natural weapons are considered simple weapons.

Poison: If the claws of a Savrip deal damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20 + the Savrip's character level) against the target's Fortitude Defense, the target moves -1 step along the condition track. A target moved to the end of the condition track by the poison is immobilized, but not unconscious.

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

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

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

Automatic Languages: Savrip (speak only)

MASSIFF

Massiff

CL 3

Medium desert beast 4

Init +2; Senses darkvision, scent; Perception +9

Defenses Ref 14 (flat-footed 14), Fort 14, Will 12

hp 42; Threshold 14

Speed 6 squares

Melee 2 claws +7 (1d4+6) and

bite +7 (1d6+6)

Fighting Space 1 square; Reach 1 square

Base Atk +3; Grp +7

Atk Options Pin

Abilities Str 18, Dex 10, Con 18, Int 2, Wis 14, Cha 12

Special Qualities darkvision, scent

Feats Pin, Toughness

Skills Perception +9

Massiffs are bulky, well-armored predators originally from Geonosis and now found on several worlds. They are most common on Geonosis and Tatooine. Massiffs were domesticated thousands of years ago by the Geonosians, who use them as sentries and guard beasts. Because of their usefulness, the crews of some Geonosian ships carried them to guard their vessels and sold others to offworlders. Standing a meter high at the shoulder, these animals make fearsome guards, and their keen senses allow them to easily notice the approach of any intruders. Massiffs are voracious eaters capable of wrestling down large, slow-moving prey. However, their wild diet consists mostly of various types of small vermin as well as carrion and any smaller carrion-eaters who fail to flee when massiffs arrive at a carcass.

"ON TATOOINE,
THE VERY AIR AND
SUNLIGHT ARE
ONE'S ENEMIES."

— SHARAD HETT



MASSIFF ENCOUNTERS

The natives of Geonosis keep massiffs primarily to guard their encampments from intruders and to eat the various forms of vermin native to that world. Wealthy Geonosians breed these animals for ferocity, and they often bet large sums of money on fighting matches between prize specimens. Massiffs are also common in the encampments of the Tusken Raiders on Tatooine, where they guard the raiders' camps. Both the Geonosians and the Tusken Raiders rarely bother to train their massiffs to capture intruders. Instead, massiff guard beasts are typically free to capture and devour any intruders they can bring down. Massiffs can also be found guarding vessels whose crews originate from either Geonosis or Tatooine. In port, these creatures keep intruders from venturing onto the ship, and in space, they hunt down and sometimes devour stowaways. On some ships, they are allowed to freely roam through the cargo compartment, a fact that should deter passengers from visiting the cargo bay without being accompanied by the massiff's trainer. Wild populations of massiffs are common on both Geonosis and Tatooine, and though they are relatively slow-moving creatures, they are excellent trackers and can pursue prey not swift enough to easily outdistance them for many miles.

MYNOCK

Mynock

CL 1

Small space-dwelling beast 2

Init +6; Senses darkvision; Perception +8

Defenses Ref 18 (flat-footed 13), Fort 15, Will 12

hp 21; Threshold 15

Speed 10 squares (flying, in space only)

Melee 2 wing buffets (slam) +0 each (1d3)

Fighting Space 1 square; Reach 1 square

Base Atk +1; Grp +1

Atk Options Running Attack

Abilities Str 8, Dex 20, Con 20, Int 2, Wis 14, Cha 10

Special Qualities survive in vacuum, fly through space

Feats Running Attack

Skills Perception +8

Survive in Vacuum—Mynocks are silicon-based life forms that take no damage from exposure to vacuum. However, they take the same damage from being in a planetary atmosphere that ordinary life forms do from being in vacuum.

Fly through Space—Mynocks can fly in the vacuum of space, and can maneuver without any hindrance or penalty in vacuum.

Mynocks are one of the few species of space-dwelling life believed to have evolved in vacuum. They cannot survive for more than a few minutes inside any sort of atmosphere. A mynock has a wingspan of a little over a meter. If attacked, it defends itself by hitting opponents with its exceedingly tough wings.

These silicon-based life forms originated in the rings of the planet Ord Mynock. Today, they are found throughout the galaxy. Their magnetically charged wings allow them to catch the stellar winds and literally fly through space. They live in asteroid fields and planetary rings and make their nests on small asteroids. Mynocks normally subsist on a mixture of stellar radiation and the charged particle fluxes put out by stars, but are often attracted to richer energy sources, such as the power plants of passing starships. They are regarded as dangerous pests by all star-travelers; ships that approach airless worlds are often inspected for mynock infestations, and those that have attracted any of the creatures are usually quarantined.

MYNOCK ENCOUNTERS

Mynocks are most commonly encountered in asteroid fields, where they attempt to attach themselves to the hulls of starships with their suckerlike mouths. They absorb energy from the starship's power plant. A sufficient number of mynocks attached to the hull can put a strain on a ship's power generation. Also, in an effort to obtain even more nourishment, mynocks regularly chew through power cables and hull plates. Their attempts to do this can both compromise the hull's integrity and do substantial damage to the ship.

The easiest way to dislodge them is to take the ship into a planetary atmosphere, which kills any mynocks that do not flee into space. However, ships that are far from a planet often cannot afford to risk the possibility of mynocks damaging their vessel. In such a case, the most common way to get rid of the creatures is for crew members to put on space suits, venture out onto the hull, and attempt to shoot the mynocks, forcibly pry them from the hull, or attack them with jets of compressed air. Doing this is relatively easy if only a few mynocks are on the ship, since individuals are fairly timid. However, mynocks become more aggressive in swarms. Groups of half a dozen or more mynocks often gang up and attack crew members.



NARGLATCH

Narglatch

CL 6

Huge aquatic beast 7

Init +7; Senses low-light vision, scent; Perception +1

Defenses Ref 14 (flat-footed 12), Fort 17, Will 11

hp 80; Threshold 27

Speed 8 squares, 4 squares (swimming)

Melee 2 claws +13 each (1d8+11) and
bite +13 (2d6+11)

Fighting Space 3×3; Reach 2 squares

Base Atk +5; Grp +23

Atk Options Pin

Abilities Str 27, Dex 14, Con 24, Int 2, Wis 13, Cha 11

Special Qualities low-light vision, scent

Feats Pin, Skill Focus (Stealth), Skill Training (Initiative)

Skills Initiative +7, Stealth +12

The narglatch is a stealthy predator found on planets such as Naboo and Orto Plutonia. It is a solitary hunter that moves extremely silently, stalking prey with incredible focus. Narglatches are also strong swimmers, but prefer to hunt on the land.

The male narglatch has additional fleshy spikes on its back and shoulders, while females are much more smooth. Narglatches have densely padded feet that silence footfalls. They have long, powerful tails that end in broad fans, acting like a rudder both during swimming and high-speed chases. Since young can hunt immediately upon birth, mothers abandon them as soon as they are born. Pregnant females always have twins, which are in turn always a male and female. These cubs hunt together until maturity, making them less vulnerable to other predators (particularly mature narglatches).

NARGLATCH ENCOUNTERS

Despite the fact that they are neither the largest nor fiercest creatures that prowl the swamps of Naboo, narglatches are still extremely dangerous predators, rightly feared and respected by the inhabitants of that planet. Extremely territorial, narglatches are likely to attack any Medium creatures (such as the heroes) that dare venture into their enormous territory. Although most narglatches are solitary, heroes could encounter nearly mature paired siblings, drastically increasing the danger of the encounter.

Narglatches can operate on land or in the water, although most encounters with them occur on land. Narglatches stalk prey close to the shore's edge so they can tackle land-based creatures and drag them into the water, where they eventually drown. Narglatches have also been known to lurk at the very edge of a body of water, with their snouts barely sticking out—to the untrained eye, they resemble nothing more than a rock jutting from the water. Even the vehicles piloted by the Human and Gungan populations of Naboo are not safe from the predation of narglatches, who strike from cover in order to get at the "sweet meat" inside. Unlike most wild animals, narglatches are not easily scared off by loud noises, even that of blaster fire.

The narglatch can also serve as any generic aquatic-based predator that excels on stealthy attacks.



NASHTAH

Nashtah

Medium beast 9

Init +11; **Senses** low-light vision, scent; Perception +8

Defenses Ref 17 (flat-footed 15), Fort 11, Will 15

hp 58; **Threshold** 21

Speed 14 squares

Melee bite +10 (1d8+8) and
barbed tail +10 (1d3+8) and
claw +10 (1d6+8) or

Melee claw +8 (2d6+8) with Rapid Strike and
barbed tail +8 (2d3+8) with Rapid Strike and
claw +8 (2d6+8) with Rapid Strike

Fighting Space 1 square; **Reach** 1 square

Base Atk +6; **Grp** +10

Atk Options leap attack, Rapid Strike

Abilities Str 19, Dex 15, Con 13, Int 1, Wis 19, Cha 7

Special Qualities low-light vision, scent

Feats Improved Damage Threshold (2), Rapid Strike, Toughness

Skills Initiative +11, Jump +8, Perception +8, Survival +8

Leap Attack—As a full-round action, a nashtah can make a leap attack at the end of a charge of at least 2 squares in distance. This leap attack allows it to make six separate claw attacks against a single opponent.

CL 9

Also known as Dravian hounds, nashtahs are vicious reptilian predators native to Dra III. They resemble lizards with six legs, several rows of jagged teeth, and barbed tails. Powerful muscles ripple beneath their thick green hides. They can grow to lengths of 1.5 meters, but their innate strength is far greater than their size might otherwise imply.

Nashtahs hunt prey in small packs. They are relentless, rarely giving up the chase once they've managed to scent their prey. Packs of the beasts have been known to pursue prey for days or weeks, never stopping even when presented with easier fare. Despite their vicious reputation, nashtahs are quite dedicated to their mates and offspring, at least until their young are capable of surviving on their own.

NASHTAH ENCOUNTERS

Poachers around the galaxy prize nashtah young, which can be trained as hunting animals if they are caught early enough in their lives. Nashtah hatchlings that are older than three months are impossible to train. Even those that are trained from birth are difficult to control and maintain, and often require shock collars in order to make them more manageable. Many planets have acquired populations of nashtahs as a result of specimens that have escaped captivity, and as a result importing nashtah has become illegal in many systems.

Despite (or perhaps because of) the nashtah's fearsome reputation, the creatures are widely sought as guard animals by wealthy aristocrats and criminals. If the possibility of having to fight a nashtah isn't enough to dissuade intruders, then actually facing one usually does the trick. Anyone who keeps nashtahs as guard animals must take special care when handling them, since they are just as likely to turn on their masters as they are to hunt down and eliminate intruders.

Nashtahs are reckless when attacking, and they don't seem to be affected by the wounds they've suffered until they finally keel over dead. When hunting as part of a group, they still act as individuals, neither helping nor hindering their companions. Once a nashtah has damaged an opponent, it will not switch targets or cease attacking until that opponent has been defeated.



RANCOR

Dathomiri Rancor

CL 11

Huge beast 9/scout 3

Force: 2

Init +6; Senses low-light vision; Perception +11

Languages Paecian

Defenses Ref 17 (flat-footed 17), Fort 16, Will 10

hp 146; fast healing 5; Threshold 26

Speed 8 squares

Melee bite +18 (1d8+15) and
claw +18 (2d6+15)

Ranged sling +7 (1d4+15)

Fighting Space 3x3; Reach 2 squares

Base Atk +8; Grp +27

Atk Options Cleave, Crush, Pin, Power Attack

Abilities Str 28, Dex 9, Con 23, Int 5, Wis 10, Cha 15

Special Qualities fast healing 5, low-light vision

Talents Acute Senses, Expert Tracker

Feats Cleave, Crush, Pin, Power Attack, Skill Training (Survival),
Toughness, Weapon Proficiency (simple weapons)

Skills Perception +11 (can reroll, must take second result), Survival +11

Fast Healing 5—A rancor automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.

In addition to being slightly larger and stronger than most other rancors (SE 276), Dathomiri rancors are considerably more intelligent, and their claws function as hands. They can speak, they have an enduring culture, and they can both make and use simple tools. Although no one knows if they learned fire and tool use from the Humans who colonized Dathomir many centuries ago, today these rancors chip knives and other tools from stone, use fire for both warmth and cooking, and have elaborate histories and tales of heroism that they pass on from one generation to the next. Although they might have once had their own language, today all Dathomiri rancors speak Paecian, the native language of the Witches of Dathomir (page 10). Like the witches, these rancors are matriarchal. Each of their small bands of between a half dozen and a dozen adult rancors is led by the largest and oldest female in the band, who is known as the herd-mother.

These rancors' intelligence makes them extremely dangerous to those who attack them or intrude into their territory. In addition to communicating with each other and occasionally calling upon the witches for aid, Dathomiri rancors use slings and other primitive missile weapons and can build simple traps such as deadfalls and pit traps.



DATHOMIRI RANCOR ENCOUNTERS

Dathomiri rancors are most often found in either their own rude villages, which consist of a few huts of undressed logs and thatch, or in the villages and towns of the Witches of Dathomir. The rancors and the witches have a close relationship that borders on cultural symbiosis. Some rancors partner themselves with individual witches. These partnerships are for life, and the rancor serves as the witch's mount, companion, and protector.

Most of Dathomir's intelligent rancors are not partnered with witches, because the rancors outnumber the witches by more than a factor of ten. However, all of the witches' villages have a quarter set aside for their rancors, and some witches share their own dwellings with their bestial allies. The villages of the unpartnered rancors are often built near one of the villages of the witches, so that they can seek aid from the witches. Rancor herd-mothers often go to the witches for advice and for help with rancors that have become ill. In return, the wild rancors work with the partnered rancors to help the witches defend their villages and use their immense strength to help clear land, build roads, and perform other similar tasks for the witches. Foolish hunters occasionally travel to Dathomir for the challenge of hunting prey as clever and deadly as the intelligent rancors, but the rancors and the witches deal with them very harshly.

Away from Dathomir, intelligent rancors are almost always found in the company of a witch who has decided to travel offworld. Naturally, anyone who threatens or even seriously harasses a witch must deal with her rancor's wrath. Almost all rancors who travel offworld learn to understand Basic, but like Wookiees, they are incapable of speaking it.

Most of the other Dathomiri rancors found away from Dathomir are in zoos and menageries owned by individuals who are sufficiently unscrupulous and immoral to keep sentient beings in cages. When the Witches of Dathomir learn of an intelligent rancor being held captive against its will, they send one or two witches and their rancors to free it, sometimes by using payment or threats, but most often by force. The only other Dathomiri rancors found away from Dathomir are those few unpartnered rancors that want to travel offworld and either join interstellar circuses or make a living as bodyguards for those who value the intimidation factor that being protected by a hulking rancor provides.

TYRANT RANCOR

A rare variety of rancor only found on a few worlds throughout the galaxy, the tyrant rancor is much larger than most other rancors. Most tyrant rancors live on worlds where food is abundant; xenobiologists speculate that most of them are actually the descendants of rancors that were relocated from other worlds to habitats that were unprepared for a predator of its size, allowing the tyrants to run rampant over the ecosystem and grow to incredible size. Tyrant rancors are of much the same disposition as most normal rancors but are much stronger and heartier, making them extremely dangerous opponents in any environment.

Tyrant Rancor

CL 15

Gargantuan beast 15

Init +11; **Senses** low-light vision; Perception +5

Defenses Ref 15 (flat-footed 15), Fort 25, Will 8
hp 307; fast healing 10; **Threshold** 45

Speed 8 squares

Melee 2 claws +20* each (2d6+26) and
bite +20* (3d6+26)

Fighting Space 4x4; **Reach** 3 squares

Base Atk +11; **Grp** +40

Atk Options Bantha Rush, Cleave, Crush, Pin, Power Attack

Abilities Str 38, Dex 9, Con 40, Int 2, Wis 7, Cha 15

Special Qualities fast healing 10, low-light vision

Feats Bantha Rush, Cleave, Crush, Pin, Power Attack, Toughness

Skills Initiative +11

Fast Healing 10—A tyrant rancor automatically regains 10 hit points every round at the end of its turn, up to its normal maximum, until it is killed.

*Includes 5 points of Power Attack.

TRA'COR

The tra'cor is a subspecies of rancor found on the remote world of Socorro. Much smaller than the typical rancor, the tra'cor is an aquatic creature that spends most of its life beneath the surface, consuming fish and other marine life. Though the tra'cor is amphibious, it can survive for only short periods outside the water, since it dehydrates quickly. Tra'cor have large tails that resemble those of some serpentine sea creatures, adding a natural weapon to the creature's arsenal that most rancors do not possess. Though the tra'cor is deadly in any situation, underwater it is exceptionally fast and can overtake its prey in a matter of seconds.

Tra'cor

CL 6

Large aquatic beast 7

Init +3; **Senses** low-light vision; Perception +3

Defenses Ref 13 (flat-footed 13), Fort 17, Will 10
hp 81; fast healing 5; **Threshold** 22

Speed 6 squares, 8 squares (swimming)

Melee 2 claws +9* each (1d6+11) and
bite +9* (1d8+11) and
tail +9* (1d6+11)

Fighting Space 2x2; **Reach** 2 squares

Base Atk +5; **Grp** +14

Atk Options Bantha Rush, Cleave, Power Attack

Abilities Str 22, Dex 11, Con 25, Int 2, Wis 10, Cha 13

Special Qualities fast healing 5, low-light vision

Feats Bantha Rush, Cleave, Power Attack

Skills Swim +14

Fast Healing 5—A tra'cor automatically regains 5 hit points every round at the end of its turn, up to its normal maximum, until it is killed.

*Includes 2 points of Power Attack.

"OH NO, THE RANCOR!"
— C3PO

Ronto

Ronto

CL 3

Huge desert beast 4

Init -1; Senses poor vision, scent; Perception +1

Defenses Ref 11 (flat-footed 11), Fort 19, Will 11

hp 54; Threshold 29

Speed 8 squares

Melee slam +11 (1d8+10)

Fighting Space 3x3; Reach 2 squares

Base Atk +3; Grp +21

Abilities Str 26, Dex 9, Con 28, Int 2, Wis 12, Cha 6

Special Qualities poor vision, scent

Feats Skill Focus (Endurance), Toughness

Skills Endurance +11

Poor Vision—Rontos have very poor vision and take a -5 penalty to Perception checks involving sight.

Towering beasts of burden, rontos are mammals prized for their ability to shrug off Tatooine's intense heat, although they do require large amounts of water. Their size makes them particularly effective at discouraging predators, and their sense of smell is acute enough to detect a krayt dragon (page 114) from up to a kilometer away. However, rontos are somewhat skittish in urban environments: their poor eyesight cannot adjust quickly enough to the sudden movements of smaller creatures and vehicles.

A ronto's first instinct when confronted with such potential threats in close proximity is to get away, regardless of any burdens or passengers it might be carrying. A spooked ronto will often throw its riders to the ground and then lumber off in a random direction until it can no longer sense the threat. Although Jawas are particularly fond of these easily trained animals, the little scavengers are also poorly suited to controlling a panicked ronto.

"UTINNII"

— JAWA EXCLAMATION

Ronto Encounters

Rontos are common sights on Tatooine, as they struggle under the weight of various goods or haul heavy wagons while being barely controlled by their owners. In the wild, rontos are relatively harmless, since they typically run away from danger. However, if a ronto is cornered or its young are threatened, the creature will turn on the menace and attempt to smash it to a bloody pulp.

The most common encounters with rontos occur in Tatooine's few towns when someone, accidentally or otherwise, startles a ronto, causing it to go on a rampage. In fact, unscrupulous characters (which are all too common on Tatooine) sometimes do just that to create a diversion in order to engage in some illicit activity or to cause massive amounts of property damage. Some gang leaders and crime lords have been known to extort money from or "teach a lesson" to individuals by placing them in an enclosed space with a ronto and then goading the creature into a frenzy.

Rontos can also be encountered in caravans snaking along the scorching sands of Tatooine—a welcome sight to anyone lost in the desert without supplies. Jawas are the most common handlers, although Tusken Raiders sometimes herd rontos, making it dangerous to assume that every meeting with such a caravan will be an amicable one.



SARLACC

Sarlacc

CL 12

Colossal beast 13

Init +0; Senses tremorsense; Perception +10

Defenses Ref 7 (flat-footed 7), Fort 28, Will 10

hp 234; DR 10; Threshold 83

Speed 0 squares

Melee 9 tentacles +18 each (special) and
bite +18 (4d6+15)

Fighting Space 6x6; Reach 4 squares

Base Atk +9; Grp +38

Atk Options Pin

Abilities Str 28, Dex 10, Con 44, Int 2, Wis 8, Cha 7

Special Qualities camouflage, tentacle grab, tremorsense

Feats Improved Damage Threshold, Improved Defenses, Pin, Skill Training
(Stealth), Toughness

Skills Perception +10, Stealth +11

Camouflage—A Sarlacc ignores its size modifier when it makes Stealth checks.

Tentacle Grab—If a Sarlacc hits with one of its tentacles against a Huge or smaller opponent, it can automatically make a grapple check with its tentacle attack at its full bonus (even if it has already taken a full-round action). If the grapple check is successful, the Sarlacc can make an opposed grapple check each round to move the grappled creature 1 square closer, until it pulls the creature into its maw.

Tremorsense—A Sarlacc automatically senses the location of anything that is in contact with the ground and within 100 squares (no Perception check required).

A Sarlacc is a massive, fearsome monster that hides itself underground and drags in unwary passersby to slowly digest them over the course of several centuries. Only a small portion of the Sarlacc's gigantic body peeks out of the ground—its mouth. As a result, the Sarlacc gains improved cover (already factored into the Sarlacc's Reflex Defense) and is extremely resistant to damage since all its vital organs are at least a dozen meters under the sand and rock.

The Sarlacc feeds by using its nine gripping tentacles to draw victims into its great maw. When prey of Large or larger size reaches the Sarlacc's mouth, that creature is subjected to attacks until it is broken down into more manageable chunks. Medium and smaller creatures are simply stuffed into the Sarlacc's mouth, then carried along by esophageal action into its primary stomach (to be digested immediately) or one of several secondary stomachs. Creatures in the primary stomach take a cumulative 2d6 points of damage per round; they can escape back through the alimentary canal by succeeding on an Acrobatics check opposed by the Sarlacc's Strength check (+9 modifier).



Victims in a secondary stomach fare somewhat better, because the Sarlacc actually stores its meals in a sort of conscious suspended animation until it is ready to devour them. Held tight to the stomach lining by meter-long bondlike cilia (opposed Strength check to escape), such a creature is exposed to somewhat weaker digestive juices, taking a cumulative 1d6 points of damage each day. Creatures in this predicament are sustained by the Sarlacc through nutrients in its system that seep in through the victim's skin, preventing the prey from dying of hunger or thirst.

SARLACC ENCOUNTERS

Albeit the most famous, the Sarlacc found on Tatooine is neither the sole example of nor typical of the species. The Sarlacc is most at home in damp environments, such as swamps and bogs. However, being hardy and adaptable, Sarlaccs can be found in almost any terrain. Because they are stationary creatures, encountering a Sarlacc is more akin to a terrain hazard than a fight with a beast—in order to fight a Sarlacc, you have to travel to where it lairs.

The Sarlacc can be an obstacle for the heroes to overcome if they are charged with retrieving something (or someone) trapped within the gullet of this enormous beast. In addition to the hazards involved in trying to get to the remote location where a Sarlacc resides, the heroes must then figure out how to get inside the beast and back out again without becoming a meal.

On planets other than Tatooine, a Sarlacc might serve as a "sacred area" where the natives go to dispose of their criminals, pariahs, or cursed items. In such a case, any individuals caught harming a Sarlacc might find themselves tossed inside by angry natives.

VARACTYL

Varactyl

CL 4

Huge beast 4

Init +6; Senses low-light vision; Perception +4

Defenses Ref 12 (flat-footed 9), Fort 21, Will 12

hp 62; Threshold 31

Speed 10 squares

Melee bite +11 (1d8+10) and

claw +11 (1d6+10) and

tail lash +11 (1d4+10)

Fighting Space 3x3; Reach 1 square

Base Atk +3; Grp +21

Atk Options Running Attack, Trip

Abilities Str 26, Dex 18, Con 32, Int 2, Wis 14, Cha 8

Special Qualities excellent climber, low-light vision

Feats Running Attack, Skill Focus (Climb)

Skills Climb +20, Endurance +13, Jump +10, Perception +4, Stealth -4, Swim +10

Excellent Climber—A varactyl can choose to reroll any Climb check, but the result of the reroll must be accepted even if it is worse.

Trip—A varactyl that hits with a tail lash attack can attempt to trip an opponent (as if using the Trip feat) as a free action that does not provoke attacks of opportunity.



Varactyls are a large saurian species native to the planet Utapau. They are lizardlike in appearance, with green scales that thicken into armored plates on the varactyl's head. Quills, some of which resemble feathers, sprout in a ridge that runs from the creature's head to the tip of its tail. The plumage of the female of the species tends to be more vibrant than that of the male.

As cold-blooded animals, varactyls are more active during daylight hours. They spend much of the day sunning themselves as they cling to the walls of Utapau's sinkholes. They are excellent climbers and can travel across vertical surfaces with incredible speed and agility. When they aren't warming themselves, they hunt for lichens and roots to eat. At night, varactyls retreat into burrows that they create in sinkhole walls. They do so to avoid the dactillion, a birdlike predator that is also native to Utapau.

Although they are native to Utapau, varactyls have also been encountered on a handful of other worlds. For instance, Kashyyyk maintains a small population of the creatures, though the details of how they came to the Wookiee homeworld are somewhat mysterious. It is assumed that one or more varactyl eggs ended up on Kashyyyk in the possession of a smuggler, but this has yet to be proven beyond a reasonable doubt.

VARACTYL ENCOUNTERS

Varactyls are most commonly encountered in one of two instances: in the wild, or when they are used as mounts or pack animals. Given their docile nature, wild varactyls tend to avoid conflict unless their young are threatened. In such cases, the creatures will impose themselves between their young and the threat, if possible, and press forward, viciously attacking with beak and claw. Females are more likely to lead such a charge than are males, but males are more than capable of joining in the fray.

When facing smaller creatures, including Humans and Human-sized species, varactyls are much more likely to charge, using their mass to propel them into their enemy. Their ability to scale sheer surfaces makes them especially mobile when traversing the sinkholes and caves of Utapau. The native lizard riders use this to their advantage.

TRAINING A VARACTYL

Though the natives of Utapau might make training the creatures look easy, most wild varactyls have an unfriendly attitude toward anyone who approaches them. If that attitude can be shifted to indifferent (either by an Utai wrangler, by use of the Charm Beast talent, or by some other means) the animal can be approached, though cautiously. If the creature's attitude can be shifted to friendly, it will allow another person to ride it as a mount, though it is often resistant to the rider's commands (causing the rider to take penalties on Ride checks for unfavorable circumstances). Only when a varactyl's attitude is shifted to helpful does it accept riders without any resistance.

UTAI VARACTYL HANDLER

The Utai, sentient natives of Utapau, domesticated varactyls thousands of years ago, and they continue to use the creatures as mounts and beast of burden. Utai make exceptionally good varactyl handlers due to their natural rapport with beasts and their years of experience. Each varactyl handler receives extensive instruction on the best way to train and care for the large beasts, and thanks to their excellent hand with the large animals most domesticated varactyl become loyal, friendly mounts.

High-backed saddles, especially made for varactyls, are used in order to grant their riders the stability necessary to control the beasts. Varactyls have excellent memories concerning the riders they have served. Individual varactyls can maintain unwavering loyalty for years, if not decades, toward riders who have treated them well.

UTAI SPECIES TRAITS

All Utai have the following species traits.

Ability Modifiers: +2 Constitution, -2 Charisma. Utai are sturdy and hard-working, but they do not make good leaders.

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

Speed: Utai base speed is 4 squares.

Animal Handler: The Utai are naturally gifted when it comes to dealing with beasts and wild creatures. An Utai can choose to reroll any Ride check, but the result of the reroll must be accepted even if it is worse. Additionally, an Utai can make Persuasion checks to change the attitude of an undomesticated creature that has an Intelligence of 2 or lower.

Cooperative: An Utai automatically succeeds when attempting to aid another on a skill check, as long as the target is adjacent to and can hear and understand the Utai.

Low-light Vision: Utai ignore concealment (but not total concealment) from darkness.

Automatic Languages: Utapese.

Varactyl Handler

CL 1

Small Utai nonheroic 2

Init +2; **Senses** low-light vision; **Perception** +3

Languages Utapese

Defenses Ref 12 (flat-footed 11), Fort 11, Will 12

hp 7; **Threshold** 11

Speed 4 squares

Melee stun baton +2 (2d6+1 stun)

Base Atk +1; **Grp** -3

Special Actions animal handler

Abilities Str 13, Dex 12, Con 12, Int 8, Wis 14, Cha 13

Special Qualities animal handler, cooperative, low-light vision

Feats Skill Focus (Persuasion), Skill Training (Knowledge [life sciences]), Skill Training (Ride), Weapon Proficiency (simple weapons)

Skills Knowledge (life sciences) +5, Persuasion +12 (can change the attitude of undomesticated beasts), Ride +7 (can reroll, must keep second result)

Possessions stun baton, personal belongings

NEW RIDING FEATS

Skilled riders know how to manipulate their mounts to make them more effective in combat. The following new feats should allow beast riders more flexibility during mounted combat. Each of these feats also applies to riding a speeder bike as well, allowing a rider to gain the benefits of his or her skill and experience regardless of the exact form of the mount.

Momentum Strike

You know how to put the full weight of your momentum into attacks while riding a mount or a speeder bike.

Prerequisite: Trained in the Pilot or Ride skill.

Benefit: When riding a beast as a mount or on a speeder bike (as a passenger or a pilot), you add +1 die of damage to any melee attacks if your mount or vehicle has already moved at least its speed this turn.

Mounted Defense

You are able to react to incoming attacks, using your mount or speeder bike to absorb attacks against you.

Prerequisite: Trained in the Pilot or Ride skill.

Benefit: When riding a beast as a mount or on a speeder bike (as a passenger or a pilot), once per encounter you can redirect any attack made against you at your mount or vehicle instead. The decision to redirect the attack is made after the result of the attack roll is determined but before damage or other effects are resolved.

VORNSKR

Vornskr

CL 7

Medium beast 7

Init +6; Senses low-light vision; Perception +8

Defenses Ref 18 (flat-footed 15), Fort 13, Will 12

hp 52; Threshold 13

Speed 8 squares

Melee 2 claws +8 each (1d6+6) and

bite +8 (1d8+6) and

tail +8 (1d4+6 plus poison) or

Melee 2 claws +6 each (2d6+6) with Rapid Strike and

bite +6 (2d8+6) with Rapid Strike and

tail +6 (2d4+6 plus poison) with Rapid Strike

Fighting Space 1 square; Reach 1 square

Base Atk +5; Grp +18

Atk Options Combat Reflexes, poison, Rapid Strike

Abilities Str 16, Dex 17, Con 17, Int 5, Wis 14, Cha 10

Special Qualities Force Perception, low-light vision

Feats Combat Reflexes, Force Sensitivity, Rapid Strike, Skill Training (Stealth)

Skills Perception +8, Stealth +11, Use the Force +8

Force Perception—A vornskr's sensitivity to the Force grants it Force Perception, an ability that works like the Sense talent of the same name.

Force Sensitivity—Vornskrs have Force Sensitivity as a bonus feat.

Poison—If the tail of a vornskr deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+8) against the target's Fortitude Defense, the target moves –1 step along the condition track. A target moved to the end of the condition track by the poison is immobilized, but not unconscious.

Native to the planet Myrkr, the vornskr is a doglike predator with an innate sensitivity to the Force and Force-users. These furred quadrupeds have long legs tipped in sharp claws, powerful jaws filled with deadly fangs, and long, whiplike tails tipped with poisonous spines. They are aggressive, fast, and incredibly strong for their size. Vornskrs are nocturnal, hunting after dark in packs consisting of between three and five individuals.

One of the vornskr's primary prey animals is the ysalamiri (page 131), a lizardlike creature that is also native to Myrkr. Ysalamiri project a bubble-shaped field that nullifies the use of Force powers, which makes it difficult for vornskrs to locate them. Vornskrs sometimes mistake a Force-user for a group of ysalamiri, leading them to attack. The presence of Force-users enrages vornskrs, a behavior that no amount of training can eliminate.

VORNSKR ENCOUNTERS

Vornskrs are dangerous predators that are widely sought as guard animals. The creatures are incredibly difficult to train, and even specimens that are raised in captivity are too wild to be truly domesticated. Vornskrs that have their tails clipped are made somewhat less aggressive by the process, but they are also deprived of their paralytic poison as a result of the surgery. Regardless of the method used to domesticate vornskrs, they will always continue to be agitated by Force-users.

Whether they are encountered in the wild, or as part of a security detachment, vornskrs use their Force abilities to locate and track their prey. They are ferocious animals, but nonetheless cunning. They prefer to attack in small groups, using numbers and surprise to knock their opponent off balance before delivering a paralyzing tail lash. Once the foe is immobilized, they move in for the kill as a group. When facing multiple adversaries, a pack of vornskrs pair off and attempt to disable those individuals who appear to be most threatening. If the tide turns against them, they retreat and regroup, returning only if they are trained to do so.

On their home planet of Myrkr, vornskrs are most often encountered after dark when they are hunting for ysalamiri. They spend the daylight hours asleep, with a single member of the pack left awake to keep watch.



WOMP RAT

Womp Rat

Medium desert beast 3

Init +1; Senses low-light vision; Perception +7

Defenses Ref 12 (flat-footed 12), Fort 12, Will 11

hp 25; Threshold 12

Speed 6 squares

Melee bite +3 (1d6 +2)

Fighting Space 1 square; Reach 1 square

Base Atk +2; Grp +3

Abilities Str 12, Dex 10, Con 14, Int 2, Wis 12, Cha 8

Special Qualities low-light vision, overwhelm

Feats Skill Training (Endurance), Toughness

Skills Endurance +8, Perception +7

Overwhelm—Womp rats gain a +2 bonus to melee attack rolls for each adjacent allied womp rat.

CL 2



Womp rats are large rodents native to the deserts of Tatooine. They breed in sizable colonies and are both scavengers and hunters. Individual womp rats subsist by eating carrion or hunting small animals, often including wandering pets and, on rare occasions, small children. Groups of womp rats sometimes work together to bring down larger prey, including young banthas, as well as lone Jawas, Sand People, or other intelligent beings who find themselves poorly armed and alone. However, they are not especially dangerous except when hunting in groups, and their tactics consist largely of attacking a single target at once. If there are sufficient numbers of womp rats, they are often willing to attack Medium or Large targets. Although never acclaimed for their bravery, womp rats are often renowned for both their endurance and their determination. They are perfectly adapted for life in the deep desert and can go for days without either food or water.

WOMP RAT ENCOUNTERS

Wild womp rats are considered vermin by all of Tatooine's sentient species. The local government provides a bounty on womp rats, and several dozen hermits and eccentrics earn most of their meager living hunting these creatures. Small groups of womp rats regularly scavenge garbage on the outskirts of towns, but they rarely come near settlements in large numbers. Although they have never been successfully domesticated, a few people catch young womp rats and keep them as half-feral pets. Most often, their owners keep them to guard their homes or businesses, using them as cheaper and less deadly alternatives to massiffs (page 118).

Out in the open desert, womp rats are far more deadly and regularly travel in packs of up to twenty. On occasion, a large enough pack of womp rats have brought down a small bantha caravan. One of the most dangerous things about womp rats is that they are both relatively bright and cowardly. Many learn to recognize a blaster being pointed at them and flee when this happens. Womp rats almost never attack targets that are Medium or larger without half a dozen or more of their fellows at their side.

**"I USED TO BULLSEYE
WOMP RATS IN MY
T-16 BACK HOME.
THEY'RE NOT MUCH
BIGGER THAN TWO
METERS."**

— LUKE SKYWALKER

WOMP RAT PACK

Womp Rat Pack

CL 4

Large desert beast pack 3

Init +1; Senses low-light vision; Perception +7

Defenses Ref 11 (flat-footed 11), Fort 12, Will 11

hp 26; Threshold 22

Speed 6 squares

Melee bite +3 (1d6+2)

Fighting Space 2x2; Reach 1 square

Base Atk +2; Grp +8

Abilities Str 12, Dex 10, Con 14, Int 2, Wis 12, Cha 8

Special Qualities low-light vision, overwhelm, pack traits

Feats Skill Training (Endurance), Toughness

Skills Endurance +8, Perception +7, Stealth -4

Overwhelm—Womp rat packs gain a +2 bonus to melee attack rolls for each adjacent allied womp rat pack.

Pack Traits—The melee attack of a pack is an area attack that affects all squares within reach. The ranged attacks of a pack are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a pack or swarm.



PACKS AND SWARMS

The womp rat pack statistics given here represent a womp rat that has been modified to fit the "pack" species trait. Creatures that have the "pack" or "swarm" species trait are actually a group of three or more individual creatures that move and fight as a single unit. They occupy the same space and are treated as a single creature for the purpose of combat, though they might be described as a cluster of several creatures. For example, a womp rat pack has a single statistics block and acts like a single creature, but might actually be three or four womp rats in the context of the encounter's description. Typically, a pack or swarm has a CL 2 higher than the base creature's CL.

To create a pack or swarm, make the following changes to the statistics block of any beast:

Increase the creature's size by one category, and apply all relevant modifiers.

Double the creature's hit points.

Increase the creature's damage threshold by 10.

All melee attacks are considered melee area attacks, affecting all squares within reach. An adjacent allied pack or swarm is not affected by a pack or swarm's area melee attack.

All ranged attacks are considered to have a 1-square splash.

Area attacks deal an extra 2 dice of damage against a pack or swarm.

Womp rats, like many other animals, travel in packs in order to protect themselves and bring down prey more easily. A womp rat pack can swarm over its prey in a flurry of claws and teeth, bringing the target down in a matter of seconds. Though they are still no match for most people familiar with the womp rat, a womp rat pack can sometimes overwhelm unprepared beings that they encounter in the wild.

WOMP RAT PACK ENCOUNTERS

A womp rat pack is a more formidable version of the womp rat, best suited for wilderness encounters on worlds such as Socorro and Tatooine. The womp rat pack is particularly proficient at bringing down multiple enemies, and in groups of two or three, womp rat packs can be dangerous foes that can swarm over a party of several characters. A womp rat pack can also be paired with more intelligent characters, such as bounty hunters and crime lords, who might use a womp rat pack as a distraction to cover their own activities in combat.

YSALAMIRI

Ysalamiri

CL 1

Tiny beast 1

Init -2; Senses low-light vision; Perception -2

Defenses Ref 10 (flat-footed 10), Fort 8, Will 8

hp 2; Threshold 8

Speed 2 squares, 2 squares (climbing)

Melee bite -3 (1d4-4)

Fighting Space 1 square; Reach 0 squares

Base Atk +0; Grp -14

Abilities Str 3, Dex 7, Con 6, Int 2, Wis 6, Cha 6

Special Qualities arboreal grip, low-light vision, nullify Force

Feats Skill Focus (Stealth)

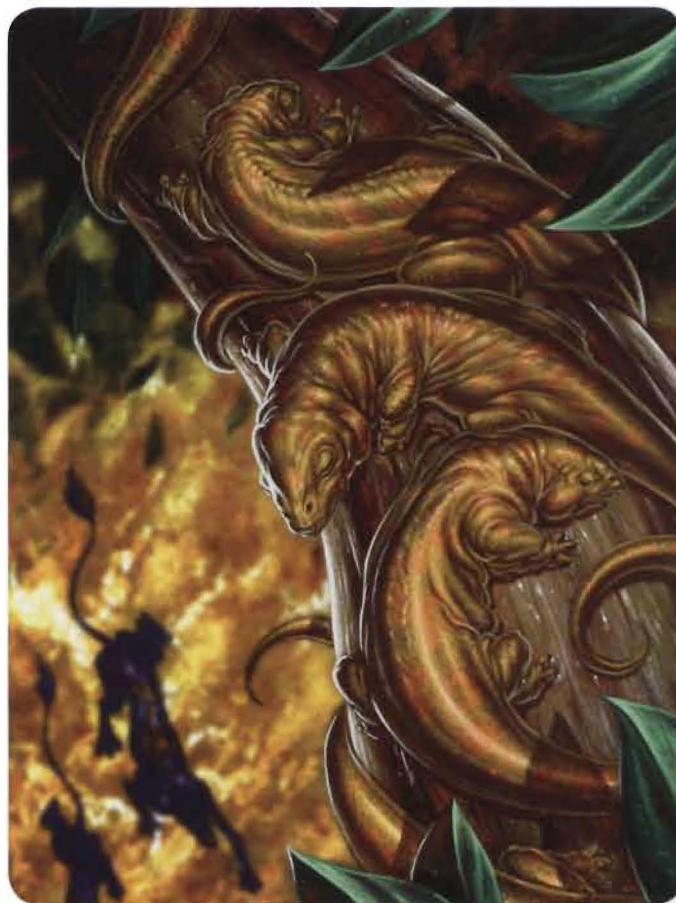
Skills Climb +1, Perception -2, Stealth +13, Survival -2

Arboreal Grip—Ysalamiri have a +20 species bonus to opposed grapple checks made to resist being removed from the tree to which they are attached.

Nullify Force—The Force-nullifying bubble that each ysalamiri creates has a 6-square radius centered on itself. Characters and creatures cannot employ Force powers, Force techniques, or Force secrets within a ysalamiri's bubble, nor can they make a Use the Force check of any kind. Force powers activated outside the bubble cannot penetrate it, and they cease to function if the user of the ability moves into the ysalamiri's radius. This ability is automatic; the ysalamiri cannot control it or turn it off. Force-users who are affected by the ysalamiri's nullify Force ability are immediately aware of it, and though they might not understand the source of the interference, they immediately recognize that attempts at using the Force are entirely futile.

Ysalamiri are tiny creatures native to the planet Myrkr. They grow to be up to half a meter long, are covered in fur, and superficially resemble snakes with legs. The typical ysalamiri spends most of its life in a motionless state, attached by its claws to the metal-rich trees that form its primary habitat. The creatures are difficult to remove from the trees once they have attached themselves, and they will die 1d4 days after being removed.

The most interesting aspect of the ysalamiri is its ability to push back or repel the Force in a spherical area centered on itself. It has been hypothesized that this ability evolved as a defense mechanism against the ysalamiri's primary prey animal on Myrkr, the vornskr (page 128). Since vornskrs depend on Force powers in order to locate and bring down prey, the ysalamiri's ability to push back the Force makes the small creatures much harder for these predators to locate.



YSALAMIRI ENCOUNTERS

Despite their ability to nullify the Force, ysalamiri are largely peaceful and inoffensive. They remain immobile for most of their lives, and are largely incapable of physically defending themselves against predators. If attacked, ysalamiri remain motionless, as they are anchored to a tree.

Ysalamiri are occasionally sought out by individuals who wish to use them as shields against Force powers. This tactic was first employed by Grand Admiral Thrawn in his assault on the New Republic. It is possible that ysalamiri might be utilized in this fashion to foil the powers of Jedi and other Force-users. Prior to this time, ysalamiri were largely unknown throughout the galaxy, so it is quite unlikely that they would be encountered in the earlier eras.

CHAPTER III DROIDS





This chapter features a small sample of the many thousands of models of droids in use across the galaxy. There is at least one model of droid made for nearly every imaginable purpose, from loading standardized cargo containers onto starships to picking honey melons on the forest moon of Endor. However, because of both cost and convenience, all across the galaxy droids are used for tasks different from those they are programmed for. A surplus battle droid might work as a bouncer in a tavern, and a fruit-picking droid might be used for scrubbing floors in a hotel. Because droids are programmed to serve their owners, even droids that perform entirely unsuitable occupations usually do the best that they can manage, but problems and complications can arise.

Many of the droids described here come equipped with tools that can be used as powerful weapons. However, only 4th-degree droids can freely use weapons on sentient living beings. Other droids possess behavioral inhibitors that prevent such attacks. Droids that have heuristic processors can sometimes find ways around these limits, but generally can do so only in extreme circumstances, such as using violence to prevent mass murder or to stop a potentially lethal attack on their owner. The only consistent way to avoid these limitations is to reprogram the droid with programming from a 4th-degree droid, which requires a DC 35 Use Computer check if the droid was not originally designed to be 4th-degree (SE 192).

Characters who have sufficient funds are free to purchase any of these droids that they can both afford and find a way to buy, and will undoubtedly run across many others in the course of their adventures. In addition, some of these droids can be played as characters. Playing one of these droids follows the rules on page 187 of the Saga Edition core rulebook about playing a standard droid model. Regardless of the number of levels a droid might be described as having, a droid you play as a character normally starts play with no more than three levels in the nonheroic class or one level in any heroic class.

A NOTE ON DROID MODELS

Though the droids in this chapter have generic names (such as artillery droid and war droid), most of the droid entries present specific models from the *Star Wars* universe. The droids have been placed in generic categories to allow Gamemasters to use their statistics for droids in that particular role, and not just for a specific model of droid. Though the statistics in this chapter reflect the particular specifications of these established droid models, Gamemasters should feel free to adapt (or even use unchanged) these statistics for their own droid models. The differences between an R5 series astromech droid and the astromech droids created for use in starships made by a brand-new corporation for your home campaign are probably negligible enough to simply use the R5 statistics. In some cases, Gamemasters might wish to tweak the statistics to better suit their needs.

ARTILLERY DROID

VX Series Artillery Droid

CL 12

Medium droid (4th-degree) soldier 12

Force 1

Init +8; Senses low-light vision; Perception +13

Languages Binary

Defenses Ref 26 (flat-footed 24), Fort 26, Will 23

hp 90; Threshold 31

Immune droid traits

Speed 6 squares (tracked)

Ranged missile launcher +15 (6d6+8, 2-square splash) or

Ranged light concussion missile +15 (+5 against targets smaller than Huge) (4d10+8x2, 2-square splash)

Base Atk +12; Grp +14

Atk Options Devastating Attack (heavy weapons), Double Attack (heavy weapons), Far Shot, Penetrating Attack (heavy weapons), Point Blank Shot, Precise Shot, Sniper, Triple Attack (heavy weapons)

Special Actions Battle Analysis, Indomitable, Tough as Nails

Abilities Str 12, Dex 14, Con —, Int 10, Wis 10, Cha 8

Talents Battle Analysis, Devastating Attack (heavy weapons), Indomitable, Penetrating Attack (heavy weapons), Tough as Nails, Weapon Specialization (heavy weapons)

Feats Armor Proficiency (light, medium), Coordinated Attack, Double Attack (heavy weapons), Improved Damage Threshold, Improved Defenses, Far Shot, Point Blank Shot, Precise Shot, Sniper, Triple Attack (heavy weapons), Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Perception +13

Systems tracked locomotion, 2 tool appendages, basic processor, improved sensor package, integrated comlink

Possessions 2 missile launchers with 4 magazines, light concussion missile launcher with 2 light concussion missiles

Availability Military; Cost 30,000

The VX series artillery droid is one of the oldest but most reliable military droid models in the galaxy. The earliest models of the VX series artillery droid date back thousands of years to the time when the Czerka Corporation began supplying the droids to both sides of the Jedi Civil War. Since that time, the technology behind the VX series has always been upgraded to stay with the times, but the basic design of the droid has remained the same. The VX series droid has been used in almost every major galactic conflict, and continues to be a favorite of militaries of all kinds.

VX series artillery droids can't be played as droid heroes.



ARTILLERY DROID ENCOUNTERS

The VX series droid works best when it does not have to be on the front lines of a battle. As an artillery droid, the VX series droid can stay far behind any other combatants and unleash a rain of missiles down on its opponents. Artillery droids work well when teamed with military units (including soldiers and mercenaries), and can be particularly devastating against large groups of tightly clustered enemies. Despite their good Reflex Defense, artillery droids are vulnerable to close-range attacks (particularly melee attacks, since these droids have no weapons to make close-range attacks of their own) and are usually paired with allies that can keep their enemies at bay.

LIGHT CONCUSSION MISSILE LAUNCHER

Heavy Weapon

The light concussion missile launcher is an antivehicle weapon used by military units on battlefields where starfighters and heavy artillery are often present. A light concussion missile launcher fires a single missile at a target on each attack, and the Rapid Shot feat cannot be used in conjunction with a light concussion missile launcher. The missile has a 2-square splash, and attacks with a light concussion missile launcher on targets smaller than Huge take a -10 penalty to their attack rolls.

Light Concussion Missile Launcher: Size Large; Cost 4,000; Rate of Fire S; Weight 18 kg; Availability Military.

Light Concussion Missile: Cost 800; Damage 4d10x2; Stun Damage —; Weight 10 kg; Type Slashing; Availability Military.

ASSASSIN DROID

ASN-121 Assassin Droid

CL 9

Small droid (4th-degree) soldier 9

Init +12; **Senses** darkvision, low-light vision; Perception +11

Languages Basic, Binary, 1 unassigned

Defenses Ref 26 (flat-footed 23), Fort 20, Will 21

hp 74; **Threshold** 25

Immune droid traits, security scans

Speed 9 squares (flying)

Melee claw +8 (1d3+3)

Ranged sniper blaster +12 (3d8+4)

Base Atk +9; **Grp** +7

Atk Options Cover Fire, Deadeye, Devastating Attack (pistols),

Penetrating Attack (pistols), Point Blank Shot, Precise Shot, Running Attack, Sniper

Special Actions Battle Analysis

Abilities Str 8, Dex 16, Con —, Int 12, Wis 14, Cha 10

Talents Battle Analysis, Cover Fire, Demolitionist, Devastating Attack (pistols), Penetrating Attack (pistols)

Feats Armor Proficiency (light, medium), Deadeye, Improved Damage Threshold, Point Blank Shot, Precise Shot, Running Attack, Sniper, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +12, Knowledge (Tactics) +10, Mechanics +10, Perception +11, Stealth +12

Systems flying locomotion, improved sensor package, darkvision, internal storage (2 kg), heuristic processor, quadanium shell (+3 armor), 1 claw appendage, 2 tool appendages, one with stabilized mount

Possessions sniper blaster (treat as heavy blaster pistol)

Availability Military; **Cost** 5,730

Immune to Security Scans—When ordered to do so, these droids emit energy beams that render them immune to electronic observation of any kind.

One of the deadliest assassin droids is the dreaded ASN-121. In addition to being fast and maneuverable, the ASN-121 is intelligent enough to understand and execute a wide variety of attack strategies, while also being flexible enough to alter its strategies if circumstances change. Its versatile weapons and equipment and the added flexibility of being able to carry grenades, deadly animals such as kouhuns (page 113), and other small cargo makes it suitable for many types of assassination attempts. In addition, these droids can emit jamming beams that make them invisible both to security scans and to other droids, allowing them to remain unseen in the cities of the Core

Worlds and the palaces of the rich and powerful. An active ASN-121 droid can be noticed only by vigilant living guards.

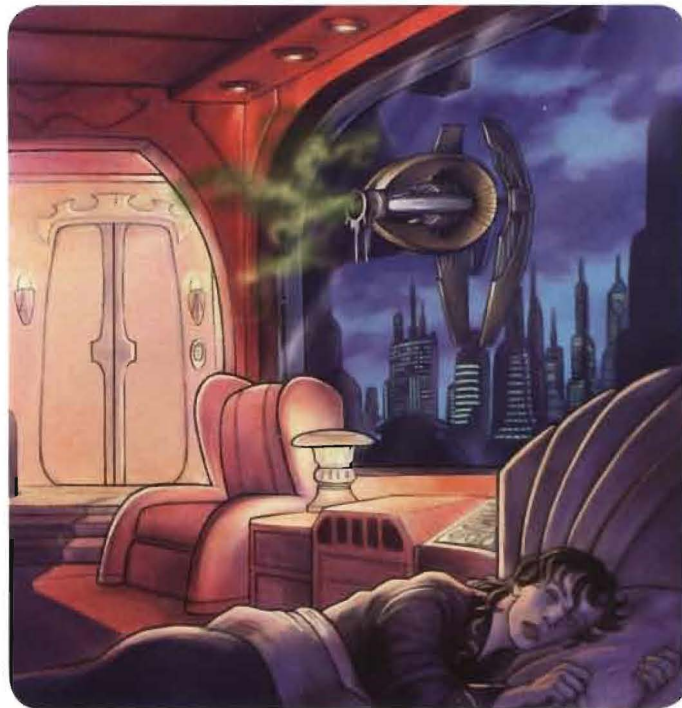
These droids were originally developed for use by intelligence agencies for both assassination and gathering covert intelligence. However, they are now primarily used by freelance assassins, and most are produced in illegal droid factories.

ASN-121 assassin droids can't be played as droid heroes.

ASSASSIN DROID ENCOUNTERS

ASN-121 droids are rarely seen except when they are sent on missions. The sight of an ASN-121 droid always means that trouble is near, and usually means that an attempt will be made on someone's life very shortly. Older and more experienced units often become more of an equal partner than a servant to the assassin who owns them, and units fitted with a vocabulator are frequently capable of helping their owner formulate plans for an assassination. ASN-121 droids that become independent often set themselves up as especially discreet freelance assassins.

In addition, a few wealthy criminals purchase ASN-121 droids to foil assassinations or other attacks. Some crime bosses keep one of these units close by and order it to kill anyone who threatens them.



ASTROMECH DROID

R3 Series Astromech Droid

CL 1

Small droid (2nd-degree) nonheroic 3

Init +4; **Senses** darkvision, low-light vision; Perception +3**Languages** Basic, Binary, 2 unassigned**Defenses** Ref 14 (flat-footed 11), Fort 9, Will 10hp 10; **Threshold** 9**Immune** droid traits**Speed** 6 squares (wheeled), 4 squares (walking)**Melee** electroshock probe +1 (1d8 ion)**Base Atk** +2; **Grp** +0**Abilities** Str 9, Dex 16, Con —, Int 15, Wis 10, Cha 7**Feats** Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Pilot), Toughness**Skills** Knowledge (physical sciences) +9, Mechanics +15, Perception +3, Pilot +9, Stealth +9, Use Computer +13**Systems** wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 6 tool appendages, 1 claw appendage, 1 telescopic appendage, diagnostics package, integrated comlink, internal storage (2 kg), improved sensor package, darkvision**Possessions** astrogation buffer (storage device, 5 memory units), circular saw, electric arc welder, electroshock probe, fire extinguisher, holoprojector, holorecorder**Availability** Military; **Cost** 10,000

After the huge success of the R2 model (SE 198), Industrial Automaton rushed to take advantage of its new dominance in the droid market and created two new droid models, the R3 and the R4, to be promoted to two totally different sets of customers—high-tech government agencies and low-income urban consumers.

The R3 unit was marketed directly to military organizations, particularly the Galactic Republic, the Empire, and the New Republic, due to the specialized and sensitive nature of the droid's programming. Sporting the new Intellex V computer system, which can store detailed schematics for thousands of starships at any given time, the droid is able to perform effectively with hundreds of different operational groups aboard large-scale capital ships.

With the exception of its transparent dome that shows off the new computer system and allows its sensors a greater range, the R3 is almost identical in appearance to the more successful R2 unit, including the colored trim on its white chassis.

During IA's initial production run of the R3 line, the Galactic Republic purchased about 125 million units, and the Empire extended the contract to buy even more to be stationed throughout the galaxy.

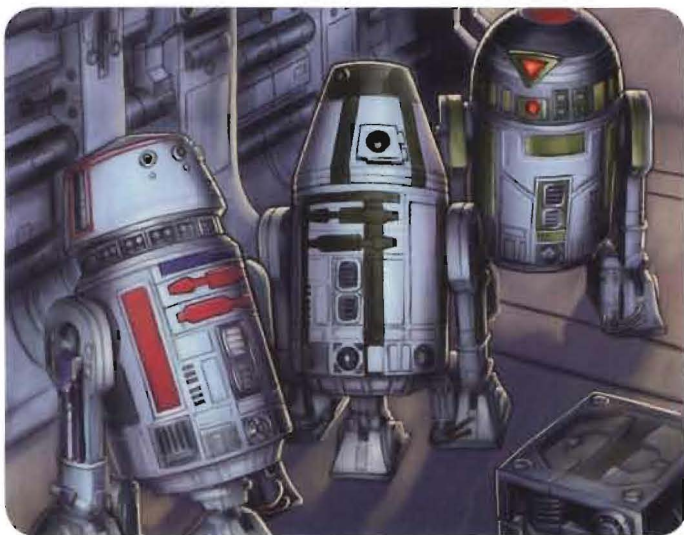
R3 series astromech droids can be played as droid heroes.

R3 SERIES ASTROMECH DROID ENCOUNTERS

Originally designed to be a military droid, the R3 can be seen most commonly inside military installations and starships, including Imperial Star Destroyers and both Death Stars. Droids of this series are used in many capacities and, though they work well with any type of military support group, are most commonly found accompanying astrogators, gunnery teams, maintenance details, and security squads. Although it was not originally designed to work in a starfighter, the droid can also be found assisting pilots of all types, especially since R3s are able to store up to five sets of hyperspace coordinates at one time.

Aside from military applications, R3 units can also be found working for civilian governments. It is not uncommon to find the droid assisting in all levels of government, from city clerks and datapad pushers all the way to magistrates, Moffs, and even assistants to the Chancellor or Emperor.

Despite the fact that R3 droids are commonly found with military units, they tend not to get involved with any combat actions around them. Instead, they look for the nearest cover to get out of the way of the soldiers that are involved in the fight. If possible, R3s will plug into a computer network to provide support for the troops or communicate with headquarters to advise it of the attack and call for reinforcements if necessary.



R4 Series Astromech Droid

Like the R3 series, the R4 was designed after the success of its predecessor, the R2. However, the R4 was created to appeal to lower-income users who did not own starfighters but might have speeders or other devices that would break down regularly. The R4 was made to be durable but inexpensive, causing it to be extremely popular with residents of the Outer Rim Territories. As a result, a large number of these droids continue to operate for many years after their construction.

The R4 droid is quite versatile and able to perform many functions within the scope of its programming. Although starfighter work was not originally conceived for the R4, high demand from various organizations prompted the creation of a starfighter variant with the recognizable curved dome from the R2 series instead of the truncated cone found on the standard model. IA's review of R4-P17's rebuilt body and integration into Obi-Wan Kenobi's *Aethersprite* fighter by Anakin Skywalker inspired the cosmetic changes for the R4's designed strictly for starfighter work.

Many of the features available through previous models, such as video displays and fire extinguishers, were not made available in the R4 to cut down on production costs. As a result, the R4 has more internal storage than normal for a droid of its size.

R4 series astromech droids can be played as droid heroes.

R4 Series Astromech Droid

CL 1

Small droid (2nd-degree) nonheroic 2

Init +3; **Senses** darkvision; Perception +1

Languages Basic, Binary, 1 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 10

hp 8; **Threshold** 9

Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)

Melee electroshock probe +0 (1d8 ion)

Base Atk +1; **Grp** -2

Abilities Str 9, Dex 14, Con —, Int 13, Wis 10, Cha 10

Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Pilot)

Skills Mechanics +14, Pilot +8, Stealth +8, Use Computer +12

Systems wheeled locomotion, walking locomotion, heuristic processor, 6 tool appendages, 1 claw appendage, diagnostics package, integrated comlink, internal storage (8 kg), darkvision

Possessions circular saw, electric arc welder, electroshock probe, tool kit

Availability Licensed; **Cost** 2,500

R4 Series Astromech Droid Encounters

Much like the R3 series, the R4 can be found virtually everywhere in its intended market, most often on Outer Rim worlds. Since the personality programmed into the R4 was more successful than expected, being more friendly and loyal than even the R2, most owners come to treat their droid as more of a pet or companion rather than a servant. As a result, the droid's memory is typically not wiped unless it changes owners—and not always even then.

Even though the low-income user in the Outer Rim was the original sales target, other people throughout the galaxy have seen the merits of owning a R4 droid. Some owners like the appeal of the droid's pleasant personality and used it in such capacities as assisting salespeople in retail stores as far coreward as Coruscant and serving drinks in some of Ord Mantell's lower-end casinos. R4s have worked aboard space transports as well, such as the *Tantive IV*, operating alongside R2 units performing jobs more fitting for an astromech droid. In service to the Empire, a few R4s equipped with magnetic fault sensors were used to detect flaws and weak spots in the first Death Star's atmosphere containment fields.

Some R4 droids have turned up in the hands of the Rebellion, serving in a multitude of ways from computer assistants to messengers and from repair assistants to starfighter astrogators. The Rebellion appreciated the model's low cost and extensive knowledge of general-purpose vehicles, earning the droids a place on many Alliance bases and in Mon Calamari hangar bays.

Although the R4 line was not originally intended to see combat, many units witnessed and participated in more battles than even the R3, especially the R4 starfighter variant, and thus the R4 is second only to the R2 as far as flight experience is concerned. R4s tend to be a little braver than other droids when it comes to a fight. A few have even been eager to jump into the fray to help their masters, only to find themselves overwhelmed and quickly dispatched.

R5 Series Astromech Droid

Industrial Automaton created the R5 series not because of any need, but simply because it could. Because the droid had no real market, the R5 turned out to be the company's first true failure. The design cut even more corners than the R4, creating a droid susceptible to many technical problems that included chronic overheating, jammed servos, loose bearings, blown motivators, and personality glitches. Unfortunately for IA, large quantities of the droids had already been built by the time the miserable early sales results became known. Each sales season that followed was worse than the one before, until finally Industrial Automaton quietly retired the R5 line.

The R5 comes equipped with many of the standard features found in the R2, including a heavy grasper arm with a 25 kg lifting capacity and a fine manipulator arm with an accuracy rating of less than 1 micrometer. Regardless of these functions, the droid does not perform well in many situations, including starfighters, due to its ability to store only one set of hyperspace

coordinates at a time. In an attempt to combat its deficiencies, many users modify the droid to be more useful.

Although the R5 unit has a chassis similar to the R2, its bulky head makes the droid less attractive to pilots because it creates a larger target profile for enemy fire.

R5 series astromech droids can be played as droid heroes.

R5 Series Astromech Droid

CL 1

Small droid (2nd-degree) nonheroic 2

Init +1; **Senses** darkvision, low-light vision; **Perception** +3

Languages Basic, Binary

Defenses Ref 11 (flat-footed 11), Fort 9, Will 10

hp 5; **Threshold** 9

Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)

Melee electroshock probe +0 (1d8 ion)

Base Atk +1; **Grp** -4

Abilities Str 9, Dex 10, Con —, Int 10, Wis 10, Cha 7

Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Mechanics)

Skills Mechanics +13, **Perception** +3, **Stealth** +6, **Use Computer** +11

Systems wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 6 tool appendages, 1 claw appendage, 1 telescopic appendage, diagnostics package, integrated comlink, internal storage (2 kg), improved sensor package, darkvision

Possessions circular saw, electric arc welder, electroshock probe, fire extinguisher, holoprojector, holorecorder

Availability Licensed; **Cost** 1,500

R5 Series Astromech Droid Encounters

Even though the R5 is not viewed very highly by droid purchasers, it does come equipped with many of the same systems and equipment as the R2. Those who are looking for a really cheap droid take a chance on the R5.

Many R5s can be found in the Outer Rim in the hands of owners needing some sort of help. Some are working on various types of farms, and a number of repair shops bought an R5 with the idea that it was better to own an R5 than nothing at all to help with repair work.

Some of those who own R5 droids belong to less than honorable organizations, such as the Hutt clans. Mercenaries are known to use the droids as covert scouts or even as makeshift decoys in the battlefield, taking advantage of the droid's holoprojector.

The Rebellion acquired a large number of R5 units and modified them to work with some of their pilots, adding an astrogation buffer to hold up to six, seven, or even ten sets of hyperspace coordinates in active memory.

When it comes to conflict, R5s tend to be outright cowards. Droid programmers are puzzled why so many of the same droid line developed this personality quirk, much to the chagrin of their pilot owners. One perfect example was R5-D2 under the ownership of Rogue Squadron's Wedge Antilles. The droid's horrified shrieks during a dogfight infuriated the squadron leader so much that he had the droid's memory wiped and the droid renamed.

R7 Series Astromech Droid

After Grand Admiral Thrawn's return and the resurgence of the Empire, Industrial Automaton collaborated with FreiTek to create a new astromech droid for the new E-wing fighter. But the attack at Mon Calamari by the Empire's World Devastators forced the droids into service before final testing could be completed.

The most sophisticated astromech droid to date, the R7 can perform multitasking at incredible speed and can store up to fifteen hyperspace coordinates in its active memory. Its major drawback is that it was designed specifically for the E-wing and does not perform as well in other starfighters, receiving a -4 penalty to all skill checks if installed in any fighter other than an E-wing.

The R7's silhouette is very similar to the R2, but its domed head hosts a triangular radar eye that immediately sets it apart from its predecessor.

R7 series astromech droids can be played as droid heroes.

R7 Series Astromech Droid

CL 2

Small droid (2nd-degree) nonheroic 6

Init +11; **Senses** darkvision, low-light vision; **Perception** +6

Languages Basic, Binary, 3 unassigned

Defenses Ref 14 (flat-footed 11), Fort 9, Will 11

hp 21; **Threshold** 9

Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)

Melee electroshock probe +4 (1d8 ion)

Base Atk +5; **Grp** +3

Abilities Str 9, Dex 16, Con —, Int 16, Wis 12, Cha 10

Feats Skill Focus (Knowledge [physical sciences]), Skill Focus (Pilot), Skill Focus (Use Computer), Skill Training (Initiative), Toughness

Skills Initiative +11, Knowledge (physical sciences) +16, Mechanics +13, **Perception** +6, **Pilot** +16, **Stealth** +11, **Use Computer** +16

Systems wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 4 tool appendages, 1 claw appendage, 1 telescopic appendage, diagnostics package, integrated comlink, internal storage (1 kg), improved sensor package, darkvision

Possessions circular saw, electric arc welder, electroshock probe, fire extinguisher, holoprojector, holorecorder

Availability Military; **Cost** 8,000

R7 Series Astromech Droid Encounters

The most likely place to find an R7 is in the hangar bay near the E-wing fighter with which it is associated. The droid might be performing any number of duties, ranging from running diagnostics on the fighter's systems to assisting the hangar technicians with ship repairs or helping its pilot calibrate the ship for takeoff. If it is part of a squadron, the R7 might be working with other astromech droids to help finish a complex task, if not trying to take charge of the operation over older models. This behavior is due to the belief held by many R7s that they are superior to other droids, including the R2 series.

Because most people believe the R7 to have little versatility, they would not likely believe that the droid could perform other functions beyond its programming. For this reason alone, intelligence agents have been known to put down a little extra cash to obtain an R7 and modify it for use in covert ops. Most people would not suspect an R7 to be slicing into a computer network, let alone gathering information for an enemy spy and secretly transmitting it to that individual on a regular basis.

Encounters with R7 droids outside a hangar bay are uncommon, since each typically wants to stay close to its ship as often as possible. The attitude exhibited by the droid appears almost motherly in nature. As a result, any threat posed toward its E-wing will be met fiercely by the droid, and it will not cease using all means at its disposal to drive away an intruder until it is called off by its master, shut down, or destroyed.



R2-R SERIES ASTROMECH DROID

The R2-R series astromech droid is a variant on the wildly popular R2 series droid designed specifically for use with Incom Corporation starfighters. The R2-R was designed to interact with the Recon-X starfighter (and adapted for use with the Y-wing Longprobe starfighter). The R2-R astromech droid boasts advanced data analysis software and extensive scouting software that allows it to act as a "second man" on scouting and exploration missions. R2-R series astromech droids are capable of flying reconnaissance ships, operating sensors, monitoring local communications frequencies, and performing many of the more menial and routine tasks on scouting missions, freeing the ship's pilot to handle tasks that require more skill and ingenuity.

R2-R Series Reconnaissance Astromech Droid

CL 1

Small droid (2nd-degree) scoundrel 1

Init +2; **Senses** darkvision, low-light vision; **Perception** +6

Languages Binary, 2 unassigned (understand only)

Defenses Ref 16 (flat-footed 14), Fort 10, Will 13

hp 24; **Threshold** 10

Immune droid traits

Speed 6 squares (wheeled), 4 squares (walking)

Ranged hold-out blaster pistol +2 (3d4)

Base Atk +0; **Grp** -3

Atk Options Point Blank Shot

Abilities Str 9, Dex 14, Con —, Int 14, Wis 12, Cha 7

Talents Trace

Feats Point Blank Shot, Skill Focus (Use Computer), Weapon Proficiency (pistols, simple weapons)

Skills Deception +3, Gather Information +12, Mechanics +7, Perception +6, Pilot +7, Stealth +7, Use Computer +12

Systems wheeled locomotion, walking locomotion, magnetic feet, heuristic processor, 6 tool appendages, 1 claw appendage, darkvision, diagnostics package, improved sensor package, internal storage (2 kg)

Possessions hold-out blaster pistol, astrogation buffer (storage device, 10 memory units), data storage unit (storage device, holds up to 50 hours of holorecording or 50,000 holo images), holorecorder, holoprojector

BATTLE DROID

B3 Series Ultra Battle Droid

CL 3

Large droid (4th-degree) nonheroic 9

Init +4; **Senses** low-light vision; Perception +12

Languages Basic, Binary

Defenses Ref 17 (flat-footed 16), Fort 17, Will 11

hp 42; **Threshold** 27

Immune droid traits

Speed 8 squares (walking)

Melee unarmed +13 (1d4+8)

Ranged 2 heavy repeating blasters +7 each (3d10+2) or

Ranged 2 heavy repeating blasters +2 each (5d10+2) with Burst Fire or

Ranged flamethrower +7 (3d6+1, 6-square cone) or

Ranged missile launcher +7 (6d6+1, 2-square splash)

Base Atk +6; **Grp** +18

Atk Options autofire (heavy repeating blasters), Burst Fire

Abilities Str 24, Dex 13, Con —, Int 10, Wis 12, Cha 8

Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery

I, Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Perception +12

Systems walking locomotion, remote receiver, backup processor,

quadanium battle armor (+7 armor), hardened systems (2), integrated

comlink, improved sensor package, 2 hand appendages, 4 tool

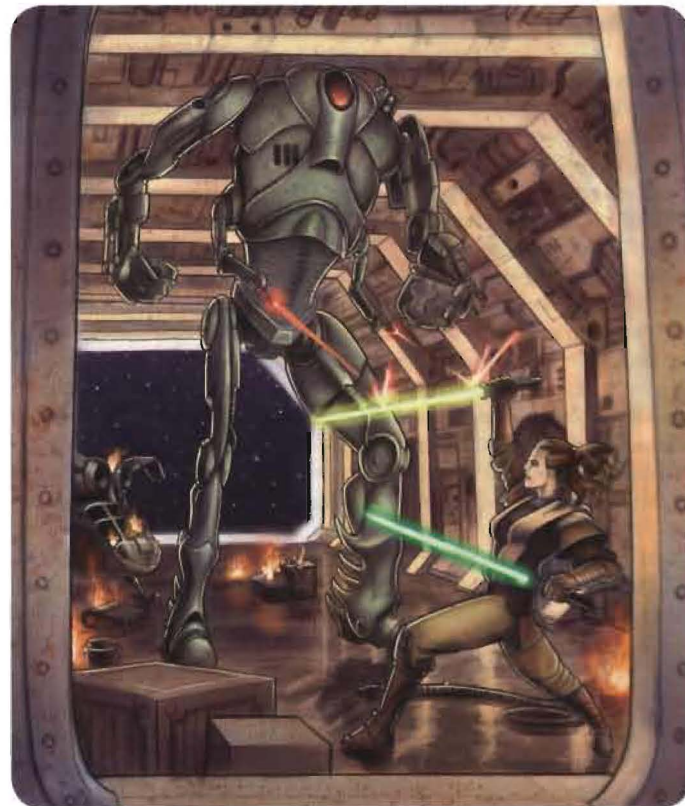
appendages

Possessions 2 heavy repeating blasters, flamethrower with 2 chemical cartridges, missile launcher with 2 magazines

Availability Military; **Cost** 13,400

The B3 series ultra battle droid occupies an intermediate position between the inexpensive B1 and B2 series battle droids (SE 199) and the exceptionally deadly but exceedingly expensive Droideka Series destroyer droid (SE 200). At less than two-thirds the cost of the Droideka, B3 battle droids can be used in considerably greater numbers, but remain heavy-duty shock troops that are reserved for especially difficult conflicts. Standing nearly 5 meters tall, these droids are too large to use in confined quarters but are otherwise devastatingly effective on the battlefield. The B3's mix of both long-range and area weapons allows it to be used in a wide variety of conflicts and to take on almost any opponents. In addition, its backup processor allows it to function independently.

B3 series ultra battle droids can't be played as droid heroes.



B3 SERIES ULTRA BATTLE DROID ENCOUNTERS

Used primarily by the Trade Federation, B3 series ultra battle droids most often serve as frontline troops for attacks against well-defended or heavily fortified positions. Their size, power, and number of armaments allow them to swiftly overwhelm most opponents. They are regularly used in place of Droideka destroyer droids when budget considerations prohibit the use of those more expensive droids. As a result, many medium-security installations owned by the Trade Federation are guarded by B3 battle droids. In addition, B3 droids are also occasionally sold to local military organizations that cannot afford either larger or more expensive military droids. On many remote worlds, B3 droids are the heaviest and most powerful droids on the field of battle. On these worlds, they are also often called out to help put down riots or rebellions, and the sight of even a handful of these massive droids striding onto the field of battle lets any would-be revolutionaries know that their enemy is both well defended and willing to give no quarter.

B3-A SERIES ULTRA BATTLE DROID

The B3-A series ultra battle droid is a powerful and deadly modification of the B3 battle droid. Instead of relying on a remote processor, B3-A droids have internal heuristic processors that give them a high degree of both intelligence and independence. Physically, the B3-A is identical to an ordinary B3 battle droid, with the exception of its processor and the addition of a secondary battery. However, its programming is far more sophisticated, and it has an excellent knowledge of tactics. Its extra battery allows it to operate on long missions, far from any support, and so it is most often used as a commando unit.

B3-A series ultra battle droids can't be played as droid heroes.

B3-A Series Ultra Battle Droid

CL 5

Large droid (4th-degree) soldier 5

Init +8; **Senses** low-light vision; Perception +10

Languages Basic, Binary, 1 unassigned

Defenses Ref 19 (flat-footed 18), Fort 24, Will 16

hp 72; **Threshold** 34

Immune droid traits

Speed 8 squares (walking)

Melee unarmed +13 (1d4+9)

Ranged 2 heavy repeating blasters +7 each (3d10+2) or

Ranged 2 heavy repeating blasters +2 each (5d10+2) with Burst Fire or

Ranged flamethrower +7 (3d6+2, 6-square cone) or

Ranged missile launcher +7 (6d6+2, 2-square splash)

Base Atk +6; **Grp** +18

Atk Options autofire (heavy repeating blasters), Burst Fire, Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Point Blank Shot

Special Actions Battle Analysis

Abilities Str 24, Dex 13, Con —, Int 12, Wis 12, Cha 8

Talents Battle Analysis, Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons)

Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Point Blank Shot, Weapon Proficiency (heavy weapons, pistols, rifle, simple weapons)

Skills Perception +10, Initiative +8, Knowledge (tactics) +8, Mechanics +8

Systems walking locomotion, heuristic processor, quadanium battle armor (+7 armor), hardened systems (2), integrated comlink, improved sensor package, 2 hand appendages, 4 tool appendages, secondary battery

Possessions 2 heavy repeating blasters, flamethrower with 2 chemical cartridges, missile launcher with 2 magazines

Availability Military; **Cost** 16,200

B3-A Series Ultra Battle Droid Encounters

B3-A droids are most often used for commando raids on remote or heavily guarded enemy encampments. A typical mission consists of one or more probe droids performing initial reconnaissance and relaying the information they gather to a small squad of B3-A droids, which attack swiftly and attempt to overwhelm their enemies with both surprise and the force of their weapons. Often a small team of B3-A droids is used as a surgical strike force. A well-shielded landing shuttle secretly drops between five and twenty of these droids near their target. The droids attack and, if possible, destroy this objective, leaving no survivors or records. Afterward, they climb back in their shuttle and depart the world, leaving only smoking ruins and mystery behind them. Both the Trade Federation and several other smaller groups use these droids to destroy potential threats and to eliminate small and poorly defended commercial rivals.

IG SERIES LANCER DROID

The IG series lancer droid was invented during the Clone Wars to serve as a more mobile ground unit in urban environments. Deployed with success on Muunilinst, IG series battle droids devastated Republic forces until they were stopped by the Jedi. These droids boast energy lances (similar to force pikes) that increase the droid's reach, an advantage the droids enjoy against Jedi whose close-quarters combat abilities are devastating against droid forces.

IG Series Battle Droid

CL 2

Medium droid (4th-degree) nonheroic 6

Init +11; **Senses** Perception +3

Languages Binary

Defenses Ref 13 (flat-footed 10), Fort 12, Will 10

hp 15; **Threshold** 12

Immune droid traits

Speed 6 squares (walking)

Melee energy lance +6 (2d8+4) or

Melee energy lance +4 (3d8+4) with Rapid Strike or

Melee energy lance +8 (3d8+7) with Powerful Charge and Rapid Strike

Base Atk +4; **Grp** +7

Atk Options Powerful Charge, Rapid Strike, Running Attack

Abilities Str 14, Dex 16, Con —, Int 13, Wis 10, Cha 8

Feats Powerful Charge, Rapid Strike, Running Attack, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Initiative +11, Pilot +11

Systems walking locomotion, remote processor, 2 hand appendages, internal comlink, vocabulator

Possessions energy lance (as force pike, +1 square reach)

Availability Military; **Cost** 2,700



BUZZ DROID

Pistoeka Buzz Droid

CL 3

Tiny droid (4th-degree) soldier 3

Init +11; **Senses** low-light vision; Perception +10**Languages** Basic, Binary**Defenses** Ref 21 (flat-footed 16), Fort 11, Will 15**hp** 41; **Threshold** 11**Immune** droid traits**Speed** 8 squares (flying), 4 squares (walking)**Melee** vibrosaw +8 (2d4+1)**Ranged** plasma cutting torch +8 (2d6+1)**Fighting Space** 1 square; **Reach** 0 squares**Base Atk** +3; **Grp** -2**Atk Options** Devastating Attack (advanced melee weapons), Penetrating Attack (advanced melee weapons), Point Blank Shot**Abilities** Str 6, Dex 20, Con —, Int 10, Wis 14, Cha 8**Talents** Devastating Attack (advanced melee weapons), Penetrating Attack (advanced melee weapons)**Feats** Armor Proficiency (light, medium), Point Blank Shot, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)**Skills** Initiative +11, Mechanics +6, Perception +10, Stealth +16**Systems** flying locomotion, walking locomotion (limited), extra leg, magnetic feet, basic processor, integrated comlink, durasteel shell (+4 armor), improved sensor package, 2 tool appendages with stabilized mounts, 1 claw appendage**Possessions** vibrosaw (treat as vibrodagger), plasma cutting torch (treat as blaster pistol)**Availability** Military; **Cost** 11,400

The Pistoeka buzz droid is one of the most widely produced in-battle sabotage droids. It is specifically designed to be loaded into discord missiles and fired into battle formations at starfighters and other similarly sized starships. The discord missile flies into the battle formation at high acceleration and then splits apart, revealing a trio of buzz droids. When packed into a missile or seeking a target, buzz droids fold themselves into their armored spherical shells. When they come within range of a target, the buzz droids open their shells, extend their magnetic feet, and lock themselves onto their target. Then the droids use their cutting arms and laser cutters to disable or destroy the target. Buzz droids' programming is relatively sophisticated, allowing them to rapidly decide upon the most effective tactics for rendering their target helpless. If they destroy their first target, buzz droids are programmed to detach themselves and seek out a new target.

Pistoeka buzz droids can't be played as droid heroes.

PISTOEKA BUZZ DROID ENCOUNTERS

Fully intact buzz droids are most commonly found in large space or air battles, where massive numbers of them are sent out to overwhelm the enemy's ships. The military produces and uses them in vast quantities because five of these droids are cheaper than one TIE fighter. As a result, they are essentially built to be disposable. After a battle, those buzz droids that are capable of flying back to the nearest friendly capital ship do so, while all the rest are left for salvage.

DISCORD MISSILE LAUNCHER

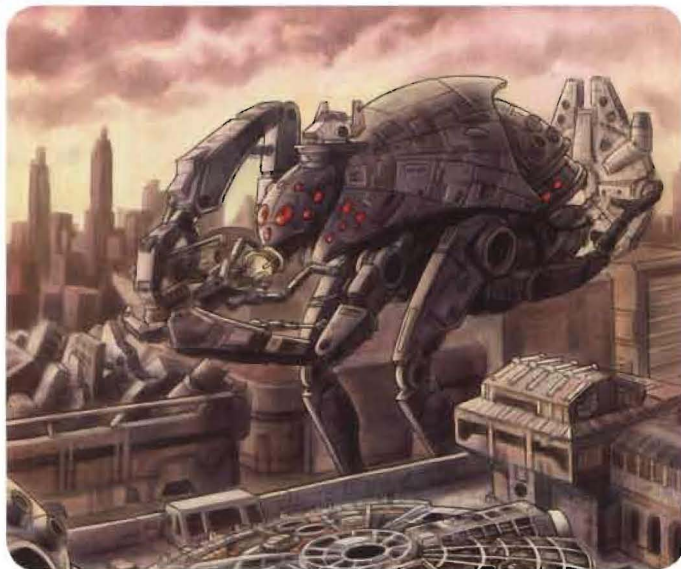
The discord missile launcher is a weapon that can be installed on any vehicle or starship of Huge size or larger. When a discord missile is fired, the gunner makes an attack roll against a square within the weapon's range (Reflex Defense 10). If successful, the discord missile breaks open in the target square and releases three buzz droids (which appear in separate squares adjacent to the target square). At starship scale, when the weapon breaks open, it fills the target square with its buzz droids. When a vehicle enters a square occupied by one or more buzz droids, the buzz droids can make an immediate melee attack as a reaction against the vehicle with an additional +5 equipment bonus to their attack rolls. If the attack succeeds, the buzz droid latches onto the vehicle and automatically moves when the vehicle moves.

Discord Missile Launcher: *Emplacement Points* 2; *Availability* Restricted; *Cost* 4,000.

Discord Missile: *Damage Special*; *Availability* Restricted; *Cost* 1,000.



CONSTRUCTION DROID



Used primarily in the demolition and reconstruction of buildings on urbanized worlds, the EVS construction droid is a massive automaton that has been used on Coruscant and other worlds for decades. These titanic droids tower over the urban landscape and are used to tear down old, dilapidated buildings, process the salvaged raw materials, and use them to construct state-of-the-art facilities and structures. The droid is equipped with tools designed to help make the demolition process go more smoothly; a plasma cutter slices quickly through girders and other metal objects, and an implosion wrecking ball (which emits sonic blasts that shatter permacrete) brings down more solid sections of the buildings.

Like many other 5th-degree droids, the EVS construction droid does not have much in the way of a personality, and as a result it can be very difficult for engineers and architects to deal with. Over time, even with regular maintenance and memory wipes, an EVS droid will develop a stubborn streak that makes it resistant to new programming. As a result, programming a demolition and construction project into an EVS construction droid requires three days of work (and a DC 30 Use Computer check), which has the side benefit of making the droid difficult to hijack for unscrupulous activities (though most of the droid's programmers hardly consider this much of a feature).

EVS construction droids can't be played as droid heroes.

EVS Construction Droid

CL 8

Colossal droid (5th-degree) nonheroic 15

Init +5; Senses Perception +6

Languages Binary

Defenses Ref 6 (flat-footed 6), Fort 10, Will 9

hp 137; Threshold 65

Immune droid traits

Speed 8 squares (walking)

Melee 2 claws +31 each (2d8+20)

Ranged plasma cutter* +10 (3d6) or

Ranged implosion wrecking ball* +10 (3d10**)

Fighting Space 12×12; Reach 4 squares

Base Atk +11; Grp +51

Atk Options Crush, Pin, Point Blank Shot, Throw

Abilities Str 50, Dex 6, Con —, Int 8, Wis 8, Cha 4

Feats Armor Proficiency (light, medium), Crush, Improved Damage Threshold, Pin, Point Blank Shot, Skill Training (Endurance), Throw, Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Skills Climb +32, Endurance +32

Systems walking locomotion, 2 claw appendages, 2 tool mounts, basic processor

Possessions implosion wrecking ball, plasma cutter, duranium plating (+8 armor)

Availability Restricted; Cost 120,000

* May attack only targets within the construction droid's reach.

** Deals double damage against objects, vehicles, and structures.

CONSTRUCTION DROID ENCOUNTERS

Most of the time, construction droids work along on a project, plodding away until the work is done with minimal outside assistance or interference. However, encounters featuring a construction droid can be far more exciting, especially in the middle of an urban environment. Imperial loyalists might try to hijack a construction droid, turning the lumbering machine loose on an unsuspecting population. In a less sinister encounter, a construction droid might go haywire, tearing chunks out of still-inhabited buildings or throwing raw materials across a city.

Construction droid encounters usually involve the demolition of dilapidated buildings, and for that reason the combat arena might be littered with perils such as fallen girders and permacrete blocks, collapsing bridges, and broken buildings. Demolitions droids can be paired with construction droids for higher-level encounters, allowing the heroes to take down some large droids as they rampage through the city.

DEMOLITIONS DROID

GRZ-6B Demolitions Droid

CL 8

Gargantuan droid (5th-degree) nonheroic 16

Init +8; Senses Perception +14

Languages Basic, Binary

Defenses Ref 11 (flat-footed 11), Fort 22, Will 12

hp 106; Threshold 47

Immune droid traits

Speed 8 squares (walking)

Melee claw +12 (2d6+12)

Ranged plasma cannon +24 (3d10+8)

Ranged laser cutter +12 (3d8+8)

Base Atk +12; Grp +39

Atk Options autofire (plasma cannon and laser cutter), Pin

Abilities Str 35, Dex 10, Con —, Int 8, Wis 12, Cha 8

Feats Armor Proficiency (light), Improved Damage Threshold, Pin, Skill Training (Mechanics), Skill Training (Knowledge [technology]), Toughness, Weapon Proficiency (heavy weapons, simple weapons), 1 unassigned

Skills Knowledge (technology) +12, Mechanics +12, Perception +14

Systems walking locomotion, durasteel plating (+6 armor), integrated comlink, basic processor, 2 claw appendages

Possessions plasma torch (treat as heavy blaster rifle), laser cutter (treat as light repeating blaster rifle)

Availability Licensed; Cost 43,650

The GRZ-6B demolitions droid is one of the largest and most powerful demolitions droids in common use. It is an enormous block on two legs with considerable mass. With a laser cutter in one claw and a plasma torch in the other, a GRZ-6B can rapidly disassemble anything from an aging residential tower to a wrecked starship, and its durasteel armor allows it to safely be used where debris might fall on it. Its intelligence is sufficient to enable it to distinguish salvageable parts from junk.

When dismantling a building or vehicle, it separates out any reusable parts and stacks them for easy removal while it cuts up the unusable junk and shoves it in the gaping maw of the fusion furnace located in the middle of its torso. Here, powerful magnetic fields separate the plasma into its component elements, which are then recombined and stored inside the droid for later removal. In only a few hours, this droid can transform the hull of a ruined starship into a mixture of spare parts and ingots of pure duralloy or alusteel ready for industrial use.

GRZ-6B demolitions droids can't be played as droid heroes.



GRZ-6B DEMOLITIONS DROID ENCOUNTERS

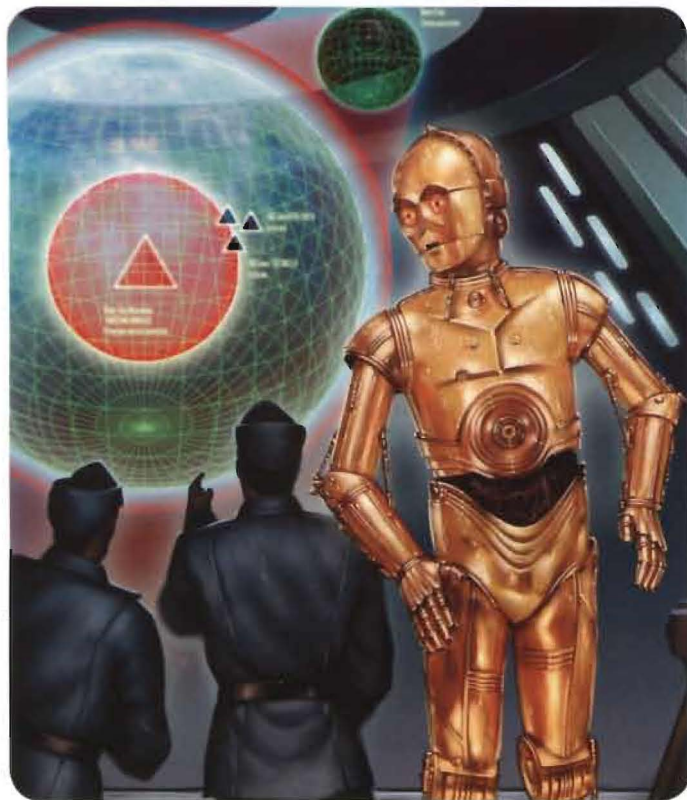
Found in scrapyards across the galaxy, the GRZ-6B is also in regular use on construction sites, where old buildings must be taken down to allow new construction. It is also one of the first droids sent in to deal with urban areas that have been badly damaged by warfare or natural disasters. The GRZ-6B can assess the stability and general soundness of buildings. It then demolishes all unstable structures, to prevent them falling down later, and clears away and recycles the rubble.

The GRZ-6B is a tireless worker, and because its built-in tools are also weapons, the owners of many scrapyards that employ these droids also order them to guard the premises when the business is closed. Although most retain the nonviolence programming that prevents them from directly harming sentient beings, some unscrupulous business people disable this software, while others rely on the fact that this droid can simply harmlessly grab and capture intruders and potential thieves, call the authorities, and hold its captives until help arrives.

ESPIONAGE DROID

The 3PX espionage droid is a governmental espionage droid built using the body of the popular 3PO protocol droid (SE 198). To anything but a detailed internal examination, it appears to be a standard 3PO protocol droid. The 3PX droid has all the programming and capabilities of the 3PO droid. However, it lacks the 3PO's programming for passive, nonviolent behavior. Instead, 3PX droids are capable of defending themselves with deadly force and regularly use violence to accomplish their missions. The 3PX is also considerably more physically capable than an ordinary 3PO droid, but is programmed not to reveal this fact except in emergencies or when it is not being observed. The restraining bolt that comes with ordinary 3PO units does not work, and the shutdown switch in the back of the droid's neck merely puts it into a low-power waiting mode. In this state, the droid appears to be off and registers as off to all sensors, but remains aware of its surroundings and can reactivate itself whenever it needs to do so.

3PX espionage droids can't be played as droid heroes.



ESPIONAGE DROID ENCOUNTERS

3PX espionage droids are designed to secretly infiltrate a location. Their owners, who are usually the local or Imperial government, either arrange to secretly replace an existing 3PO droid or deliver a 3PX unit when their target orders a new 3PO droid. For the next few days, weeks, or months, the 3PX droid performs the duties assigned to it while also undertaking its true assignment. This assignment almost always involves acquiring data or some small object from the person or company it is ostensibly owned by and whom it is secretly spying upon.

If discovered, an espionage droid attempts to flee. However, once it has acquired the desired information or object, the droid delivers the information by using its integrated comlink or hands off the object to a contact and continues working for a day or two. Then the droid appears to break down and seemingly must be taken to a repair facility. The repair people who pick up the droid are agents working for the same agency that employed the 3PX droid. They deliver a normal 3PO unit in return, leaving those the droid spied on unaware that anything unusual has occurred.

3PX Espionage Droid

CL 6

Medium droid (4th-degree) nonheroic 1/scoundrel 6

Init +4; **Senses** low-light vision; **Perception** +12

Languages Basic, Binary, 1 unassigned; translator unit (DC 5)

Defenses Ref 20 (flat-footed 18), Fort 17, Will 19

hp 37; **Threshold** 17

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +4 (1d3+4)

Ranged hold-out blaster pistol +3 (3d4+3)

Base Atk +4; **Grp** +5

Atk Options Dastardly Strike

Special Actions Quick Draw

Abilities Str 12, Dex 13, Con —, Int 14, Wis 15, Cha 15

Talents Dastardly Strike, Gimmick, Master Splicer

Feats Linguist, Quick Draw, Skill Focus (Persuasion), Skill Training

(Deception), Skill Training (Knowledge [bureaucracy]), Skill Training

(Knowledge [galactic lore]), Skill Training (Perception), Skill Training

(Stealth), Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +12, Persuasion +15, Stealth +9, Use Computer +10

Systems walking locomotion, heuristic processor, translator unit (DC 5), 2 hand appendages, improved sensor package, internal storage (2 kg), integrated comlink, vocabulator

Possessions holorecorder, hold-out blaster pistol (in internal compartment)

Availability Military; **Cost** 5,550

INTERROGATION DROID

TO-D Interrogation Droid

CL 4

Medium droid (1st-degree) nonheroic 9/soldier 1

Init +6; Senses low-light vision; Perception +14

Languages Basic, Binary, 1 unassigned

Defenses Ref 16 (flat-footed 15), Fort 14, Will 13

hp 29; Threshold 14

Immune droid traits

Speed 6 squares (wheeled)

Melee 2 claws +9 each (1d4+1) or

Melee stun baton +9 (2d6+1 stun)

Ranged sonic stunner +9 (3d6 stun)

Base Atk +7; Grp +8

Atk Options Devastating Attack (pistols), Point Blank Shot

Abilities Str 12, Dex 12, Con —, Int 14, Wis 15, Cha 18

Talents Devastating Attack (pistols)

Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Persuasion),

Skill Training (Deception), Weapon Focus (pistols, simple weapons),

Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Perception +14, Persuasion +19, Treat Injury +14

Systems wheeled locomotion, basic processor, 2 claw appendages, 2 tool mounts, improved sensor package, internal storage (20 kg), vocabulator

Possessions sonic stunner, stun baton, durasteel shell (+4 armor), medical kit

Availability Military; Cost 5,500

Most droids capable of causing harm to organic creatures through their programming were outlawed after the Empire rose to power. Interrogation droids remained legal and were primarily used as a tool of the Empire. In fact, their mere existence was not a well-kept secret. Rumors of their horrifying techniques and wicked cruelty spread throughout the Empire, and those citizens who were arrested by the Imperial Security Bureau and survived the droids' treatments can tell the tale of their sadistic actions.

TO-D interrogation droids can't be played as droid heroes.

INTERROGATION DROID ENCOUNTERS

Interrogation droids are utilized almost exclusively by the Empire and other tyrannical governments. One group of Rebels witnessed interrogation droids patrolling a sensitive Imperial location and reported seeing the droids firing stun bursts, but none of the droids were captured to verify the finding. In fact, the ISB has used interrogation droids as lie detectors, looming next to a Human interrogator and monitoring the prisoner's heart rate, muscle



tension, and vocal patterns. Imperial interrogators have observed that the droid's mere presence encourages people to cooperate and tell the truth, even if the droid is not necessarily there to torture the detainee.

On the rare occasion when an interrogation droid gets caught in the middle of a battle, it will do everything in its power to get out of the line of fire. It will defend itself if cornered, attempting to create a means of escape. Encounters with interrogation droids might also involve intelligence officers or other military personnel.

SONIC STUNNER

Pistol

A sonic stunner creates waves of sonic energy that assault the aural receptors of anyone it targets. The weapon fires a concentrated burst of sonic energy (using technology similar to the sonic weapons used by Geonosians) that manipulates the minds of living beings, causing them great pain. Even deaf creatures can be harmed by a sonic stunner, because it creates high-frequency vibrations that penetrate the brain. However, unlike with most blaster weapons, only the target of the attack hears any noise, making the weapon otherwise silent.

Size Tiny; Cost 450; Damage —; Stun Damage 3d6; Rate of Fire S; Weight 1 kg; Type Energy; Availability Illegal.

MEDICAL DROID

GH-7 Medical Droid

CL 1

Small droid (1st-degree) nonheroic 3

Init +3; Senses low-light vision; Perception +10

Languages Basic, Binary, 3 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 12

hp 7; Threshold 9

Immune droid traits

Speed 6 squares (hovering)

Melee unarmed +4 (1d3)

Base Atk +2; Grp -1

Abilities Str 8, Dex 14, Con —, Int 16, Wis 15, Cha 12

Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences]), Skill

Focus (Treat Injury), Skill Focus (Use Computer), Surgical Expertise

Skills Knowledge (life sciences) +14, Perception +10, Stealth +8, Treat

Injury +14, Use Computer +14

Systems hovering locomotion, improved sensor package, integrated comlink, internal storage (2 kg), 3 hand appendages, 1 tool appendage, heuristic processor, vocabulator

Possessions medical kit (without stretcher), personal holoprojector

Availability Licensed; Cost 4,840

The GH-7 medical droid is one of the premier medical droids in the galaxy. These droids are typically found in the best hospitals and serve as personal physicians to the wealthy and the powerful. Their design has won many awards. Part of this design includes giving them a calm and gentle voice designed to reassure their patients. These droids have been programmed for high degree of compassion. In addition, their three hands allow them to perform the most delicate surgeries without assistance. The GH-7's tool arm allows it to take samples for analysis while using its other three hands for complex procedures, and its repulsorlift propulsion allows it to easily navigate the hallways and rooms of a crowded hospital.

As with other medical droids, the programming of GH-7 droids includes both the "physician's code" and strong prohibitions against harming any intelligent organic being. GH-7 medical droids are incapable of engaging in combat except to protect their patients, and even then, they can use only weapons set to do stun damage on intelligent, living targets.

GH-7 medical droids can be played as droid heroes.



GH-7 MEDICAL DROID ENCOUNTERS

Because they are significantly more expensive than most other medical droids, GH-7 droids are rare on poor worlds and in the more troubled portions of the galaxy. Outside the major hospitals of the Core Worlds, GH-7 droids are most commonly found as the personal physicians of wealthy businesspeople and government officials. However, some wealthy philanthropists donate GH-7 droids to hospitals or clinics on fringe worlds or to serve as relief workers. Also, because of the compassion programmed into them, many GH-7 droids that gain their independence seek out work in poor or troubled regions. Occasionally, travelers run across a GH-7 droid working tirelessly at an otherwise poorly funded rural clinic or serving as a medic aboard a tramp starship while also performing medical relief work at every needy planet the ship visits. GH-7 medical droids excel at all of these unlikely positions specifically because their multiarmed, repulsorlift design allows them to work in difficult conditions and perform almost all medical procedures without assistance. Dozens of GH-7 units have received awards for medical excellence, and an almost equal number have been recognized for their humanitarian work.

"TAKE CARE, SIR."

- 21B

POWER DROID

EG-6 Series Power Droid

CL 1

Small droid (5th-degree) nonheroic 1

Init -1; Senses darkvision; Perception -1

Languages Basic, Binary

Defenses Ref 18 (flat-footed 18), Fort 12, Will 9

hp 5; Threshold 12

Speed 4 squares (walking)

Melee unarmed +2 (1d2+2)

Base Atk +0; Grp -3

Abilities Str 14, Dex 8, Con —, Int 4, Wis 8, Cha 4

Feats Armor Proficiency (light, medium), Toughness

Skills Mechanics +5

Systems walking locomotion, basic processor, 1 tool appendage, darkvision, diagnostic package, duranium plating (+8 armor)

Possessions power generator

Availability Military; Cost 6,250



The EG-6 series droid is one of the most recognizable droids in the galaxy. Appearing as nothing more than a black box with short legs and no visible manipulators, the few people who are unaware of its function wonder why Veril Line Systems built it in the first place. Without power droids, however, modern society would grind to a halt.

Inside the walking black box sets a powerful fusion generator, which is well protected by its thick duranium exterior. The EG-6's only function is to provide power to machines of all sorts during times when a more permanent power source is not available or convenient, which has earned the droid the nickname "walking battery." In fact, the EG-6 is capable of recharging itself without needing to shut down, allowing it to function continuously.

The few embellishments the EG-6 has include a visual sensor with infrared capability and highly advanced diagnostic programming that allows the droid to perform safety checks on the mechanism it is servicing.

EG-6 series power droids can be played as droid heroes.

POWER DROID ENCOUNTERS

From the towering spires of Coruscant to the moisture farms of Tatooine and beyond, the EG-6 can be seen anywhere that technology exists. It is a common sight in ship hangars, repulsorcraft pools, and tech domes.

Even though the EG-6 is not a highly capable droid by itself, it is useful for assisting other droids with their work. Astromech droids have worked with a power droid that kept watch over the ship they are repairing to make sure that other systems do not unexpectedly create a mishap. Small military units and mercenary groups have put the EG-6 to use providing the energy needed to keep their heavy guns firing or giving emergency power to their ship in a time of crisis.

Despite the droid's usefulness, its sheer stupidity has caused many a power droid to get away from its master and become lost. Such a droid often gets picked up by local law enforcement if it's on a world in or near the Core, where its owner can reclaim it. If an EG-6 droid gets lost on an Outer Rim world, on the other hand, scavengers usually claim it and either become its new master or sell it to some other needy party.

"GONK. GONK."

— POWER DROID

PROBE DROID

DRK-1 Probe Droid

CL 1

Small droid (4th-degree) nonheroic 3

Init +11; **Senses** darkvision, low-light vision; Perception +15

Languages Binary, Basic (understand only), 1 unassigned (understand only)

Defenses Ref 16 (flat-footed 11), Fort 10, Will 12

hp 12; **Threshold** 10

Immune droid traits

Speed 6 squares (hovering)

Melee unarmed +1 (1d4-1)

Ranged frag grenade +7 (4d6, 2-square burst)

Base Atk +2; **Grp** +2

Abilities Str 8, Dex 20, Con —, Int 16, Wis 14, Cha 8

Feats Skill Focus (Perception), Skill Focus (Stealth), Skill Training (Gather Information), Toughness, Weapon Proficiency (heavy weapons)

Skills Gather Information +5, Initiative +11, Perception +15, Stealth +23, Use Computer +9

Systems hovering locomotion, heuristic processor, integrated comlink, locked access, secondary battery, improved sensor package, darkvision, stealth shell (+2 equipment bonus to Stealth checks)

Possessions holoprojector, grenade launcher with 6 frag grenades

Excelling at espionage, probe droids can move about unnoticed, record information, and report to their masters without anyone being the wiser.

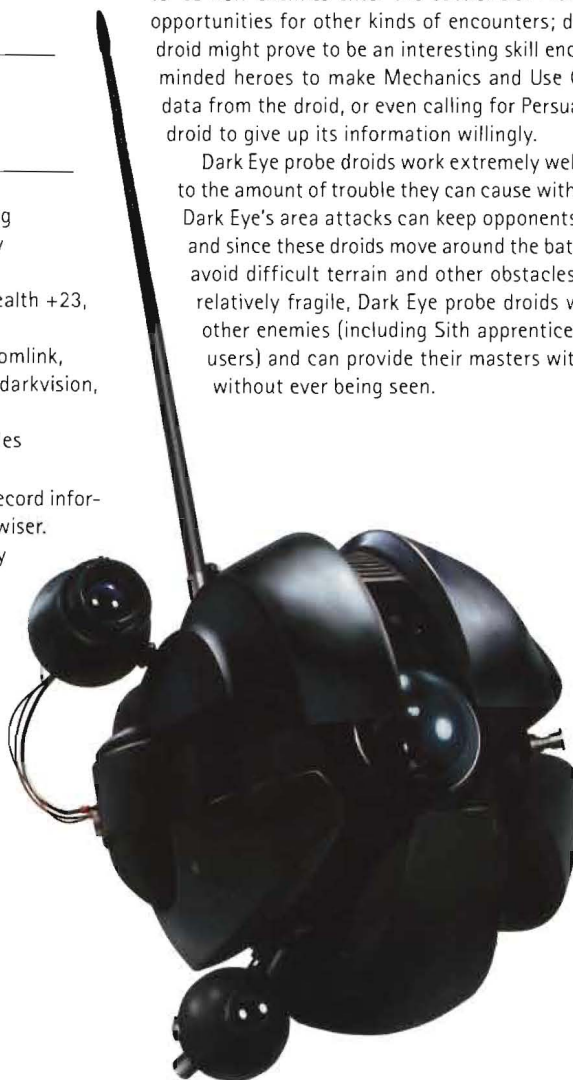
The DRK-1 probe droid, also known as the Dark Eye, is a stealthy and observant droid developed by Arakyd Industries and used by the Sith apprentice Darth Maul. Like all probe droids, the DRK-1 is designed for passive observation as opposed to more overt espionage, and as such most of its systems are dedicated to sensors and data transmission. However, unlike most other probe droids (which are usually armed only with small blaster pistols), the Dark Eye can create a swath of destruction with its grenade launcher. Though using this feature calls a bit more attention to the droid than most owners would care for, such havoc can often cover the droid's escape, allowing it to slip away and return to its master amid the chaos of a battle.

DRK-1 probe droids can be played as droid heroes.

PROBE DROID ENCOUNTERS

Probe droids are often the precursors to a larger encounter. Since probe droids are sent out to act as advance scouts and spies for a group or organization, encountering one usually means that someone more powerful has taken an interest in the heroes. A probe droid encounter might actually be little more than something to wear down the heroes of keep them occupied until the droids' masters can arrive; in these situations, the owners sometimes enter the fray just as the probe droids are being destroyed, prolonging the encounter as new enemies enter the battlefield. Probe droids also present many opportunities for other kinds of encounters; discovering a damaged probe droid might prove to be an interesting skill encounter, requiring technically minded heroes to make Mechanics and Use Computer checks to retrieve data from the droid, or even calling for Persuasion checks to convince the droid to give up its information willingly.

Dark Eye probe droids work extremely well as assistants in combat due to the amount of trouble they can cause with their grenade launchers. The Dark Eye's area attacks can keep opponents from bunching up together, and since these droids move around the battlefield by hovering, they can avoid difficult terrain and other obstacles with ease. Though they are relatively fragile, Dark Eye probe droids work well as interference for other enemies (including Sith apprentices and other dark side Force-users) and can provide their masters with information on the heroes without ever being seen.



PROTOCOL DROID

M-3PO Series Military Protocol Droid

CL 1

Medium droid (3rd-degree) nonheroic 2

Init +0; Senses darkvision; Perception +1

Languages Basic, Binary, 1 unassigned; translator unit (DC 10)

Defenses Ref 11 (flat-footed 11), Fort 10, Will 10

hp 4; Threshold 10

Speed 6 squares (walking)

Melee unarmed +1 (1d3+1)

Base Atk +1; Grp +1

Abilities Str 10, Dex 9, Con —, Int 12, Wis 11, Cha 15

Feats Armor Proficiency (light), Skill Training (Knowledge [bureaucracy]),
Skill Training (Use Computer)

Skills Knowledge (bureaucracy) +7, Knowledge (tactics) +7, Persuasion
+8, Use Computer +7

Systems walking locomotion, basic processor, translator unit (DC 10), 2
hand appendages, darkvision, vocabulator, plasteel shell (+2 armor)

Possessions audio recorder

Availability Military; Cost 3,700

After the huge success of the original 3PO droid, Cybot Galactica hoped to continue its accomplishments by creating and selling multiple variants of the line. Many designs were created, but most of them never made it into production. Top officials began to get frustrated at the lack of results, until one junior executive thought of a market that had yet to be catered to for the organizational and communication skills that only a 3PO protocol droid could bring: the military.

In the years that followed the introduction of the M-3PO military protocol droid, the presence of this droid model grew, most commonly within planetary garrisons and starfighter bases. Despite the fact that M-3POs are highly skilled at what they do, they also came with the same annoying personality traits commonly associated with the base 3PO line, a design flaw that proved to be extremely unpopular with the troops.

M-3PO droids have the standard 3PO body, colored black, but have a radically different head. Shaped roughly like a clamshell, the head was taken from Cybot Galactica's discontinued KW traffic controller series and reinforced to protect the revamped AA-1 Verbobrain within.

M-3PO series military protocol droids can be played as droid heroes.



M-3PO SERIES MILITARY PROTOCOL DROID ENCOUNTERS

Despite their designation as a military droid, M-3POs are not designed for combat. On the contrary, their primary function allows them to work as administrative organizers, performing such tasks as requisitioning, duty roster planning, and personnel file management. Since they are programmed with the rules, regulations, and procedures of over six million military and paramilitary organizations from the past and present, including ceremonial etiquette, historical military principles, and conventions of honor, they are virtually guaranteed to perform their duties by the book every time.

M-3PO droids are most commonly found at military installations, including starships and space stations. Some military leaders decided to take full advantage of the knowledge database stored in the droids' heads and employed them as strategy aides and tactical instructors, putting them at the front of the briefing room to lecture the troops on what can and should be done in a given situation. Although many of the soldiers hated receiving training from a droid (let alone a stiff-necked one at that), many of those who heeded its lessons returned from the battlefield alive.

A fair number of soldiers aggravated at their M-3PO units have "accidentally" left them behind in the Outer Rim. Many of those droids took the initiative to reprogram themselves to become soldiers as well.

TC SERIES PROTOCOL DROID

The TC series of protocol droids from Cybot Galactica was designed in an attempt to supplant the 3PO series of protocol droids. Although successful, the TC series never came close to replacing the more famous protocol droid model. Unlike the 3PO series, the TC series includes a TranLang III communications center, a feature that only a few 3PO series protocol droids could boast. In addition to their enhanced communications equipment, all TC series protocol droids were designed with the latest technology in nearly every system, and they received a total programming rewrite before the line was launched to ensure that there were no holdover problems from other software packages.

In almost all ways, the TC series is one of the most technologically advanced and reliable protocol droids on the market. However, its increased price coupled with the longstanding reputation of the 3PO series droids ensured that few people made the switch to the TC series protocol droid. The TC series droid is popular among wealthy nobles and Senators and is also commonly found aboard Trade Federation starships (since the Federation has no difficulty in dealing with price issues). Despite the company's hope that the TC series would replace the 3PO series entirely (thus selling millions of new droids to beings wishing to upgrade to the TC series), Cybot Galactica decided instead to market the TC series droids as a luxury alternative to the 3PO series, since sales were solid but nowhere near as high as they would need to be to replace the older droid model.

TC series protocol droids can be played as droid heroes.



TC Series Protocol Droid

CL 1

Medium droid (3rd-degree) noble 1

Init -1; **Senses** Perception +7

Languages Basic, Binary, 3 unassigned; translator unit (DC 5)

Defenses Ref 11 (flat-footed 11), Fort 10, Will 15

hp 18; **Threshold** 10

Immune droid traits

Speed 6 squares (walking)

Melee unarmed -1 (1d3-1)

Base Atk +0; **Grp** -1

Abilities Str 8, Dex 8, Con —, Int 13, Wis 14, Cha 14

Talents Coordinate

Feats Linguist, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +7, Gather Information +7, Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Knowledge (social sciences) +6, Perception +7, Persuasion +12

Systems walking locomotion, heuristic processor, translator unit (DC 5), 2 hand appendages, vocabulator

Possessions audio recorder

Availability Licensed; **Cost** 5,000

TC Series Protocol Droid Encounters

TC series protocol droids are most often found in the company of nobles and businessmen who have extra credits to spend on an expensive protocol droid. Very few TC series droids make their way into the hands of anyone who is less than wealthy, though it has been known to happen. The TC series is very often sought after because of its superior programming, and many wealthy owners use TC series droids as majordomos and personal assistants. Since the TC series protocol droid has a heroic level, it is much more durable than other droids and is slightly more survivable. Additionally, its ability to coordinate allies makes it an excellent aide in combat; though it does not contribute anything directly, it can enhance the ability of other characters to work together.

"I'M NOT GOING IN
THERE WITH TWO
JEDI. SEND THE
DROID."

— DAULTAY DOFINE

REPLICA DROID

Replica Droid

Medium replica droid scout 4

Force 2

Init +5; Senses darkvision, low-light vision; Perception +10

Languages Basic

Defenses Ref 20 (flat-footed 17), Fort 19, Will 16; Dodge
hp 38; Threshold 19

Speed 6 squares (walking)

Melee unarmed +6 (1d4+5)

Ranged blaster pistol +6 (3d6+2)

Base Atk +3; Grp +6

Special Actions Extreme Effort

Abilities Str 17, Dex 16, Con —, Int 10, Wis 13, Cha 10

Talents Acute Senses, Extreme Effort

Feats Dodge, Improved Defenses, Skill Focus (Mechanics), Toughness,
Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +10, Jump +10, Mechanics +12, Perception +10 (can reroll,
must take second result), Pilot +10

Systems walking locomotion, heuristic processor, 2 hand appendages,
locked access, darkvision, improved sensor package, vocabulator

Possessions blaster pistol, integrated comlink

Availability Restricted; Cost 9,000,000

For the longest time, 3PO protocol droids were the artificially created beings that most closely resembled humanoids. Everything changed when recent breakthroughs in artificial tissue led to a new age in droid design and the creation of the replica droid.

Human replica droids demonstrated just how real and expensive these droids could be. From the follicles of hair on their heads to their simple hand gestures and even emotional reactions, HRDs were virtually indistinguishable from the genuine article. The creation of the Human replica droid laid the foundation for other races to create their own replica droids. Although many species developed their own, the most successful creators were the Ssi-ruuk, who used entechment as a means of preserving the consciousnesses of important beings.

After the success of the replica droid became widely known, other companies began to create their own versions and attempted to market them to the general public. Some of those efforts resulted in the synthdroid, which saw moderate success about nine years after the Battle of Endor.

Replica droids can be played as droid heroes.

CL 4

GURI

Guri appears as a young, attractive Human woman with shoulder-length blonde hair and striking blue eyes. Despite her droid nature, only the most sophisticated scanning equipment can determine anything strange about her physiology. Her skeleton consists of a strong poly-alloy shaped to look like actual Human bone. Her organs and tissue are constructed of a specialized bio-fiber and function in the same manner as a real Human's organs would, including fully functional respiratory, circulatory, and digestive systems. Her skin is the only truly organic part of her body—it is actual Human skin cultivated and cloned specifically for her.

Originally meant to be a prototype, Guri was sold to Prince Xizor, leader of the Black Sun criminal syndicate. At his request, she was programmed to be his bodyguard and private assassin. While she worked at Xizor's side, she was concerned only with his safety and survival and obeyed him without question. In addition to performing as his bodyguard, Guri also serves as Xizor's trusted advisor, which has helped him especially at times when he let his emotions get the better of him. She performed her task so well that many in Black Sun thought she was the actual leader of the organization. Both Xizor and Guri did not mind the misconception so much, since it drew attention away from him and made her job of protecting him that much easier.



Guri

CL 10

Medium Human replica droid noble 2/scoundrel 4/soldier 4

Force 4

Init +14; Senses darkvision, low-light vision; Perception +13

Languages Basic, Falleen, Huttese, Rodese, Ryl; translator unit (DC 5)

Defenses Ref 29 (flat-footed 25), Fort 28, Will 24

hp 89; Threshold 28

Speed 6 squares (walking)

Melee unarmed +14 (1d6+11)

Ranged blaster pistol +12 (3d6+5)

Base Atk +8; Grp +14

Atk Options Dastardly Strike, Expert Grappler, Point Blank Shot, Sneak Attack +1d6

Special Actions Presence, Tough as Nails

Abilities Str 22, Dex 18, Con —, Int 18, Wis 13, Cha 17

Talents Dastardly Strike, Expert Grappler, Presence, Sneak Attack +1d6, Tough as Nails

Feats Armor Proficiency (light, medium), Linguist, Martial Arts I, Point Blank Shot, Skill Training (Acrobatics, Mechanics, Stealth), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Acrobatics +14, Deception +13, Gather Information +14, Initiative +14, Knowledge (bureaucracy) +14, Knowledge (tactics) +14, Mechanics +16, Perception +13, Persuasion +13, Pilot +14, Stealth +14, Treat Injury +11, Use Computer +14

Systems walking locomotion, heuristic processor, 2 hand appendages, locked access, darkvision, diagnostics package, improved sensor package, internal storage (5 kg), translator unit (DC 5), vocabulator

Possessions blaster pistol, encrypted integrated comlink, credit chip, audio recorder

REPLICA DROID ENCOUNTERS

After the Empire became the first organization to successfully create replica droids, the idea of creating them spread rapidly to other species interested in the concept. These species had different reasons for their need for such creations. Their publicly announced justifications ranged from offering companions for those unfortunate enough to not find a mate to providing entertainment for paying customers such as those found in the pleasure-domes of Carosi and Hesperidium.

Governments with darker agendas implement the use of replica droids as doppelgangers after removing undesired individuals from office through less than savory means and then accomplish their goals through their puppets. Some organizations use them in much the same manner as Guri, having them serve as bodyguards and assassins. Replica droids with heightened senses and abilities are assigned to key political figures to protect them in times

of need or to eliminate their enemies before they have a chance to strike. Others are sent into the field as spies to covertly obtain information from their rivals and escape without giving them the slightest hint that they had been infiltrated.

NEW SPECIES: REPLICA DROID

Some players who like to play droids might find the droid rules too daunting or time-consuming. Gamemasters might consider allowing them to play replica droids, using the following rules (formatted like any other species). When choosing to play a replica droid, a player should select a Medium or Small humanoid species that his or her droid replicates.

Replica Droid Species Traits

All replica droids have the following species traits.

Ability Modifiers: +2 Strength, +2 Dexterity, -2 Charisma. Replica droids are built to be physically strong, but have to work to fit in seamlessly with organic beings. Additionally, like other droids, replica droids have no Constitution score.

Variable Size: Since replica droids are designed to imitate organic beings, their size depends on the species that they copy. Medium droids have no special bonuses or penalties due to their size. Those of Small size gain a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth checks but have lifting and carrying limits of three-quarters those of Medium characters.

Speed: Replica droids of Medium size have a base speed of 6 squares, and those of Small size have a base speed of 4 squares.

Bonus Equipment: Replica droids can be constructed with two of the following droid systems installed: integrated comlink, darkvision, diagnostics package, improved sensor package, internal storage (subject to size limitations), translator unit (DC 15).

Droid Traits: Replica droids operate as if they are 4th-degree droids, except that they ignore the maintenance requirement (SE 187). Replica droids have all droid immunities and normal droid traits.

Conditional Bonus Feat: Seeking to perfectly imitate organic creatures, a replica droid that has Deception as a trained skill gains Skill Focus (Deception) as a bonus feat.

Automatic Languages: Basic and the native language of the copied species.

SABOTAGE DROID

WSB-15 Sabotage Droid

CL 7

Small droid (4th-degree) nonheroic 3/scoundrel 6

Init +7; Senses low-light vision; Perception +12

Languages Basic, Binary

Defenses Ref 22 (flat-footed 19), Fort 16, Will 18

hp 37; Threshold 16

Immune droid traits

Speed 4 squares (tracked)

Melee 2 claws +6 each (1d3+4)

Ranged 2 plasma cutters +9 each (3d4+4)

Base Atk +6; Grp +4

Atk Options Dastardly Strike, Deadeye, Point Blank Shot, Precise Shot

Special Actions Disruptive

Abilities Str 10, Dex 16, Con —, Int 10, Wis 12, Cha 10

Talents Gimmick, Dastardly Strike, Disruptive

Feats Deadeye, Point Blank Shot, Precise Shot, Skill Focus (Deception),

Skill Focus (Mechanics), Skill Training (Deception), Skill Training (Knowledge [technology]), Skill Training (Perception), Skill Training (Stealth), Skill Training (Use Computer), Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Knowledge (technology) +9, Mechanics +14, Perception +12, Stealth +17, Use Computer +9

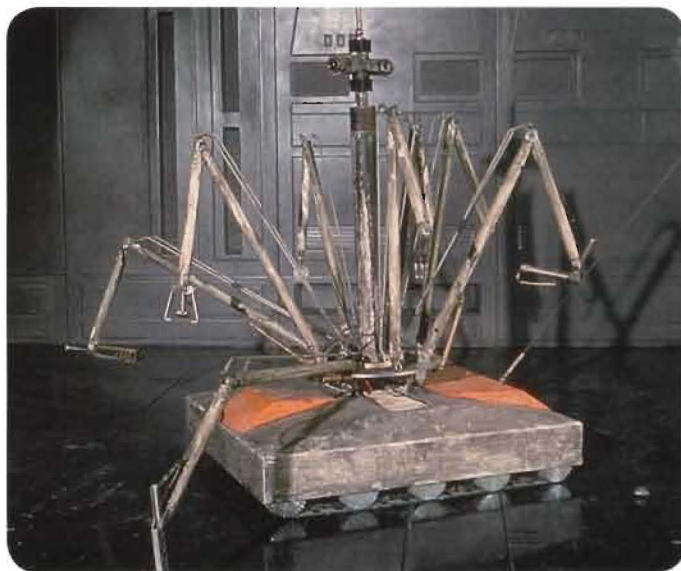
Systems tracked locomotion, improved sensor package, heuristic processor, 2 hand appendages, 2 instrument appendages, 2 tool appendages, 2 claw appendages, self-destruct system

Possessions 2 plasma cutters (treat as hold-out blaster pistols)

Availability Military; Cost 13,000

The WSB-15 sabotage droid is physically identical to the WED-15 maintenance droid. It has all the same systems and abilities, and most WSB-15 droids are simply WED-15 droids with a different processor. The WED-15 is a 5th-degree droid with a basic processor, while the WSB-15 is a 4th-degree military droid with a heuristic processor, military-grade sabotage and weapon use programming, and a small self-destruct unit attached to the processor. Although WSB-15s are rarely used in assignments that involve attacking sentient beings directly, they are capable of defending themselves and can stun or kill living beings or droids that attempt to keep them from their objective. As a result, they have been programmed to use their plasma cutters as weapons.

WSB-15 sabotage droids can't be played as droid heroes.



SABOTAGE DROID ENCOUNTERS

The most effective WSB-15 droids are the ones that no one knows about. To get a WSB-15 droid to its target, the droid's owner most often either deliberately damages a WED-15 droid or simply waits until one needs to be repaired or replaced. Then, the owner either waylays or bribes the technicians who arrive to repair the WED-15 droid and either substitutes a WSB-15 droid for the broken WED-15 unit or simply removes the WED-15's processor core and replaces it with a new one, instantly transforming it into a WSB-15 droid.

WSB-15 droids can be used to subtly reprogram a droid factory to produce droids with personalities and training very different than what it was ordered to produce, to create serious malfunctions in starfighters that show only up in actual combat, or to engage in a spree of wanton destruction. Some WSB-15 units are programmed to continue performing sabotage until they are discovered, and then to destroy themselves. In other cases, after completing their sabotage, a WSB-15 droid fakes a minor malfunction that requires calling a repair crew, at which point the droid's owner sends agents to replace its processing core with one from a normal WED-15 unit, leaving the victim of the sabotage unaware that anything out of the ordinary has occurred.

SECURITY DROID

Designed by the SoroSuub Corporation, the 501-Z police/security droid is an advanced droid model with multiple capabilities. In addition to being a combat-ready droid capable of suppressing even the most violent criminals, the 501-Z can act in a number of the same roles that biological police officers and security experts fill. The 501-Z has an exceptional capacity for Human-cyborg interactions (and some say that the droid's brain was based on a protocol droid's design) and functions well alongside living beings, both as a comrade and as their defender. Additionally, the 501-Z boasts advanced software that allows it to evaluate an enemy's tactics in the middle of a fight and adjust accordingly; unlike some other combat-capable droids, the 501-Z is far from single-minded when engaging an enemy. Furthermore, the droid is programmed with a wide array of investigative techniques and tracking skills, allowing it to assist living police officers or security experts in the pursuit and capture of escaping criminals.

501-Z police/security droids can't be played as droid heroes.

SECURITY DROID ENCOUNTERS

Since a security droid or police droid is concerned with upholding the law and protecting people and places from those who would do them harm, a security droid functions well as a member of a biological police squad or security team. However, police droids are so expensive that most organizations can

afford to keep only one or two on staff. The 501-Z has such sophisticated programming that it is often regarded as just another member of the security force or police unit it is attached to; many living beings develop camaraderie and working relationships with the 501-Z, and during most encounters they act (and are treated) just like a nondroid police officer.

Security droids also work well with other droids, particularly probe droids (which can be used to find criminals and their hideouts), patrol droids (which often accompany a security droid on patrol), and seeker droids (which serve as both observers and combat assistants). A typical police response unit might include several police officers, a 501-Z police/security droid, and a seeker droid. The 501-Z often uses its Harm's Way talent to keep its fellow police officers alive in the heat of combat, and it has a high enough Perception skill bonus that very few enemies will ever catch it unaware.

501-Z Police/Security Droid

CL 10

Medium droid (4th-degree) soldier 7/scout 3

Force 1

Init +10; **Senses** low-light vision; **Perception** +19

Languages Basic

Defenses Ref 26 (flat-footed 26), Fort 26, Will 22

hp 76; **Threshold** 26

Immune droid traits

Speed 6 squares (walking)

Melee stun baton +14 (2d6+9 stun) or

Melee stun baton +18 (2d6+14 stun) with Powerful Charge

Ranged stun pistol +10 (3d6+5 stun)

Base Atk +9; **Grp** +13

Atk Options Point Blank Shot, Powerful Charge, Precise Shot

Special Actions Battle Analysis, Harm's Way, Shake It Off

Abilities Str 18, Dex 12, Con —, Int 10, Wis 14, Cha 13

Talents Acute Senses, Armored Defense, Battle Analysis, Expert Tracker, Harm's Way, Improved Armored Defense

Feats Armor Proficiency (light, medium), Point Blank Shot, Powerful Charge, Precise Shot, Shake It Off, Skill Focus (Perception), Skill Training (Perception), Skill Training (Survival), Weapon Focus (pistols), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +14, Initiative +10, Knowledge (tactics) +10, Perception +19 (can reroll, must take second result), Survival +12

Systems walking locomotion, basic processor, 2 hand appendages, improved sensor package, integrated comlink, locked access, vocabulator

Possessions stun baton, stun pistol, duranium plating (+8 armor), holorecorder, holoprojector

Availability Restricted; **Cost** 14,000



SEEKER DROID

Mark VII "Inquisitor" Series Seeker Droid

CL 6

Diminutive droid (4th-degree) scout 6

Force 1

Init +12; Senses darkvision, low-light vision; Perception +18

Languages Basic, Binary, 1 unassigned

Defenses Ref 27 (flat-footed 13), Fort 14, Will 19

hp 46; Threshold 14

Speed 6 squares (hovering)

Ranged blaster pistol +8 (3d6+3) or

Ranged blaster pistol +3 (3d6+3) and
blaster pistol +3 (3d6+3)

Base Atk +4; Grp -7

Atk Options Keen Shot, Running Attack

Abilities Str 5, Dex 18, Con —, Int 13, Wis 16, Cha 10

Talents Acute Senses, Expert Tracker, Keen Shot

Feats Dual Weapon Mastery I, Running Attack, Skill Focus (Perception),
Skill Focus (Stealth), Skill Training (Use Computer), Toughness, Weapon
Proficiency (pistols, rifles, simple weapons)

Skills Initiative +12, Knowledge (life sciences) +9, Perception +18 (can
reroll, must take second result), Persuasion +8, Stealth +32, Survival
+11, Use Computer +9

Systems hovering locomotion, heuristic processor, 2 weapon appendages,
darkvision, improved sensor package, locked access, integrated
comlink, vocabulator

Possessions 2 blaster pistols, audio recorder

The seeker droid is a type of surveillance droid designed not only to locate its assigned target, but to neutralize or destroy it. The Mark VII, for instance, is programmed to utilize special tactics to hunt down and either interrogate, kill, or return its target.

The Mark VII will typically follow its target from a distance, making sure to stay out of sight. The droid usually records its target's movements and conversations and attempts to predict a suitable time and place to move in and ruthlessly complete its task. If the job involves killing its quarry, it will do so without hesitation. Otherwise, the droid will force the prisoner to a safe location at gunpoint, probably to commence its interrogation.

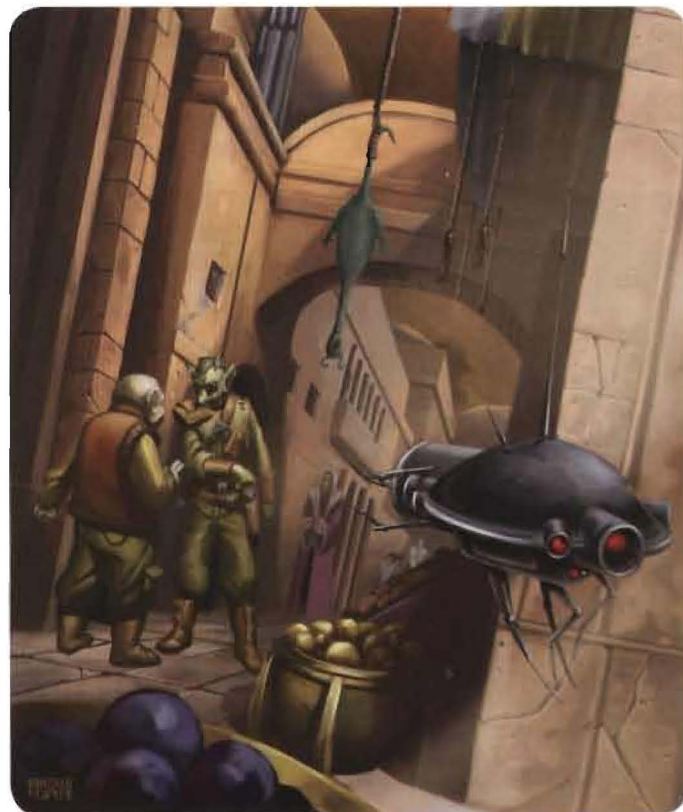
A spherical droid roughly 0.2 meters in diameter, the "Inquisitor" model is perfectly sized for its purpose. Despite its petite size, the droid packs a wide array of sensors and recording devices to carry out its task as well as an advanced data probe that permits it to interface with virtually any computer system (granting a +2 bonus to its Use Computer checks) and two blasters in case it decides to do away with its prey.

Mark VII Inquisitor series seeker droids can't be played as droid heroes.

SEEKER DROID ENCOUNTERS

Seeker droids can be found virtually anywhere in the galaxy, provided you can see them. These elusive droids are so good at staying out of sight that most people in the galaxy do not know they exist. Those who have caught sight of one of these droids usually pay it no mind, considering it nothing more than a messenger drone.

Although the existence of seeker droids was rare before the rise of the Empire, they soon became popular with various parties. Seeker droids were employed as Imperial tools to hunt down certain people to extract information or just eliminate an undesired party. The Empire would also use seekers as watchdogs to keep an eye on various individuals and make sure they stayed on a particular planet or in a defined area. The New Republic also made use of seeker droids in similar capacities but insisted that the droids bear nonlethal weaponry. Bounty hunters have been known to use seeker droids when stalking multiple targets at once, ordering the droids to return those targets to a location specified by their master for holding until he can retrieve them.



SENTRY DROID

Imperial Mark IV Series Sentry Droid

CL 2

Diminutive droid (4th-degree) nonheroic 6

Init +5; **Senses** darkvision, low-light vision; Perception +17

Languages Basic, Binary

Defenses Ref 17 (flat-footed 15), Fort 8, Will 12; Dodge

hp 16; **Threshold** 8

Immune droid traits

Speed 6 squares (hovering)

Melee —

Fighting Space 1 square; **Reach** 0 squares

Base Atk +4; **Grp** -9

Abilities Str 6, Dex 14, Con —, Int 11, Wis 15, Cha 6

Feats Dodge, Skill Focus (Gather Information), Skill Focus (Perception),

Skill Training (Gather Information), Weapon Proficiency (pistols)

Skills Gather Information +11, Perception +17, Stealth +20

Systems hovering locomotion, basic processor, 2 tool appendages, improved sensor package, darkvision, locked access, integrated comlink, vocabulator

Possessions electrobinoculars, holorecorder

Availability Military; **Cost** not available for sale (estimated cost 7,000)

If there is a droid equivalent of a classroom tattletale, the Imperial Mark IV sentry droid fits the bill. A meddlesome droid, the Mark IV will record a crime and then whisk away to the nearest law enforcement authority to report it, including such petty offenses as littering and jaywalking. Even though the droid provides a valuable service to the Empire, a vast majority of the beings that interact with it, including other droids, find it highly annoying.

The Mark IV is little more than a group of sensor systems on top of a repulsorlift unit, able to scan in all directions simultaneously while flitting about. In addition to its visual scanners, the droid's forward sensor array includes an impressive suite of electromagnetic and infrared scanners. Also, a holorecorder tied into its built-in macrobinoculars can record incidents clearly from as far away as 50 meters. Its broadband antenna/receiver connects only to coded Imperial alert frequencies.

The droid's memory holds historical data on law enforcement and the immense Imperial Legal Code in its entirety. Typically, local authorities upload descriptions of local laws and regional maps into the Mark IV's memory banks to improve the droid's efficiency when it is deployed to a new location. The Mark IV's personality programming is minimal at best, since it is not really needed and can sometimes lead to unforeseen quirks that hamper its performance.

Imperial Mark IV series sentry droids can't be played as droid heroes.

SENTRY DROID ENCOUNTERS

The Imperial Mark IV was created exclusively for the Imperial and pro-Imperial planetary governments and is not available for sale. However, a few units have been swiped by thieves, reprogrammed, and sold on the black market, despite the fact that tampering with a patrol droid is considered a serious offense under Imperial law and is punishable by life at a hard-labor colony. The droid contains a low-frequency transponder that transmits signals back to its headquarters, where an interruption in its signal is certain to attract attention.

The droid often accompanies law enforcement agents on routine patrol or various police actions around its area of operation. Usually, the Mark IV is sent out to act as a forward scout or to locate a particular target. Imperial stormtroopers have been known to send a Mark IV into a potentially dangerous area to act as an intentional target and prevent its owners from walking into an ambush.



WAR DROID

SD-6 "Hulk" Infantry Droid

CL 14

Large droid (4th-degree) soldier 7/elite trooper 7

Force 2

Init +12; Senses Perception +7

Languages Basic (understand only), Binary

Defenses Ref 29 (flat-footed 28), Fort 27, Will 24

hp 112; DR 3; Threshold 32

Immune droid traits

Speed 8 squares (walking)

Melee claw +23 (1d6+16)

Ranged E-Web heavy repeating blaster +13 (5d12+11) with Controlled Burst or autofire and

E-Web heavy repeating blaster +13 (5d12+11) with Controlled Burst or autofire

Ranged ion rifle +13 (3d8+7 ion) and

ion rifle +13 (3d8+7 ion)

Base Atk +14; Grp +28

Atk Options Burst Fire, Controlled Burst, Greater Devastating Attack (heavy weapons), Point Blank Shot

Abilities Str 28, Dex 8, Con —, Int 8, Wis 10, Cha 8

Special Qualities damage reduction 3, delay damage

Talents Armored Defense, Controlled Burst, Devastating Attack (heavy weapons), Greater Devastating Attack (heavy weapons), Greater Weapon Focus (heavy weapons), Greater Weapon Specialization (heavy weapons), Improved Armored Defense, Weapon Specialization (heavy weapons),

Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Martial Arts I, Point Blank Shot, Weapon Focus (heavy weapon), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +21, Initiative +12

Systems walking locomotion, basic processor, 2 claw appendages, 2 tool mounts, integrated comlink, locked access

Possessions 2 E-Web heavy repeating blasters, 2 ion rifles, duranium plating (+8 armor)

The Balmorran Arms SD-6 "Hulk" infantry droid is one of the most lethal droids on the market. Designed ostensibly for security purposes, the SD-6 is often used in private militaries and mercenary units as weapons of war. The SD-6 has been in service for years, and the militaries of the Republic, Empire, and New Republic all used these droids throughout major conflicts (though the Republic did set the droids aside during the Clone Wars, for fear of confusion with Separatist forces).



The SD-6 is a formidable droid that boasts twin E-Web blaster cannons and twin ion rifles attached to its upper appendages, allowing it to unleash a torrent of blaster fire on its enemies. Despite the presence of this dangerous weapons load, the SD-6 still finds its way into the hands of private citizens, and is often used to guard hangars and docking bays where the presence of heavy weaponry is a deterrent to would-be intruders.

WAR DROID ENCOUNTERS

War droids of all kinds, including the SD-6 infantry droid, are typically more destructive and rare than more run-of-the-mill battle droids. That fact aside, war droid encounters might use a large number of low-level nonheroic battle droids while featuring a single war droid or a pair of them to serve as the battle droids' commanders. Similarly, a war droid encounter that also features low-level soldiers, bruisers, or any other warrior type presents a variety of challenges, including the decision of when to whittle down the support troops and when to take out the lumbering war droid.

War droids can also be found in the possession of crime lords and other powerful criminals. Not caring for the legalities of owning a war droid, many crime lords pick up these war droids secondhand from governments and use them as personal security. War droids, which are significantly tougher than battle droids, can usually act as an entire illegal security force, and many crime lords use war droids to protect their personal starships from shipjacks and other thieves. An encounter with a war droid featuring a crime lord will usually also include some of the crime lord's minions (low-level bruisers and other criminals) and a lieutenant or other more powerful minion.

SITH SWORD

Simple Weapon

The Sith sword is a weapon created during the days of the Sith Empire using arcane alchemical techniques. A Sith sword is physically identical to most archaic swords, though the alchemical treatment it receives makes it nearly as dangerous as a lightsaber. A lightsaber does not ignore a Sith sword's DR, and characters who are proficient with the Sith sword can treat it as a lightsaber for the purposes of using the Block, Deflect, and Redirect Shot talents (and any talents that have those Jedi talents as a prerequisite).

Additionally, a Sith sword becomes more powerful in the hands of a character who is steeped in the dark side of the Force. A character proficient in the Sith sword's use can spend a Force Point as a swift action to gain a bonus to damage rolls with the Sith sword equal to his or her Dark Side Score. This bonus to damage applies to the next attack made before the end of the encounter, and activating this ability increases the wielder's Dark Side Score by 1.

Size Medium; **Cost** 3,000; **Damage** 1d8; **Weight** 3 kg; **Type** Slashing or piercing; **Availability** Illegal, Rare

SITH ELITE WARBOT

The Sith elite warbot is an ancient war droid dating back nearly 5,000 years before the Battle of Yavin. These war droids were used during the Great Hyperspace War and were powerful soldiers in the armies of the Sith Empire. Each Sith warbot was armored and possessed a pair of blasters, though its main weapon was its alchemically forged Sith sword (an artifact of the dark side that can turn aside lightsabers and deflect blaster bolts). Though most of these dark side-tainted war droids were destroyed during the Great Hyperspace War, a few survived or were deactivated and placed in hiding. Some even reemerged during the Great Sith War and the Jedi Civil War millennia later, but most Sith warbots remained entombed in ancient vaults on Korriban and elsewhere in the galaxy. In more modern eras, Sith warbots are a rare sight indeed, though they have emerged from time to time as explorers or collectors stumble across deactivated and long-forgotten droids.

Sith Elite Warbot

CL 5

Medium droid (4th-degree) nonheroic 6/soldier 3

Force 2; **Dark Side** 10

Init +11; **Senses** Perception +4

Languages Basic, Binary

Defenses Ref 21 (flat-footed 19), Fort 19, Will 13

hp 31; **Threshold** 19

Immune droid traits

Speed 6 squares

Melee Sith sword +11 (1d8+12) or

Melee Sith sword +11* (1d8+24) with Powerful Charge

Ranged blaster pistol +9 (3d6+1) or

Ranged blaster pistol +7 (3d6+1) and

blaster pistol +7 (3d6+1)

Base Atk +7; **Grp** +11

Atk Options Melee Smash, Point Blank Shot, Power Attack, Powerful Charge

Abilities Str 18, Dex 15, Con —, Int 10, Wis 10, Cha 12

Talents Melee Smash, Weapon Specialization (simple weapons)

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Power Attack, Powerful Charge, Weapon Proficiency (simple weapons, blaster pistols)

Skills Initiative +11

Systems basic processor, 2 hand appendages, 2 tool appendages, locked access, vocabulator

Possessions Sith sword, 2 blaster pistols, duranium plating (+8 armor)

*Includes 4 points of Power Attack.

WORKER DROID

PK Worker Droid

CL2

Small droid (5th-degree) nonheroic 6

Init +5; Senses Perception +9

Languages Basic, Binary, 1 unassigned

Defenses Ref 13 (flat-footed 11), Fort 12, Will 11

hp 21; Threshold 12

Immune droid traits

Speed 4 squares (walking)

Melee unarmed +6 (1d2+5)

Base Atk +4; Grp +1

Abilities Str 14, Dex 14, Con —, Int 9, Wis 12, Cha 8

Feats Linguist, Skill Training (Acrobatics, Mechanic), Toughness, 1 unassigned

Skills Acrobatics +10, Mechanic +7, Perception +9

Systems walking locomotion, basic processor, 2 hand appendages, vocabulator

Availability Licensed; Cost 1,000

The PK worker droid is one of the cheapest and most common droids in use. Its long neck and eyelike head are recognized across the galaxy. It is widely used for cargo loading and freight handling, but because of its low cost, the PK droid is also frequently used in positions where other more expensive droids would perform considerably better. Although they are only 1.5 meters tall, PK droids are surprisingly strong and agile and are noted for being more intelligent than most other labor droids. PK droids are usually programmed to be aware of their limitations, and one of their more common faults is apologizing excessively. Because of their low cost, parts from PK droids are often used in the construction of more expensive droids, and occasionally PK droids are subject to aftermarket upgrades, usually as an effort to improve their intelligence and to allow them to handle a wider range of tasks.

PK worker droids can be played as droid heroes.

PK WORKER DROID ENCOUNTERS

PKs are the most common droids used in warehouses, loading docks, or large stores. They are most often employed for loading and cleaning. However, their low cost has also led to their use as low-level managers in charge of the day-to-day operations of relatively simple facilities such as warehouses and small shops. Seeing a PK droid working in such a capacity is widely regarded as an indication that the facility is either seriously under-funded or that the people in charge care far more about saving money than providing useful

services. Although they are capable of handling a wide variety of tasks, their limited intelligence and programming means that PK droids can easily become confused and sometimes make irrational decisions that they later refuse to change unless ordered to do so.

PK droids are also among the most common personal droids, and are regularly used for jobs ranging from ones they are ideally suited for, such as household cleaning and low-level maintenance, to unlikely tasks such as short-term childcare or acting as a butler. Using a PK worker droid as a servant droid is often considered an indication that the owner is someone who lacks either taste or money.



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THREATS OF THE GALAXY REVISED

UPDATED NOVEMBER 9, 2008

The bulk of this document contains unofficial errata for *Threats of the Galaxy*, the second supplement released for the *Star Wars Saga Edition*. Every stat block from that book has been scoured and all of the errors revealed.

All text written in red indicates a change that was made to the stat block where I had to decide what to add or remove. The changes are necessary, but the actual change could be any of a number of choices. For example, the Martial Artist (page 52) has a feat that he cannot use. (He can't have Skill Training (Acrobatics) because Acrobatics isn't a class skill for him.) Thus he needs a new feat. You can obviously choose any feat you wish, so long as he meets the prerequisites, but I also included an option. For the Martial Artist, I chose the feat Pin. When choosing which particular character options I had to add or remove I kept in mind the rest of the stat block, trying to keep it looking the same as best as I could. For the Martial Artist, I wouldn't have chosen, for example, Improved Defenses as that would then change other aspects of his stat block (all three of his defenses). Therefore I chose to add and remove things that would have as little a tangible effect as possible. Sometimes however, such things were unavoidable. As such, whenever I made a change that affected other parts of the stat block that were not originally incorrect, I also displayed that text in

red. Just remember that anything you see in red in this document can be changed to your liking.

The Attack Options and Special Actions lines were not updated to reflect added or subtracted feats, talents, etc. They are only listed if there was an error in the book, in which case the errata will inform you to remove it.

Additionally, some of the stat block's CLs should change. I based this on the following rules:

- Nonheroics gain 1 CL on their 3rd level and every 3rd level thereafter. Therefore, level 1 or 2 nonheroic characters are CL 0.
- Creatures' CLs are based on their beast level minus 1.

Also included in this section are various updates to certain stat blocks utilizing the various new options from newer supplements.

Following the stat block corrections is a list of all the threats from the book organized by CL, making it easy to look for appropriate threats.

Finally, I also included an index to the book, showing where all the new character options and rules are in the book.

If you find errors from *Threats of the Galaxy* I didn't account for, or find an error among my work, do not hesitate to e-mail me at paulklein22@gmail.com. I plan on updating this document until it seems it is no longer necessary.

CHARACTERS

P. 10 - ADEPT, FORCE

Dark Side: 1

Melee: Vibroaxe 3d10+12* (not 2d10+20)

Atk Options: Remove Cleave

Talents: Add Empower Weapon and Devastating Melee Smash (KotOR 29)

Talents: Remove Devastating Attack (adv melee weapons) and Remove Weapon Specialization (adv melee weapons)

*This weapon is empowered

P. 11 - DATHOMIRI WITCH

Defenses: Fort 22 (not 23)

Threshold: 22 (not 23)

Force Techniques: Remove Improved Sense Surroundings

Feats: Add Force Boon

Skills: Add Climb +9

Skills: Remove Acrobatics

P. 11 - TRIBAL SHAMAN

Init: +3 (not +8)

P. 12 - ASSASSIN

Threshold: 21 (not 11)

Melee: Vibroblade +12 (not +13) or

Melee: Vibroblade +10 (not 11) with Rapid Strike

Atk Options: Remove Running Attack

Feats: Remove Careful Shot

P. 13 - MALKITE POISONER

Senses: Perception +12 (not +14)

Languages: Add 2 additional languages

Fort: 24 (not 25)

Threshold: 24 (not 25)

Feats: Add Linguist

Skills: Remove Mechanics

P. 13 - MALKITE POISONER TALENT TREE

This talent tree belongs to the Scoundrel class.

P. 14 - BODYGUARD

Languages: Add 1 additional language

Melee: Unarmed damage 1d4+3 (not 1d3+3)

P. 14 - CAPTAIN TYPHO

Defenses: Ref 24 (not 25) and flat-footed 20 (not 21)

Feats: Add Precise Shot

Feats: Remove Deadeye

P. 17 - AURRA SING

Skills: Remove Persuasion

Skills: Survival +13 (not +12)

UPDATE THE FORCE UNLEASHED CAMPAIGN GUIDE

Talents: Add Jedi Hunter (p. 42)

Talents: Remove Skirmisher

P. 18 - BOSSK

Init: +14 (not +9)

Defenses: Fort 27 (not 28)

Ranged: Sporting blaster pistol 3d4+6 (not 2d4+6)

Ranged: Sporting blaster pistol 4d4+6 (not 3d4+6) with Rapid Shot

Feats: Add Skill Training (Initiative)

Skills: Initiative +14 (not +9)

P. 19 - JANGO FETT

Defenses: Ref 36 (not 37)

Speed: 4 squares (not 6)

Melee: Combat gloves 1d6+10 (not 1d6+3)

Ranged: Blaster pistol +12/+12 (not +14/+14)

P. 20 - BRUTE

Ranged: Blaster carbine 3d8 (not 3d6)

P. 22 - COMMANDO

Feats: Add Coordinated Attack

Possessions: Add Vibrodagger

P. 23 - COMMANDO SQUAD LEADER

Defenses: Ref 23 (not 24) and flat-footed 20 (not 21)

Feats: Add **Coordinated Attack**

Possessions: Add Vibrodagger

P. 23 - ELITE COMMANDO

Defenses: Remove the line: (+32 against extremes of cold and heat)

Speed: 4 squares (not 6)

Abilities: Str 13 (not 12)

Feats: Add Skill Training (Initiative)

Feats: Remove Skill Training (Stealth)

Skills: Remove Stealth

OPTIONAL ERRATA

The Elite Commando was built with an extremely low point-buy. In order to bring his abilities up to those of a regular commando (p. 22), make the following changes:

Init: +15 **Senses:** Perception +13

Languages: Add 1 language

Defenses: Fort 30 **Defenses:** Will 25

Hp: 144

Threshold: 30

Melee: Increase all attacks by +1

Melee: Vibrobayonet 2d6+9

Ranged: Increase all attacks by +1

Grp: +17

Abilities: Str 15 Dex 17 Con 15 Int 12 Wis 13 Cha 10

Skills: Increase all skills by +1

Skills: Add Perception +13

P. 24 - CON ARTIST

Senses: Perception +2 (not +8)

P. 25 - CRIME LORD

Languages: 5 other languages (not 6)

P. 26 - BLACK SUN VIGO (RODIAN)

Ranged: Heavy blaster pistol +15 (not +14) or

Ranged: Heavy blaster pistol +10/+10 (not +9/+9) with Double Attack

Feats: Add Armor Proficiency (light & medium);

Feats: Remove Skill Focus (Survival)

Skills: Remove Survival

Skills: Persuasion +18 (not +13)

P. 26 - BLACK SUN VIGO (BITH)

Languages: Add 1 additional language

Melee: Unarmed +9 (not +10)

Ranged: Blaster pistol +13 (not +14)

Base Atk: +10 (not +11) **Grp:** +12 (not +13)

Feats: Add **Skill Training (Persuasion)**

Feats: Remove Dual Weapon Mastery III

Skills: Add **Persuasion +15**

P. 27 - HUTT CRIME LORD

Init: +8 (not +3) **Senses:** Perception +8 (not +18)

Speed: 2 squares (not 1)

Melee: Stun baton +7 (not +6)

Ranged: Blaster pistol +5 (not +4)

Feats: Remove Skill Focus (Perception)

UPDATE

KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Talents: Add Intimidating Defense (p. 26)

Feats: Remove Weaken Resolve

P. 28 - DARK JEDI

Feats: Add Weapon Focus (lightsabers)

Feats: Remove **Cleave** and Weapon Finesse

Skills: Use the Force +16 (not +15)

P. 29 - THE REBORN

Defenses: Ref 11 (not 12) and flat-footed 10 (not 11)
Defenses: Fort 10 (not 12)
Threshold: 10 (not 12)
Melee: Lightsaber 2d8+2 (not 2d8+4)
Abilities: Dex 13 (not 12)
Skills: Remove Endurance

P. 30 - DARK JEDI MASTER

Defenses: Ref 31 (not 32) and flat-footed 30 (not 31)
Defenses: Fort 31 (not 30) **Defenses:** Will 34 (not 31)
Threshold: 31 (not 30)
Feats: Remove Melee Defense

P. 31 - JEREC

Init: +12 (not +17)
Languages: Missing 1 language
Melee: Lightsaber +21 (not +20) and deal 2d8+12 (not 2d8+11) or
Melee: Lightsaber +18/+18 (not +17/+17) and 2d8+12 damage (not 2d8+11) with Double Attack
Melee: Vibroblade 2d6+12 (not 2d6+11)
Feats: Add Skill Training (Persuasion)
Feats: Remove Skill Focus (Persuasion)
Skills: Remove Initiative

P. 32 - DARK SIDE ADEPT

Abilities: Int 13 (not 12)

P. 33 - PRIMITIVE DARK SIDE ADEPT

Init: +10 (not +9)
Defenses: Ref 22 (not 21)
Ranged: Slugthrower rifle +7 (not +6)
Grp: +7 (not +6)
Abilities: Dex 13 (not 11)
Feats: Add Skill Training (Stealth)
Feats: Remove Skill Training (Use the Force)
Skills: Remove Swim
Skills: Initiative +10 (not +9) and Stealth +10 (not +9)

P. 33 - DESANN

Force Techniques: Add Force Point Recovery
Talents: Add Equilibrium
Talents: Remove Crippling Strike

P. 35 - DIPLOMAT

Senses: Perception +11 (not +16)
Defenses: Ref 12 (not 11) and flat-footed 12 (not 11)
Feats: Add Skill Training (Deception)
Feats: Remove Skill Focus (Perception)
Skills: Perception +11 (not +16)

P. 37 - EMERGENCY CREW MEMBER

Init: +2 (not +1) **Senses:** Perception +2 (not +1)
Defenses: Fort 10 (not 11)
Threshold: 10 (not 11)
Abilities: Int 14 (Not 12)
Skills: Increase all of his skills by 2 each

P. 40 - INFILTRATOR

Init: +12 (not +7)
Languages: 1 other language (not 2)
Skills: Initiative +12 (not +7), Jump +11 (not +16)

UPDATE THE FORCE UNLEASHED CAMPAIGN GUIDE

Talents: Add Security Slicer (p. 27)
Talents: Remove Fool's Luck

P. 41 - INFORMATION BROKER

Senses: Perception +8 (not +9)

P. 42 - JEDI KNIGHT

Defenses: Remove Lightsaber Defense
Abilities: Str 13 (not 12)
Talents: Add Block
Talents: Remove Lightsaber Defense
Skills: Remove Perception

P. 43 - JEDI REFUGEE

Melee: lightsaber +12 (not +11) or

Melee: lightsaber +10 with Rapid Strike (not +9)

Base Atk: +11 (not +10) **Grp:** +13 (not +12)

P. 44 - JEDI DUELIST

Feats: Remove 1 Force Training

P. 45 - IMPERIAL KNIGHT

Init: +7 (not +12) **Senses:** Perception +6 (not +11)

Speed: 4 squares (not 6)

Melee: All lightsaber damages should be reduced by 1

Force Powers Known: Remove Force Slam and Surge

Feats: Remove Powerful Charge

Skills: Remove Initiative

P. 46 - JEDI MASTER

Defenses: Remove Lightsaber Defense

Abilities: Str 13 (not 12)

Talents: Add Block

Talents: Remove Lightsaber Defense

Skills: Remove Perception

P. 47 - JEDI SAGE MASTER

Defenses: Fort 27 (not 28) **Defenses:** Will 31 (not 30)

Threshold: 27 (not 28)

Skills: Knowledge (life sciences) +15 (not +20)

P. 48 - JEDI BATTLEMASTER

Force Techniques: Add Force Power Mastery (*battle strike*)

Force Techniques: Remove 1 Force Point Recovery

Feats: Add 2 Force Trainings

P. 49 - JEDI SENTINEL MASTER

Force Secrets: Add Distant Power

P. 51 - JENSAARAI DEFENDER

Defenses: Ref 24 (not 25) and flat-footed 22 (not 23)

Melee: Lightsaber +12 and 2d8+7 (not +13 and 2d8+6) or

Melee: Lightsaber +12 and 3d8+7 (not +11 and 3d8+6) with
Mighty Swing

P. 52 - MARTIAL ARTIST

Feats: Add Trip

Feats: Remove Skill Training (acrobatics)

Skills: Remove Acrobatics

P. 52 - MASTER OF TERÄS KÄSI

Skills: Add Jump +16

Skills: Remove Acrobatics

UPDATE KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Melee: Add unarmed +21 (2d10+15) with Flurry

Talents: Add Devastating Melee Smash (p. 29)

Talents: Remove Unbalance Opponent

Feats: Add Flurry (p. 33)

Feats: Remove Point Blank Shot

P. 55 - MERCENARY SCOUT

Defenses: Ref 16 (not 18) and flat-footed 14 (not 16)

Possessions: Remove combat jumpsuit

P. 56 - MERCENARY HEAVY INFANTRY

Defenses: Fort 19 (not 18)

Speed: 4 squares (not 6)

Threshold: 19 (not 18)

Ranged: Heavy blaster rifle 3d10+4 (not 3d8+4)

P. 58 - MERCENARY CAPTAIN

Languages: Missing 2 languages

Speed: 4 squares (not 6)

Melee: Combat gloves 1d4+4 (not 1d4+3)

UPDATE KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Talents: Add Reactionary Attack (p. 26)

Feats: Remove Distant Command

P. 59 - MYSTIC

CL: 5 (not 4)

Languages: Missing 1 language

Defenses: Ref 15 (not 13) and flat-footed 15 (not 13)

Defenses: Fort 16 (not 15)

Threshold: 16 (not 15)

Melee: Quarterstaff 1d6 (not 1d6+1)

Base Atk: +6 (not +5) **Grp:** +6 (not +5)

P. 60 - OFFICER

Init: +8 (not +7)

Defenses: Ref 21 (not 20)

Ranged: Blaster pistol +12 (not +11)

P. 61 - INTELLIGENCE OFFICER

Init: +6 (not +9)

Defenses: Ref 24 (not 23) and flat-footed 23 (not 21)

Melee: Unarmed damage 1d4+5 (not 1d4)

Skills: Add Knowledge (tactics) +13

Skills: Remove Initiative

Skills: Perception +16 (not +18)

UPDATE KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Talents: Add Fluster (p. 26)

Feats: Remove Weaken Resolve

P. 62 - OUTLAW TECH UPDATE STARSHIPS OF THE GALAXY

Talents: Add Quick Fix (p. 17)

Talents: Remove Hyperdriven

P. 63 - PILOT

Init: +11 (not +14) **Senses:** Perception +10 (not +8)

Feats: Add Skill Training (Initiative)

Feats: Remove Skill Focus (Initiative)

Skills: Initiative +11 (not +14), Perception +10 (not +8), Pilot +16 (not +14)

UPDATE KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Talents: Add Deep-Space Gambit (p. 28)

Talents: Remove Improved Initiative

P. 64 - ACE PILOT UPDATE STARSHIPS OF THE GALAXY

Starship Maneuvers Known: *attack formation zeta nine, Corellian slip, Darklighter spin, I have you now*

Feats: Add Starship Tactics (2) (p. 20)

Feats: Remove Precise Shot and Running Attack

P. 65 - PILOT, ELITE

Senses: Perception +5 (not +7)

Skills: Remove Perception

Skills: Perception +5 (not +7)

UPDATE STARSHIPS OF THE GALAXY

Starship Maneuvers Known: *counter, Tallon roll*

Feats: Add Starship Tactics (p. 20)

Feats: Remove Precise Shot

P. 66 - PIRATE

Init: +6 (not +5)

Defenses: Will 15 (not 14)

UPDATE KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Talents: Add Opportunistic Strike (p. 27)

Talents: Remove Sneak Attack

P. 67 - PRIVATEER

Defenses: Ref 22 (not 24)

Defenses: Fort 21 (not 22) **Defenses:** Will 20 (not 21)

Threshold: 21 (not 22)

Melee: Vibroblade 2d6+6 (not 2d6+8)

Ranged: Heavy blaster pistol 4d8+6 (not 4d8+5) with Rapid Shot

Abilities: Int 13 (not 12)

Talents: Add Penetrating Attack (pistols)

Talents: Remove Weapon Specialization (advanced melee weapons)

P. 68 - PIRATE CAPTAIN

Defenses: Will 24 (not 23)

Melee: Vibroblade +10 (not +9) or

Melee: Vibroblade +5/+5 (not +4/+4) with Double Attack

Ranged: Blaster pistol +9 (+8)

Ranged: Hold-out blaster pistol +9 (not +8)

Base Atk: +7 (not +6) **Grp:** +9 (not +8)

Feats: Remove Melee Defense

P. 70 - POLITICIAN, VETERAN

Hp: 12 hp is too low. Average hit points would be about 33.

Abilities: Int 13 (not 12)

UPDATE KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Talents: Add Influential Friends (p. 29)

Talents: Remove Weaken Resolve

P. 71 - BAIL ORGANA

Languages: Missing one language

Defenses: Ref 21 (not 12) and flat-footed 20 (not 11)

Defenses: Fort 19 (not 14) **Defenses:** Will 23 (not 18)

Threshold: 19 (not 14)

Ranged: Blaster pistol 3d6+4 (not 2d6+4)

UPDATE KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Talents: Add Influential Friends (p. 29)

Talents: Remove Weaken Resolve

P. 72 - SABOTEUR

Melee: Vibrodagger +3 (not +8)

Attack Options: Remove Combat Reflexes

Talents: Add Demolitionist (she should have 2 of this talent)

UPDATE THE FORCE UNLEASHED CAMPAIGN GUIDE

Talents: Add Electronic Sabotage (p. 27)

Talents: Remove Gimmick

P. 73 - TWI'LEK SABOTEUR

Init: +4 (not +6)

Languages: Missing 3 languages

P. 74 - SECTOR RANGER

Language: Missing 1 additional language

Defenses: Flat-footed Ref 21 (not 22)

Ranged: Heavy blaster pistol +8 (not +9)

Talents: Remove Acute Senses

Feats: Remove Shake It Off and Weapon Focus (pistols)

P. 75 - SPECIAL ENFORCEMENT OFFICER

Skills: Add Survival +13

Skills: Remove Knowledge (bureaucracy)

P. 76 - SECURITY PERSONNEL

Defenses: Ref 14 (not 16) and flat-footed 13 (not 15)

Ranged: Blaster pistol +6 (not +5)

P. 76 - SECURITY SPECIALIST

Defenses: Remove the line (26 with riot shield)

Speed: 4 squares (not 6)

Talents: Add Tough as Nails

P. 77 - ROYAL HANDMAIDEN

Languages: 1 too many languages

Melee: Unarmed +5 (not +6)

P. 78 - SHIP CAPTAIN

Melee: Vibrodagger +13 or +8/+8 (not +12 or +7/+7)

Ranged: Blaster pistol +13 (not +12)

Base Atk: +11 (not +10) **Grp:** +13 (not +12)

Skills: Knowledge (tactics) +18 (not +13)

UPDATE

STARSHIPS OF THE GALAXY

Talents: Add Fleet Deployment and Fleet Tactics (p. 18)

Talents: Remove Assault Tactics and Tactical Edge

P. 79 - SHIP GUNNER

Senses: Perception +6 (not +8)

Ranged: Heavy blaster pistol 3d8+3 (not 2d8+3)

Skills: Add Pilot +12

Skills: Remove Perception

P. 80 - DARTH MAUL

Languages: Missing 1 language

Defenses: Replace the entire Reflex line with "Ref 34 (flat-footed 28, Niman 35, Niman and Lightsaber Defense 37)"

Defenses: Add in parentheses after Will: (Niman 31)

P. 81 - RAZALON FC-20 SPEEDER BIKE

Cover: None (not total)

P. 82 - SITH LORD

CL: 19 (not 18)

Defenses: Ref 34 (not 33) and flat-footed 32 (not 31)

Defenses: Fort 32 (not 31) **Defenses:** Will 35 (not 34)

Threshold: 32 (not 31)

Feats: Remove Melee Defense

OPTIONAL ERRATA

The Sith Lord's lightsaber should probably be self-built. If so, then increase all lightsaber attacks by 1

P. 82 - FALLEN JEDI SITH LORD

Melee: Lightsaber +22 (not +21)

Melee: Lightsaber +20 (not +19) with Rapid Strike

Melee: Lightsaber +20 (not +19) when also using his short lightsaber

Melee: Add +2 to all lightsaber damages

Force Techniques: Apply Force Power Mastery to Battle Strike

Talents: Add Weapon Specialization (lightsabers)

Talents: Remove Wicked Strike

Skills: Add Knowledge (galactic lore) +17

P. 83 - LUMIYA

Senses: Perception +20 (not +18)

Defenses: Ref 41 (not 42)

Defenses: Fort 36 (not 34)

Threshold: 36 (not 34)

Feats: Add Point Blank Shot

Feats: Remove Combat Reflexes

Skills: Mechanics +16 (not +15) and Perception +20 (not +18)

P. 86 - SLICER

Senses: Perception +4 (not +9)

Languages: Missing 1 language

Skills: Remove Perception

Skills: Gather Information +8 (not +15)

P. 87 - ZAKARISZ GHENT

Senses: Perception +4 (not +9)

Languages: Missing 1 language

Feats: Remove Melee Defense

Skills: Remove Perception and Pilot

Skills: Gather Information +13 (not +19) and Mechanics +14 (not +19)

UPDATE THE FORCE UNLEASHED CAMPAIGN GUIDE

Talents: Add Security Slicer (p. 27)

Talents: Remove Fool's Luck

P. 88 - SMUGGLER

Languages: 2 too many languages

Defenses: Fort 19 (not 18)

Threshold: 19 (not 18)

Ranged: Heavy Blaster Pistol 3d8+3 (not 3d6+3)

Feats: Remove Precise Shot

UPDATE KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Talents: Add Vehicle Sneak (p. 29)

Talents: Remove Barter

UPDATE THE FORCE UNLEASHED CAMPAIGN GUIDE

Talents: Add Art Of Concealment (p. 27)

Talents: Remove Hyperdriven

P. 89 - TALON KARRDE

Defenses: Ref 26 (not 27) and flat-footed 24 (not 25)

Talents: Add Illicit Dealings (TFU 27)

Talents: Remove Stellar Warrior

Skills: Pilot +18 (not +17)

P. 90 - SPECFORCE HEAVY WEAPONS SPECIALIST

Defenses: Ref 21 (not 20) and flat-footed 19 (not 18)

Defenses: Fort 18 (not 16)

Speed: 4 squares (not 6)

Threshold: Will 18 (not 16)

Melee: Combat gloves 1d4+4 (not 1d4+6)

Ranged: Heavy blaster pistol 3d8+1 (not 3d8+3)

Ranged: Heavy repeating blaster +10 and 3d10+3 (not +9 and 3d10+5)

Ranged: Heavy repeating blaster +8 and 3d10+3 (not +7 and 3d10+5) when braced

Ranged: Heavy repeating blaster +5 and 5d10+3 (not +4 and 5d10+5) with Burst Fire

Ranged: Missile launcher 6d6+3 (6d6+5)

P. 92 - SOLDIER COMMANDER

Skills: Persuasive should be Persuasion

P. 92 - CLONE COMMANDER CC-2224 "CODY"

Defense: Ref 30 (not 31)

Feats: Remove Running Attack

Skills: Remove Use Computer

P. 94 - SOLDIER, ELITE

Senses: Remove low-light vision

Defenses: Ref 25 (not 24) and flat-footed 22 (not 20)

Speed: 4 squares (not 6)

Melee: Unarmed +12 (not +14)

Ranged: Heavy blaster pistol +15 (not +17) or

Ranged: Heavy blaster pistol +13 (not +15) with Rapid Shot

Ranged: Frag grenade +13 and 4d6+5 (not +15 and 4d6)

Ranged: Ion grenade +13 and 4d6+5 (not +15 and 4d6)

Base Atk: +10 (not +12) **Grp:** +13 (not +15)

P. 95 - SPECFORCE ELITE SOLDIER

Defenses: Ref 29 (not 30) and flat-footed 25 (not 27)

Feats: Add Martial Arts I

Feats: Remove Extra Second Wind and Running Attack

P. 96 - SPY

Languages: 5 other languages (not 2)
Defenses: Fort 19 (not 18) **Defenses:** Will 19 (not 18)
Threshold: 19 (not 18)
Melee: Vibrodagger +0 (not +7)
Ranged: Blaster pistol +6 (not +8)
Base Atk: +4 (not +6) **Grp:** +6 (not +8)
Skills: Use Computer +10 (not +9)

P. 97 - BOTHAN SPY

Init: +7 (not +5)
Languages: 5 other languages (not 2)
Defenses: Will 22 (not 20)
Melee: Vibrodagger +1 (not +7)
Ranged: Blaster pistol +8 (not +9)
Base Atk: +5 (not +6) **Grp:** +8 (not +9)

P. 98 - SWOOP GANG LEADER

Defenses: Flat-footed 19 (not 20)
Melee: Unarmed 1d6+4 (not 1d6+1)

UPDATE KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Talents: Add Strike And Run (p. 28)
Talents: Remove Fortune's Favor

P. 98 - MODIFIED R-2000 RAPTOR SPEEDER BIKE

Cover: None (not total)

P. 99 - SWOOP GANG MEMBER

Senses: Perception +1 (not +2)
Feats: Replace "Weapon Training" with "Weapon Proficiency"

P. 99 - NEBULON-Q SWOOP

Cover: +5 (not total)

P. 102 - ELITE WARRIOR

CL: 14 (not 15)
Senses: Perception +9 (not +16)
Speed: 4 squares (not 6)
Ranged: Heavy blaster rifle 3d10+8 (not 3d8+8) with Double Attack
Ranged: Heavy blaster rifle 3d10+8 (not 3d8+8) with Triple Attack
Talents: Add Tough as Nails
Skills: Remove Perception

P. 102 - MANDALORIAN SUPERCOMMANDO

Senses: Perception: +17 (not +15)
Speed: 4 squares (not 6)
Defenses: Ref 36 (not 37) and flat-footed 32 (not 33)
Talents: Add Hard Target
Talents: Remove Second Skin
Feats: Add Shake It Off

UPDATE KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

Talents: Add Mandalorian Ferocity (adv melee weapons) (p.38)
Talents: Remove Hard Target

CREATURES

P. 106 - CORELLIAN BANSHEE BIRD

Init: +5 (not +4)

P. 107 - CORELLIAN SAND PANTHER

Init: +10 (not +6) Senses: Perception +11 (not +7)

Defenses: Fort 13 (not 12)

Threshold: 13 (not 12)

Melee: Claws +10/+10 (not +9/+9)

Melee: Bite +10 (not +9)

Base Atk: +6 (not +5) Grp: +12 (not +11)

Skills: Increase all skills by 4 each

P. 108 - DRAGONSNAKE

Defenses: Flat-footed 13 (not 14)

P. 109 - GUNDARK

CL: 9 (not 10)

Senses: Perception +12 (not +13)

Defenses: Will 12 (not 13)

Feats: Add Weapon Proficiency (simple)

Feats: Remove Power Attack

Skills: Only one of these skills is a trained skill (Perception).

Nonetheless, Survival +7 (not +8)

Skills: Perception +12 (not +13)

P. 110 - KATARN

CL: 7 (not 8)

Senses: Perception +6 (not +7)

Defenses: Fort: 12 (not 13) Defenses: Will 12 (not 13)

Threshold: 12 (not 13)

Skills: Only two of these skills are trained skills (Climb and Survival).

Nonetheless, Perception +6 (not +7)

Skills: Survival +11 (not +12)

P. 111 - KINTAN STRIDER

Init: +2 (not -1) Senses: Perception +5 (not +2)

Defenses: Flat-footed 15 (not 16)

Feats: Add Power Attack

Skills: Endurance +13 (not +11) and Perception +5 (not +7)

P. 112 - KNOBBY WHITE SPIDER

Defenses: Flat-footed 14 (not 15)

Skills: Perception is not a trained skill

Skills: Jump +17 (not +15)

P. 113 - KOUHUN

Melee: Bite damage is 1 + poison (not 1d4+posion)

Grp: -9 (not -16)

P. 114 - KRAYT DRAGON, GREATER

Init: +6 (not -2) Senses: Perception +14 (not +6)

Skills: Perception +14 (not +6) and Stealth +16 (not +8)

P. 115 - KRAYT DRAGON, CANYON

Init: +6 (not -1) Senses: Perception +19 (not +12)

Defenses: Ref 15 (not 14) and flat-footed 15 (not 29)

Defenses: Fort: 26 (not 25) Defenses: Will 13 (not 12)

Threshold: 76 (not 75)

Feats: Add Improved Defenses

Skills: Climb +29 (not +22) and Perception +19 (not +4)

P. 116 - MANTELLIAN SAVRIP

CL: 5 (not 6)

Hp: 39 hit points is too low. Average hit points are about 60.

Skills: Stealth -3 (not +2)

P. 119 - MYNOCK OPTIONAL RULES

An hour after attaching itself to a vehicle, the mynock reduces the vehicle's Intelligence by 1. It continues to drain the vehicle's Intelligence by 1 every hour thereafter.

P. 120 - NARGLATCH

Init: +10 (not +7) **Senses:** Perception +4 (not +1)
Skills: Initiative +10 (not +7) and Stealth +5 (not +12)

P. 121 - NASHTAH

CL: 8 (not 9)
Defenses: Will 14 (not 15)
Skills: Only Initiative is a trained skill

P. 122 - DATHOMIRI RANCOR

Init: +5 (not +6)
Defenses: Fort 20 (not 16) **Defenses:** Will 13 (not 10)
Threshold: 30 (not 26)
Melee: Bite +17 and 2d6+15 (not +18 and 1d8+15) and Claw +17 and 1d8+15 (not +18 and 2d6+15)

P. 123 - TYRANT RANCOR

CL: 14 (not 15)

P. 123 - TRA'COR

Grp: +16 (not +14)

P. 124 - RONTO

Init: +1 (not -1) **Senses:** Perception +3 (not +1)
Skills: Endurance +21 (not +11)

P. 125 - SARLACC

Init: +6 (not +0)
Hp: 234 is too low. Average hit points are about 286
Melee: Tentacles +25 (not +18)
Melee: Bite +25 and 4d6+22 (not +18 and 4d6+15)
Grp: +45 (not +38)
Abilities: Str 42 (not 28)

P. 126 - VARACTYL

CL: 3 (not 4)
Defenses: Flat-footed 8 (not 9)
Melee: Bite 2d6+10 (not 1d8+10)
Melee: Claw 1d8+10 (not 1d6+10)
Melee: Tail lash 1d6+10 (not 1d4+10)
Skills: Climb is the only trained skill

P. 127 - VARACTYL HANDLER

CL: 0 (not 1)

P. 128 - VORNSKR

CL: 6 (not 7)
Melee: Claws 1d4+6 (not 1d6+6) or
Melee: Claws 2d4+6 (not 2d6+6) with Rapid Strike
Melee: Bite 1d6+6 (not 1d8+6) or
Melee: Bite 2d6+6 (not 2d8+6) with Rapid Strike
Grp: +8 (not +18)

P. 130 - WOMP RAT PACK

Hp: 50 (not 25)
Melee: Bite 1d8+6 (not 1d6+2)
Abilities: Str 20 (not 12)
Abilities: Dex 8 (not 10)
Abilities: Con 22 (not 14)
Skills: Stealth -5 (not -4)

P. 131 - YSALAMIRI

Skills: Stealth +18 (not +13)
Skills: Stealth is the only trained skill.
Nonetheless, Climb -4 (not +1)

DROIDS

P. 134 - ARTILLERY DROID

Init: +13 (not +8)

Skills: Add **Initiative +13** and Knowledge (tactics) +11

P. 135 - ASSASSIN DROID

Senses: Perception +13 (not +11)

Defenses: Ref 27 (not 26) and flat-footed 24 (not 23)

Ranged: Sniper blaster +13 (not +12)

Feats: Add **Far Shot**

Skills: Perception +13 (not +11)

P. 136 - R3 ASTROMECH DROID

Feats: Add 1 unassigned feat

Skills: Knowledge (physical sciences) +8 (not +9), Mechanics +13 (not +15)

P. 137 - R4 ASTROMECH DROID

CL: 0 (not 1)

Feats: Add 1 unassigned feat

P. 137 - R5 ASTROMECH DROID

CL: 0 (not 1)

Feats: Add 1 unassigned feat

P. 138 - R7 ASTROMECH DROID

Melee: Electroshock probe +3 (not +4)

Base Atk: +4 (not +5) **Grp:** +2 (not +3)

Feats: Add **Skill Focus (mechanics)**

Skills: **Mechanics +18** (not +13)

P. 139 - R2-R ASTROMECH DROID

Senses: Perception +8 (not +6)

Skills: Perception +8 (not +6) and Gather Information +3 (not +12)

Availability: Missing **Cost:** Missing

P. 140 - B3 ULTRA BATTLE DROID

Melee: Unarmed 1d6+7 (not 1d6+8)

Ranged: Heavy repeating blaster 3d10 (not 5d10+2) or

Ranged: Heavy repeating blaster 5d10 (not 5d10+2) with Burst Fire

Ranged: Flamethrower +2 and 3d6 (not +7 and 3d6+1)

Ranged: Missile launcher 6d6 (not 6d6+1)

P. 141 - B3-A ULTRA BATTLE DROID

Defenses: Ref 18 (not 19) and flat-footed 17 (not 18)

Threshold: 29 (not 34)

Melee: Unarmed +12 and 1d6+9 (not +13 and 1d4+9)

Ranged: Flamethrower +1 (not +7)

Base Atk: +5 (not +6) **Grp:** +17 (not +18)

Feats: Add **Weapon Focus (heavy weapons)**

Feats: Remove **Point Blank Shot**

P. 141 - IG SERIES LANCER DROID

Melee: Energy lance 2d8+2 (not 2d8+4) or

Melee: Energy lance 3d8+2 (not 3d8+4) with Rapid Strike

Feats: **Remove Weapon Proficiency (rifles)**

P. 142 - BUZZ DROID

Senses: Perception +8 (not +10)

Melee: Vibrosaw 2d4-1 (not 2d4+1)

Ranged: Plasma cutting torch 3d6+1 (not 2d6+1)

Talents: Add **Devastating Attack (pistols)**

Talents: Remove **Penetrating Attack (advanced melee weapons)**

Skills: Perception +8 (not +10)

BUZZ DROID OPTIONAL RULES

After attaching itself to a vehicle, the buzz droid can make attacks against the vehicle's flat-footed defense. Additionally, buzz droids ignore a vehicle's SR.

P. 143 - CONSTRUCTION DROID

CL: 5 (not 8)
Defenses: Fort 30 (not 10)
Threshold: 85 (not 65)
Feats: Remove Throw
Skills: Endurance +12 (not +32)

P. 144 - DEMOLITIONS DROID

Defenses: Will 12 (not 11)
Melee: Claw +24 (not +12)
Ranged: Plasma cannon +12 and 3d10 (not +24 and 3d10+8)
Ranged: Laser cutter 3d8 (not 3d8+8)

P. 145 - ESPIONAGE DROID

Languages: 5 unassigned languages (not 1)
Defenses: Ref 19 (not 20)
Melee: Unarmed +5 and 1d4+4 (not +4 and 1d3+4)
Ranged: Hold-out blaster pistol +5 (not +3)
Talents: "Master Splicer" should be "Master Slicer"

P. 146 - INTERROGATION DROID

Languages: 2 unassigned languages (not 1)

P. 147 - MEDICAL DROID

Melee: Unarmed -4 and 1d3-1 (not +4 and 1d3)
Skills: Treat Injury +13 (not +14)

P. 148 - POWER DROID

CL: 0 (not 1)
Melee: Unarmed 1d3+2 (not 1d2+2)
Skills: Mechanics +2 (not +5)

P. 149 - PROBE DROID

Languages: 3 unassigned languages (not 1)
Defenses: Fort 9 (not 10)
Threshold: 9 (not 10)
Melee: Unarmed -4 and 1d3-1 (not +1 and 1d4-1)
Feats: Add 1 unassigned feat
Availability: Missing **Cost:** Missing

P. 150 - M-3PO MILITARY PROTOCOL DROID

CL: 0 (not 1)
Melee: Unarmed 1d4 (not 1d3+1)
Feats: Add 1 unassigned feat

P. 151 - TC PROTOCOL DROID

Melee: Unarmed 1d4-1 (1d3-1)

P. 152 - GURI

Languages: Missing 5 languages
Defenses: Ref 27/28 (not 29) and flat-footed 22 (not 25)
Defenses: Fort 22 (not 28) **Defenses:** Will 23 (not 24)
Threshold: 22 (not 28)
Melee: Unarmed 1d8+11 (not 1d6+11)
Grp: +16 (not +14)
Feats: Add Skill Focus (deception)
Feats: Add Martial Arts II
Skills: Deception +18 (not +13), Gather Information +13 (not +14),

P. 154 - SABOTAGE DROID

Melee: Claws 1d3+3 (not 1d3+4)
Ranged: Plasma cutters 3d4+3 (not 3d4+4)
Feats: Remove Deadeye and Precise Shot

P. 155 - SECURITY DROID

Init: +11 (not +10)
Languages: Add Binary
Defenses: Ref 27 (not 26)
Skills: Endurance +10 (not +14)

P. 156 - SEEKER DROID

Defenses: Flat-footed 23 (not 13)

Feats: Add 1 unassigned feat

Feats: Remove Skill Training (Use Computer)

Skills: Remove Persuasion and Use Computer

Skills: Add Endurance +8

Availability: Restricted **Cost:** 10,000

P. 157 - SENTRY DROID

Feats: Add 1 unassigned feat

P. 158 - WAR DROID

Init: +11 (not +12)

Defenses: Fort 37 (not 27)

Threshold: 42 (not 32)

Skills: Endurance +12 (not +21)

Availability: Missing **Cost:** Missing

SD-6 INFANTRY DROID OPTIONAL RULE

This droid possesses all three Dual Weapon Mastery feats, yet doesn't even meet the requisite Dexterity of 13 for the first feat. Instead of raising its Dexterity all the way to 17, perhaps it would be easier to add an optional rule. The following should suffice:

The SD-6 Infantry Droid possesses advanced targeting routines allowing it to ignore the Dexterity prerequisite of the Dual Weapon Mastery feats.

P. 159 - SITH ELITE WARBOT

Melee: Sith sword 1d8+6 (not 1d8+12) or

Melee: Sith sword 1d8+14 (not 1d8+24) with Powerful Charge

Talents: Add Stunning Strike

Talents: Remove Weapon Specialization (simple weapons)

P. 160 - PK WORKER DROID

Languages: 0 unassigned languages (not 1)

Feats: 2 unassigned feats (not 1)

Melee: Unarmed +1 and 1d3+2 (not +6 and 1d2+5)

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