

Chapter Twelve: Powers of the Dark Side

“The dark side musters much of its energy to masquerade as the light so that it might lure the uninitiated into its grasp. By the time the hapless victim discovers there error, it is too late - the dark side has ensnared them, holding them in the shadow both by its own power and by the fallen Jedi’s relentless hunger for more.”

- Jedi Master Bodo Bass

Powers of the Dark Side

In game Terms, Sith and Dark Side powers work exactly as their Jedi counterparts do. Dark Side characters have access to the three Force skills - Control, sense, and alter - upon which all the underlying powers are based. The Sith powers are separated from the other Force powers (even though there are dark side powers listed there) simply because they reflect a different philosophy and means of contracting the Force.

Learning Sith powers should prove extremely difficult for characters since knowledge of their existence, much less their workings, has been nearly extinct for many years. Very few Sith Masters remain, in the time of Tales of The Jedi Era, even few during the movies, and those who do still exist have long ago shed their corporeal existence, leaving them stranded in whatever vessel they were able to construct to hold their spirits. There they lie awaiting the time for escape. Anyone who dares



explore these dark side temples, citadels, and obelisks risks releasing such a Sith specter from its confines so that it might be free to retake all the power it had once possessed.

Sith Disciplines

Like the Jedi, the Sith developed areas of study that focused on particular types of Force effects. Though these did not evolve into formal schools, personal preference caused many magicians to concentrate on those powers that most interested them. The Jedi Archives contains the following list of Sith disciplines, and their powers.

General

Some Sith powers defy categorization, or belong in all disciplines equally. These basic effects fall under the heading of general Dark Side powers. Many form the basis for other effects - those more complex powers that require an understanding of

and proficiency in other lesser powers.

These lesser powers are all the regular dark side powers found in the Tales of The Jedi book. They include, force lighting, inflict pain, injure/kill, rage, feed on Dark Side, as well as the opposite of accelerate another’s healing, cure another’s disease, and so forth. Many of the regular powers can be reversed in a way that allows a Sith wizard to use against others.

Body

Powers in this discipline run the trade route from simple healing rites to complicate rituals involving the creation of Sithspawn - hideous monstrosities bred from the stock of naturally evolved creatures. Some cultures have labeled these sorcerers as necromancers, but this nomenclature thrusts the discipline into the area of superstitious alchemy - tales and legends laced with equal parts mystic blather and pseudo-scientific prattle.

The Force transcends technology based tricks and allows feats that science cannot duplicate.

Corruption of the flesh

Control: Difficult

Modified by *Relationship*

Alter: Very Difficult

Modified by *Proximity* (LOS sight only)

Time to use: 5 minutes

Required powers: Accelerate Another's healing (reversed), Detoxify poison in another (rev)

Warning: Anyone using this power gains a Dark Side Point.

Effect: The Force-user uses the Dark Side to alter the targets molecular form, altering it in such a way as to create another arm, leg, or even creature from the targets body. (depending on the users roll.



Create Sith Spawn

Control: Heroic+

Modified by *Relationship*

Alter: Heroic+

Modified by *Proximity* (touching only)

Sense: Very difficult

Required powers: Corruption of the Flesh, transfer force, mind wipe

Warning: Anyone using this power gains a Dark Side Point

Effect: The Force-user alters the molecular form of a creature to turn into a hideous monstrosity. The user is in effect killing the creature, and bringing it back to life, for his own dark purposes. The user must spend one force point to create the beast, after which it will be loyal only to the user. The Force-user can only alter the creatures existing attributes and skills into other attributes and skills. (for example the force user can take 1D away from the creatures perception and add 1D to its strength.) However, the Force-user can add new features to the Sith spawn by spending additional force points. For each additionally force point used in the creation of the beast, the wizard may add 1D of attributes, skills or features (such as razor sharp teeth adding +1D to the creatures bite damage)The Force-user can only modify creatures that total attributes, skills, and features equal less than their total number of control, sense and alter dice. (for instance a wizard with control of 7D, sense of 6D, and alter of 7D can only modify a creature that has less than 20D in total attributes, skills, and features, but still be able to create one with higher dice using force points to add to the creation of the beast.)

Force Heal

Control: Easy

Modified by *wound status*

Alter: Moderate

Time to use: One minute

Required powers: Accelerate Healing

Warning: Anyone using this power gains a Dark Side point.

Effect: The effect of this power is very dramatic. The force user calls upon the Dark Side and uses its power to quickly heal his wounds. The force user can even create missing arms or limbs. However the effect is temporary at best, and only lasts as long as the power remains 'up'. If the jedi uses the power successfully, he/she may move up to normal status, with all wounds regardless how bad healed.

Energy

Certain Force powers summon energy from the user's surrounding and direct it at a target for some purpose (which often involves the injury of the targeted individual). The forms of energy include lightning, fire, gravity, and other naturally occurring forces.

energy powers tend to have the most noticeable effects, perverting the user from attempting to keep his machinations secret, as he would be able to do if he were using powers from the Mind Discipline. Sith interested in the area, therefore, tend to have unstable personalities, from obsessive and brooding to outright maniacal.



Force Explosion

Control: Heroic+
Alter: Heroic+
 Modified by *Proximity* and *Relationship*
Required powers: Injure/kill, telekinetic kill.
Warning: Anyone using this power gains a Dark Side point
Effect: The Force-user using this power simply uses the force to cause a explosion within the target, causing the target to exploded in a hideous ball of flame. The amount of damage is equal to half the Force-users Alter dice, rounded down.

Hate Fire

Control: Difficult, as modified by *Proximity*. Limited to Line of sight.
Alter: Perception or control roll of target.
Warning: Anyone using this power for any reason automatically gains a Dark Side point.
Effect: This power is a corruption of the force. When used green/blue flames erupt from the user's fingertips like sorcerous fire. The flames set every thing in their path on fire, even solid metal. The fire courses over and around the target, convulsing the target with pain, siphoning off his power, and eventually killing him, as the victims skin and flesh is burned off by the supernatural flames that will burn even underwater.

However since the power is Force-generated, it can be Force-repelled using dissipate energy. Hate fire causes 1D of damage for each 2D of alter the user has(rounded down: a character with an alter of 5D would cause 2D damage). The fires will continue to burn for 1D after the power is used.

Demi

Control: Difficult, as modified by *Proximity*. Limited to Line of sight.
Alter: Perception or control roll of target.
Warning: Anyone using this power for any reason automatically gains a Dark Side point.
Effect: This power is a corruption of the force. The force user bends the force to cause an area or target to be crushed by gravity. Bright red tendrils of force energy surround the area of effect, and causes the area to become warped, or the targets bones and organs to be crushed under the weight of the force gravity. Since the power is Force-generated, it can be Force-repelled using dissipate energy.

Demi causes 1D of damage for each 2D of alter the user has(rounded down: a character with an alter of 5D would cause 2D damage).

Illusions

Many sith Magicians enthralled by the dark side favor the aspect of the Force that allows them to fool the senses of their victims, in a twisted testament to

the power of mind over the body. The sensations experienced by the targets of such effects appear all too real - but they exist only in the dreamscape playground of the mind, that area where creativity and imagination normally flourish. But in the case of this perverted Sith power it becomes the haunted battleground of shadow-forms that impact the individual as if the delusional phantoms had actual substance.

Typical illusionary effects employed by the Sith include the morphing of one object into another - most often a weapon into a similarly proportioned creature with deadly intent. Of the feigned presence of an individual. Or even the absence of an object or being that is truly present.

The strand that gathers all these powers beneath the banner of illusionary magic is the manipulation of their victim's senses. Some Sith scholars continue to believe that these effect alter the pattern of the Force that "connects" with the target's mind, that they somehow augment the brains normal wavelengths or trip synapses that would not fire under the true current conditions in which that being finds himself. But since no one yet has discovered the physicalities involved in the effect - just as no one has been able to comprehend the true nature of the Force in the first place - no definitive explanation can be given. Suffice it to say that these powers somehow manipulate the senses as opposed to the mind (which is covered under the Mind discipline).

Force illusion

Control: Varies Bases on the number of target individuals.

Number of Individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1000	Difficult
1001-10,000	Very Difficult
10,001+	Heroic +

Sense: Varies Bases on the number of target individuals (see above chart)

Alter: Varies Bases on the number of target individuals (see above chart)



Note: Characters should be very careful in their use of this power. If they were to use it for evil or harm against a target they would automatically gain a Dark Side point.

Effect: The character conjure up a illusion that the target thinks is so real or deadly that they can be even harmed by it, even killed by the supernatural illusion. The character using this power can make almost any object, usually a weapon into a hideous monster that strike fear into the victim. So real is the illusion that if the monster were to bite the victim, the victim would actually believe that he was hurt - possibly even die from the illusionary wound. However great control is

needed to keep up the illusion. A character using this power must re-roll his control roll over every five rounds to maintain the illusionary effect. Once the Sith wizard has broken his concentration, the illusions disappear as if they had never existed. The Sith wizard can create any creature or beast that he can think up, as well as illusionary foot solders to supplement his own forces in battle. This type of illusion is nearly impossible to master but Sith lords of the past have proven that they can call forth great illusionary forces to battle their enemy.

Game notes: Once the user has successfully created an illusion that the target(s) think are real, the item, or creature they create has the same attributes and stats as the creature and acts just as if it were real. Only creatures, people or things that the Sith knows may be created and only last as long as the power is kept up.

Mind

Effect in this discipline prey on the minds of their victims, altering thoughts without the individual's awareness. Such insidious powers allow Sith devotees to manipulate and outright control their targets, forcing them to undertake acts they would not normally perform under the given circumstances.

While the Jedi do use the *affect mind* power, they curtail their reliance on it, for it is far to easy to slip toward the dark side when you consistently intrude into other people's mind to twist their thoughts to your will.



Mechanical

Thousands upon thousands of years ago the Sith discovered how to focus the Force to affect mechanical constructs. The majority of powers in this discipline have fallen into obscurity, however since very few sorcerers took much more than a passing interest in this area.

But dark rumors continue to slither from Sith Holocrons and other stores of Sith lore about the creation of half/being/half-mechanical creatures by magicians who has delved into the more theoretical aspects of this discipline. No remnants of such constructs have ever surfaced, so confirmation of such musings remains cloaked in mystery, but several Jedi scholars continue to search for evidence of their existence. Their sole warning to any one who happens to encounter such a twisted monstrosity is to flee and report the sighting to the nearest Jedi Master.

The Iskalloni

Source: Twin Stars of Kira, page. 92. Created by Stewart Warley.

The Iskalloni are a species of voluntary cyborgs. Their physiology is such that they recover from physical injury extremely rapidly, and their body adjusts to foreign matter in their systems rather than combating it. They also have a special relationship with living organisms, in that they can create "creatures" which perform functions similar to those for which humans use machines. Navigation computers, sublight engines, power reactors, communications equipment, even starship hulls are "bred" from great vats of organic ooze which Iskalloni brew on their home world. And each of these organisms has the unique ability, as do the Iskalloni, to incorporate any foreign object into their personal physiology.

The combination of these characteristics has allowed the Iskalloni to experiment with all manner of cybernetic implants. Unfortunately, the Iskalloni have been unable to make advances in the past few centuries.

Stealing has been the mainstay of Iskalloni expansion and technological knowledge. They do not understand the general reluctance of other species to be linked with machines, and often made use of their implanting techniques on other aliens despite vehement protests. More often than not, such encounters ended in combat.

Attribute Dice 11D

Height: 1.3 - 1.5 meters

DEXTERITY 2D/3D+1

KNOWLEDGE 2D/3D+1

MECHANICAL 1D+1/2D+2

PERCEPTION 1D+2/3D

STRENGTH 2D/3D+2

TECHNICAL 1D/2D

Special Abilities: Damage done to the Iskalloni by energy weapons is reduced by one level of effect (as if the weapon were set on stun). Additionally, each Iskalloni will have at least one implant which can be used as a weapon. Blaster-type modifications can be placed virtually anywhere on the body and will generally be 3D to 5D. Any melee weapons (or equipment effectively amounting to melee weapons) will be on the order of STR+1 damage up to STR+2.

Physical Description: The Iskalloni are pale, hairless, blue-skinned creatures. They generally wear tight-fitting, leather-like clothing in colors which are generally unflattering to their appearance. A bright burgundy color seems to be their favorite. The clothing generally has large, rough rips in it where Iskalloni have cut through in order to insert some odd piece of machinery. Usually within the area of a tear, a puffy pink scar can be seen where the implant was made.

The creatures have deeply recessed eyes with black irises. Facially, their lack of eyebrows, the protruding forehead, their high, pronounced cheekbones, and their perfect white teeth (which are all nearly perfect triangles and extremely sharp), all combined to produce the appearance of a creature who is always brooding, always on the edge of a violent outburst.

The average Iskalloni will have a number of cybernetic enhancements. Many of these are mundane and only serve the purpose of helping the Iskalloni react quickly or think well mathematically. The Iskalloni usually submerge their implants beneath their skin to help protect the items. Now that the Iskalloni intend to increase their dealings with humans, they are increasing the amount of equipment which they allow to put past the surface in hopes of gaining a psychological edge by virtue of their appearance. Some of the aliens have even had limbs removed or replaced with cybernetic arms or Droid equipment.

Electronic Reprogramming

Control: Easy for non-sentient machines; Moderate for sentient machines; difficult for sentient machines hostile to Sith. Modified by proximity.

Alter: Easy for slight alterations; Moderate for significant changes in programming; difficult for major reprogramming. Heroic for adding new components.

Required powers: Electronic Manipulation

Warning: Anyone using this immediately gains a Dark Side point.

Effect: This power is a variation of Electronic Manipulation. Instead of simply restoring original programming, the Sith can actually modify and *add* to the the original circuits of a computer, droid, or machines electronic components or programming. This is a corruption of the Force, and major programming can only be evoked in a state of rage. However as the user *adds* new skills or components to a object, the Sith must take away skills in order to make room for the new programming. The Sith may also eliminate or destroy programs or electronic components to further his goal in reprogramming a computer, droid, or machine and their electronic components. (such as removing the Life preservation programming on a droid, or the transmission circuit of a camera for example)

However since the user is in essence re-writing computer code, and making new circuits the reprogramming will only be as good as the users skill. Roll the Sith users associated Technical skill when using the power. Use the same *Alter* Modifiers to determine success of the re-programming. A failure indicates that the reprogramming did not go as expected, and the object the Sith was attempting to reprogram then short circuits and is no longer functional with out repair.

Electronic tampering

Control: Easy for non-sentient machines; Moderate for sentient machines; difficult for sentient machines hostile to Force user. Modified by proximity.

Alter: Easy for slight alterations

Effect: This power is is a more mundane of the two other electronic powers. In essence this power allows



the Force user to make a computer, droid, or machine and its electronic components to “hic-up” for a brief moment allowing the Force user to escape from a potentially hostile or life threatening situation. (such as a camera or droid short-circuiting for a brief second to allow the Force user to pass unseen, or shorting out a police radio for a few seconds when a report about the Force user comes over the communications.)

Protection

Protective powers defend a Force-user from the effects of other Force powers as well as from other forms of “attack.” This discipline became extremely popular during times of revolt, especially during the rebellion against the Dark Lords lead by the pure-blood Sith Naga Shadow. The recent resurgence in Sith magic has - perhaps unintentionally, perhaps not - failed to explore this aspect of dark lore. When the Jedi begin to pose a serious threat to these new Sith devotees, however, interest in the protective powers will surely increase.

Force protection

Control: Moderate

Alter: Moderate

Sense: Easy

Modified by *Proximity* and *Relation ship*

Required powers: Lesser force shield.

Effect: The Force-user using this power should take heed. Although using this power does effect the benefit of allowing the user to be unharmed by many pure Force powers such as Force Lightning, or simular type of Force attacks, it also temporarily masks the user from the Force, and as such the user is unable to call upon the Force as long as this power remains ‘up’. Any Pure “Force only” type powers have no effect while the user has Force protection up. However the user is still subject to any type of non Force skill, and equally subject to any physical harm. The user may only keep ‘up’ this protection for 5 rounds, after which they must rest for 5 hours before attempting to use this power again. Because of the traumatic effects of using this power, a force user who attempts to use a different power after using this power suffers a 4D penalty to all force skills for 1 hour. This power should only be used during a life and death situation.

Force mask

Control: Easy

Alter: Easy

Sense: Difficult

Required powers: Force protection

Effect: This power is simular to the above, except that the user totally masks their Force powers temporarily as long as the power remains “up”. Characters using

sense force, or sense force potential will not be able to pick up the “small ripples” that are emitted normally from Force sensitive characters. The character using this skill may not use any Force related skills at all. This power is not as nearly as traumatic as Force protection, and does not have as many adverse effects.

Other

This category defies all traditional aspects of Force usage as we know it. The Sith have many strange and dark ways to bend the Force to their will, and are able to wield great power. These powers are perhaps more sinister and evil than any other Force powers that the Sith have demonstrated. Powers such as these are on the verge of necromancy at best, and any on running into a Sith or Dark Jedi wielding these powers should immediately flee. These powers are probably the most pure and corrupt form of the Dark Side as we know it.



Raise Dead

Control: Very Difficult

Alter: Very Difficult

Sense: Difficult

Required powers: Force Illusion, Transfer Force

Warning: A player using this power for any reason gains a Dark Side point.

Effect: This power is a corruption of the Force. The user uses his/her dark energies to bind a creature, or persons spirit that is dead to its physical body, making it un-dead, needing no food, no water, no air. Although re-animated the un-dead creature retains much of its original skills, but its attributes are usually less than half of it's original as the un-dead monster continues to decompose. These dark malicious beings are forever tormented not being able to be free from their physical shell that their entire being is nothing but pure hate and malice. Not only do they hate anything that is living, they particular loth Force-users, and are able to sense whenever one is nearby. Because of these traits, these un-dead creatures are favorite 'crypt keepers' of the Sith.

A Sith must spend one force point to re-animate the dead being and bind it to its physical body. The newly created un-dead has all of its original skills, but has half of its regular attributes. Also, as un-dead creatures carry with them a host of different varieties of diseases, and are able to easily infect victims with a horrible disease if they cause a wound.

Paralyze

Required Powers: Affect mind, Waves of uneasiness

Control: Varies Bases on the number of target individuals.

Number of Individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1000	Difficult
1001-10,000	Very Difficult
10,001+	Heroic +

Sense: Varies Bases on the number of target individuals (see above chart)

Alter: Varies Bases on the number of target individuals (see above chart)

Warning: Characters using this power automatically gain a dark side point.



Effect: By building up his/her rage, the Sith user emits a silent blanket of fear and rage that penetrates deep into the victims mind, making them unable to move or act. However this effect only lasts a minute or two, and requires immense concentration to keep up. A player keeping this power up losses a total of 4D to all Force skills while the power remains up. Also every 5 rounds the player must re-roll his control roll. Failure means that the victims are able to move and act again. The Force user must rest 5 hours before attempting to use this power again due to the mental strain.

Ice storm

Control: Difficult, as modified by *Proximity*. Limited to Line of sight.

Alter: Perception or control roll of target.

Warning: Anyone using this power for any reason automatically gains a Dark Side point.

Effect: This power is a corruption of the force. When used the users hand glow with a crackling blue energy which flows from the user's fingertips like sorcerous magic. The blue flames freeze every thing in their path on , even solid metal. The ice courses over and around the target, convulsing the target with pain, siphoning off his power, and eventually killing him, as the victims skin and flesh is frozzen off by the supernatural flames.

However since the power is Force-generated, it can be Force-repelled using dissipate energy. ICE storm causes 1D of damage for each 2D of alter the user has(rounded down: a character with an alter of 5D would cause 2D damage). The ice will continue to stay for 1D after the power is used.

Chapter 13

Creatures of the Dark Side

"The rain was unusually cold that day. Some say that the great demons are born when the lightning strikes. You can tell them their right."

- Unknown hunter

Creatures. Everyday you see them, scurrying around in the shadows, finding dark spots to hide in whenever we pass by. The galaxy is filled with these creatures, and thus they too are a part of the larger picture of the Force. Some creatures however are malefactors of the dark side of the Force. Living off the death, decay and misery of their victims cries. The following is a list of these dark creatures.



Duxn Beasts

Found only on the remote moon world of Duxn these nefarious beasts are one of the most vicious and feared beasts that a Jedi would ever face. Standing a massive 1.5 meters tall and almost 3 meters long, these wild pack beasts have the uncanny ability to affect the force in other creatures, as well as able to "sniff out" force users. Thus these beasts have been the favorite guard pet for important tombs and places that Jedi should never visit. With their sharp beak like snout and sharp claws these large beast can easily crush a unprepared victim.

Duxn Beast

Scale: Character

Length: 1.meters tall, 2.7 meters long

Dexterity: 4D+2

Dodge: 6D+1

Run: 5D+2

Perception: 5D+2

Sneak: 7D; Hide 7D; Search 5D

Strength: 6D

Brawling: 8D; Climb jump 7D+1

Move: 14

Force Block: (5 meters) These strong beasts are able to block some effects of the force around them. A force user attempting to use his powers around a duxn beast has two level modifiers added to use the skill, and also suffers -4D to all force skills.

Force Sense: Because the Duxn beast blocks the force it is able to "sniff out" and sense where ever it is strong (when a force user is near by for example.) Add +2D to the duxn beast's search whenever a force user is near by.

Sharp Beak: .The sharp beak of the Duxn beast does Str+2D damage

Claws: The duxn beasts claws do Str+1D+1 damage

Light absorbing skin: Duxn beasts are covered by a thin coat of very dark hair that absorbs most light, making a Duxn beast very hard to spot at night. This hair also in turn can regulate the beasts body heat to evade the large birds of prey found on the duxn moon who hunt by heat. +1D to hide (at night) and +1D to hide vrs heat detection devices.

Game notes: Most Duxn beasts are territorial and often travel by themselves. Only when a large disturbance in the Force (by a Force user using his powers for example), do more than one appear.



Sathishs

These sleek and very dangerous beasts can usually be found on many different worlds throughout the galaxy (though it is not known whether they developed naturally on those planets or were brought there by Sith wizards millennia ago). Often found near old tombs and other dark places, they are scavengers by nature feeding off unlucky victims the occasional lost traveler who happened to be near their hunting grounds. Xenobiologists believe they originate from the planet Korriban where they can be found scavenging around the great Sith tombs. Standing about a meter tall and 2 meters long these black muscular beasts also are able to affect the dark side of the force. Thus they were highly prized beasts by the Sith who used

Sathishs

Dexterity: 5D

Dodge: 6D
Run: 7D
Perception: 5D
Search: 7D; **Sneak:** 5D; **Hide:** 6D
Strength: 4D
Climb jump: 7D; **Brawling:** 6D
Light side disruption: These beasts emit a strong dark side vibration that blocks some of the effects of the light side of the force. -4D to a force user who attempts to use a force power without gaining a dark side point.
Black coat: The Sathish is covered by a thin black coat that allows them to hide more efficiently in the dark by bending them into the darkness. +2D to sneak and hide rolls. (at night or in a dark area)

Derriphans from page 85 of *Wretched Hives of Scum and Villainy*

Derriphans: (a term derived from the sith word for "devourer") are nightmarish creatures born of the dark side of the force. They are parasitic beings whose natural forms are crackling spheres of ebony energy. They derive sustenance from devouring the thoughts and experiences (the very essences) of a being. When they are done feeding, they leave the empty shell of a being behind as they search for a new host to sate their hunger. Derriphans are solitary beings, always remaining separate from others of their kind.
Game Notes: Derriphans are considered to be the most dangerous form of what is commonly referred to as the "dark plague", affecting normally users of the force. Not being able to travel far distances without fading into nothing, a Derriphans can only travel about

Symbiote of Fear

*I still remember
The taste of your fear
It clings to your screams
As they flow through my ears*

*I dream of the pain
That you can't ignore
It drives my will
Like nothing I've known before*

*I am your nightmare
You can never let me go
I feed on your fear
Let your anger flow*

*I am one with the Dark Force
I live on your anger and hate
I am a Dark Jedi
I will always control your fate*

30 meters or so before needing to find a host. There is no known cure to rid your self of a Derriphans, but rumors have it that Light side healers may have a cure. A Derriphans will kill its host in about 2 to 4 weeks.



Space Grazer

The Origins of the Space grazer are unknown; perhaps they evolved in a distant star cluster in an arm of the galaxy; perhaps they came from beyond the galaxy itself. Although space grazers are thought to be extinct, however stories and myths from spacers and pirates from the outer regions still tell tales about the massive beasts floating gently amongst the stars, grazing on asteroids, as their name implies.

However none of these wild stories or rumors ever seem to be true, that is unless you have met one of the few lucky pirates or drifters that have met up with one and survived the encounter. They can tell you first hand of the devastation the huge monsters can inflict on smaller space crafts, populated asteroids, and even mid-sized capital ships.

Pirates and scouts first discovered the grazer some six millennia ago; no one believed their transmissions until a junker salvaged the remains of a modest colony fleet devastated by the grazers. Two armed mid-sized frigates were sent out to kill the beast. Only one came back, nearly destroyed. Since that first contact, other reports of the beast began to pop up. So many reports in fact, that a sizable fleet of destroyers with support ships were sent to find and destroy the beasts. Space grazers feed on minerals ground from asteroid, as well as nebula gas, and anything it can get its huge tendrils on.

The creature has several 'lines' like a giant jelly fish that it is able to use to grasp its prey and force it into its huge round main body. Inside the ships are slowly broken apart by tiny creatures living inside the beast that consist of its digestive system. Though the minerals are slowly digested the creatures remain hungry throughout their entire lives. Whole asteroid belts have been consumed by one creature, although this can often take a decade or two.

Through their huge tentacles, which have some spe-

cial organ able to "sniff out" large quantities of minerals, the grazers feed on the biggest choice mineral rich content thing the tentacles can find. Since starships are comprised of refined ore, a space grazer would regard a ship as a veritable feast. Fortunately grazers are some what slow. Unfortunately they are difficult to destroy. Battling one is like fighting a huge capital ship, one with several large tractor beams and a incredible boarding weapon. Some mining company's have hunted grazers; the few that they have found have yielded a plethora of un-eaten ships, still some what salagable, as well as minerals, and other things that the grazer has eaten. The catch is finding, stalking, and killing such a creature - a heroic task indeed.

With one exception, all space grazers thus encountered have been in pairs, or large groups. Any pirate or scout, or fleet with half a brain upon finding these huge creatures are best to turn and go in the opposite direction. Of course by the time a bigger fleet has come to take on the huge creatures, they would have already of left. Xenobiologists theorize that the grazers lay eggs or embryos within asteroids. No such cache has even been found, but the bodies that scientists have obtained suggest that the grazers lay eggs and reproduce a-sexually Their life spans are unknown, but may last of centuries.

Historical note: During the massive republic battle in the Tetan system vrs the Krath. Adeema, studied in the ways of the sith, managed to use her dark side powers to conquer up huge illusions of these mighty creatures. Several ships were lost to the huge creatures before they were dispelled as a illusion.

Space Grazer

Type: Huge Space Vacuum creature (*adult*)

Dexterity: 2D+1 Dodge: 2D+2

Perception: 2D+2 Hide 3D+1, Search 3D+2, sneak 3D

Strength: 9D Brawling: 13D+1, Stamina 10D

Special abilities:

Space Survival: The Space grazer does not require any type of gas to breath to remain alive, and can withstand the pressures of zero-gravity.

Tentacles: The space grazer has many huge large tentacles which "sniff-out" its food. A large adult has about 15 large tentacles which can grab 15 mid-sized capital ships. Treat the space grazers *Brawling* skill as its attack skill when countering a starship; treat *Strength* as its hull code and treat its *Dodge* skill as its maneuverability code. If successful in using its *brawling* skill to capture a ship, the space grazer pulls up the ship into its huge 'belly' to be digested. All crew on board are considered lost as the ship fills with digestive creatures and fluids.

(*Space Grazer cont.*)

Size: 1-10 meters to 6 Kilometers.

Note that only space grazers over 5 Kilometers in length tend to be solitary.

Move: 1 (space)

Game Master note: Space grazers come in different sizes see the table below for differences

Hatchling stage

Size/Scale/Dodge/Strength/Hide/Sneak/# of Tentacles

1-5 meters Character 6D 3D 7D/6D+2 1

6-20 meters Speeder 5D+2 3D+1 6D+2/6D 1

21-50 meters Walker 5D+1 3D+2 6D/5D+1 2

Adolcent to Adult Stage

51-150 meters Starfighter 5D 4D 5D+1/5D 2

151-300 meters Capital 4D+2 4D+2 5D/4D+2 3

301-600 meters Capital 4D 5D+1 4D+2/4D+1 5

601-1 KM Capital 3D+2 6D 4D+1/4D 8

1.1-2 KM Capital 3D+1 7D 4D/3D+2 11

2.1-4 KM Capital 2D+2 8D 3D+2/3D+1 13

4.1-6 KM Capital 2D+2 9D 3D+1/3D 15

Timat

Found on the remote jungle world of Ifthath these huge massive beasts are the most dangerous creatures ever to crawl out of the dark thick forests of that planet. Standing a very muscular 5 meters tall by 9 meters long, these man eating beasts are easily able to strike down and kill their pray within a matter of seconds with there powerful jaws which hold very sharp teeth. Put together their ability to camoflag themselves and seem to move at huge distances quite quickly, with their large menacing paws that can rip a man in half with one blow, and you have your self the Timat. Normally a dappled dark brown in color they have striking double black eyes that can face forwards and to the sides at the same time, which allows them unparallel vision and tracking skills. Rumors of trained Timat's by Dark jedi also add to the mystek of this beast.

Timat

Type: Monstrous Dark Side creature

Scale: Speeder

Dexterity: 5D

Dodge: 7D

Run: 8D

Perception: 5D

Search: 7D; Sneak: 4D; Hide 4D

Strength: 9D

Brawling 12D

Climb/jump 11D

Story notes: Timats are trainable if you are able to find a abandoned pup a few days old. Other wise it is nearly impossible to train them. Treat a trained timat with an oneriness of 4D

Huge maw: Timats main attack is from its huge maw which can tear off a large piece of flesh with one bite
Damage Str+3D+1: A character who is wounded level two from a Timat bite automatically looses an arm or leg if bit in that location (to represent the huge maw of this beast and it's ability to tear off flesh.)

A character suffering from an incapacitaing wound from a Timat bite on the head automatically has their head ripped off. Other wise treat the location as a wounded level two (see above)

Huge paws: A timat has huge paws which has four large deadly claws in it. **Damage Str+1D+1**

A character hit by a Timats claws suffers blood loos (see gladiums)

Light side disruption: Timats have an uncanny ability to suppress Light side powers. A Jedi attempting to use his powers must use a dark side point or a force point to use a power or not be able to use any powers at all.

Dark fur: The Timat is covered by a thin black coat that allows them to hide more efficiently in the dark by bending them into the darkness. +2D to sneak and hide rolls. (at night or in a dark area)

Double vision: A timat can see up to four directions at once. Add +2D to their search roll when attempting to find prey. (be it a person or jedi)

Highly dexterous: Timats are highly dexterous and can attack two times in a round without any penalties.