

STAR WARS

G A L A X Y G U I D E 1 6

THE OLD REPUBLIC



For use with *Star Wars: The Roleplaying Game, Second Edition*
Revised and Expanded

Inspired by



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



Evil threatens to consume the galaxy. The Sith Empire's relentless assault during the Sacking of Coruscant destroyed the Jedi Temple and drove the Republic's defenders into exile after the last war. The surviving Jedi have withdrawn to their ancient homeworld of Tython, where they take advantage of a fragile peace to train a new generation of guardians for the galaxy.

Chaos grips the Galactic Republic. Influential star systems break away from the millennia-old alliance, angered over the Senate's treaty with the Sith Empire. On many worlds, civil war erupts between loyal Republic citizens and violent separatist extremists waging a campaign of terror against their own peoples. The Republic sends its best and brightest soldiers to help defeat the separatists and restore peace to these war-ravaged worlds.

Elsewhere, anarchy rules in the frontier systems. While the Republic struggles to recover from its conflict with the Sith Empire, reckless mercenaries profit from the interstellar turmoil. The worlds ravaged by civil war between pro-Republic citizens and separatist extremists have become a lucrative destination for free traders. The Empire, seeking allies among the neutral systems, has targeted the foul planets of the Hutts - though its wealthy and corrupt crime lords refuse to take sides in the cold war.

Meanwhile, the Sith Empire tightens its grip on the galaxy. The Empire has won a major victory against the Republic and its Jedi guardians, conquering and enslaving many new worlds. With a fragile peace negotiated, the Empire sends all potential Sith to undergo cruel and deadly trials at its Academy on the harsh planet Korriban, while its slaves toil to unearth relics of vast power that can be used to dominate the galaxy....



Galaxy Guide 16



by Mojomoe and The Rancor Pit

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...and the thousands of fans who have played and commented upon the game over the past decades. Thank you all and may the Force be with you!

First Printing: May 2015

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SO WHAT'S IN THIS BOOK?

Galaxy Guide 16: The Old Republic is designed to provide players of the *Star Wars Roleplaying Game* a brand new era in which to explore, adventure, and make their mark on the galaxy. Inspired by the Lucasarts and BioWare game of the same name, this supplement dives deep into the myriad of new possibilities created by the makers of *The Old Republic* and presents a wide array of new settings, characters, ships, planets, aliens, creatures, droids, Force powers, weapons, and equipment to incorporate into your existing campaigns, or become the foundation of a new one.

This book, which is created solely for fan purposes and is not intended to infringe on Disney, Lucasfilm, Lucasarts, or BioWare copyrights in any way (and is not meant to be published, printed, distributed, or sold), gathers together information from a variety of freely-available online sources. Chiefly, the information in this book comes from such sources as: Wookieepedia (the Star Wars Wiki), The Old Republic Wiki, The Old Republic website, and the in-game Codex entries from *The Old Republic*, gathered from places like TOR Head and TOR Spy (themselves freely available). Images have been gathered from similar sources, with the addition of places like Dulfy.net and TORfashion.com. Wherever possible, informational sources have been cited and work credited to the original authors, and in some rare cases the wording has been slightly altered to conform either to correct tense, or to improve flow.

This book is intended as a fan celebration of the awesome Star Wars universe, and specifically the wonderful, brand new era introduced by *The Old Republic's* developers. Please do not sell, modify, or otherwise distribute this work in such a way as to damage the good faith placed in the fan community by the Star Wars copyright owners. Please *do* use this work to create amazing roleplaying adventures that you and your friends will remember for years to come.

Good gaming!

Sources:

Information in this book comes from many different sources. Sources have been noted wherever possible. Citations appear as follows:

^[1]: This text comes from the first source as defined in the Sources section

^[1:10]: This text comes from page 10 of the first source

^[1:10,†2:10]: This text comes from page 10 of the first source, which is itself converted from page 10 of the second source



ERAS OF PLAY

							
PRE-REPUBLIC 37,000-25,000	EARLY REPUBLIC 25,000-5,000 BBY	TALES OF THE JEDI 5,000-4,000 BBY	JEDI CIVIL WAR 4,000-3,956 BBY	GREAT GALACTIC WAR 3,956-3,653 BBY	MIDDLE REPUBLIC 3,653-1,000 BBY	PRE-EMPIRE 1,000-22 BBY	CLONE WARS 22-19 BBY
							
EMPIRE 19-5 BBY	PRE-REBELLION 5-0 BBY	REBELLION 0-5 ABY	NEW REPUBLIC 5-25 ABY	NEW JEDI ORDER 25-37 ABY	LEGACY 37- ABY	THE FORCE AWAKENS 30- ABY	INFINITIES -

With the inclusion of the Old Republic, Clone Wars, and sequel trilogy time periods, the Eras of Play introduced in the *Star Wars Roleplaying Game D20 Core Rulebook* have been updated to reflect a wider view of the Star Wars universe. The updated view respects **sixteen different eras of play** for the *Star Wars Roleplaying Game*. This Galaxy Guide covers the period of the **Great Galactic War (3,956-3,653 BBY)**.

ERA MODIFIERS

Technology advances a lot over a thousand years. While a blaster has been a blaster as far back as anyone can remember, the shields used to deflect it and the armor used to absorb it have advanced considerably over the 25,000 years of known galactic history.

For this reason, an optional rule exists to reflect the difference in build strength and technological development between different time periods. When comparing two technological values from items of differing eras - say, a starfighter's blaster and a ship's hull, or a lightsaber blade and a suit of armor - refer to the following chart and subtract the difference between the two eras' die codes from the older item's roll.

Era	Difference	Cost Multiplier
Pre-Republic (37,000-25,000 BBY)	-3D-1	x100
Early Republic (25,000-5,000 BBY)	-3D	x50
Tales of the Jedi (5,000-4,000 BBY)	-2D-2	x30
Jedi Civil War (4,000-3,956 BBY)	-2D-1	x11
Great Galactic War (3,956-3,653 BBY)	-2D	x10
Middle Republic (3,653-1,000 BBY)	-1D-2	x8
Pre-Empire (1,000-22 BBY)	-1D-1	x2
Clone Wars (22-19 BBY)	-1D	x1.5
Empire (19-5 BBY)	-2	x1.2
Pre-Rebellion (5-0 BBY)	-1	x1.1
Rebellion (0-5 ABY)	0D	x1
New Republic (5-25 ABY)	+1	x0.9
New Jedi Order (25-37 ABY)	+2	x0.8
Legacy (37- ABY)	+2	x0.7
The Force Awakens (30- ABY)	+2	x0.7
Infinites (-)	-	-

For example, Eran is flying a Rebellion era YT-850 freighter (0D) against a vintage Clone War era ARC-170 fighter (-1D). If the ARC-170 were to fire its laser cannon at the YT-850, the older ship would subtract 1D from its laser's damage roll against the YT's newer hull, to represent the relative difference in armor strength. Consequently, were the YT to return fire, the ARC-170 would be at a -1D penalty for its Hull strength roll against the newer ship's lasers. However, neither ship would be at a penalty when rolling their piloting skill and adding their ship's Maneuver dice, as the rolls are not directly against one another.

Note that Era Modifiers are NOT applied when a living being's *Strength* rolls are involved. As there is little to no advancement in the biology of a being from era to era, a blaster bolt is just as damaging to living tissue regardless of which era it was made in. Era Modifiers are used only to represent differences in manufacturing and technology relative to each other.

Cost Modifiers

Similar to technology differences from century to century, the previous table also lists a price modifier for each era. As with the previous codes, the difference in the price modifiers is applied to an item from a previous era being sold in the current era. This multiplier represents the rarity, collectibility, and scarcity of such items.

For each item, apply the difference in cost modifiers to the object's base cost, and multiply against the item's Availability code. The rarer the object in its own time, the more expensive it will be down the line...

For example, Ryloh is attempting to sell a Clone War era Delta-7 Aethersprite fighter to the local resistance to make some quick credits. In her time, the Aethersprite had a cost of 145,000 credits used. During the Rebellion era, Ryloh should be able to get 1.5 times that price, or 217,500 credits, from the right collector.

Note that the multiplier is NOT allied to an item which is naturally occurring and has no appreciable difference in value to a collector. For example, a cylinder of Tibanna gas is the same in every era, and even being 25,000 years old, has virtually no value difference to a prospective buyer. It will merely end up in the same place as every other canister - a blaster pack. As the saying goes, "*no one pays a premium for old Tibanna.*"

Decay Modifiers

Separate from the Era Modifiers representing relative technological improvement over time, sometimes you will need to reflect the simple effects of aging on an object - be it a blaster or a starship.

To show the effect neglect and decay have had on an object, consult the following chart and roll the listed damage a number of times consistent with the object's location and the duration of its stay. This represents the damage to various components that may occur over time - the damage, if it occurs at all, might heavily impact just one system, or be spread out over multiple systems.

Roll Damage for:

Location	Frequency
Vacuum	Every 1,000 years
Light environment (orbit)	Every 500 years
Moderate environment (atmosphere)	Every 100 years
Dense environment (high gravity)	Every 50 days

Amount of Damage:

Condition	Damage
Vacuum	2D
Trace gases	2D+2
Standard atmosphere	3D
Heavy atmosphere/fluid	4D
Corrosive atmosphere/particulate * (blowing sand/ice, asteroids)	5D
Heavy gravitic/tectonic stresses *	6D

* These conditions roll a minimum of once, at -1D, as long as the object has been sitting for at least a year.

For example, Kon, a pirate in the Rebellion era, has run across a derelict *Defender*-class transport in deep space. Floating abandoned on the edge of a nebula, the ancient transport looks almost intact... What condition might it be in after all these years? Kon's player consults the chart and determines that the Defender is 3,600 years old, and has been floating in a near-vacuum with trace gases. Accordingly, he rolls the 2D+2 damage for atmospheric conditions, three separate times (once for each 1,000 years of decay).

Around the same time, Blick discovers an aging Clone War era Jedi Interceptor fighter abandoned in the deserts of Tatooine, near the Jundland Wastes. It looks as though someone tried to cover the vintage vessel with disguise netting, but the harsh winds and desert heat have worn away the cover. Blick's player consults the chart, and finds that, although the ship has not been sitting long enough in a standard atmosphere to warrant a damage roll (every 100 years), the fact that the atmosphere is corrosive and/or particulate-filled (the desert sands of Tatooine are notorious for damaging vehicles), he rolls the minimum damage of 4D (5D-1D).

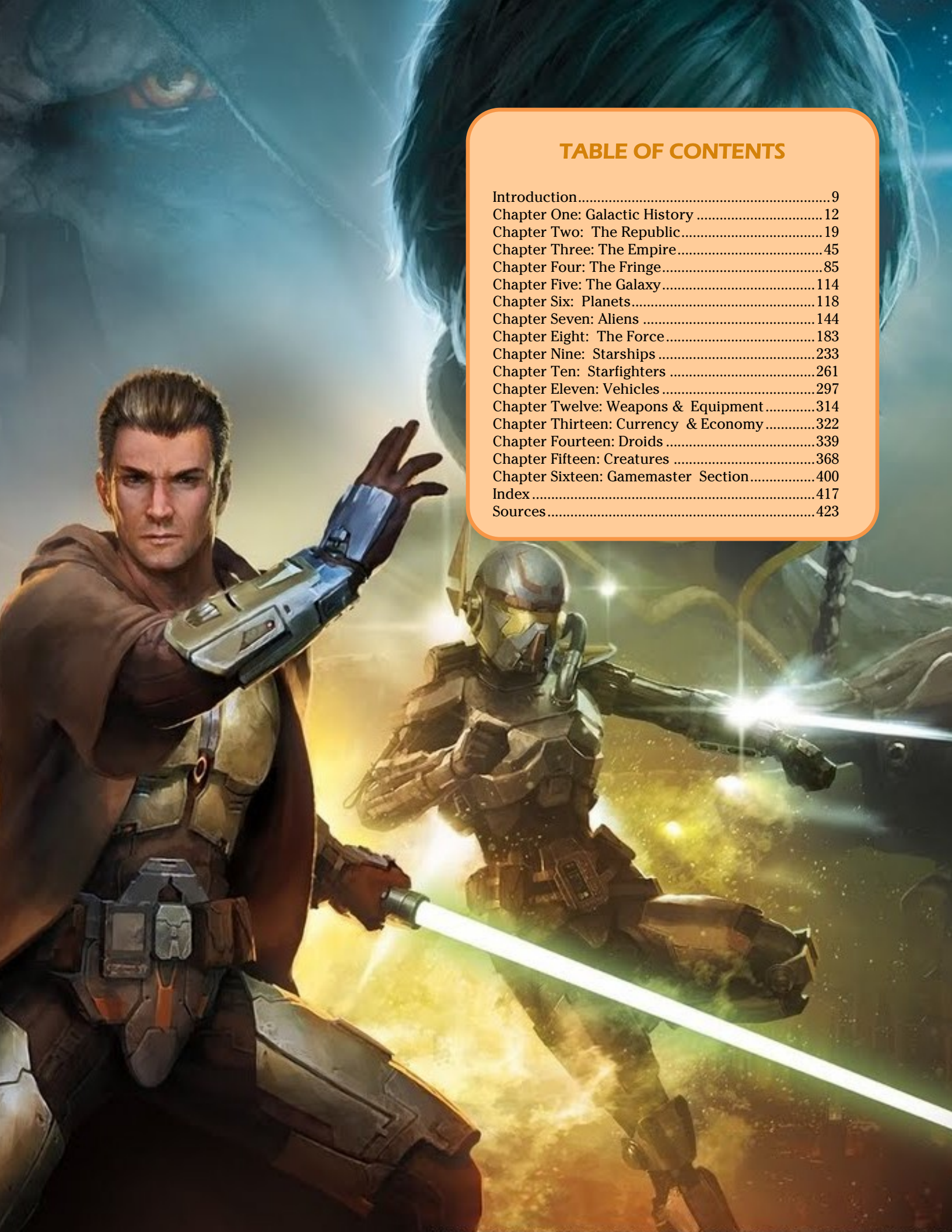


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INTRODUCTION

Greetings. I am master Gnost-Dural, keeper of the Jedi archives.

As master of Jedi lore, it is my sacred duty to shepherd and protect the sum total of all knowledge collected in the long history of the Republic, and to preserve it for future generations.

The volume you now hold before you is the culmination of many trillions of hours of work by untold numbers of sentients across the vast galaxy. Throughout this book, you will see multiple entries from an encyclopedia called the Codex. A marvel of modern technology, it collects data on people, places, ships, weapons, creatures, and much, much more. Use it to your advantage - use it to learn, to

expand the limits of your understanding, to approach that which is unattainable and yet ever-worthy: peace and enlightenment. Such is the purpose of the Republic and the Jedi order... Such is the will of the Force.

A GALAXY OF POSSIBILITIES AWAITS YOU!

*In the *Star Wars: The Old Republic* era for the *Star Wars Roleplaying Game*, you will be able to explore the rich and diverse *Star Wars* universe three hundred years after the events of *Star Wars: Knights of the Old Republic*.*





In this age, the galaxy is divided between the legendary Galactic Republic and the dark Sith Empire. Turmoil is everywhere; civil uprisings, gang wars and military coups have created conflict and confusion on countless worlds, and the fragile peace between the Republic and the Empire threatens to unravel into a galaxy-spanning war...

Over Three Thousand Years Before The Rise Of Darth Vader...

Protected by the legendary Jedi Order, the Galactic Republic stood as a bastion of peace in the galaxy for a thousand generations. Several centuries ago, the greatest threat the galaxy has ever known emerged in the form of the dark Sith Empire. After a volatile war, the Republic emerged victorious and the Sith were assumed to be extinct. Nonetheless, the Jedi have maintained a constant vigil over the ancient Sith homeworld, Korriban, to protect the galaxy from the darkness that still resides in the planet's tombs.^[2]

In a bold and surprising move, the Sith armada attacked the Republic space station above Korriban in order to reclaim the planet. Though a small group of survivors escaped to warn of the Imperial invasion, it was only a minor reprieve for the Republic. Korriban was one of several worlds to fall in the initial onslaught, and in the years that

followed, the Republic suffered many more painful defeats.

Emboldened by their numerous victories, the Empire soon moved to conquer the Core Worlds, luring the Republic fleet out of position and launching a surprise attack against the noble world of Alderaan.

The courageous stand on Alderaan rallied the spirits of Republic defenders across the galaxy, but the balance of the power remained in the Empire's favor. This only fueled the surprise felt when the Imperial Dark Council extended the offer to the Republic to engage in peace negotiations. Suspecting possible treachery, Republic officials agreed to meet on Alderaan, but insisted that the Jedi Order marshal all its resources to provide comprehensive security. The Jedi complied, sending most senior members of the Order to Alderaan, and leaving only a token force in the Temple on Coruscant.

What followed has come to be known as the Sacking of Coruscant. Led by Darth Malgus and his armies of Sith warriors, the Empire laid siege to the Republic homeworld, massacring the Jedi garrisoned there and storming the capital.

After destroying the Jedi Temple and overwhelming the Republic's defenses, Imperial forces occupied Coruscant, holding the planet hostage while negotiations restarted on Alderaan.

With their capital at stake, Republic officials had little choice but to agree to the Empire's terms.

The Treaty of Coruscant was signed, forcing the Republic to cede control of several star systems and to acknowledge new boundaries of Imperial dominion. Though the treaty brought about an official end to the war, tensions between the two sides have remained high over the last several years, and now, a return to open war seems all but inevitable...™

This is the setting for *Star Wars: The Old Republic!*

GALACTIC CALENDAR

The signing of the Treaty of Coruscant led to the new galactic standard calendar dating of BTC and ATC, *Before* and *After the Treaty of Coruscant*. For our measurements, ATC 0 - the signing of the Treaty - took place in 3,653 before the Battle of Yavin (during the Rebellion era, or BBY).

The current galactic state of affairs assumed in *Galaxy Guide 16: The Old Republic* campaign guide is ATC 10.





CHAPTER ONE: GALACTIC HISTORY

THE STATE OF THE GALAXY

As keeper of the Jedi archives, the Jedi Council requests I perform a daunting task - to revise the order's historical records in light of new revelations about the formation of the Sith Empire. Specifically I am to trace the conflict between the Empire and the Republic, the Sith and the Jedi, to uncover the roots of the struggle which now plagues us.^[15]

The Republic and the Sith Empire sit on an uneasy truce. A long bloody war has left both sides severely depleted and weary, and a fragile truce has many galactic citizens fearful of a return to open hostilities. The millennia-old democracy, protected by the ancient Jedi order, is now locked in a Cold War with the secretive Sith Empire, the entire galaxy seeming like a primed thermal detonator, ready to explode... This is the setting for the *Star Wars Roleplaying Game: The Old Republic!*



Wars Roleplaying Game: The Old Republic!

The galaxy has a long memory. While it would be impossible to recount all of the Republic's history here, what follows may act as a primer on the last century of galactic events for those so inclined.

GALACTIC TIMELINE

The following are the major galactic events dating back to the earliest records:

- BTC 32800 - Force "Discovered" on Tython
- BTC 22140 - The Force War on Tython
- BTC 22130 - The Jedi Order is Established
- BTC 21400 - Founding of the Republic
- BTC 21300 - The Jedi Join the Republic
- BTC 3347 - The 2nd Great Jedi Schism
- BTC 3247 - The First Dark Sith Lords on Korriban
- BTC 1347 - The Great Hyperspace War
- BTC 1251 - Rebirth of the Sith Empire
- BTC 347 - The Exar Kun War
- BTC 311 - The Mandalorian Wars
- BTC 303 - The Jedi Civil War
- BTC 103 - Peace for the Republic?
- BTC 28 - Onslaught of the Sith Empire
- BTC 18 - The Battle of Bothawui
- BTC 14 - The Empire Changes Strategy
- BTC 8 - The Return of the Mandalorians
- BTC 7 - The Mandalorian Blockade is Broken
- ATC 0 - The Treaty of Coruscant^[15]



ATC 0 - THE TREATY OF CORUSCANT

I've chosen to begin with the singular defining event of recent years - the unprecedented peace agreement between the Sith Empire and the Galactic Republic - The Treaty of Coruscant.

Three centuries after the death of Darth Malak and the end of the Jedi Civil War, the true Sith

Empire returned from deep space, attacking the Republic. They began a war unlike any other in the galaxy's history. The great galactic war dragged on for decades. Thousands of Jedi and Sith were slain, countless star systems were ravaged. Though he now controlled half the galaxy, the Sith Emperor grew impatient - he had expected his triumph to come quickly. The Lords of the Emperor's Dark Council surprised the Republic Senate with an offer of peace - a reprieve the Republic could not afford to ignore.

Matters had become complicated for the Republic war effort since the critical trade route between the Outer Rim and the Core Worlds was recovering from the Mandalorian Blockade. The Jedi Council urged caution as the Senate considered the Sith's offer, but even they had to agree - the war was unwinnable - peace was the only hope.

Republic and Imperial diplomats convened on the planet of Alderaan to discuss a galaxy-wide cease-fire... But the Sith still had one play to make. The Imperial fleet launched a surprise assault on the Republic capital of Coruscant. Bombarding the planet from orbit and storming



the city-world's bottomless towers. With Coruscant's defenses incapacitated, the Imperials annihilated the Jedi temple, captured the Senate tower, and held the entire planet hostage.

Back on Alderaan, Republic diplomats had no choice. Despite unfavorable terms, the Treaty of Coruscant was signed. Jedi and Republic troops

bold cunning of the Empire's strategy. A closer look, however, suggests the sacking of Coruscant was not the crowning moment of the Empire's campaign, but a rather risky maneuver undertaken after all other efforts had failed. The Sith only considered turning to such measures after their efforts were undermined by an unlikely Republic



began withdrawing from battlefields around the galaxy, leaving star systems to fend for themselves and to be quickly swallowed up by the Sith Empire. The Jedi returned to Coruscant to find their temple in ruins and irate senators blaming the Jedi for all the Republic's troubles.

Though still committed to defending the Republic, the Jedi relocated to their ancient homeworld of Tython - to rest, meditate, and seek guidance from the Force.

Thus began the unprecedented stalemate - the Jedi reconnecting with their roots, the Republic nursing its wounds, the Sith consolidating their power, and a galaxy divided between darkness and light. In retrospect, this outcome was inevitable, and would have come sooner were it not for some of the Republic's less savory allies.^[15]

BTC 7 - THE MANDALORIAN BLOCKADE IS BROKEN

After the sacking of Coruscant, the Jedi Council agreed that the Republic had been undone by the

ally - the criminal smuggling contingent that broke the Mandalorian Blockade.

The blockade choked the primary trade route for providing Republic military support to the Outer Rim... and the main hyperlane for bringing raw goods from the colonies to the Core Worlds. Long-standing holdouts in the Outer Rim began folding to the Empire, and critical supplies vanished from the Core Worlds almost overnight. As starvation swept through the lower levels of Coruscant, riots broke out planetwide.

Talk in the senate veered sharply toward a complete surrender to the Sith Empire. It was at this critical hour that a Mirialan smuggler named Hylo Vizs recognized an extraordinary business opportunity for her and her partners. With the Republic willing to pay any price for raw goods, Hylo's plan was simple - break the Mandalorian Blockade.

Loading massive freighters with all the goods the Outer Rim had to offer, Hylo and her fellow smugglers hauled their loads to within a parsec of the blockade and stopped still. Distracted by

suspicious freighters, the Mandalorians never knew what hit them - a motley fleet of small starships dropped out of hyperspace and opened fire. A massive space battle ensued. The smugglers' light freighters ran rings around the Mandalorian cruisers - but even so, Hylo Viz and her band were outmatched. Fortunately, Republic strategic information systems was tipped off and starfighters were scrambled from nearby systems. With their assistance, the Mandalorians were quickly overcome.



The blockade broken, Hylo Viz brought freighters full of raw goods into Coruscant and walked away with more wealth than she had ever imagined. An elaborate medal ceremony was held in her honor, but Hylo never showed - she was long gone. Rumor has it Hylo Viz was killed a year later for double-crossing the Hutts. Regardless, through this unlikely hero's efforts, the Republic war effort gained a reprieve.

At the time, many believed the Empire was behind the Mandalorian Blockade. My research indicates a far more elaborate explanation.^[15]

BTC 8 - THE RETURN OF THE MANDALORIANS

Mandalorians... trained from birth to fight in battle, their bodies are honed into killing machines. These independent warrior-nomads have challenged the Jedi for centuries. The Mandalorians embrace conflict and admire strength. But they are different from our dark counterparts. They are not like the Sith. Mandalorians believe confrontation is

required for growth - on the personal, as well as the cultural level. War is the Mandalorians' way of life. Combined with their thirst for conquest, it makes them undeniably dangerous. However, we must acknowledge that their commitment to self-improvement is not unlike our own... And there is even something respectable about their rugged sense of honor. But they are not our friends. The Mandalorians' allegiance to our enemies has cost us dearly. After the Sith Empire's initial onslaught, star systems continued to fall, until the Jedi finally managed to stop the enemies' advance in the Mid Rim. For the first time in decades, the Republic senate breathed a sigh of relief.

But it was short-lived. In the arenas of Geonosis - a young gladiator had risen to prominence, calling himself the new 'Mandalore' - a title unclaimed for centuries - a title reserved for the greatest warrior in the galaxy - a warrior worthy to lead the Mandalorians. Though it had been centuries, the descendants of the once-proud culture had not forgotten the legends of the Mandalores who had gone before. Spread far and wide, working as mercenaries and bounty hunters, when the new Mandalore called, his loyal subjects came. Mandalore's call was simple - to confront the galaxy's greatest challenge and fight the legendary knights of the Jedi Order.

Amassing an army overnight, Mandalore planted his forces in the path of the Hydian Way trade route - cutting off the Republic's most critical supply lines. We were initially hesitant to pull back from the battle with the Sith in the Outer Rim - but after several pleas from the senate, the supply crisis could not be ignored.

The Jedi Order answered the new Mandalore's challenge - we attacked the blockade. Our order was defeated quite profoundly... The Mandalorian Blockade held strong until the day the intrepid smugglers took their shot at the Mandalorians, and managed to rescue the Republic.

Mandalore went on to lead many of his followers to seek new challenges while others again struck out on their own. The true enigma in the resurgence of the Mandalorians was the rise of the new Mandalore himself.^[15]

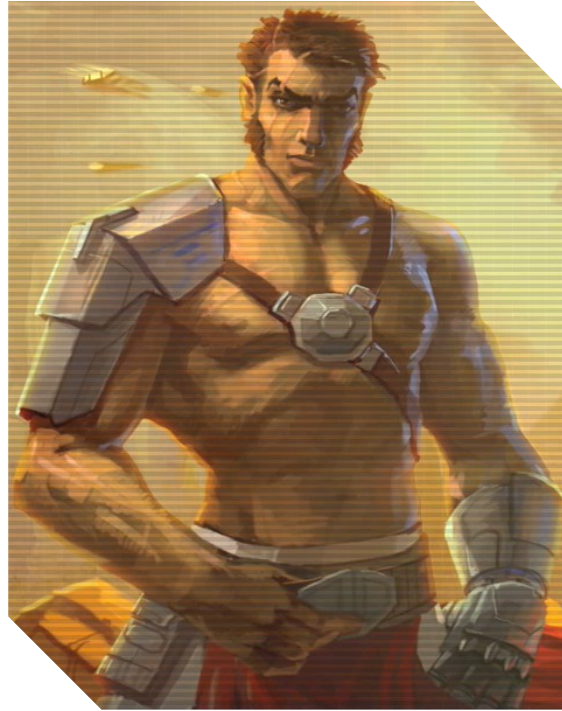
BTC 14 - THE EMPIRE CHANGES STRATEGY

The arrival of Imperial allies into the great war was a devastating blow from which the Republic never fully recovered. This was the second step in the Sith Emperor's master plan. Recent Republic strategic information reports proved that the rise of the Mandalorians was orchestrated by Imperial intelligence.

We know extremely little about this shadowy organization but Imperial intelligence operatives are clearly just as deadly as their Sith superiors. The galaxy's criminal networks wavered endlessly during the great war, debating whether to back the Republic or the Empire. Although the Hutt cartels resented the Sith Emperor for not including them in his pre-war conspiracy, Imperial intelligence somehow blocked the Republic's efforts to win the Hutts' support.

Scattered around the galaxy, Mandalorian mercenaries and bounty hunters faced the same choice as the Hutts. Some signed on with the Empire but most remained independent. Imperial diplomats made repeated attempts to recruit the galaxy's most infamous bounty hunters but were turned down every time. The Empire began shifting its tactics. Mandalorian mercenaries and bounty hunters often fought as gladiators for money and glory - a mark of honor in Mandalorian culture. Imperial agents used this to their advantage, infiltrating the most prominent gladiatorial arenas in the galaxy as managers, as sponsors, and even in some cases as gladiators themselves.

The Imperial agents singled out a proud young gladiator to be their pawn. This young gladiator had always fared well in the arena, but with his new Imperial allies, his rise was accelerated to unprecedented levels. Rigging arena fights is not unheard of but Imperial agents brazenly sabotaged the entire system and drugged their champion's competition. None could stand against him. The whispers of Imperial agents became cheers in the



arena... "Mandalore! Mandalore!" the ancient title of the ultimate warrior king was thrust upon the young gladiator. His infamy grew, and when he called, the Mandalorians rallied to their new master.

The new Mandalore secretly served masters of his own, however. Imperial agents pulled their puppet's strings, and the Mandalorian army



blockaded the Hydian Way and challenged the Jedi. Though the blockade was eventually broken, the stage was set for the sacking of Coruscant and the uneasy truce which now paralyzes the Republic. The Mandalorian-Sith alliance remains intact to this day. That could change if the original ruse were brought to light, but the Imperial intelligence covers its tracks too well. Mandalore was slain recently, and his killer, the new Mandalore, has taken his place.

Whether or not he's an Imperial puppet remains to be seen, but we must watch him closely. Imperial agents' success in bringing the Mandalorians into the war was the counter-play to the Republic's first string of victories.^[15]

BTC 18 - THE BATTLE OF BOTHAWUI

When the Emperor planned the Republic's destruction, he did not foresee the need for alliances. The Sith would sweep through the galaxy, systematically exterminating their age-old Jedi enemies and dismantling the proud Republic.

But the Emperor's vision was cynical. He did not count on the brave sacrifices the Republic's heroes were willing to make. After the Sith offensive seized the Seswenna sector of the Outer Rim, the Imperial armada turned its sights closer to the core. The Mid Rim.

Believing the Republic was still recovering from its heavy losses, Imperial forces charged into Bothan space, where they were caught off guard by the full force of the Republic fleet. The Republic fleet obliterated the Imperial squadron and the Battle of Bothawui became the Republic's first major victory in the war.

The news spread across the galaxy, rekindling lost hopes and re-energizing exhausted defenders. The Republic fleet moved on, but a courageous force of Jedi and Republic soldiers remained on Bothawui to await the Empire's return.

The vengeance of the Sith came swiftly. Imperial battle cruisers from around the galaxy closed in on Bothan space to recoup their losses. A high-powered planetary shield protected Bothawui from bombardment, forcing the Imperial forces to engage on the ground.

Jedi Master Belth Allusis, seven dozen of the Order's finest knights, and four thousand of the Republic's strongest soldiers dug in to defend the shield generators... or die trying.

The disparity was staggering. An unprecedented Imperial army, fifty thousand strong, descended on Bothawui's brave defenders. The defenders were undaunted. With no expectations of survival, they were mindful of their duty. But overconfident

Imperial commanders threw all their armies' might into the direct assault and their ground forces fell in droves. For every Republic soldier who died, ten Imperials were killed. The Empire was forced to call in reinforcements.

Despite the defenders' determination, their lines were whittled away until only a handful of soldiers and Jedi remained. They rallied to Jedi Master Allusis for a final stand.

Imperial Grand Moff Zellos offered to spare Master Allusis if he and his brave comrades would surrender. Neither pride nor foolhardiness drove the defender's decision. They were guided by the Force. They had passed beyond the fear of death. Their glorious last stand will never be forgotten. Allusis and his men fell, but not before the Imperials were driven to retreat. The Battle of Bothawui was a draw.

The heroes of Bothawui inspired bold new Republic strategies that eventually halted the Empire's advances. In retrospect, though, the Republic lost too many systems in the early years of the great war. The execution of the Emperor's brilliant strategy was flawless. Survival was the best the Republic could hope for.

I have spent much time now piecing together the puzzle of the Emperor's initial designs, and I have a theory that is quite surprising.^[15]

BTC 103 - PEACE FOR THE REPUBLIC?

The centuries preceding the great war were a time of peace and growth for the Republic. Dozens of new star systems joined the Galactic Senate. For the Sith Empire, however, these centuries were marked by a rapid acceleration in the preparations for war - an effort in which the Sith showed surprising cooperation and sacrifice.

I have long suspected that during this extended period, the Sith spent generations infiltrating Republic political circles and even the Jedi Order. Reviewing historical records, I have uncovered strong evidence of one such case. Eison Gynt was a fourth generation Jedi, widely considered to be the most promising padawan in the Order. Having a similar heritage, the venerated Jedi scholar, Master Barel Ovair, took Gynt as his new apprentice. Together, Ovair and Gynt traveled the galaxy, studying the mysteries of the Force.

Over the years, the pair became more and more ambitious, eventually undertaking a daunting mission. They set out to explore the ancient Sith temples on Yavin 4. Their goal was to investigate the final resting place of Naga Sadow - one of the most powerful Sith Lords who ever lived.

Arriving on Yavin 4, Ovair and Gynt discovered that Naga Sadow's twisted Massassi warriors had survived the centuries. The Massassi originated as a Sith sub-species, forming the backbone of the earliest Sith armies. But Naga Sadow subjected his Massassi followers to heinous experiments - turning them into dark force-wielding monsters.

Gynt and Master Ovair fought bravely against the Massassi, but they were defeated and forced to flee deep into the temple. There, they encountered the dark energies still lingering in Naga Sadow's tomb. Weeks later, Master Ovair returned to the Jedi temple on Coruscant alone, wounded and half insane from the tortures he had endured. After a lengthy recovery, Master Ovair told a tale of the horrors he faced, and of Gynt's tragic death. Several years passed.

Then one day, Eison Gynt mysteriously reappeared on Coruscant, wearing the garb of the Massassi warriors and bent on killing Master Ovair. Possessed by the dark spirit of Naga Sadow, Gynt attacked his former master in broad daylight. The brutal battle between the two was staged with all of the Republic watching. Gynt's borrowed powers were formidable, but Master Ovair won the day.

Ovair's triumph over darkness was celebrated and the Jedi Council assumed that all was well. The question no one asked was this: Why would Naga Sadow's spirit seek vengeance, specifically against Master Ovair?

The answer has become clear after a closer look at Ovair's Jedi heritage: His father and grandfather also went out of their way to visit the tombs of the ancient Sith Lords. They were a family of Sith infiltrators. Ovair's mission on Yavin 4 was not for the Jedi - it was on behalf of his true master, the Dark Emperor of the Sith.

The Emperor knew the spirits of the ancient Sith

Lords could be a threat to his power when he returned to the known galaxy a century later... Ovair's trip to Yavin 4 was a pre-emptive strike... To seal Naga Sadow's tomb and ensure the Emperor's only enemies when he returned would be the Jedi and the Republic.

How unfortunate that we've only learned the terrible truth about Master Ovair more than a century too late. Of course, this revelation only raises further questions... What other acts of dark subterfuge were Ovair and his family involved in...?^[15]

This concludes my primary report on the last century of galactic history. Though the previous centuries are filled with important events - leading all the way back to the founding of the Republic and the formation of the Je'daii order - these are outside the purview of my immediate research into the roots of the current crisis. However, should one wish to pursue research of deep galactic history, the Jedi Archives on Tython have fortunately survived the war's destruction mostly intact.

A NOTE FOR GAMEMASTERS

This section exists only to assist you in fleshing out your stories with historical information, *should you choose to do so*. There is nothing to suggest you should adhere to any of this information for your campaigns or adventures, as such detailed records exist only to add flavor to the world. Use it or don't, it's *your* universe!



CHAPTER TWO: THE REPUBLIC



*There is no emotion, there is peace.
There is no ignorance, there is knowledge.
There is no passion, there is serenity.
There is no chaos, there is harmony.
There is no death, there is the Force.*

—The Jedi Code (Based on the meditations of Odan-Urr)^[5]

Hello, I'm Sallos Brynn. As a Jedi consular, it is my duty and honor to join with the Republic military in guarding and protecting this great society and ensuring that her brilliance continues to stand for another twenty thousand years.

The principal ally of the Jedi Order in safeguarding our grant alliance is the Force - and a powerful ally it is. An energy field created by all living things, organic life generates it and makes it grow. It surrounds us, penetrates us - it binds the universe together. Through meditation and self-sacrifice, we learn from the Force and let it guide our actions.

A Bright Light In The Darkness

An alliance of planets and mega-corporations that value democracy, justice and freedom, the Galactic Republic has stood for over twenty thousand years. Ruled by a Senate comprised of delegates from all its member worlds and overseen by a Senate-appointed Supreme Chancellor, the Republic struggles to restore its former greatness in the wake of the Sith Empire's invasion decades ago. Having emerged victorious in numerous conflicts in the past with the aid of its protectors in the Jedi Order, the Republic has no intention of allowing the Empire to consume the entire galaxy. After its capital world of Coruscant was sacked by the Empire, the Republic was forced to sign a

painful peace treaty, losing control of many outlying worlds. While the Empire consolidates its power, the Republic and the Jedi hurry to rebuild and prepare for the next conflict sure to come.^[4]

The Galactic Republic, ruled from its capital city-world of Coruscant, has been the dominant galactic government for ten thousand years. The Republic, led by a Supreme Chancellor, has a democratic government that has been able to sustain itself for more than twenty thousand years. It is said that its complete history would "fill a thousand libraries". Since the signing of the Treaty of Coruscant, the Republic has been involved in a Cold War with the reborn Sith Empire.

For more than twenty thousand years, the Galactic Republic has been the most civilized and advanced power in the known galaxy. Governed by the Galactic Senate with representatives from hundreds of star systems and planets, the Republic has been the center of peace and progress, a bright beacon in the darkness of outer space.

The revered Jedi Order has sworn itself to defend the Republic, to battle the darkness, and to bring peace and balance to the greater galaxy. The Jedi have served for millennia in this capacity, and in that time they have earned themselves the admiration of their allies, and the hatred of their enemies.

Less than a century ago, the greatest of those enemies returned to destroy the Republic.

History of the Republic

The Republic itself was formed in 25,053 BBY when the first "Galactic Constitution" was signed on Coruscant, after the Corellian Hyperdrive connected many worlds in the Galactic Core. Whether this means that Coruscant was the original

homeworld of humans or simply the most powerful world at the time is still up for debate, and there has been little said about the event other than that it occurred. The Republic was made up of several hundred thousand worlds.

The onslaught of the Sith Empire caught the Republic and the Jedi completely by surprise, and during a long and arduous war, the Republic was broken. After the capital planet of Coruscant was ravaged by the Sith's military forces, the Supreme Chancellor and the Senate were forced to sign the painful Treaty of Coruscant, which required the Republic to withdraw its support of several long-standing allies, including the ever-loyal Bothans.

Struggling with a wave of seceding star systems, an insurmountable supply crisis, and chaos on the streets of Coruscant, the Senate has become paralyzed in the years since the treaty.

The bitter and divided nobility of the Core Worlds disputes every decision, damaging the morale of the Republic's already discouraged citizens. Blaming the Jedi for the failures that led to Imperial domination, the Senate has distanced itself from the Republic's legendary guardians.

The Jedi remain committed to protecting the Republic, but the Jedi Council has moved from Coruscant to the ancient Jedi homeworld of Tython.

The Republic has trained new combat squads of Special Forces, disciplined teams capable of working together with near-perfect efficiency. These elite troopers often work in conjunction with the Jedi, but in many places the troopers have taken the leading role in providing the Republic's defense.

Despite a post-war economic depression and the continued expansion of its enemies, the spirit of the Republic remains independent, brave, and strong. New leaders are stepping forward even now to stand against the Sith Empire, liberate the galaxy, and restore the Republic to its former glory.^[1]

THE GALACTIC SENATE

The Galactic Senate serves as both the legislative and executive branch in the Galactic Republic; governing from the Senate Building located on Coruscant.

The Supreme Chancellor is both the Head of State and Head of Government for the Galactic Republic. A Chancellor is elected into office by the Galactic Senate to serve a set number of terms. Often times a Chancellor is voted into office from the current members of the Senate, and a new Senator is concurrently voted into place for that planet during the same meeting. They can be removed from office by loss of an election, by

serving the maximum number of terms, or through a vote of no confidence in the Senate.

The office was held by Supreme Chancellor Janarus up until the government of Corellia seceded to the Empire. A bounty hunter, whom Janarus had placed at the top of the Republic's Most Wanted list, helped discourage any hopes of Corellia rejoining the Republic. Soon after, Janarus was tracked and removed from office by the same hunter, at which point Leontyne Saresh, the governor of Taris and Janarus' political rival, assumed the office.^[1]

Supreme Chancellor Dorian Janarus

Janarus had long served the Republic people as Coruscant's Senator when the Sith Empire's reemergence thrust him into prominence. Later, with the Republic struck humble and leaderless during the Sacking of Coruscant, it was Janarus's authority and resolve that earned him respect from the citizens and Senate alike. Janarus was unanimously elected to the office of Supreme Chancellor, where he has remained ever since. Support for Janarus has steadily fractured over the years, however, as many planetary governments have chafed at the costs of rebuilding Coruscant. Military advisors also grow increasingly frustrated with Janarus's refusal to stamp out sedition, but his stance has always been to protect the Republic's core values of freedom, justice and the right to self-governance.^[4]



■ Supreme Chancellor Dorian Janarus

Type: Republic Supreme Chancellor

DEXTERITY 2D

Blaster 3D+1, brawling parry 4D+2

PERCEPTION 2D

Bargain 8D, con 7D+1, hide 2D+1, investigation 4D+2, persuasion 8D+2, search 4D+1, sneak 6D+1

KNOWLEDGE 2D

Bureaucracy 9D+1, law enforcement 5D, streetwise 2D+1, survival 2D+2, value 2D+1, willpower 5D

MECHANICAL 2D

STRENGTH 2D

Brawling 3D, climbing/jumping 2D+2, stamina 4D+1, swimming 2D+1

TECHNICAL 2D

Character Points: 17

Move: 10

Equipment: Ceremonial holdout blaster pistol (3D), ceremonial robes, comlink



Leontyne Saresh

The Supreme Chancellor of the Republic serves as both political arbiter and leader of the free galaxy—and no one is better suited to the honor than Leontyne Saresh. Enslaved by the Empire as a young child, the charismatic, ambitious and fiercely intelligent Saresh escaped her captors to become a passionate opponent of Imperial injustices. After Imperial forces sacked the Republic capital of Coruscant to end the war, Saresh launched an illustrious political career that would win her a seat on the Republic Senate, governorship of Taris and a fearless reputation. When war erupted again, Saresh was elected by the Senate to replace Supreme Chancellor Janarus. Surrounded by ardent supporters and

loyal political allies, she delivered an impassioned speech on the steps of the Senate tower calling for the eradication of the Sith Empire. Saresh's rousing words inspired millions and gave birth to a new age in which the Republic would stop at nothing to win the conflict and ensure the galaxy's freedom.^[4]

■ Leontyne Saresh

Type: Republic Supreme Chancellor

DEXTERITY 1D+1

Blaster 3D+1, dodge 5D, melee combat 3D, pick pocket 3D+1, running 3D+1, thrown weapons 2D+1, vehicle blasters 3D+2

PERCEPTION 3D+1

Bargain 9D+2, con 6D+1, hide 6D+1, investigation 6D, persuasion 7D+1, search 4D+1, sneak 4D+2

KNOWLEDGE 2D+2

Bureaucracy 8D, intimidation 6D, languages 4D+1, streetwise 3D+1, survival 4D+2, value 3D, willpower 6D

MECHANICAL 1D

STRENGTH 1D+2

Brawling 2D, climbing/jumping 2D+2, stamina 5D+1

TECHNICAL 2D

Head-tails: Twi'leks can use their head-tails to communicate in secret with each other, even if in a room full of others. The complex movement of the tails is, in a sense, a "secret" language that all Twi'leks are fluent in.

Character Points: 21

Move: 11

Equipment: Ceremonial holdout blaster pistol (3D), ceremonial robes, comlink

General Garza

One of the most experienced officers in the Galactic Republic military, General Elin Garza is a tactical and strategic genius with a near-flawless operational record. She served with distinction in the war against the Empire and played an instrumental role in the formation and training of the army's elite Special Forces division. Although her achievements are numerous, Garza has become a figure of increasing controversy. She has a reputation for being ruthless and uncompromising, and is often accused of authorizing secret assaults against Imperial interests throughout the galaxy. These accusations remain unproven, but few doubt the lengths that Garza will go to secure victory for the Republic.^[4]

General Garza is the commander of the Republic Special Forces during the Great Galactic War and the Cold War that follows it now. She is one of the most experienced officers in the Galactic Republic Military, and has received numerous commendations, such as the Chancellor's Service Medal, the Medal of Valor, the Silver Crescent, and

the Mark of Dedication. She is considered a tactical genius and has a flawless record of operations.

Garza played a key role in the formation of the Republic Army's special forces division. Despite her achievements, Garza's reputation as a ruthless and uncompromising leader makes her a polarizing figure among the Republic. Though never proven, she is often accused of authorizing secret assaults against Imperial holdings despite the Treaty of Coruscant.^[1]



■ General Elin Garza

Type: Republic Special Forces Commander

DEXTERITY 3D+1

Blaster 5D, blaster: blaster pistol 6D+1, blaster: blaster rifle 6D+2, brawling parry 5D+2, dodge 5D+2, grenade 6D+1, melee combat 5D+1, melee parry 5D+2, running 6D+2, thrown weapons 6D+2, vehicle blasters 4D

PERCEPTION 2D+2

Command 9D+1, con 6D+1, gambling 3D+2, hide 5D+1, investigation 3D, persuasion 5D, search 3D, sneak 3D+2

KNOWLEDGE 3D

Bureaucracy 8D, intimidation 6D+2, law enforcement 5D+1, streetwise 5D+2, survival 5D, tactics 8D+1, value 5D+1

MECHANICAL 2D+2

Astrogation 3D+2, space transports 4D+1,

STRENGTH 3D+1

Brawling 4D+1, climbing/jumping 4D+1, stamina 3D+2, swimming 3D+2

TECHNICAL 3D

Blaster repair 3D+1

Character Points: 15

Move: 10

Equipment: Republic naval officer's uniform, comlink, datapad, blaster pistol (4D)

THE REPUBLIC ARMY

The Republic Military is the main armed force of the Galactic Republic.

The Republic Military is one of the greatest militaries in the whole galaxy, its only main adversary being the Sith Empire. It provides not only defense of the Republic itself, but is also in charge of invading hostile planets, defending allied worlds and trade convoys, etc.

The highest ranking officer is Supreme Commander, but the Minister for Defense oversees all of its activities.^[1]

Rank Structure

Like all military organizations, the Republic Army and Navy rely on ranking hierarchies to maintain a clear chain of command. These ranks are listed in the above inset box, from highest responsibility to lowest. Unless otherwise noted, ranks are used across service branches.

The term “commander” may be used to describe anyone in a position of command and is not reserved for a specific rank. Due to the great diversity of service personnel present in the Republic military, regulations specify that the honorific “sir” should be used when addressing any personnel of higher rank than oneself, regardless of the species, gender or position of the addressee.^[4]

REPUBLIC TROOPERS

Honor, Duty, Defense of the Republic

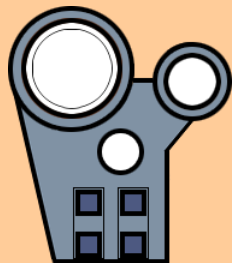
Not all heroes carry lightsabers. Some just have the will to fight.

For decades, the armed forces of the Galactic Republic defended their civilization against the seemingly unstoppable Sith Empire. Despite countless setbacks, the men and women of the Republic military never backed down until the Senate ordered them to do so. These brave souls remain ready and willing to lay their lives on the line today.

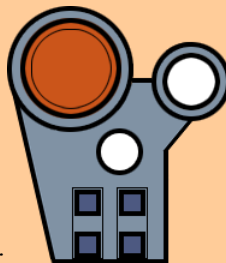
In the wake of the Treaty of Coruscant, the Republic military has begun recruiting from within its own ranks, creating cutting-edge Special Forces squads for the inevitable day when the war with the Sith Empire begins anew. These advanced strike teams are comprised of only the most talented and

REPUBLIC RANK RECOGNITION GUIDE

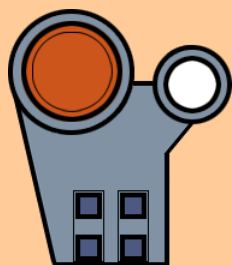
The following is a recognition guide for Republic rank insignia. The first rank listed is for the Navy, the second for the Army.



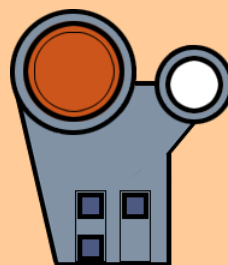
Supreme Commander



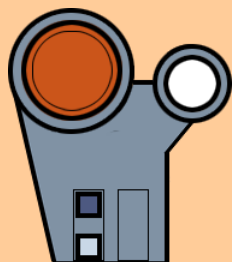
Admiral / General



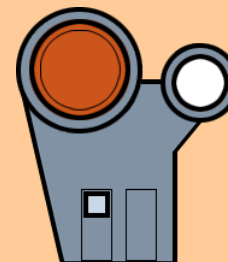
Commodore / Colonel



Group Captain / Major



Captain



Lieutenant



Ensign



Sergeant



Corporal



Specialist



Private

disciplined soldiers—a new breed of elite Republic Troopers.

These Troopers are the embodiment of the Republic military's highest aspirations—the most advanced fighting force in the galaxy. They are equipped to face any foe in any environment, but it's not their gear that makes them tough—it's their guts. The Troopers' greatest weapons are their indomitable spirit, their unwavering sense of duty and their undying loyalty to each other and to the ideals that the Republic represents. In this age, the stakes have never been higher. The Republic must

win or face extinction. The fate of the galaxy rests upon ordinary men becoming extraordinary heroes. This is the path of the Republic Trooper.

Relations with the Jedi

The Knights of the Jedi Order have defended the Republic for generations, but they have not fought alone. A host of unsung heroes have marched at the Jedi's side—common men courageous enough to enlist and face the same risks as their Jedi comrades despite not having access to the Jedi



powers of protection. These heroes have not gone unappreciated by the Jedi. The men and women of the Republic military are accorded complete respect and admiration by the Order and by the Republic's political leaders.

In the years since the Treaty of Coruscant, the Jedi have withdrawn in significant numbers to their homeworld of Tython. Their presence in the Republic military, though still significant, is not what it was during the war. In many ways, the Republic's newly-trained elite Troopers have stepped up to take charge of the Republic's defenses. When Troopers are partnered with the Jedi, they are a force to be reckoned with on any battlefield.^[1]

Jace Malcom

"With every battle, there are fewer of us to keep up the fight. Those who remain pay a heavy price. But we know the Force is with us. We will never surrender, and we are not alone. The long night is finally ending."

-Malcom at Alderaan

Jace Malcom served in the Special Forces division of the Republic Army. He was the commander of Havoc Squad, and

fought in the Battle of Alderaan against Sith forces. Later in life, he became the Supreme Commander of the Republic Military.

At the height of the Galactic War, Malcom and his Havoc Squad were stationed on the tranquil Core World of Alderaan to defend it from the growing wrath of the Sith Empire. During the Battle of Alderaan he managed to defeat two Sith warriors and save Satele Shan from Darth Malgus, after Shan first saved him from execution.

Shan and Malcom later admitted their feelings for each other and conceived a son named Theron Shan. The birth of their son was kept hidden from Jace, however, as Shan felt that Jace was becoming too unpredictable to know of his offspring.^[1]

■ Jace Malcom

Type Republic soldier

DEXTERITY 3D+1

Blaster 8D, blaster: blaster rifle 9D, brawling parry 6D+2, dodge 6D+1, grenade 6D, melee parry 5D+2, melee combat 6D, missile weapons 7D, vehicle blasters 6D+2

PERCEPTION 3D

Bargain 6D, command 7D+2, con 4D, gambling 4D, hide 5D, investigation 8D, persuasion 7D+2, search 6D+1, sneak 5D



KNOWLEDGE 3D+2

Alien species 7D, bureaucracy 6D+2, cultures 5D+1, intimidation 6D+2, languages 5D+2, planetary systems 7D, streetwise 8D, survival 7D+2, value 6D, willpower 6D+1

STRENGTH 4D

Brawling 6D, climbing/jumping 5D+1, lifting 4D+1, stamina 9D+2, swimming 6D

MECHANICAL 2D+2

Astrogation 5D+1, beast riding 4D, communications 5D+2, repulsorlift operation 4D+1, space transports 5D+2, starship gunnery 6D, starship shields 6D+1, sensors 5D

TECHNICAL 2D

Armor repair 5D, blaster repair 6D+1, computer programming/repair 5D+2, demolition 7D, droid programming 3D+1, first aid 6D+2, security 10D+1, space transport repair 3D+1

Force Points: 2

Dark Side Points: 4

Character Points: 15

Move: 10

Equipment: Assault cannon (7D), D86 blaster rifle (5D), vibro knife (STR+1D), 5 ion photon grenades (4D), Republic trooper armor (+2D physical, +1D energy, -1D DEX and related skills), integrated comlink (range: 1 km)
[11]



Aric Jorgan

A born leader, Aric Jorgan is one of the Republic's most capable field officers. He enlisted in the military at an early age and quickly distinguished himself as a talented marksman. His impeccable service record earned him a spot in the Republic's top sniper squad, where he successfully carried out over a dozen missions against high-ranking Imperial targets. Since his transfer to Fort Garnik, Jorgan has

earned a reputation as a hard and demanding taskmaster.

However, few realize his surly demeanor belies a genuine concern for the well-being of his troops. While those under his command may not particularly like the brooding Cathar, they almost always respect him.^[4]

■ **Aric Jorgan**

Type: Republic sniper

DEXTERITY 3D+1

Blaster 5D+2, blaster: blaster pistol 6D+2, brawling parry 3D+2, dodge 6D+2, grenade 4D+1, melee combat 4D, melee parry 5D, running 4D+2, thrown weapons 3D+2

PERCEPTION 2D+2

Command 6D+1

KNOWLEDGE 2D+2

Intimidation 6D+1, law enforcement 3D, tactics 3D+2, value 3D

MECHANICAL 2D+2

STRENGTH 3D+2

Brawling 6D

TECHNICAL 3D

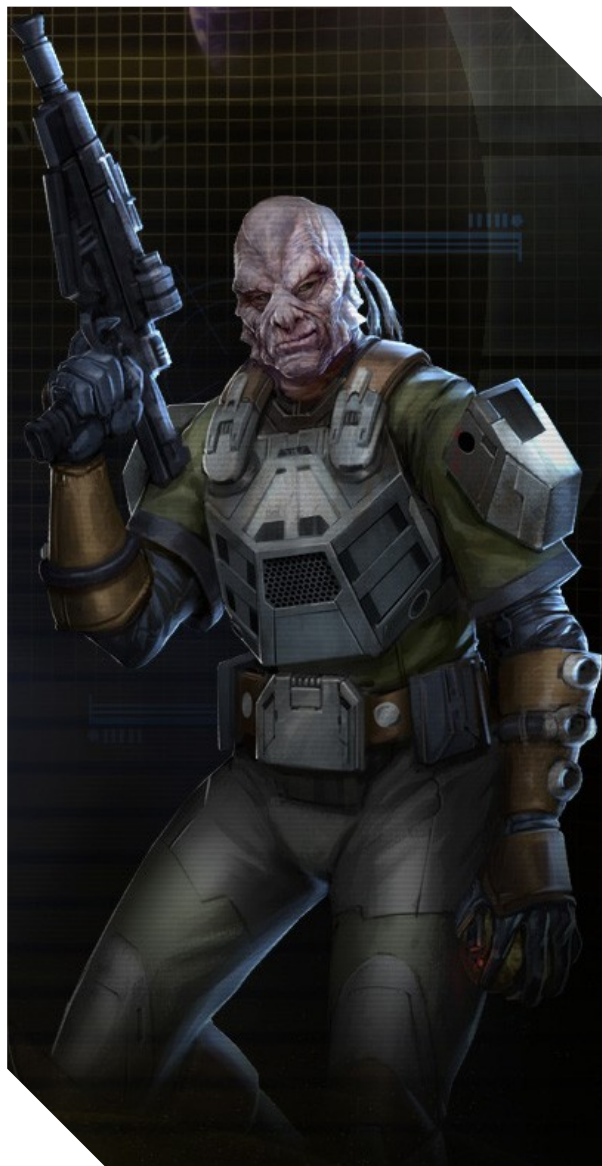
Special Abilities:

Claws: Cathar have claws that do STR+1D damage.

Character Points: 9

Move: 10

Equipment: Assault cannon (7D), sniper rifle (5D), comlink, Republic trooper armor (+2D physical, +1D energy, -1D DEX and related skills)



Tanno Vik

One of the most talented demolitions experts to ever serve in the Republic military, Tanno Vik is

THE LEGEND OF HAVOC SQUAD

The founding unit of the Republic Special Forces division, infantry squad 326—code-named “Havoc Squad”—is renowned as the army’s most elite fighting team. Despite the total secrecy of Havoc’s missions, the team has taken on an almost superhuman reputation on both sides of the war—unstoppable commandos who can strike anytime, anywhere, regardless of opposition. Before Special Forces existed as a separate division of its own, Havoc Squad was attached to a standard infantry division throughout the Great War. It wasn’t until the Battle of Alderaan that the squad rose to galactic fame, leading a small group of wounded and recovering men to victory against a massive Imperial invasion force. The value of small elite units had been proven, and Havoc Squad was later chosen as the model for a full division of highly trained and agile infantry squads—the Republic Special Forces.^[4]

Havoc Squad’s creation was part of the larger introduction of Galactic Republic special forces commandos following the departure of the Jedi from Coruscant for the planet Tython. The squad saw action in many Cold War hot spots, including the civil war on Ord Mantell and the Battle of Alderaan. Led by the brave commander Malcom, Havoc Squad helped reclaim Alderaan from the forces of the Sith Empire under the leadership of the Sith Lord, Darth Malgus. During the battle on Alderaan, Havoc Squad fought and killed numerous Imperial troopers, assault droids and Sith alike, though the squad was considerably outnumbered. During the battle, Satele Shan arrived to aid Havoc Squad in combating Darth Malgus’ Sith forces, slaying a number of Sith Warriors before defeating Malgus in single combat, effectively allowing the Republic to emerge victorious from the guerrilla conflict.^[1]

Defection

The legend of Havok Squad then took a dark turn.

Eventually, the squad fell under the command of Harron Tavus who led them during multiple engagements. This saw them face numerous skirmishes against the elite Shadow Fist unit of the Imperial Military.

A noted incident emerged when the squad was sent by General Garza to Ando Prime to cut off an Imperial offensive. The squad encountered more enemy soldiers than expected and were forced to call for extraction. But before Garza could get a rescue operation going, the Republic Senate shut it down. Garza had sent the squad to Ando Prime without the Senate’s consent or knowledge, and the senators would not allow her to risk re-igniting war with the Empire. To prevent violating the Treaty of Coruscant, the Senate did not acknowledge the squad’s mission as sanctioned. The squad was left stranded in enemy territory, though they managed to return to the Republic through a stolen shuttle. However, the incident left a dark scar on the team with many of its members believing that they were betrayed by the Republic. Together, they began making their plans to defect to the Empire.

The defection of Havoc Squad occurred just as a new recruit joined their ranks. Untainted by the betrayal at Ando Prime, this new recruit, who came to be known simply as “Havoc” – resisted the efforts of Tavus. Though he was unable to stop the traitors from escaping, Havoc did report their defection to General Garza, as well as their seizure of the ZR-57 Orbital Strike Bomb, a weapon of immense destruction.

Afterwards, the recruit was made the new head of Havoc Squad and given the task of recruiting new members into the squad, being given a lead by recruiting Aric Jorgan, who was recently demoted to Sergeant, as Havoc’s first squadmate.^[5]

THE NEW HAVOC SQUAD

Through a series of offensive campaigns, the new leader of Havok Squad quickly filled out its ranks with loyal, fearless officers and eventually succeeded in hunting down the remaining members of the traitorous original group. Opting to continue the squad rather than disband it, Havoc himself, as well as General Garza and Aric Jorgan were instrumental in restoring the good name of Havoc Squad, as well as the place it held in the hearts and minds of the Republic citizens. Now, as before, joining Havoc Squad is once again the highest a honor a loyal Republic soldier can hope to achieve.

charming, highly skilled and completely amoral. Born to the lawless streets of Nar Shaddaa, Vik is accustomed to putting his own interests first; enlistment was merely a convenient means of escape after betraying one criminal partner too many. But once he got his hands on the most

advanced weapons and explosives in the galaxy, he was hooked. During training, Vik impressed his instructors with his unprecedented speed at locating structural weaknesses in everything from buildings to vehicles, ensuring that he always planted his explosives where they would do the

most damage. He was even considered for entry into Special Forces division, but his belligerent attitude and disregard for authority held him back. Criminal accusations were registered against him throughout his short service career, leading to his eventual conviction and discharge.^[4]

■ Tanno Vik

Type: Disgraced Republic demolitions expert

DEXTERITY 3D+2

Blaster 6D, brawling parry 5D+2, dodge 7D+1, grenade 5D, melee combat 6D+2, melee parry 5D+2, missile weapon 4D+2, pick pocket 4D, running 4D+1

PERCEPTION 2D+1

Command 3D, con 3D+1, forgery 3D+2, hide 2D+2, persuasion 3D

KNOWLEDGE 2D+2

Intimidation 3D, tactics 4D

MECHANICAL 3D

STRENGTH 3D+2

TECHNICAL 2D+2

Blaster repair 3D+1, demolitions 9D

Character Points: 7

Move: 10

Equipment: Blaster carbine (4D), light armor (+1D physical and energy, -1D DEX and related skills), explosives (8D), 3 concussion grenades (6D), comlink, 6,000 credits



Elara Dorne

A highly talented field medic, Elara Dorne was born Imperial and served in the Empire's military for two years before defecting to the Republic. She has since served with distinction as a search-and-rescue squad leader, earning several commendations for aiding wounded men under direct enemy fire. Her operational record is flawless. What no record can show is that Dorne's background, combined with her strict adherence to regulations and rigid, uncompromising personality, has made her fairly unpopular with her fellow soldiers. In truth, she's widely regarded as a cold, asocial killjoy, an unfortunate side effect of her dedication to embodying the laws and ideals of the Republic.^[4]

■ Elara Dorne

Type: Republic field medic

DEXTERITY 3D+2

Blaster 7D, brawling parry 4D+2, dodge 5D+1, grenade 5D, melee combat 5D, running 5D+1, thrown weapons 4D

PERCEPTION 2D+2

Command 5D

KNOWLEDGE 3D+2

Tactics 6D+2

MECHANICAL 2D+2

STRENGTH 2D+2

Brawling 6D+2

TECHNICAL 2D+2

Blaster repair 3D, first aid 6D+1, (A) medicine 5D

Character Points: 9

Move: 10

Equipment: Blaster pistol (3D), medkit, biosample kit



Yuun

Even in an organization as diverse as the Republic Army, Yuun stands out. A member of the Gand species and hailing from the Gand homeworld, Yuun is a Findsmen, a type of shamanistic tracker held in very high regard among his people. He applies his unusual training to technical tasks of every kind, resulting in a success record unmatched by any other technician in the military. As effective as Yuun's methods are, they rarely meet with understanding or approval from his fellow soldiers. But despite his eccentricities, Yuun's fighting skill and calm approach to any challenge generally earn at least the grudging respect of the men and women he serves with.^[4]

■ Yuun

Type: Republic findsmen

DEXTERITY 2D+1

Blaster 5D, blaster: blaster pistol 5D+1, brawling parry 4D+2, dodge 3D, grenade 4D+2, melee combat 3D, melee parry 2D+2, pick pocket 2D+2, running 3D+1

PERCEPTION 2D+2

Command 3D+2, hide 5D+1, search 6D+1, search: tracking 8D+2, sneak 5D+1

KNOWLEDGE 3D

Intimidation 6D+2, survival 3D+1

MECHANICAL 2D+2

Space transports 3D

STRENGTH 4D+1

Brawling 6D+1

TECHNICAL 3D

Blaster repair 3D+2, computer programming/repair 6D+1, encryption 6D+2, security 3D+1

Special Abilities:

Ammonia Breathers: Most Gands do not respire. However, there is a small number of Gands that are of older evolutionary stock and do respire in the traditional sense. These Gands are ammonia breathers and find other gases toxic to their respiratory system—including oxygen.

Exoskeleton: The ceremonial chemical baths of some findsmen initiations promote the growth of pronounced knobby bits on a Gand's exoskeleton. The bits on a Gand's arms or legs can be used as rough, serrated weapons in close-quarter combat and will do STR+1 damage when brawling.

Eye Shielding: Most Gands have a double layer of eyeshielding. The first layer is composed of a transparent keratin-like substance: the Gand suffers no adverse

effects from sandstorms or conditions with other airborne debris. The Gands' second layer of eye protection is an exceptionally durable chitin that can endure substantial punishment. For calculating damage, this outer layer has the same Strength as the character.

Findsmen Ceremonies: Gands use elaborate and arcane rituals to find prey. Whenever a Gand uses a ritual (which takes at least three hours) he gains a +2D to track a target.

Mist Vision: Having evolved on a mist-enshrouded world, Gands receive a +2D advantage to Perception and relevant skills in environments obscured by smoke, fog, or other gases.

Natural Armor: Gands have limited clavicular armor about their shoulders and neck, which provides +2 physical protection to that region (they are immune to nerve or pressure point strikes to the neck or shoulders.)

Regeneration: Many Gands-particularly those who have remained on their homeworld or are of one of the very traditional sects- can regenerate lost limbs. Once a day, a Gand must make a Strength or *stamina* roll: a Very Difficult roll results in 20 percent regeneration; a Difficult roll will result in 10 percent regeneration, a Moderate roll will not assist a Gand's accelerated healing process, and the character must wait until the next day to roll.

Reserve Sleep: Most Gands need only a fraction of the sleep most living beings require. They can "store" sleep

REPUBLIC TROOPER FIELD RECONNAISSANCE

Deployed to the hairiest battlefields in the galaxy, Republic Troopers generally travel in small, specialized squads. It is not uncommon, however, to see a Trooper engaging enemies on his or her own. Whether operating solo or in groups, members of the Republic Special Forces have become intimidating opponents to their enemies.

Outfitting

The Republic's experiments with a new generation of heavy blaster rifles have proven successful, sparking a galaxy-wide trend towards larger, more powerful and more versatile armaments. It takes a great deal of strength and training, however, to wield these war machines, so they're rarely used outside the military. Republic engineers have also worked overtime fashioning new defensive gear for the Republic's most elite soldiers, armor suits that provide maximum protection and flexibility in multiple environments.

Combat Tactics

Whether fighting as part of a small strike squad or at the forefront of a larger force, the Trooper can unleash unrivaled firepower against his enemies. A Trooper's rifle is his best friend, and the military is constantly challenged to design faster, more powerful and more reliable blaster rifles every year. Wielding such rifles and wearing protective battle armor designed by the Republic's top engineers, the Trooper will not hesitate to step right into the crossfire. Whether storming a base or a battlefield, the Trooper charges into the fight, blaster-rifle blazing, to clear a path for freedom and justice.

Though the Trooper's tactical strengths tend to rely on ranged technology and superior firepower, standard training involves lengthy exercises in close-quarters combat. A slam to the face from a cortosis-reinforced rifle stock is a very effective melee maneuver. In addition to the arsenal of attacks available to the Trooper using his rifle, standard Trooper equipment often includes a number of sticky grenades. Nearly impossible to remove, these explosives unerringly dispose of the target and anyone standing nearby. Taking full advantage of the modern rifle's versatile attachments, the Trooper can launch a high-powered grenade that explodes on impact, incapacitating a single target.^[1]

for times when being unconscious is not desirable. As such, the Gand need not make stamina rolls with the same frequency as most characters for purposes of determining the effects of sleep-deprivation. Unless otherwise stated, this is an assumed trait in a Gand.

Ultraviolet Vision: Gand can see in the ultraviolet color spectrum.

Character Points: 6

Move: 10

Equipment: Techblade (STR+2D), light armor (+1D physical and energy, -1D DEX and related skills), ammonia rebreather, comlink



Sergeant Fideltin Rusk

Raised by a colony of pacifist Chagrians, Rusk rebelled against his family's beliefs and enlisted with the Republic military as soon as he could. At first, he proved to be a brilliant soldier and was identified as a rising star in the Republic's ranks. Somewhere along the way, however, his bravery crossed the line into recklessness. Although he still accomplished his combat missions, casualty rates among his squad rose astronomically. Rusk quickly became a pariah among other soldiers, including his superiors. His aggressive pursuit of victory over the Sith Empire at any cost has earned him many medals from politicians, but no promotions from his commanders.^[4]

■ Sergeant Fideltin Rusk

Type: Republic soldier

DEXTERITY 2D

Blaster 3D+1, blaster: blaster pistol 5D+2, dodge 3D+2, pick pocket 2D+2, running 4D, thrown weapons 3D

PERCEPTION 2D

Bargain 2D+1, con 2D+1, hide 4D+2, search 2D+2, sneak 5D+1

KNOWLEDGE 2D

Intimidation 3D, tactics 2D+1

MECHANICAL 2D

STRENGTH 2D

Brawling 2D+2

TECHNICAL 2D

Special Abilities:

Amphibious: Chagrians can survive both on land and in water, and gain a +1D+1 bonus to their *swimming* skill.

Low-Light Vision: Chagrians can see twice as far as a normal human in poor lighting conditions.

Radiation Resistance: Chagrians gain a +1D+1 bonus when resisting damage caused by radiation.

Story Factors:

Weak Sense of Taste: Chagrians lose their sense of taste, and as such, they do not relish food the way most other species do. Many feel that eating is a waste of time.

Character Points: 11

Move: 10

Equipment: Blaster cannon (7D), power generator, Republic trooper armor (+2D physical, +1D energy, -1D DEX and related skills)

Lieutenant Felix Iresso

The son of refugees made homeless during the Great War, Lieutenant Felix Iresso has been a career soldier for many years. His file shows participation in several notable battles, including the so-called Eight-Hour Invasion of Dubrillion where Republic forces repelled an Imperial invasion force with minimal reinforcements. Since then, Lieutenant Iresso has earned excellent technical scores and commendations for exemplary service. However, his file also contains some discrepancies. Lieutenant Iresso has one of the highest transfer rates in the Republic military, serving under almost



a dozen commanders across the galaxy in two years. The lieutenant has also been overlooked for promotion several times. The only explanation from his superiors is a reference to an incident on Althir where Lieutenant Iresso was captured by the Empire, but no details are given.^[4]

■ Lieutenant Felix Iresso

Type: Republic soldier

DEXTERITY 2D

Blaster 3D+1, blaster: blaster rifle 3D+2, brawling parry 4D, dodge 3D, melee combat 4D+2, melee parry 2D+1, pick pocket 2D+1, thrown weapons 2D+2

PERCEPTION 2D

Command 3D+1, search 2D+1, sneak 4D

KNOWLEDGE 2D

Intimidation 3D+1, languages 2D+1, survival 4D, tactics 3D, willpower 3D+1

MECHANICAL 2D

STRENGTH 2D

TECHNICAL 2D

Blaster repair 3D+2, droid repair 5D+1

Character Points: 11

Move: 10

Equipment: D86 blaster rifle (5D), blaster pistol (3D), droid repair kit, Republic scout armor (+1D physical and energy, -1D DEX and related skills), comlink



■ Average Republic Trooper

Note: parentheses indicate the stat as modified by armor DEX penalties

DEXTERITY 3D+2 (2D+2)

Blaster 5D+2 (4D+2), brawling parry 4D+1 (3D+1), dodge 5D (4D), grenade 4D+2 (3D+2), melee parry 4D+2 (3D+2)

PERCEPTION 1D+2

Search 3D+2

KNOWLEDGE 1D

Survival 3D

STRENGTH 3D

Brawling 4D

MECHANICAL 1D+2

Repulsorlift operation 4D

TECHNICAL 1D+2

Armor repair 2D, blaster repair 2D, demolitions 3D, first aid 2D, security 4D

Character Points: 0-5

Move: 10

Equipment: Republic trooper armor (+2D physical, +1D energy, -1D DEX and related skills), integrated comlink (range: 1 km), ion photon grenade (4D), knife (STR+1D), blaster pistol (4D), D86 blaster rifle (5D), 2 days worth of rations, signal flare pistol



■ Veteran Republic Trooper

Note: parentheses indicate the stat as modified by armor DEX penalties

DEXTERITY 3D+2 (2D+2)

Blaster 6D+2 (5D+2), brawling parry 4D+1 (3D+1), dodge 6D+1 (5D+1), grenade 6D (5D), melee parry 4D+2 (3D+2)

PERCEPTION 1D+2

Search 3D+2

KNOWLEDGE 1D

Alien cultures: (planet of station) 3D+2, command 3D+1, languages: (planet of station) 3D, law enforcement 4D, scholar: republic military history 4D, survival 3D, tactics 2D+1

STRENGTH 3D

Brawling 4D, stamina 5D

MECHANICAL 1D+2

Repulsorlift operation 4D

TECHNICAL 1D+2

Armor repair 4D, blaster repair 4D, demolitions 3D, first aid 3D+2, security 4D

Character Points: 7

Move: 10

Equipment: Republic trooper armor (+2D physical, +1D energy, -1D DEX and related skills), integrated comlink (range: 1 km), ion photon grenade (4D), knife (STR+1D), blaster pistol (4D), D86 blaster rifle (5D) or assault cannon (7D), 2 days worth of rations, signal flare pistol

■ Republic Trooper Squad Leader

Note: parentheses indicate the stat as modified by armor DEX penalties

DEXTERITY 3D+2 (2D+2)

Blaster 6D+2 (5D+2), brawling parry 4D+1 (3D+1), dodge 5D (4D), grenade 4D+2 (3D+2), melee parry 4D+2 (3D+2)

PERCEPTION 2D+2

Search 3D+2

KNOWLEDGE 1D+1

Alien cultures: (planet of station) 3D+2, command 4D+1, languages: (planet of station) 3D, law enforcement 4D, survival 3D, tactics 3D+1

STRENGTH 3D

Brawling 4D, stamina 5D

MECHANICAL 2D

Repulsorlift operation 4D

TECHNICAL 2D+2

Armor repair 4D, blaster repair 4D, demolitions 3D, first aid 3D+2, security 4D

Character Points: 10

Move: 10

Equipment: Republic trooper armor (+2D physical, +1D energy, -1D DEX and related skills), integrated comlink (range: 1 km), ion photon grenade (4D), knife (STR+1D), blaster pistol (4D), D86 blaster rifle (5D), 2 days worth of rations, signal flare pistol

■ Havoc Squad Trooper

Note: parentheses indicate the stat as modified by armor DEX penalties

DEXTERITY 3D+2 (2D+2)

Blaster 8D+2 (7D+2), brawling parry 4D+1 (3D+1), dodge 5D (4D), grenade 4D+2 (3D+2), melee parry 4D+2 (3D+2), running 5D+2 (4D+2)

PERCEPTION 2D+2

Search 5D+2

KNOWLEDGE 1D+1

Alien Cultures: (planet of station) 4D+2, Languages: (planet of station) 3D, Law Enforcement 4D, Survival 5D

STRENGTH 3D

Brawling 5D, climbing/jumping 5D+1, stamina 5D

MECHANICAL 2D

Repulsorlift operation 4D

TECHNICAL 2D+2

Armor repair 4D, blaster repair 4D, demolitions 3D, first aid 3D+2, security 4D

Character Points: 7

Move: 10

Equipment: Republic trooper armor (+2D physical, +1D energy, -1D DEX and related skills), integrated comlink (range: 1 km), ion photon grenade (4D), knife (STR+1D), blaster pistol (4D), D86 blaster rifle (5D) or assault cannon (7D), 2 days worth of rations, signal flare pistol

THE GALACTIC NAVY

From its humble beginnings twenty thousand years ago as a fleet of Duros scout ships and repurposed Coruscanti trade vessels, the Republic Navy has grown into one of the most formidable armed forces in the galaxy. Under the authority of the Senate, the Republic Navy has been involved in



almost every major military action in the Republic's history. However, centuries of simple peacekeeping duties took their toll when the Empire began the Great War. The Republic Navy's losses—particularly over the Hoth system—have forced it to scale down patrols in the Outer Rim and outlying systems. Today, the Republic Navy relies heavily on its Thranta-class corvettes, flexible and deadly warships that are usually deployed in small battle groups and stocked with squadrons of Republic fighters. But the greatest strength of the Republic Navy lies in its Valor-class cruisers, enormous capital ships capable of taking on an Imperial dreadnought. Due to the massive investment of resources and crewmen, Valor-class vessels are normally held back to the Core Worlds.^[4]



■ Republic Pilot

DEXTERITY 2D+1

Blaster 4D, dodge 3D

PERCEPTION 1D+2

Command 4D, search 4D, hide 4D, sneak 3D+2

KNOWLEDGE 1D

Planetary systems 2D+2

MECHANICAL 3D

Starfighter piloting 6D, starship gunnery 4D

STRENGTH 2D+2

Brawling 3D, stamina 3D+1

TECHNICAL 2D

Computer programming/repair 3D, starfighter repair 4D

Equipment: Comlink, flight suit, blaster pistol (4D)

■ Republic Naval Officer

DEXTERITY 2D+2

Blaster 4D, dodge 3D+2, vehicle blasters 5D

PERCEPTION 3D+1

Command 5D

KNOWLEDGE 3D

Planetary systems 5D

MECHANICAL 3D+2

Astrogation 5D, capital ship piloting 5D, sensors 4D, space transports 6D, starship gunnery 5D, starship shields 4D

STRENGTH 2D+1

Brawling 4D, stamina 4D

TECHNICAL 3D

Capital ship repair 5D

Equipment: Republic naval uniform, comlink, heavy blaster pistol (5D)

■ Republic Naval Captain

DEXTERITY 2D+2

Blaster 4D, dodge 3D+2, vehicle blasters 5D

PERCEPTION 3D+1

Command 5D

KNOWLEDGE 3D

Planetary systems 5D, command 5D, command: Republic Navy officers 6D+2, value 5D, willpower 5D

MECHANICAL 3D+2

Astrogation 5D, capital ship piloting 5D, capital ship shields 5D, sensors 4D, space transports 6D, starship gunnery 5D, starship shields 4D

STRENGTH 2D+1

Brawling 4D, stamina 4D

TECHNICAL 3D

Capital ship repair 5D

Equipment: Republic naval uniform, comlink, datapad, heavy blaster pistol (5D)

THE JEDI ORDER

The Jedi Order is the ancient peacekeeping organization of those sensitive to the Force, mainly the light side, dedicated to protecting the Galactic Republic. Its philosophies and objectives are considered the direct opposite to that of the Sith Order.

It is governed by the Jedi Council and led by the Grand Master.^[1]

The Jedi Council

Those who walk the path of the Jedi are guided and overseen by the Jedi High Council. Sworn to protect and defend the Republic, the Council has existed in one form or another for millennia, comprised of the wisest Jedi Masters of every era. After the destruction of the Jedi Temple and the signing of the Treaty of Coruscant, the modern council removed itself from the politics of the galactic capital and settled on Tython, the ancestral home of the Jedi. Led by Master Satele Shan, the Council now struggles to uphold its peaceful ideals in the face of the Sith threat. This paradox is reflected in the personalities and beliefs of various members of the Council—some, such as the scholarly Master Syo Bakarn, hope the Sith can be redeemed and turned to the light side; others, such as the militaristic Master Jaric Kaedan, believe peace can only be achieved when all those who serve the dark side are destroyed.^[4]

Satele Shan

Grand Master of the Jedi Order and leader of the Jedi Council, Satele Shan was born on the Core

World of Brentaal Four and is descended from legendary Jedi Bastila Shan. Both a gifted warrior and wise teacher, Satele was personally responsible for rediscovering Tython and its hyperspace route. Ever since, she has devoted herself to the Jedi resettlement of Tython and the revitalization of the order. Satele has played a key role in recent galactic history in other ways, as well. She fought on the front lines of several major battles—including the battles of Alderaan and Rhen Var—and was

KNOWLEDGE 2D

Alien species 8D+2, bureaucracy 8D, cultures 8D+1, intimidation 2D+1, languages 5D, law enforcement 2D+1, planetary systems 8D+2, scholar: jedi lore 8D, streetwise 2D+1, survival 4D+1, value 10D+1, willpower 3D+1

MECHANICAL 2D

Astrogration 2D+1, space transports 2D+1, starship gunnery 4D

STRENGTH 2D

Brawling 4D, stamina 2D+1, swimming 3D

TECHNICAL 2D

Lightsaber repair/engineering 8D+2



present as a Padawan during the Imperial retaking of Korriban, the first modern contact between the Sith Empire and the Republic. She is greatly respected by certain members of the Republic military, and her advice is often sought by the Supreme Chancellor. In person, Satele's strength in the Force is matched with a keen intelligence and a subtle sense of humor.^[4]

■ **Satele Shan**

Type: Jedi Grand Master

DEXTERITY 2D

Blaster 5D+2, brawling parry 4D+1, dodge 3D+1, lightsaber 10D, melee combat 3D, pick pocket 4D, running 3D+1, thrown weapons 3D

PERCEPTION 2D

Bargain 5D, con 2D+2, gambling 4D+2, hide 2D+1, investigation 3D+2, persuasion 7D+2, search 3D+1, sneak 4D

Special Abilities:

Force Skills: Control 11D, sense 10D+1, alter 10D

Control: Absorb/dissipate energy, accelerate healing, concentration, contort/escape, control disease, control pain, detoxify poison, emptiness, enhance attribute, force of will, hibernation trance, instinctive astrogration, reduce injury, remain conscious, remove fatigue, resist stun, short-term memory enhancement

Sense: Danger sense, instinctive astrogration (sense), life detection, life sense, life web, magnify senses, merge senses, postcognition, sense Force, sense path, shift sense

Alter: Telekinesis

Control and Sense: Lightsaber combat

Control and Alter: Control another's disease, control breathing

Sense and Alter: Dim another's senses, Force wind

Control, Sense and Alter: Battle meditation

This character is Force-sensitive

Force Points: 15

Character Points: 26

Move: 10

Equipment: Blue lightstaff (5D), leather robes

Note: Satele Shan is a master of calmness and serenity when using the Force. As such, she is able to use *Force wind* without gaining a Dark Side Point.

Bargain 2D+2, con 2D, gambling 4D, hide 3D+2, investigation 5D, persuasion 3D, search 2D

KNOWLEDGE 2D+2

Alien species 9D+1, cultures 7D+2, languages 10D, law enforcement 4D, planetary systems 9D+2, scholar: Jedi



Gnost-Dural

A Force-sensitive Kel Dor, Gnost-Dural was trained by the Jedi Order in the ways of the Force from an early age, studying at the Coruscant Jedi Temple while a Padawan. During his training as a Consular, at the advice of Jedi Master Shol Bestros, the senior Padawan began to keep a journal as a means to record his thoughts and experiences which could later serve as a personal reference as well as material for the Temple Archives. As Gnost-Dural began exploring the early histories of the Jedi Order, he uncovered forgotten records of Tython, the Force Wars, and the Infinite Empire. These discoveries would prove vital to the Order in the following decades. Continuing down the path of a historian, Gnost-Dural constructed his own green-bladed lightsaber as part of his training.^[5]

■ Gnost-Dural

Type: Jedi historian

DEXTERITY 1D+2

Blaster 4D, brawling parry 4D+1, dodge 3D+2, lightsaber 7D, melee combat 2D, pick pocket 2D+2, running 2D+2, vehicle blasters 2D

PERCEPTION 1D+2

lore 13D, scholar: Republic history 12D, scholar: sith lore 10D+2, streetwise 4D+1, survival 6D+2, value 7D+1, willpower 3D+1

MECHANICAL 2D+2

Space transports 3D+1

STRENGTH 1D+1

Brawling 4D+2, climbing/jumping 1D+2, stamina 5D+1, swimming 4D+1

TECHNICAL 2D

Lightsaber repair/engineering 6D+2

Special Abilities:

Force Skills: Control 10D+1, sense 9D+1, alter 8D+2

Control: Accelerate healing, control pain, detoxify poison, force of will, instinctive astrogation, reduce injury, resist stun

Sense: Danger sense, life detection, life sense, life web, magnify senses, merge senses, predict natural disaster, receptive telepathy, sense Force, sense Force potential, shift sense, weather sense

Alter: Telekinesis

Control and Sense: Farseeing, life bond, projective telepathy

Control and Alter: Accelerate another's healing, control another's disease, control another's pain, detoxify poison in another, transfer Force

Sense and Alter: Dim another's senses

Control, Sense and Alter: Affect mind, battle meditation, enhanced coordination

Low Light Vision: Kel Dor can see twice as far as a normal human in poor lighting conditions.

HISTORY OF THE JEDI ORDER

The Jedi have been the noble peacekeepers and diplomats for the Galactic Republic for 22,000 years. While law-abiding citizens look to the Jedi with respect and inspiration, the Galactic Republic's enemies regard the Jedi with suspicion, fear and anger.

The success of the Sith Empire's military campaign during the Great War saw the deaths of thousands of Jedi. During the sacking of Coruscant, six Masters of the Jedi Council were killed, and in the time since, the Sith have started their own recruitment campaign to seek out Force-sensitive children around the galaxy.

These catastrophes have damaged the Galactic Republic's faith in its legendary protectors, but they are far from defeated. Overwhelmed but fearless, the Jedi have returned to their ancient homeworld of Tython, recommitting to their timeless principles and looking to the future, hoping to restore balance to the Force and peace and justice to the galaxy.

Despite their intentions, the Jedi Order's search for serenity on Tython has been strained. Among the ancient Tythonian ruins, mysterious Force energies abound, and the legacy of a long forgotten darkness has re-emerged. With the arrival of a Twi'lek pilgrim clan determined to settle on Tython in violation of Galactic Republic law, delicate and dangerous trials have arisen for Jedi Padawans in training and for the Order itself.^[1]

Atmospheric Dependence: Kel Dor cannot survive without their native atmosphere, and must wear breath masks and protective eye wear. Without a breath mask and protective goggles, a Kel Dor will be blind within 5 rounds and must make a Moderate Strength check or go unconscious. Each round thereafter, the difficulty increases by +3. Once unconscious, the Kel Dor will take one level of damage per round unless returned to his native atmosphere.

This character is Force-sensitive

Force Points: 10

Character Points: 20

Move: 10

Equipment: Green lightsaber (5D), robes, breath mask

Ven Zallow

Zallow was a Jedi commander of Republic forces against the Empire during the course of the Great Galactic War, a conflict that he used as an opportunity to train a Padawan, Aryn Leneer. While the war raged, Leneer eventually achieved Knighthood and was often separated from Zallow as the war raged across the galaxy. The war was called to a cease-fire when the Empire seemed on the retreat, and Zallow was sent to the Jedi Temple on Coruscant to recover from the fatigue of war; he



would later become leader and assistant to bolster the Temple's defenses, while Laneer was sent to Alderaan as part of a Jedi peace delegation to meet with Imperial representatives in hopes of ending the war.

Zallow and a group of Jedi were the first to meet an unidentified Sith Lord and his Twi'lek companion who had killed a company of guards outside the Temple entrance. All Jedi in the group were witness to a sabotaged Republic gunship crashing through the walls of the Temple entrance and revealing dozens of Sith hidden inside. The following battle marked the beginning of the Sacking of Coruscant, as Sith and Imperial forces battles the shocked Jedi and Republic troops inside the Temple, with Zallow and the first Sith, later identified by Aryn Laneer as Darth Malgus, fighting through the hordes of forces to reach each other. When they did, Malgus fought with brute strength and vicious melees, while Zallow kept controlled and slipping in a blow when he could past the Sith's red wave of hate.

The fight escalated toward the now-destroyed Temple entrance, where Zallow could see that Imperial forces were laying waste to Coruscant's cityscape. Hoping to draw Malgus in, Zallow hoped to end the fight quickly, but Malgus anticipated Zallow's final killing blow and gutted Zallow above the abdomen. Malgus retracted his blade, leaving Zallow to die from his wound.

On Alderaan, Aryn Laneer felt the pain of Zallow's death and flew into a rage, suddenly knowing that Coruscant was under Imperial occupation.^[1]

■ Ven Zallow

Type: Jedi Master

DEXTERITY 2D

Blaster 4D, blaster: blaster pistol 10D, blaster: blaster rifle 5D, brawling parry 8D, dodge 4D, grenade 4D+2, lightsaber 7D+1, melee combat 3D+2, melee parry 5D+2, pick pocket 3D, running 6D, thrown weapons 5D, vehicle blasters 2D+1

PERCEPTION 2D

Bargain 2D+2, command 5D, con 2D+2, gambling 8D+2, hide 3D+2, investigation 3D+1, persuasion 3D+1, search 4D+1, sneak 6D

KNOWLEDGE 2D

Intimidation 5D+2, languages 3D, streetwise 3D+1, survival 4D, tactics 6D+1, value 2D+2

MECHANICAL 2D

Astrogation 2D+2, space transports 2D+1

STRENGTH 2D

Brawling 5D, climbing/jumping 4D, stamina 2D+1, swimming 2D+1

TECHNICAL 2D

Blaster repair 3D+1, lightsaber repair/engineering 6D

Special Abilities:

Force Skills: Control 9D+2, sense 7D+2, alter 7D

Control: Absorb/dissipate energy, accelerate healing, control disease, control pain, enhance

attribute, force of will, instinctive astrogation, remain conscious, remove fatigue, resist stun

Sense: Magnify senses, merge senses, sense Force, shift sense, weather sense

Alter: Telekinesis

Control and Sense: Life bond, lightsaber combat

Control and Alter: Accelerate another's healing, control another's disease, control another's pain, control breathing, remove another's fatigue, return another to consciousness, transfer Force

Sense and Alter: Dim another's senses

Control, Sense and Alter: Battle meditation

This character is Force-sensitive

Force Points: 5

Character Points: 21

Move: 10

Equipment: Green lightsaber (5D), armor (+2D physical, +1D energy, -1D DEX and related skills), robes, comlink



THE JEDI KNIGHTS

Valiant, Determined, Guardian of Peace

A symbol of hope in dark times, the Jedi Knight stands for the legacy of the Jedi Order more than twenty thousand years of protecting the Republic and keeping the peace across the galaxy. Though Jedi Knights have served as generals, guerilla fighters, and warriors for generations, their legendary combat prowess faces its greatest test during this age.

Through years of disciplined training and meditation, the Jedi Knight hones body and mind into perfect harmony. Combining the foresight of the Force with unrivaled reflexes and practiced physical precision, the Knight turns combat into an art form, gracefully executing acrobatic feats in tandem with elegant lightsaber tactics.

A source of inspiration to allies and intimidation to adversaries, the Jedi Knight's presence is welcome in any confrontation. The Order's long history of fighting for justice has earned the trust of countless friends and the hate of innumerable enemies. Few, though, are foolish enough to challenge a seasoned Jedi Knight unless they have the skills and technology to even the odds.

Facing the Dark Side

The Jedi's dark counterparts scored many victories during the war, expanding their Empire, and putting the Republic on the defensive. Since the Treaty of Coruscant, the Sith have consolidated their military might, even while the Jedi have withdrawn to Tython, a move that's been looked at with suspicion by many of the Republic's politicians. Nonetheless, the war is far from over, and the Jedi Knight's resolve remains firm. With unwavering allegiance to the Republic and the light side of the Force, the Jedi Knight fights with valiant determination, wading into the thick of any battle to protect freedom and democracy and hold fast against those who oppose it.

No matter how dire circumstances may become, the Jedi Knight trusts the Force and keeps a cool head. Knowledge and self-control are the critical components of wise decisions, and

emotional and mental clarity are an absolute necessity. Maintaining focus allows the Knight to rely on intuition; a right mind leads to right action. For many, the Jedi Knight is the guardian of a precious dream; a dream of peace, a dream of justice, a dream of a brighter future. The fate of the galaxy depends upon the Knight's ability to keep this dream alive.

A Jedi Knight who wishes to further hone their skills may choose to specialize in one of two paths: the *Sentinel* and the *Guardian*.

Jedi Sentinel

Control and focus are the hallmarks of the Jedi Sentinel. Through years of training, Sentinels learn the art of using two lightsabers in tandem to create an intricate web of damage almost impossible to evade. By manipulating the Force, Sentinels can see holes in the enemy's defense, potential flaws in their own techniques and how best to plan for both. All Jedi Sentinels can wield two lightsabers in combat, using speed and precision to strike enemies where they are weakest. Sentinels can opt to learn the ways of a Watchman, becoming a peerless lightsaber combatant and using the Juyo form to debilitate foes; Combat, taking advantage of the Sentinel's lighter armor and using the agile

Ataru form to perform incredibly swift strikes; and Focus, specializing in advanced Force techniques to increase the potency of lightsaber attacks and perform telekinetic feats to hamper opponents.^[4]

Jedi Guardian

A wall between the Republic and its enemies, the Jedi Guardian stands firm in the face of overwhelming odds and dares opponents to attack. Perfect concentration and use of the Force allows smooth movement even in heavy armor—making the Guardian a hard target to take down. Leaders on and off the battlefield, Guardians also inspire allies to amazing feats, making them invaluable for conflicts of any size. All Jedi Guardians learn to move in heavy armor and build extra energy to perform spectacular feats. Guardians can opt to learn Vigilance, developing attacks that power through weaker opponents with ease and concentrating on fewer strikes that hit harder; Defense, redirecting enemies' attacks against the Guardian's allies toward the Guardian's sturdy self; and Focus, specializing in advanced Force techniques to increase the potency of lightsaber attacks and perform telekinetic feats to hamper opponents.^[4]

JEDI KNIGHT FIELD RECONNAISSANCE

The Jedi Knight's graceful movements are awesome to behold. Freezing a moment in this display captures the deep commitment underlying the Jedi's dazzling abilities. Though a Jedi Knight's life is filled with battle and adventure, the Knight's heart is dedicated to peace and service. An ironic observation to some, but greater wisdom suggests it is the Jedi Knights' humble devotion which makes them so likely to become such famous heroes.

Outfitting

The galaxy has been plagued by war for decades, and despite the Treaty of Coruscant, the Jedi have no delusions about the constant danger. Though traditional Jedi robes range from light cloth to thick leathers, many Jedi Knights also wear parts or entire suits of heavy armor when going into battle.

Combat Tactics

Whether defending allies by deflecting a barrage of blaster-fire or charging in to challenge a Sith Lord, the Knight's role is crucial in any conflict. The Jedi Knight enjoys the benefit of ancient teachings that have been passed down through hundreds of generations. Combining these time-tested maneuvers with the natural guidance of the Force, the Knight is capable of achieving extraordinary feats.

Focusing body and mind, the Knight is capable of blasting opponents with a powerful wave of Force energy, knocking them off their feet. More powerful Jedi Knights have even been known to practice this technique against large groups. The Jedi Knight's lightsaber techniques include powerful, synergistic combinations designed to render any enemy defenseless against a decisive finishing move. While completing this maneuver, the Knight is preparing to take on an additional enemy. Combining physical prowess and Force focus, the Knight can throw his lightsaber in spinning arc to strike enemies at a distance. Practice and mastery of this maneuver enables the Knight to ensure his saber returns to his hand after its lethal circuit.^[1]

JEDI CONSULAR FIELD RECONNAISSANCE

In a more peaceful age, Jedi Consulars may have humbly dedicated their lives to service as keepers of Jedi lore or as ambassadors in service to the Republic—tasks for which Consulars are uniquely qualified. However, as the shadow of the Empire has spread further across the galaxy, Consulars have stepped up to face the darkness on the front lines of battle as often as they've faced it when exploring the mysteries of the Force.

Outfitting

Preferring to stay as nimble on the battlefield as they are in negotiations, Jedi Consulars avoid the heavy battle armor worn by many Jedi Knights, Dense polymers and Cortosis armors would weigh them down; light cloaks and ornamented robes suit their strengths better, and the efforts they most often find themselves engaged in. No matter where they go, however, Consulars are never without the Lightsaber that marks their initiation into the Jedi Order.

Combat Tactics

The Consular's powers go far beyond meditation and mediation, and nothing illustrates this as vividly as their graceful movements in battle. Whether beset by an army of assassin droids or caught in the middle of soured negotiations, the Jedi Consular fights with an open conduit for the Force; manipulating massive forces to disable or even destroy their enemies.

The dual-bladed Lightsaber preferred by many Consulars requires a skilled approach to dueling. Wielding this weapon, Jedi Consulars will draw upon the Force to sense their opponents' locations and strike them all down with precision. The Jedi Consular doesn't just detect disturbances in the Force—sometimes they create them. This powerful ability allows the Consular to project a wall of pure Force energy into their opponents. The Jedi Consular has a preternatural understanding of how the Force connects all things, and they draw on this knowledge to toss enemies of all sizes into the air, before hurling them to the ground.^[1]

THE JEDI CONSULARS Visionary, Ambassador, Seeker of Jedi Wisdom

For more than 20,000 years, the Jedi Order has worked to promote peace and balance in the Galactic Republic, but each new day brings with it a new threat, promising to rip the Jedi and the entire galaxy apart. If the Republic is to survive, it needs leaders and visionaries; it needs the Jedi Consular.^[1]

Control and focus are the hallmarks of the Jedi Sentinel. Through years of training, Sentinels learn the art of using two lightsabers in tandem to create an intricate web of damage almost impossible to evade. By manipulating the Force, Sentinels can see holes in the enemy's defense, potential flaws in their own techniques and how best to plan for both. All Jedi Sentinels can wield two lightsabers in combat, using speed and precision to strike enemies where they are weakest. Sentinels can opt to learn the ways of a Watchman, becoming a peerless lightsaber combatant and using the Juyo form to debilitate foes; Combat, taking advantage of the Sentinel's lighter armor and using the agile Ataru form to perform incredibly swift strikes; and Focus, specializing in advanced Force techniques to

increase the potency of lightsaber attacks and perform telekinetic feats to hamper opponents.^[4]

Jedi Consulars channel the power of the Force for strength in combat and wisdom in diplomacy. Years of arduous training and meditation have sharpened Consulars' minds to cut to the truth as cleanly as their Lightsabers cut through their foes. Whether unlocking long forgotten mysteries of the Jedi, raising armies to fight for the Republic or engaging in mortal combat with Dark Lords of the Sith, the Consulars' deep attunement to the Force gives them all the power they need to rise to the occasion with poise and balance.

Intimate atonement with the deepest Force mysteries gives Jedi Consulars the insight and empathy to deftly handle charged conflicts that confound even the most cunning Senators and governors—but Consulars know when it's time to talk and when it's time to fight. When negotiations turn aggressive, Consulars demonstrate their gifts of foresight—anticipating and deflecting enemy attacks with fluid strikes from their Lightsaber.

Facing the Darkness Within

Jedi Consulars always seek to grow their knowledge of the galaxy, in understanding of themselves, and in comprehension of the Force that

binds it all together. The commitment to this pursuit gives Consulars an unrivaled capacity for clarity in situations otherwise shrouded in darkness. However, this same dedication can also prove to be extremely perilous—inviting Consulars to explore paths that are better left untraveled. Some of the Jedi Order's greatest minds have been seduced to the dark side through purely academic inquiries. The Consular knows the pain of this temptation as a battle-hardened warrior knows the throbbing of an old wound.

Before they can dispel the darkness in the galaxy, Jedi Consulars know they must first come to terms with the darkness within. There's no avoiding the temptation to take shortcuts or even to use their knowledge for personal power; Consulars must constantly check their own motives. When tempted to step onto the path leading to darkness, Consulars must remember the tormented fate of the Jedi who have passed that way before. This is the only way they can unite the Jedi Order and the Republic and rally the troops to rescue the galaxy from the menacing darkness.

Just as a Jedi Knight may choose to further specialize their teachings, a Consular may wish to train as either a *Sage* or a *Shadow*.

Jedi Sage

The mysteries of the Force are endless. A Jedi Sage, devoted to uncovering its esoteric secrets, knows this better than anyone. Sages are famed for their wisdom and empathy as much as for their powerful healing and defensive skills. In troubled times, a Sage brings together the insight of the past with raw power to change the flow of galactic events. All Jedi Sages embrace the teachings of the Force and can opt to learn the art of the Seer, healing wounded allies and protecting them from harm—restoring their life force and literally pulling them out of danger; Telekinetics, distorting reality and moving massive waves of energy that tear apart a Sage's enemies; and Balance, deploying the power of the Force to enhance lightsaber techniques and debilitate foes in combat.^[4]

Jedi Shadow

A Shadow serves the Jedi Order by being a silent observer and, when action is necessary, a subtle hand. Shadows go unseen, employing Force techniques that cloud enemy minds to slip into hostile territory and, when necessary, striking enemies down with deadly efficiency. Shadows embrace the synergy between lightsaber and Force combat. All Jedi Shadows use the Force to conceal themselves and move invisibly behind enemy lines, as well as learn to use double-bladed lightsabers in either an offensive or defensive capacity. Shadows

can also opt to learn Infiltration, becoming masters of stealth and ambush who forgo the head-on attack for the vulnerable flank; Kinetic Combat, utilizing a double-bladed lightsaber as either an acrobatic weapon or a bulwark of defense; and Balance, deploying the power of the Force to enhance lightsaber techniques and debilitate foes in combat.^[4]

A Shadow serves the Jedi Order by being a silent observer and, when action is necessary, a subtle hand. The Shadows go unseen, employing Force techniques that cloud enemy minds to slip into hostile territory and, when necessary, striking enemies down with deadly efficiency. Shadows embrace the synergy between lightsaber and Force combat.^[1]



Ayn Leneer

Ayn Leneer is a Jedi Knight and former Padawan of Jedi Master Ven Zallow. She was on Alderaan during the Sacking of Coruscant, along with Dar'Nala, Syo Bakarn, and Satele Shan. She is known to have powerful empathetic Force abilities.

Ayn was born on Balmorra and orphaned while still an infant. She was found by Jedi Master Ven Zallow and taken to the Jedi Temple on Coruscant. Once she was deemed ready to train as a Padawan, Zallow took her in as his apprentice and used the Great Galactic War as an opportunity to train her for the trials. Overtime, she forged a very strong bond - stronger than the normal Master/Padawan

bond, because as time went on, Leneer began to see Zallow as more of a father.

Upon achieving the rank of Jedi Knight, Aryn joined up with Havoc Squad as a hybrid before the squad became strictly a special forces unit. She joined forces with Zeerid Korr, and the two became friends in the course of several years of work against the Empire.

When the Empire called for a cease-fire, Aryn was sent along as member of a peace delegation with several other Jedi to Alderaan, where she was the first to feel the deaths of fellow Jedi during the Sacking of Coruscant, and, most painfully, the death of Master Zallow.

Furious at the death of her Master and the attack on the Republic capital, Aryn flew into a rage and attacked two Sith at the summit before she was restrained by Master Syo Bakarn. Darth Baras, the Sith representative to the summit, confirmed that the Empire had attacked Coruscant and was prepared to use the planet as leverage to have the potential treaty lean in their direction.

Aryn left the summit without consulting the other Jedi and departed Alderaan in search of her old friend Zeerid, hoping to find a way onto the planet and kill the man who had murdered Zallow. As it turned out, Zeerid was attempting to get to the planet himself, but for entirely different purposes. Aryn only told Zeerid that she was on Jedi business, but her secret was eventually discovered, and Zeerid kept trying to keep Aryn from pursuing revenge. But the two managed to get through the Imperial blockade of the planet and survive a descent to the planet, with Aryn using the Force to cushion a fall from Zeerid's burning ship.

Upon landing on the planet, Malgus - Zallow's killer - discovered the identity of the Jedi on the ground and also discovered her intentions for being on the planet. Aryn and Zeerid traveled to the ruins of the Jedi Temple and ran across Zallow's astromech droid, T7-O1, who dug up records of the attack - including Malgus' face. Malgus tracked Aryn to the Temple, and the two had a brief lightsaber duel on the ruins. At this point, Aryn had almost completely fallen to the dark side, but she managed to find herself and escape the fight with Zeerid and T7.

With a much cooler head, Aryn located Malgus' Twi'lek companion, Eleena Daru, at the Coruscant spaceport, and held her hostage to draw Malgus out. Saying goodbye to Zeerid (who stole a ship with hopes of slipping past the blockade), she confronted Malgus once again, with the ensuing duel ending with Aryn's defeat.

To her surprise, Malgus allowed her to leave the planet without giving her a reason why. In addition

to sparing her life, Malgus also allowed Zeerid's stolen ship to leave.

Upon her return to the Jedi Order, she resigned due to her actions, even though the Order defended what she did, considering that she spared Eleena's life. No longer bound by the rules and confines of the Order, Aryn tracked Zeerid Korr down to his newly-purchased farm on Dantooine with his daughter. Reports indicate that she now currently lives as a member of their family (marriage is unconfirmed).^[1]

■ Aryn Leneer

Type: Jedi Knight

DEXTERITY 2D

Blaster 5D+1, dodge 2D+1, lightsaber 5D+1, melee combat 2D+2, running 3D+2, thrown weapons 4D

PERCEPTION 2D

Command 6D+2, gambling 3D+1, hide 2D+2, investigation 2D+1, persuasion 3D+1

KNOWLEDGE 2D

Tactics 4D+2, value 3D+1

MECHANICAL 2D

Space transports 2D+1

STRENGTH 2D

Stamina 2D+2, swimming 2D+1

TECHNICAL 2D

Blaster repair 2D+1, droid repair 3D, lightsaber repair/engineering 4D, space transports repair 3D, starfighter repair 5D+2

Special Abilities:

Force Skills: Control 5D, sense 5D, alter 4D

Control: Accelerate healing, control pain, detoxify poison, emptiness, force of will, hibernation trance, instinctive astrogation, reduce injury, remain conscious, remove fatigue, resist stun, short-term memory enhancement

Sense: Combat sense, danger sense, instinctive astrogation (sense), life detection, magnify senses, merge senses, postcognition, predict natural disaster, sense Force, shift sense, weather sense

Control and Sense: Life bond, lightsaber combat

Control and Alter: Control another's disease, return another to consciousness

Sense and Alter: Dim another's senses

This character is Force-sensitive

Force Points: 4

Character Points: 19

Move: 11

Equipment: Blue lightsaber (5D), light armor (+1D physical and energy, -1D DEX and related skills)

Shigar Konshi

Shigar Konshi is a Kiffar male and the Jedi Padawan of Satele Shan. He is tall, slender, muscular and very handsome, with a blue chevron on each cheek indicating his membership in the Clan Konshi.

The Padawan of Grand Master Satele Shan, Shigar was prepared to take the trials of a Jedi Knight a decade after the Mandalorian blockade. However, the Jedi Council denied him the trials, saying that he was inexperienced and his special

empath powers needed work. Shigar found this frustrating, but accepted it.

While wandering the underworld of Coruscant, Shigar heard the sounds of battle and went to investigate. He found the trooper Larin Moxla fighting a large Mandalorian named Dao Stryver. Stepping into the fight, Shigar saved Moxla's life, but Stryver retreated before either Shigar or Moxla could capture or interrogate him. However, they found a Nautolan mercenary who had been attacked by Stryver, and the mercenary told them that Stryver had asked about two things: Cinzia and Lema Xandret.

Shigar reported back to Satele Shan, but she assigned him to another mission: he would go to the planet Hutta representing the Jedi Order to examine an item one of the Hutts had put on sale to both the Galactic Republic and the Sith Empire.^[1]

■ Shigar Konshi

Type: Jedi Padawan

DEXTERITY 2D

Lightsaber 3D

PERCEPTION 2D

Hide 3D+1, sneak 2D+1

KNOWLEDGE 2D

Planetary systems 3D

MECHANICAL 2D

Astrogation 3D+1, sensors 2D+1, space transports 2D+1, starfighter piloting 3D+1

STRENGTH 2D

TECHNICAL 2D

Lightsaber repair/engineering 3D

Special Abilities:

Force Skills: Control 2D, sense 1D+2, alter 3D

Control: Resist stun

Sense: Life detection, sense Force

Control and alter: Force lightning

This character is Force-sensitive

Force Points: 1

Dark Side Points: 1

Character Points: 3

Move: 11

Equipment: Lightsaber (5D), robes

Kira Carsen

Prone to cynicism and a stubborn independent streak, Kira Carsen is an improbable recruit to the Jedi Order. This is partially excused by the fact that she began her Padawan training as a young adult; Kira had spent most of her life up to that point as a homeless drifter, scraping out a miserable existence on some of the galaxy's most unpleasant worlds. Thanks to her hard-luck upbringing, Kira has considerably more life experience than most Jedi—and a world-weary sophisticate's attitude to match. In the eyes of her peers, Kira is someone who refuses to take anything seriously or fully commit to the Jedi path. Those who look more closely, however, might detect the glimmer of an optimist peeking through Kira's sarcastic facade.

Despite her insistence on questioning its teachings, she has a deep appreciation for the comfort and relative safety she obtained by joining the Jedi Order.^[4]

■ Kira Carsen

Type: Jedi Knight

DEXTERITY 3D

Lightsaber 4D+2, pick pocket 3D+2

PERCEPTION 3D+1

Hide 6D+1, search 4D, sneak 4D

KNOWLEDGE 3D

Alien species 8D, cultures 3D+1, languages 5D+2, planetary systems 7D+2, value 3D+1

MECHANICAL 2D+2

STRENGTH 3D+1

Climbing/jumping 3D+2

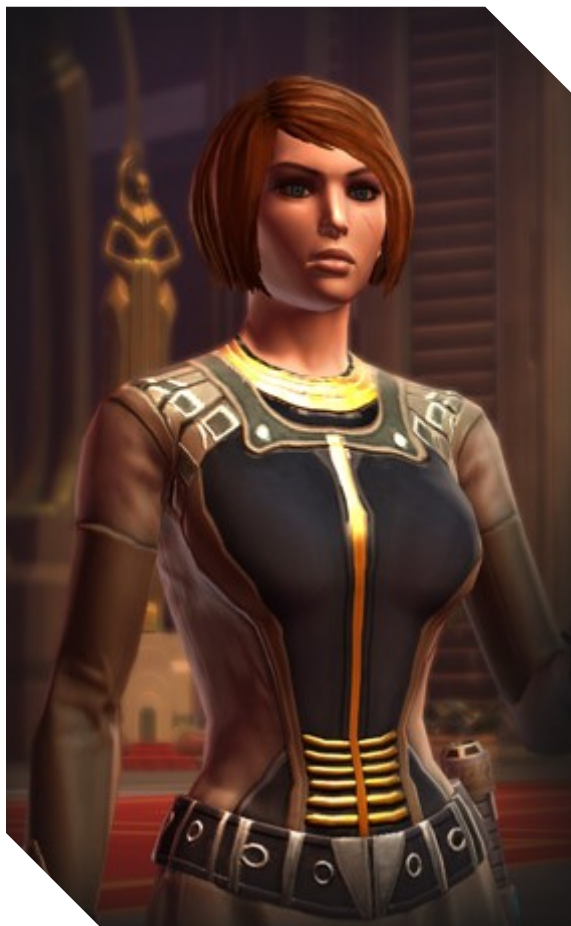
TECHNICAL 2D+2

Lightsaber repair/engineering 3D+2

Special Abilities:

Force Skills: Control 4D, sense 4D, alter 3D

Control: Accelerate healing, concentration, detoxify poison, enhance attribute, force of will, Instinctive



astrogation, resist stun

Sense: Magnify senses, merge senses, sense Force, weather sense

Alter: Telekinesis

Force Points: 5

Character Points: 12**Move:** 10**Equipment:** Lightsaber (5D), light armor (+1D physical and energy, -1D DEX and related skills)

Nadia Grell

A native of distant Sarkhai and daughter of Senator Tobas Grell, Nadia Grell is a newcomer not only to the Republic, but to the entire concept of space exploration. Surrounded by new species and strange cultures, Nadia is eager to experience everything she can. She has become interested in the intricacies of galactic diplomacy while traveling alongside her father, and often acts as his assistant during talks. As she revealed on Attis Station, Nadia is also strong in the Force; unusually strong, in fact. As Force sensitives are relatively unknown on Sarkhai, Nadia's untrained powers left her shunned and feared by her own people. Senator Grell's decision to take her with him when he left Sarkhai was motivated by the hope of finding others like her in the Republic, and perhaps discovering some way for her to control her incredible talents.^[4]

■ Nadia Grell

Type: Jedi Padawan**DEXTERITY 2D**

Blaster 3D+2, brawling parry 2D+2, dodge 6D, lightsaber 4D+1, melee combat 4D+2, pick pocket 4D, running 3D, thrown weapons 2D+1, vehicle blasters 4D+2

PERCEPTION 2D

Bargain 9D+2, con 3D, hide 4D, investigation 2D+1, persuasion 3D+2, search 5D+1, sneak 2D+2

KNOWLEDGE 2D

Business 6D, intimidation 5D, languages 5D+1, streetwise 3D, survival 2D+1, value 5D, willpower 4D

MECHANICAL 2D

Astrogation 5D+2, space transports 2D+1

STRENGTH 2D

Brawling 4D+2, stamina 2D+2, swimming 2D+2

TECHNICAL 2D

Computer programming/repair 6D+1, encryption 4D, lightsaber repair/engineering 4D+2, security 7D+2

Special Abilities:*Force Skills: Control 10D, sense 7D+2, alter 6D+2**Control:* Absorb/dissipate energy, accelerate healing, concentration, control disease, control pain, detoxify poison, enhance attribute, Hibernation trance, reduce injury, remain conscious, remove fatigue, short-term memory enhancement*Sense:* Instinctive astrogation (sense), magnify senses, merge senses, sense Force, weather sense*Alter:* Force eruption, telekinesis*Control and Sense:* Life bond*Control and Alter:* Accelerate another's healing, control another's pain, control breathing, detoxify poison in another, place another in hibernation trance, transfer Force*Sense and Alter:* Dim Another's*Control, Sense and Alter:* Affect mind, projected fighting**This character is Force-sensitive****Force Points:** 4**Character Points:** 12**Move:** 10**Equipment:** Lightstaff (5D), Jedi robes

Jaesa Willsaam

Once in a millennium, a man or woman is born who expands the frontiers of what Force users can achieve. Proud, young Jedi Padawan Jaesa Willsaam discovered the unprecedented ability to discern any being's true nature and uncover a person's most secret intentions. Born to a family of servants on Alderaan, she was brought to the Jedi Order and trained by Master Nomen Karr. But Nomen Karr could only protect and shield his Padawan from the world for so long. Through the machinations of Darth Baras, Jaesa was drawn away from the protection of the order and confronted by Baras's own apprentice—and with the emotional instability of her Master.^[4]

■ Jaesa Willsaam

Type: Jedi Padawan**DEXTERITY 2D**

Blaster 2D+1, lightsaber 4D, pick pocket 3D+2, running 2D+2

PERCEPTION 2D

Hide 2D+2, persuasion 5D+1, search 3D+1, sneak 3D+2

KNOWLEDGE 2D

Languages 3D+1, planetary systems 6D+2

MECHANICAL 2D

Astrogation 7D+2, sensors 3D

STRENGTH 2D**TECHNICAL 2D**

Lightsaber repair/engineering 3D+2

Special Abilities:*Force Skills: Control 4D, sense 7D, alter 4D+2**Control:* Absorb/dissipate energy, accelerate healing, control disease, control pain, enhance attribute, force of



will, instinctive astrogation, reduce injury, remain conscious
Sense: Instinctive astrogation (sense), life detection, life sense, magnify senses, merge senses, receptive telepathy, sense Force, sense true nature, weather sense
Control and Sense: Life bond, lightsaber combat
Control and Alter: Control another's disease, return another to consciousness
Control, Sense and Alter: Battle meditation
This character is Force-sensitive
Force Points: 7
Character Points: 14
Move: 10
Equipment: Lightsaber (5D), Jedi robes

Ashara Zavros

A twenty-year-old Togruta Padawan, Ashara Zavros descends from a long line of Force users. From an early age, she has aspired to study the Force and become one of the best Jedi that the Order has to offer. Ashara came to Taristo train under Jedi Masters Ryenand Ocera, whose philosophy is that Padawans best learn the travails of using the Force through firsthand experience of the galaxy. In Ashara's case, the Masters brought her to Taris for two reasons: First, to teach her compassion amidst the destruction that had occurred there and warn against the dangers of pride and the dark side. Second, to complete her trials by helping to drive a dark ghost from the ruins of a Jedi enclave.^[4]

■ Ashara Zavros

Type: Jedi Padawan
DEXTERITY 3D
 Lightsaber 3D+2
PERCEPTION 3D
 Persuasion 3D+1
KNOWLEDGE 2D+2
 Alien species 5D+1, languages 4D+2, planetary systems 3D+2
MECHANICAL 1D+1
 Astrogation 1D+2
STRENGTH 1D+1
TECHNICAL 1D+2
 Space transports repair 2D, lightsaber repair/engineering 3D+1, starfighter repair 2D
Special Abilities:
Force Skills: Control 1D, sense 2D+1, alter 2D+2
Control: Concentration, hibernation trance, instinctive astrogation
Sense: Life detection, life sense
Camouflage: Togruta characters possess colorful skin patterns which help them blend in with natural surroundings (much like the stripes of a tiger). This

provides them with a +2 bonus to *sneak* skill checks when hiding themselves.
Spatial Awareness: Using a form of passive echolocation, Togruta can sense their surroundings. If unable to see, a Togruta character can attempt a Moderate *search* skill check. Success allows the Togruta to perceive incoming attacks and react accordingly (by making defensive rolls).
Story Factors:
Believed to be Venomous: Although they are not poisonous, it is a common misconception by other species that Togruta are venomous.
Group Oriented: Togruta work well in large groups, and individualism is seen as abnormal within their culture. When working as part of a team to accomplish a goal, Togruta characters are twice as effective as normal characters (ie, they contribute a +2 bonus instead of a +1 bonus when aiding in a combined action).
This character is Force-sensitive
Force Points: 3
Character Points: 7
Move: 11
Equipment: Lightsaber (5D), Jedi robes

■ Average Jedi Padawan

DEXTERITY 3D
 Dodge 4D, lightsaber 4D, melee parry 5D
PERCEPTION 3D
KNOWLEDGE 3D
 Alien cultures 4D, languages 4D, scholar: Jedi lore 5D
STRENGTH 3D
 Brawling 4D
MECHANICAL 2D
 Space transports 3D
OR
 Starfighter piloting 3D
OR
 Beast riding 3D
TECHNICAL 3D
 Lightsaber repair/engineering 3D+2
Special Abilities:
Force Skills: Control 2D, sense 2D, alter 2D
Control: Absorb/dissipate energy, accelerate healing, concentration, enhance attribute, resist stun
Sense: Combat sense, danger sense, sense Force
Alter: Telekinesis, lightsaber combat
This character is Force-sensitive
Force Points: 2
Character Points: 0-5
Move: 10
Equipment: Lightsaber (5D), Jedi robes

■ Average Jedi Knight

DEXTERITY 3D
 Blaster 5D, dodge 6D, lightsaber 5D, melee parry 5D,
PERCEPTION 3D
 Persuasion 4D
KNOWLEDGE 3D
 Alien cultures 3D, alien cultures: (planet of station) 5D, languages 3D, languages: (planet of station) 6D, law enforcement 5D, scholar: Jedi lore 5D
STRENGTH 3D
 Brawling 5D
MECHANICAL 2D
 Space transports 3D

OR
Starfighter piloting 3D

OR
Beast riding 3D

TECHNICAL 3D

Computer programming/repair 4D, lightsaber repair/engineering 4D,

Special Abilities:

Force Skills: Control 5D, sense 4D, alter 4D

Control:

Absorb/dissipate energy, accelerate healing,

concentration, enhance attribute, hibernation trance, resist stun

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, sense Force

Alter: Telekinesis

Control and Sense:

Lightsaber combat

Control, Sense and

Alter: Affect mind,

projected fighting

This character is Force-sensitive

Force Points: 5

Character Points: 7

Move: 10

Equipment: Lightsaber (5D), Jedi robes, light armor (+1D physical and energy, -1D DEX and related skills)



persuasion 6D+2, search 5D, sneak 6D

KNOWLEDGE 3D+2

Alien species 8D+2, bureaucracy 5D, cultures 9D+1, scholar: Jedi lore 7D, languages 9D, planetary systems 10D, survival 6D+2, tactics 6D, willpower 8D

STRENGTH 3D

Climbing/jumping 6D+2, stamina 4D, swimming 7D+1

MECHANICAL 2D

Space transports 5D, astrogation 5D+2, repulsorlift operation 6D+1, sensors 4D, communications 5D, starfighter piloting 3D+2, starship gunnery 4D+1, starship shields 5D+1

TECHNICAL 2D+1

First aid 9D+1, lightsaber repair/engineering 5D+1, (A) medicine 6D+2, security 5D+1, space transports repair 4D+1

Special Abilities:

Force Skills: Control 10D+1, sense 13D+2, alter 9D+1

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, detoxify poison, emptiness, enhance attribute, hibernation trance, reduce injury, remain conscious, resist stun

Sense: Combat sense, danger

sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense path, short-term memory enhancement

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control and Alter: Accelerate another's healing, control another's pain, return another to consciousness, transfer Force

Sense and Alter: Dim another's senses

Control, Sense and Alter: Affect mind, Force harmony, projected fighting

This character is Force-sensitive

Force Points: 12

Character Points: 15

Move: 10

Equipment: Lightsaber (5D), Jedi robes, light armor (+1D physical and energy, -1D DEX and related skills)

■ **Average Jedi Master**

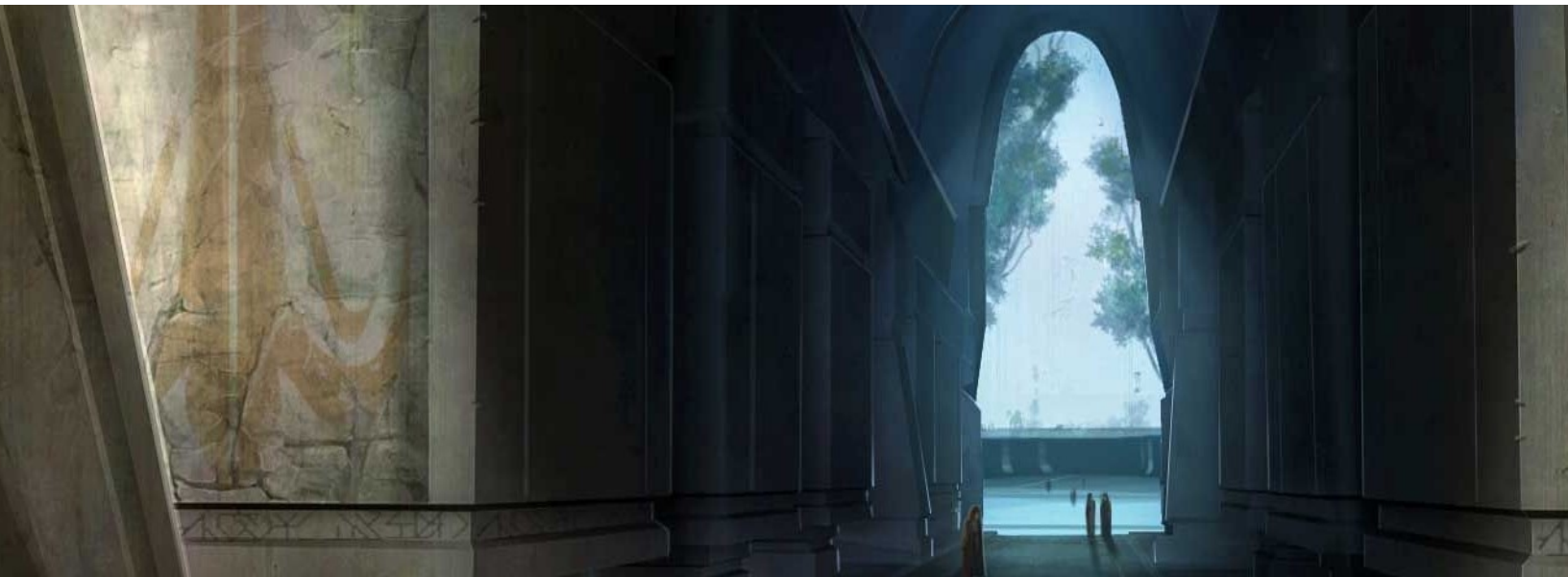
Note: There is no "average" Jedi Master; each Master has been formed through unique life experiences and is unlike any other. A gamemaster should give each Jedi Master an additional unique 10D skill reflecting their background, or two 8D skills. These can be combat related, or otherwise.

DEXTERITY 3D

Blaster 4D, dodge 6D+1, melee combat 4D, melee parry 3D+2, lightsaber 9D

PERCEPTION 3D+1

Bargain 5D+1, command 6D, hide 6D, investigation 6D,



CHAPTER THREE: THE EMPIRE



*Peace is a lie, there is only passion.
Through passion, I gain strength.
Through strength, I gain power.
Through power, I gain victory.
Through victory, my chains are broken.
The Force shall free me.*

-The Sith Code, as written by Sorzus Syn

Greetings, I am Grath Sulensis. I have dedicated my life to being a student of the Sith teachings and history. Our ancient order has a rich, deeply spiritual culture with proud traditions dating back many thousands of years. What began as a loose coalition of beings courageous enough to stand up to the decadent Republic, today is a galactic superpower, poised on the edge of becoming the ruling force in the known universe.

However, this does not mean that disciples of the Sith ways are ignorant of its nature. True power can be a blinding force to those unprepared for its intensity.

Determined to Dominate the Galaxy

The Sith Empire is a force of dominance, an authoritarian state forged from militarism, slavery and the dark side of the Force. United under a single Emperor and his Dark Council, ruled by the Force-sensitive members of the Sith Order and supported by countless loyal citizens, the Empire forsakes the freedoms offered by the Republic in favor of strength and order. Aiming to take revenge on the Republic for its exile centuries ago, the Sith Empire will stop at nothing to become the greatest power in the galaxy. Although an uneasy truce has settled over the galaxy, the Empire does not sit idle. From its capital of Dromund Kaas, Imperial

leadership exerts total control over the worlds it has conquered, rebuilding its forces to once again march on the Republic.^[4]

The current Sith Empire was formed from the remnants of the Original Sith Empire. This new Empire, also known as the True Sith sect, was created after Naga Sadow's disastrous campaign against the Galactic Republic in the Great Hyperspace War. The survivors fled known space to escape persecution by the Republic and its Jedi Order. After their departure from the original Empire's territory, the Sith discovered the forgotten world of Dromund Kaas and settled it to begin the process of rebuilding. Since the Treaty of Coruscant, the Sith Empire has been involved in a Cold War with the weakened Galactic Republic.^[1]

Dromund Kaas

Dromund Kaas is the capital of the Sith Empire and was the ground of the Empire's rebirth. A long abandoned Sith colony, Dromund Kaas was rediscovered by the Sith Emperor and his followers after twenty years of aimlessly wandering the stars. The Sith then re-colonised the planet. Thus, it became the new Sith capital and the Emperor's seat of power.^[1]

Korriban

Korriban was the original homeworld of the Sith species and where the first Sith Empire was founded. A desert-covered planet of sand and red rock, it is considered holy ground by the Sith. Full of ancient ruins, it houses many of the tombs dedicated to the ancient and powerful Dark Lords of the Sith.^[1]

Society and Culture

The Imperial population are much smaller when compared to the Galactic Republic and are divided between Sith and non-Sith. This division between the ranks means that both are worlds apart and that the upper echelons of power are reserved for only Force-sensitive Sith alone who served as the elite. While this is the case, the average citizen is still quite loyal to the Empire and many aspired to become Imperial Agents who were seen as the highest achievement for non-Sith.^[1]

IMPERIAL ARMY

Whilst the armies of the Empire are trained to conquer, they do so under the leadership of Sith Warriors and Grand Moffs who drive them in Imperial campaigns. They are at times augmented by the use of battle droid forces which included Mark I and Mark II versions that are used in large scale engagements.^[1]

After fleeing Korriban, the remainder of the Sith Empire stumbled on the jungle world of Dromund Kaas, after drifting in space for years. Once there, the first Grand Moff began a program to make a new Imperial military. He drafted all non-Sith of age into the army and established a training regimen that is still used to this day.

Over the years, they carved into the jungles of Dromund Kaas, fighting off its hostile beasts to make room for the Empire's new capital city. After the Imperial armada was completed, the

Army and Navy were eventually deployed, in what is thought to be the greatest strategic invasion in galactic history, against the Galactic Republic opening the Great Galactic War.

A notable failure of the Army engagement was the Sith Empire's second attempt at taking Bothawui, where despite vast numbers, greater than the opposition, they failed thanks to the

ARMY RANK STRUCTURE

Imperial Army rank structure is as follows:

Private, Specialist, Corporal, Sergeant, Ensign, Lieutenant, Captain, Major, Colonel, and finally General.

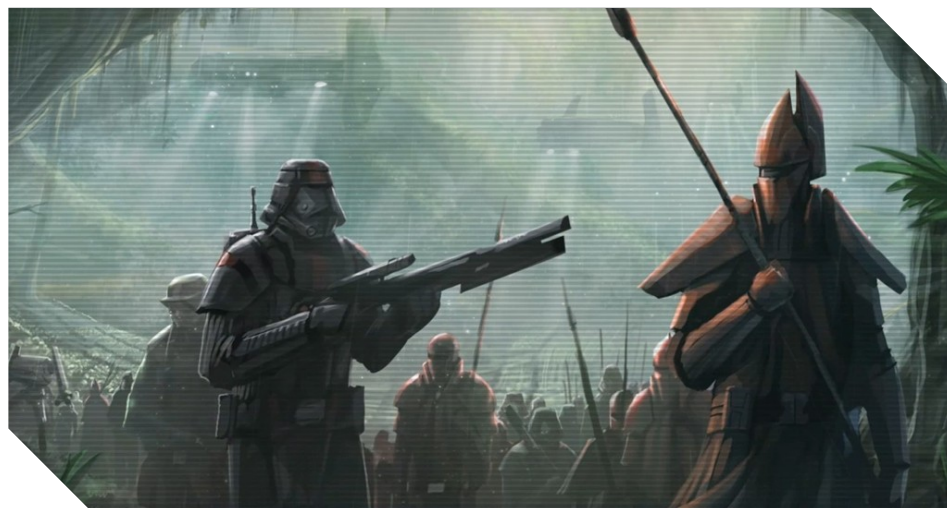
A fire team typically consists of two or three soldiers, while a squad ranges from five to ten, and a platoon from fifty to a hundred soldiers. Companies can range from a hundred to three hundred troopers, and a battalion, which is typically commanded by a major, consists of 700-1,500. Colonels command brigades, which range from 5,000-7,500 soldiers, and the largest standard unit is a division, which ranges from 20,000-40,000 soldiers.

A larger unit designated an "Assault Group" or "Operations Group" can be formed from over 40,000 soldiers, which are placed under the command of a Moff or high-ranking Sith Lord for specific assignments and then broken up after the completion of the mission.^[5]



poor strategy of throwing their numbers at the enemy.

Since the Cold War their engagements have been reduced to peace keeping, as the Treaty of



Coruscant forbids Imperial and Republic engagements, despite this they remain in active duty and are still deployed against the Republic in disputed territory.

By the time of the Cold War, the Army can be found in large numbers across Sith Space. Some of the troopers stationed on Korriban were corrupted by the planet's dark energies and went psychotic, attacking their own comrades.^[5]

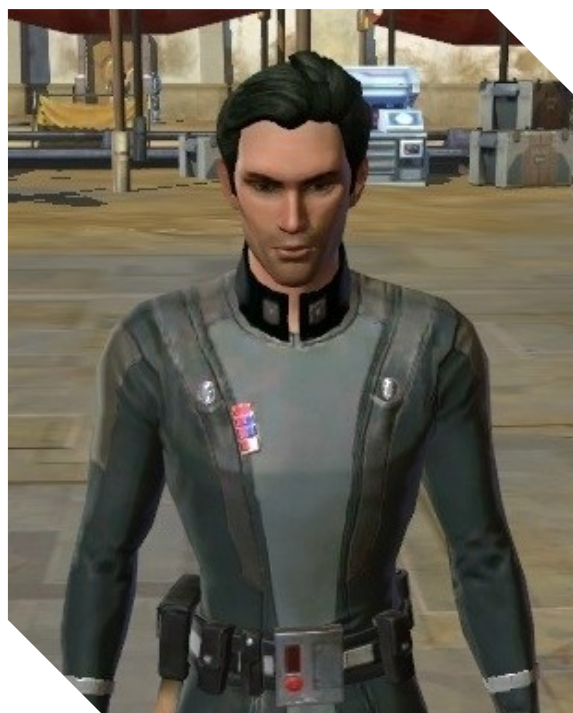
Army Organization

The Imperial Army are the ground forces of the Sith Empire, and the soldiers of the Empire typically wear black armor and carry blaster rifles into combat. Ground forces begin live-fire exercises in the jungles of Dromund Kaas within weeks of their enlistment into the military, and even those non-combatants in the military are trained in the use of basic weapons, survival skills, and first aid. The Army also makes use of Imperial siege tanks, walkers, and a number of models of war droids. Imperial heavy troopers are issued full-body black armor crafted from duraplast, with colored markings signifying their unit or special assignments. Their leg armor is specially designed to preserve mobility and to protect from shrapnel, and while their belt houses extra ammunition and grenades for easy access, the armor's bracers house environmental and targeting controls, and the readouts on the suit's chest provide medical diagnostics for treating soldiers who are wounded in their

armor. Heavy infantry soldiers typically wear about a hundred pounds of armor, and most soldiers carry rifles, sidearms, grenades, and five days of rations. The typical service period for an Imperial soldier is twenty-five to thirty years.^[5]

Malavai Quinn

An officer in the Imperial military, Malavai Quinn is loyal to the Empire and everything it stands for: order, the glory of the Sith and the conquest of the Republic. Following his mysterious disgrace at the Battle of Druckenwell, he was stationed on Balmorra where he occasionally carried out small missions for Darth Baras (to whom he owes much of his career's early success). Duty-bound and honorable, Quinn is not afraid to express earned admiration for his superiors, but he is neither a bootlicker nor a mindless servant. He values competence alongside loyalty and will do whatever is necessary to thwart the enemies of the Empire as a whole and Darth Baras personally.^[4]



■ Malavai Quinn

Type: Imperial soldier

DEXTERITY 2D

Blaster 3D+1, blaster: blaster pistol 4D, blaster: blaster rifle 5D, brawling parry 2D+1, dodge 3D, grenade 2D+2, melee combat 4D, melee parry 3D, running 4D+2, thrown weapons 2D+2

PERCEPTION 2D

Bargain 2D+2, command 2D+2, con 4D, forgery 2D+1, gambling 6D, hide 2D+2, persuasion 3D+2, search 2D+1

KNOWLEDGE 2D

Intimidation 3D, law enforcement 2D+1, survival 2D+2, tactics 4D+2

MECHANICAL 2D

Astrogation 2D+1, space transports 2D+1

STRENGTH 2D

Brawling 4D, stamina 3D+1, swimming 2D+1

TECHNICAL 2D

Character Points: 12

Move: 10

Equipment: Blaster pistol (3D), comlink

Lieutenant Raval Pierce

While few who are not Force sensitive in the Empire have any choice but to join the military, Lieutenant Pierce joined eagerly—not out of a sense of duty but out of a lust for action. In fact, although his soldiering and his bravery are beyond question, Pierce has faced resistance and scrutiny

throughout his military career due to his occasionally reckless attitude and his disdain for authority. Fortunately, Pierce's years in military black operations groups kept him away from the stuffier elements of the military hierarchy. Very often, Pierce is assigned to the most dangerous and far-flung worlds, where the Empire's primary goal is destruction—which suits the lieutenant just fine.^[4]

■ Lieutenant Raval Pierce

Type: Imperial soldier

DEXTERITY 2D

Blaster 4D+2, blaster: blaster pistol 4D, blaster: blaster rifle 4D+2, blaster artillery 2D+1, brawling parry 5D+1, dodge 4D+1, grenade 4D, melee combat 3D, melee parry 2D+1, missile weapon 2D+1, running 7D+1, thrown weapons 2D+1

PERCEPTION 2D

Command 4D+2, search 2D+2, sneak 3D

KNOWLEDGE 2D

Intimidation 3D+2, languages 2D+1, streetwise 2D+1, tactics 4D+1

MECHANICAL 2D

STRENGTH 2D

Brawling 4D+1

TECHNICAL 2D

Blaster repair 3D+2, demolitions 4D

Character Points: 16

Move: 10

Equipment: Imperial armor (+2D physical, +1D energy, -1D DEX and related skills), blaster rifle (5D), comlink



Talos Drellik

Lieutenant Talos Drellik has never excelled as a soldier, and his true passion has always been history and archaeology. To Talos, the Imperial Reclamation Service does an invaluable job, preserving Imperial and Sith history against the onslaught of time. Unlike many Reclamation Service officers who are career soldiers with only a passing interest in history, Lieutenant Drellik has thrown himself into his work, studying with experts in the field such as the illustrious Professor Auselio Gann and galactic historian Deravon Wells.^[4]



■ Talos Drellik

Type: Imperial soldier/historian

DEXTERITY 2D

Blaster 3D+2, blaster: blaster rifle 4D, grenade 2D+1, melee parry 2D+1

PERCEPTION 2D

Command 2D+1, persuasion 2D+1

KNOWLEDGE 2D

Alien Species 3D+1, intimidation 2D+1, languages 3D+1, planetary systems 3D+2, scholar: Republic lore 8D, scholar: Sith lore 6D+2, tactics 2D+1

MECHANICAL 2D

Astrogation 2D+1

STRENGTH 2D

Brawling 2D+1

TECHNICAL 2D

Character Points: 9

Move: 10

Equipment: Blaster pistol (3D), comlink

PERCEPTION 2D

Persuasion 6D

KNOWLEDGE 2D

Alien species 5D+2, bureaucracy 7D+1, languages 5D+1, planetary systems 3D+2, scholar: Killik 8D, scholar: Sith empire 7D+2, value 3D, willpower 2D+2

MECHANICAL 2D

STRENGTH 2D

Brawling 2D+1

TECHNICAL 2D

Character Points: 12

Move: 10

Equipment: Blaster pistol (3D)



Vector Hyllus

Imperial Intelligence Profile:

Background

(Summary): Second-generation Imperial; mother native to Jurio, married Captain Adronik Hyllus after Jurio was granted Imperial governance. Expressed desire to join Diplomatic Service at an early age and displayed appropriate traits. Ranked high academically during training, and soon after graduation was granted (by request) post aboard exploration and

first contact vessel (see service record). Reassigned to Alderaan due to diplomatic manpower needs (see *House Thu*). Served ably until encounter with Killik species and subsequent “Joiner” transformation. Current status is unclear.

Personality: Vector Hyllus has repeatedly expressed admiration for Imperial accomplishments while indicating a desire to spread Imperial influence through diplomatic channels. His attitudes were likely shaped by the Imperial reconstruction of his homeworld and are appropriate for a Diplomatic Service member. Hyllus is obedient, intelligent, charismatic and effective. He is unlikely to advance further within diplomatic or military hierarchies.

Notes: Personality profile compiled from performance reports from before Hyllus’s “Joiner” transformation. Data should be considered non-comprehensive.^[4]

■ **Vector Hyllus**

Type: Imperial diplomat

DEXTERITY 2D

Blaster 3D, blaster: blaster rifle 3D+1, brawling parry 2D+1, grenade 3D, melee combat 3D, melee parry 2D+1, running 4D+1

■ **Average Imperial Trooper**

Note: parentheses indicate the stat as modified by armor DEX penalties

DEXTERITY 2D (1D)

Blaster 4D (3D), brawling parry 4D (3D), dodge 4D (3D), grenade 4D (3D), melee parry 4D (3D)

PERCEPTION 2D



KNOWLEDGE 2D

Intimidation 3D, law enforcement 3D

MECHANICAL 2D**STRENGTH 2D**

Brawling 4D, stamina 4D

TECHNICAL 2D

Armor repair 3D, blaster repair 3D, demolitions 3D

Character Points: 0-5**Move:** 10

Equipment: Imperial trooper armor (+2D physical, +1D energy, -1D DEX and related skills, sealed helmet and integrated life support system), 6 ion photon grenades, R-77 blaster rifle (5D), blaster pistol (4D), backpack with comlink transmitter and E66 battle link computer (100 km transmission range), 1 day worth of rations



■ Veteran Imperial Trooper

Note: parentheses indicate the stat as modified by armor DEX penalties

DEXTERITY 2D (1D)

Blaster 8D (7D), brawling parry 4D (3D), dodge 5D (4D), grenade 6D (5D), melee parry 4D (3D)

PERCEPTION 2D+2

Search 4D+1

KNOWLEDGE 2D+2

Command 3D+2, intimidation 4D, law enforcement 4D, scholar: Sith military history 5D, survival 3D+2, tactics 3D

MECHANICAL 2D+2

Repulsorlift operation 4D+2, walker operation 3D

STRENGTH 3D

Brawling 4D, stamina 4D

TECHNICAL 2D+1

Armor repair 3D, blaster repair 3D, first aid 3D, demolitions 3D+1, security 3D

Dark Side Points: 1**Character Points:** 7**Move:** 10

Equipment: Imperial trooper armor (+2D physical, +1D energy, -1D DEX and related skills, sealed helmet and integrated life support system), 6 ion photon grenades, R-77 blaster rifle (5D), blaster pistol (4D), backpack with comlink transmitter and E66 battle link computer (100 km transmission range), 1 day worth of rations

■ Imperial Trooper Squad Leader

Note: parentheses indicate the stat as modified by armor DEX penalties

DEXTERITY 3D (2D)

Blaster 8D (7D), brawling parry 4D (3D), dodge 5D (4D), grenade 4D (3D), melee parry 4D (3D)

PERCEPTION 2D+2

Search 5D+1

KNOWLEDGE 2D+2

Command 5D+2, intimidation 5D, law enforcement 4D, survival 3D+2, tactics 5D

MECHANICAL 2D+2

Repulsorlift operation 4D+2, walker operation 3D

STRENGTH 3D

Brawling 4D, stamina 4D

TECHNICAL 2D+1

Armor repair 3D, blaster repair 3D, first aid 3D, demolitions 3D+1, security 3D

Dark Side Points: 2**Character Points:** 10**Move:** 10

Equipment: Imperial trooper armor (+2D physical, +1D energy, -1D DEX and related skills, sealed helmet and integrated life support system), 6 ion photon grenades, knife (STR+1D), R-77 blaster rifle (5D), blaster pistol (4D), backpack with comlink transmitter and E66 battle link computer (100 km transmission range), 1 day worth of rations

IMPERIAL NAVY

The Imperial Navy, also called the Imperial Armada, is the naval branch of the Sith Empire's Imperial military. The Navy fields a large fleet of warships of various. It was constructed over centuries by orders of Grand Moff Odile Vaiken, who knew that he would not live to see a fraction of it complete.^[5]

The domains of the Sith Empire are not strictly located within the known worlds and included planets within the Unknown Regions. These were taken by military expeditions into those unknown tracts of space and the claiming of such worlds further expanded the influence of the Empire.^[1]

NAVY RANK STRUCTURE

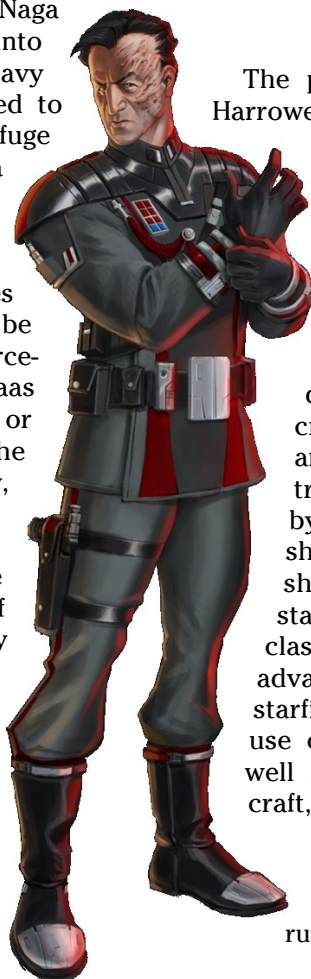
The Imperial Navy, as the naval branch of the Imperial Military, is overseen by the Ministry of War alongside the Army. Imperial Navy ranks adhere to the following structure:

Private, Specialists, Corporal, Petty Officer, Ensign, Lieutenant, Captain, Group Captain, Commodore, Admiral, and Grand Admiral.^[5]



When the original Sith Empire of Naga Sadow collapsed and the Sith went into exile in the Unknown Regions, the navy shrunk to a small group of ships used to travel by the remnant. After finding refuge on Dromund Kaas, the Sith began a massive build up of military forces under Grand Moff Odile Vaiken. He started construction on a massive armada that took nearly three centuries to complete, knowing he would not be alive when it was done. All non-Force-sensitive people living on Dromund Kaas were conscripted either into the Navy or the Imperial Army. Vaiken died during the first operation undertaken by the Navy, Odile Vaiken's final campaign against an alien race.

During the Great Galactic War, the Navy proved to be a vital component of the military. They transported Army troops to various worlds, taking part in various engagements with the Republic Navy. Those included Skirmish in the Tingel Arm, and the first and second Battles of Bothawui. In the final act of the war, a massive fleet was used to sack Coruscant, the capitol of the Galactic Republic. It led to the Treaty of Coruscant, causing the Navy to stop activities.^[5]



The Fleet

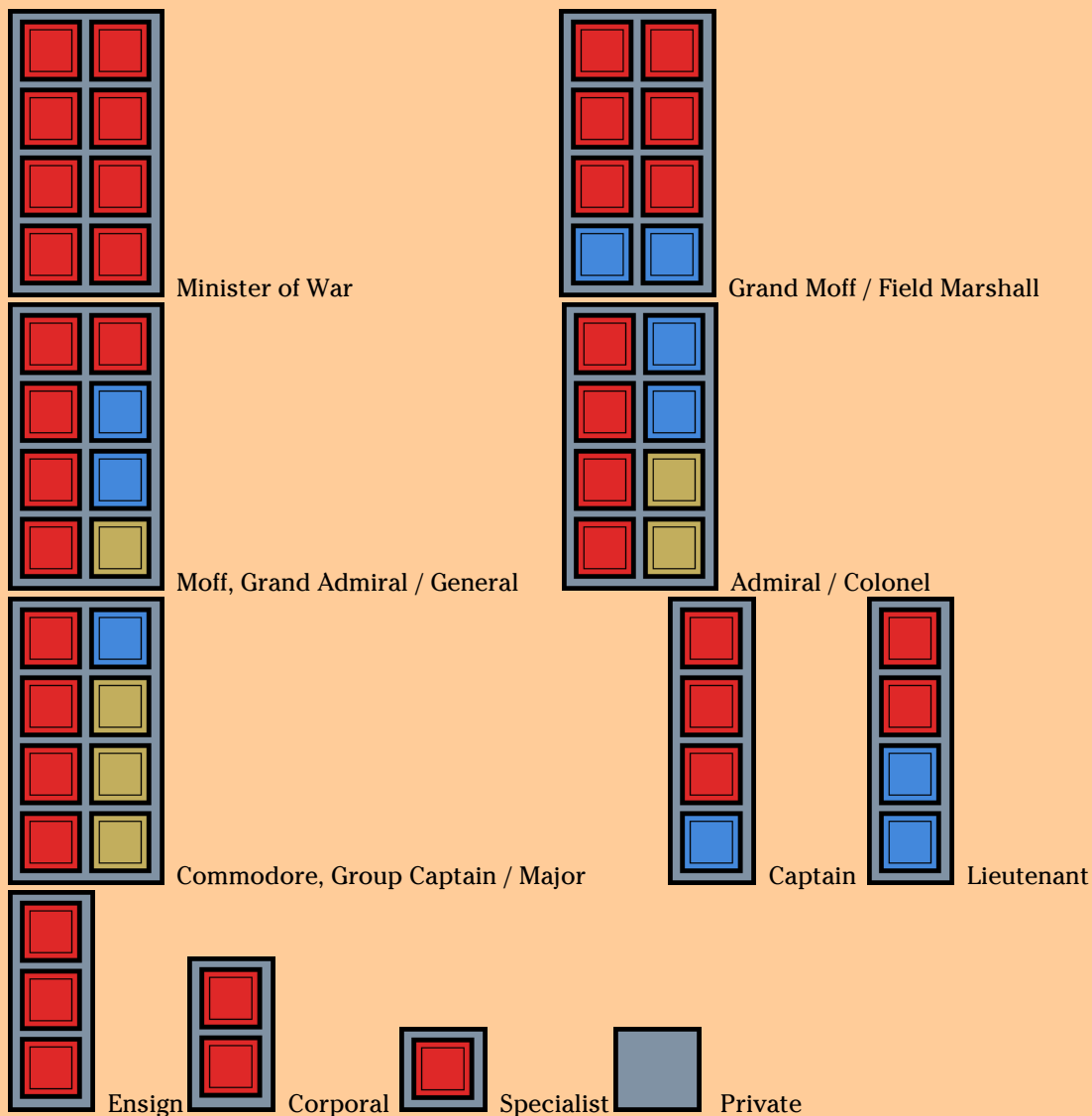
The primary vessel of the Navy is the Harrower-class dreadnought, a massive dreadnought produced by Taerab Starship Manufacturing and measuring approximately 800 meters in length, that required a crew of 2,400 and carried a troop complement of 7,300. The Harrower-class is supported by the smaller Terminus-class destroyer, which is operated by 520 crewman and carried only 285 troops, and the even smaller Gage-class transport. The two main shuttles used by the Sith Empire are the Imperial shuttle and the Imperial assault shuttle. The Navy deploys a number of starfighters—the Mark VI Supremacy-class starfighter and its numerous advanced models are the standard starfighter of the Navy, and they make use of B28 Extinction-class bombers as well as a variety of transports, assault craft, shuttles, and cruisers.^[5]

Grand Moff Rycus Kilran

Cultured, cunning and utterly ruthless, Rycus Kilran may be the

IMPERIAL RANK RECOGNITION GUIDE

The following is a recognition guide for Imperial rank insignia. The first rank listed is for the Navy, the second for the Army.



greatest naval strategist the Empire has ever seen. Born to a wealthy family with a proud military tradition, Kilran proved himself (to no one's surprise) a capable right-hand man to the Sith during the Empire's early assaults on the Brema Sector. When his Sith superior died during the Battle of Ord Ibanna, however, Kilran showed that he was more than an able tactical advisor—he assumed command of the ragged Imperial fleet and led it to a swift and decisive victory. In the years that followed, Kilran's authority grew with his list of

triumphs, and both the Sith and the Minister of War learned respect for his unorthodox strategies. His brutally effective strikes during the final days of the war earned him the title “the Butcher of Coruscant” among Republic civilians (a name he adopted with characteristic irony), and his heroic stand against a Jedi boarding party earned him his scars.

After the war ended, he was granted the honorary title “Grand Moff” in recognition of his contributions.^[4]

■ **Grand Moff Rycus Kilran**

Type: Imperial Grand Moff
DEXTERITY 2D
 Blaster 6D+1, blaster: blaster pistol 7D+2, blaster: blaster rifle 7D+2, brawling parry 5D+2, dodge 5D, grenade 4D, melee combat 5D+2, melee parry 7D, pick pocket 3D, running 4D, thrown weapons 3D+2, vehicle blasters 4D+1
PERCEPTION 2D
 Bargain 6D+2, command 9D, command: Imperial Navy officers 10D, con 6D, gambling 2D+1, hide 2D+2, investigation 2D+1, persuasion 6D, sneak 2D+1
KNOWLEDGE 2D
 Intimidation 5D+1, languages 2D+2, law enforcement 2D+1, streetwise 3D, tactics 9D+2, value 2D+1, willpower 4D
MECHANICAL 2D
 Astrogation 4D, space transports 4D
STRENGTH 2D
 Brawling 4D+1, climbing/jumping 2D+1, stamina 2D+1, swimming 2D+2
TECHNICAL 2D
 Blaster Repair 3D+1
Force Points: 1
Dark Side Points: 9
Character Points: 22
Move: 10
Equipment: Blaster pistol (3D), comlink

Grand Moff Odile Vaiken

Vaiken was a survivor of the Great Hyperspace War. As the architect of the Sith Military it was Vaiken who formed the plans for the Sith's eventual return to Republic space. For his efforts the Dark Council made him the first Imperial Grand Moff.^[1]

Odile Vaiken was a Human male alive during the Great Hyperspace War and its aftermath. Vaiken grew up within the borders of the original Sith Empire and was, like other citizens, a loyal servant of his Sith overlords. The Great Hyperspace War between the Empire and the Galactic Republic ended badly for the Sith, and their subjects were forced to flee their homes to escape retribution from enemy forces. The young Vaiken joined his fellow countrymen in a massive exodus from their decimated capital of Korriban, led by a reclusive Sith Lord. After wandering



the stars for twenty years, the migrant fleet that carried the Sith expatriates happened upon Dromund Kaas, a forgotten Sith colony world.

After the Sith Lord leading the exodus chose Dromund Kaas to be their new homeworld and proclaimed himself the new Emperor of his people, Vaiken dedicated himself to helping build the new Imperial society. Vaiken was instrumental in establishing order among the Empire's non-Force-sensitive subjects through the creation of the new Imperial Military, which comprised an expertly-trained army and a technologically advanced navy. Vaiken's contributions to the ascendant government earned him the recognition of the Emperor and the governing Dark Council, who named him the first Grand Moff of the Empire. Vaiken was later killed during a campaign to defeat an alien species in deep space, but his military legacy remained intact for over a millennium.^[5]

■ **Grand Moff Odile Vaiken**

Type: Imperial Grand Moff
DEXTERITY 2D
 Blaster 4D, blaster: blaster pistol 7D+1, blaster: blaster rifle 7D, brawling parry 5D, dodge 6D+1, grenade 4D, melee combat 3D+2, melee parry 9D+1, running 8D+2, thrown weapons 2D+2, vehicle blasters 3D
PERCEPTION 2D
 Bargain 5D+1, command 7D, command: Imperial Navy officers 9D, con 4D+1, gambling 3D, hide 2D+1, investigation 3D+2, persuasion 6D+1, search 4D+2, sneak 2D+2
KNOWLEDGE 2D
 Intimidation 4D+2, languages 2D+2, law enforcement 3D+2, survival 2D+2, tactics 5D+2, value 2D+1, willpower 4D+1
MECHANICAL 2D
 Astrogation 2D+1, space transports 5D+1
STRENGTH 2D
 Brawling 6D, climbing/jumping 2D+1, stamina 3D, swimming 2D+2
TECHNICAL 2D
 Blaster repair 4D+1
Force Points: 1
Dark Side Points: 3
Character Points: 26
Move: 10
Equipment: Blaster pistol (3D), comlink

The Voidwolf

Grand Admiral Harridax Kirill, more commonly known as the Voidwolf, is one of the Empire's most feared leaders. He started his career as a brutal criminal slaver on the Outer Rim before becoming an

Imperial privateer. His underworld experience made him an especially effective "dirty fighter," but also antagonized the Imperial Navy's aristocratic officers who preferred to conduct war according to accepted strategies.

The Voidwolf cemented his position with the Empire by capturing a Jedi vessel filled with Force-sensitive children. He personally led the boarding party that killed the Jedi defenders and took the young Padawans-to-be prisoner. When he delivered this "gift" to the Sith on Korriban for training, they promoted him from independent privateer all the way to the rank of Navy commander.^[4]



■ The Voidwolf

Type: Imperial Grand Admiral

DEXTERITY 2D

Brawling parry 3D, dodge 4D+1, grenade 5D, melee combat 3D+2, melee parry 4D+1, running 4D+2,

PERCEPTION 2D

Bargain 8D+1, command 8D, command: Imperial Navy officers 9D, con 5D+2, gambling 6D, investigation 6D+2, persuasion 6D+1, search 5D+1

KNOWLEDGE 2D

Intimidation 6D+2, languages 3D, law enforcement 5D+2, tactics 6D+2, willpower 5D

MECHANICAL 2D

STRENGTH 2D

Brawling 6D, stamina 5D

TECHNICAL 2D

Force Points: 1

Dark Side Points: 6

Character Points: 19

Move: 9

Equipment: Blaster pistol (3D), comlink

■ Average Imperial Pilot

DEXTERITY 3D+1

Blaster 4D, dodge 4D+1

PERCEPTION 3D

Command 4D+1, search 4D+1, hide 4D



THE GRAND MOFFS

Grand Moff is an honorary title given to only the most talented military commanders in the Sith Empire. It is awarded by both the Minister of War and the Sith Lords he serves.^[1]

The title dates back to the Expansionist Period (ca. 25,000–20,000 BBY), when the Republic frequently encountered many small satrapies and mini-empires. The warlords and satraps who joined the Republic instead of fighting it were permitted to keep their rule as proxies of the Republic, and their realms were granted the status of Allied Regions. Depending on the size of their empires, these satraps were given the title of either Moff or Grand Moff of an Allied Region. Over the ensuing millennia, most of the Allied Regions were divided into Republic sectors and gradually faded from the maps. The few Moffs and Grand Moffs that remained held largely ceremonial titles, and ultimately those titles, like so many of the remnants of the ancient Republic, were swept away during the Ruusan Reformation (ca. 1000 BBY).

The title found use in the Sith Empire in the years during and following the Great Galactic War, although it seemed that under the Sith it was only an honorary title. One notable example of the Sith's use of the title was Grand Moff Rycus Kilran.^[5]

KNOWLEDGE 2D

Planetary systems 3D, survival 3D

MECHANICAL 4D

Communications 4D+1, sensors 5D, starfighter piloting 6D, starship gunnery 5D+1

STRENGTH 3D

Brawling 4D, stamina 4D, climbing/jumping 4D

TECHNICAL 2D

Computer programming/repair 3D, starfighter repair 5D+2

Equipment: Flight suit and helmet (light environmental seal), one week emergency reations, blaster pistol (4D), survival gear

■ Average Imperial Officer

DEXTERITY 2D+2

Blaster 4D, blaster pistol 4D+2, dodge 4D, grenade 3D

PERCEPTION 3D+1

command 4D, command: Imperial Navy officers 5D, persuasion 4D, search 5D

KNOWLEDGE 3D+1

Bureaucracy 4D, planetary systems 4D, languages 4D, survival 4D, tactics: capital ships 4D, willpower 5D

MECHANICAL 3D+2

Astrogation 5D, capital ship gunnery 4D+1, capital ship

piloting 4D+2, capital ship shields 4D, communications 4D+1, sensors 5D

STRENGTH 3D

Brawling 3D+2, stamina 4D

TECHNICAL 2D

First aid 3D, security 3D

Equipment: Imperial Navy Uniform, comlink, blaster pistol (4D)

■ **Average Imperial Captain**

DEXTERITY 2D+2

Blaster 4D, blaster pistol 4D+2, dodge 4D, grenade 3D

PERCEPTION 3D+1

Bargain 4D, command 4D, command: Imperial Navy officers 6D+1, command: Sith troopers 6D, con 4D, investigation 4D, persuasion 4D, search 5D

KNOWLEDGE 3D+1

Bureaucracy 4D, bureaucracy: Imperial Navy 6D+1, intimidation 4D, planetary systems 4D, languages 4D, survival 4D, tactics: capital ships 5D, tactics: fleets 4D, willpower 5D, value 4D

MECHANICAL 3D+2

Astrogation 5D, capital ship gunnery 4D+1, capital ship piloting 4D+2, capital ship shields 4D, communications 4D+1, sensors 5D

STRENGTH 3D

Brawling 3D+2, stamina 4D

TECHNICAL 2D

First aid 3D, security 4D

Equipment: Imperial Navy Uniform, comlink, datapad, blaster pistol (4D)

IMPERIAL INTELLIGENCE

Behind the Sith and the powerful Imperial military is the vast network of agents, information gatherers, deception specialists and strategists that makes up Imperial Intelligence. Part spy organization, part secret police, Imperial Intelligence handles all of the Empire's covert operations—guarding the Empire's secrets, acquiring valuable intel from the Republic, hunting down traitors and cleaning up messes created by unhinged Sith Lords. Imperial Intelligence reports to the Minister of Intelligence, who in turn reports directly to the Dark Council. Not a military organization, Imperial Intelligence officers are nonetheless viewed with respect by military and civilian personnel—it's Intelligence that can judge a person as loyal or traitorous, arrange the advancement of a career or the blacklisting of a powerful leader. A place in Imperial Intelligence is a coveted rank, reserved for some of the best of the Empire's non-Force sensitive subjects. In some cases, officers are "poached" by Sith Lords seeking to build their own specialized intelligence networks; for the most part, however, Intelligence personnel go unnoticed by anyone outside the organization. The best agents are the ones no one's ever heard of.^[4]

Keeper

"This isn't glamorous work. We're sanitation workers — we clean up after the military and the Sith and do the jobs no one else will. Without us, though, the Empire falls apart. So we do whatever is necessary — even if it's thankless and ugly."

—Keeper to Cipher Nine

The individual designated "Keeper" is charged with overseeing the Operations Division of Imperial Intelligence. It is Keeper who approves every infiltration into enemy territory, every execution of an enemy of the state—and it is Keeper who selects agents worthy of further training and advancement through the ranks.

Keeper reports to the Minister of Intelligence, who reports directly to the Dark Council. This effectively puts a Keeper one step away from the absolute highest position any non-Sith can achieve in the Empire.^[4]

The Keeper gives orders to the operatives, oversees the largest Intelligence operations and is privy to all the secrets of the Empire and Intelligence. Charged with overseeing the Operations Division of Imperial Intelligence, Keeper approves every infiltration into enemy territory, every execution of an enemy of the state. He is responsible for the actions of his agents. But, if he



INTELLIGENCE PERSONNEL

Names of Imperial Agents and personnel of Imperial Intelligence are referred to by their role and a number. Roles include:

Minister of Intelligence: The true leader of Intelligence. The Minister handles the paperwork and technical details of running Intelligence, and reports directly to the Dark Council. This is the highest position a non-Sith can achieve in the Empire.

Keeper: The main leader of Imperial Intelligence. Keeper gives orders to their operatives, comes up with the largest plans, and knows all the secrets of the Empire and Intelligence.

Cipher Agent: Operatives that were skilled in assassination, seduction, infiltration and sabotage. Ciphers were often the field agents and main attack force of Intelligence, adept with poisons, rifles and gadgets. Cipher Agents, like all Imperial Intelligence operatives ranked above Agent, were stripped of their former names and identities and given numeral designations, such as Cipher Nine or Cipher Three. With the rank comes certain privileges – including a degree of operational independence. They may recruit their own operatives, and will be outfitted with a starship.

Agent: Operatives that were skilled in assassination, seduction, infiltration and sabotage.

Minder: Information processors who received intelligence from Ciphers and anticipate their enemies movements. Minders work as internal security, screening Intelligence for vulnerabilities, and addressing any breaches.

Watcher: Observers that recover, process and analyze data, then relay their findings back to the Ciphers. Watchers report directly to Keeper.

Fixer: Technical agents who were adept at slicing, engineering and biomechanics. Often processed and made sense of technical data (such as datapads and bioscans) gathered by Ciphers.^[1]

failed in the eyes of the Minister of Intelligence or the Sith on the Dark Council, he could be swiftly replaced.

During the Cold War the rank of Keeper was held by a Human male whose true name is one of the most guarded secrets in Intelligence. Following his promotion to Minister of Intelligence, the rank of Keeper went to a Human female born as Shara Jenn, formerly Watcher Two.^[5]

Regardless of his position as head of field operatives or overseer of all Intelligence operations, the man known as Keeper is a highly dangerous, devious, and cunning individual.

■ Keeper

DEXTERITY 3D

Blaster 5D, brawling parry 6D+1, dodge 4D+1, grenade 5D, melee combat 4D+1, melee parry 4D+1, missile weapons 4D+2, thrown weapons 5D, vehicle blasters 4D+2

PERCEPTION 4D

Bargain 6D+2, command 7D, command: Imperial Intelligence personnel 9D+2, con 8D, forgery 9D, hide 6D+2, persuasion 7D+1, search 6D, sneak 5D

KNOWLEDGE 3D

Alien species 8D, bureaucracy 8D, business 4D+2, cultures 6D+2, intimidation 6D+2, languages 8D, law enforcement 8D, planetary systems 6D, scholar: Sith Empire 8D, scholar: intelligence operations 7D, streetwise 5D+2, survival 4D+2, tactics 6D, tactics: intelligence operations 9D, willpower 6D+1

MECHANICAL 3D

Communications 7D, ground vehicle operation 4D, hover vehicle operation 4D, repulsorlift operation 4D, space transports 4D, **STRENGTH 3D+2**

Brawling 5D, climbing/jumping 4D+2, lifting 4D+2, stamina 6D, swimming 4D

TECHNICAL 3D

Computer programming/repair 7D, first aid 6D, ground vehicle repair 3D+2, hover vehicle repair 3D+2, security 8D

Equipment: Blaster pistol (4D), encrypted comlink, fake IDs, access to wide intelligence resources, encrypted datapad, slicing tools

■ Average Imperial Agent

DEXTERITY 3D+1

Blaster 6D+2, blaster artillery 5D+1, brawling parry 6D+1, dodge 7D+1, grenade 5D+1, melee combat 6D+1, melee parry 6D+1, missile weapons 5D+2, thrown weapons 6D, vehicle blasters 5D+2

PERCEPTION 4D

Bargain 4D+2, command 5D, con 5D, forgery 5D, hide 6D+2, persuasion 6D+1, search 6D, sneak 6D

KNOWLEDGE 3D

Alien species 5D, bureaucracy 6D, business 5D+2, cultures 6D, intimidation 5D+2, languages 7D, law enforcement 6D, planetary systems 7D, streetwise 6D+2, survival 6D+2

MECHANICAL 3D

Astrogation 5D+2, beast riding 6D, communications 5D, ground vehicle operation 4D+2, hover vehicle operation 4D+2, repulsorlift operation 7D, space transports 5D+2, starfighter piloting 3D+2, swoop operation 4D+2

STRENGTH 3D+2

Brawling 5D, climbing/jumping 4D+2, lifting 4D+2, stamina 6D, swimming 4D

TECHNICAL 3D

Computer programming/repair 6D, first aid 6D, ground vehicle repair 6D, hover vehicle repair 6D, security 7D
Equipment: Blaster pistol (4D), encrypted comlink, fake IDs

THE SITH ORDER

The true origins of the Sith remain shrouded in mystery. The original Sith race was, in fact, largely unimportant until three thousand years ago, when Dark Jedi exiles arrived on Korriban and subjugated the Sith beneath their rule and their philosophy. As the years passed, the Dark Jedi interbred with those they ruled, and within generations, the word "Sith" took on new meaning. This powerful new civilization began expanding rapidly, led by a growing population of ambitious dark Force-users. Fifteen hundred years ago, the Sith civilization's boundaries reached the Republic, and the Great Hyperspace War began. Dark Lord of the Sith, Naga Sadow, led his armies in an aggressive campaign to destroy the Galactic Republic. Though the Sith were successful at first, the Jedi Order rallied back to defeat their dark counterparts, systematically destroying the Sith civilization on Korriban. Escape and reconstruction unknown to the Jedi, the last of the Sith Lords managed to escape the carnage and fled into the Unknown Regions with an armada of his most trusted Sith and slaves. These surviving Sith wandered through space for 20 years before rediscovering the Sith planet of Dromund Kaas. The mysterious Sith Lord Vitiate declared himself the

Sith Emperor and began rebuilding the Empire on the distant planet, hoping to one-day return for revenge. Over the next 1,300 years, these "True Sith" and their Sith Empire recovered their strength. They developed a massive Imperial military and a fleet of advanced warships. The Emperor undertook dark rituals which prolonged his life and his undisputed rule.

When the time for vengeance arrived, the Sith began infiltrating star systems in the Outer Rim, sowing seeds of discord and making secret deals with local criminals and warlords. With all the pieces perfectly in place, the Sith launched an enormous offensive which caught the Jedi completely off-guard. In the first wave alone, the Sith succeeded in seizing control of several star systems in the Outer Rim, destroying the Republic's shipyards over Sluis Van, and strangling the popular Rimma Trade Route. After the initial crush, the Emperor's brilliant strategies continued and the brutal force of the Imperial military slammed the Republic time and time again, from the deep sinkholes of Utapau to the tall forests of Agamar. Though it seemed the Empire was capable of waging war indefinitely, the Emperor surprised the Republic yet again. While the Emperor's Dark Council engaged Republic leaders in peace talks, several Sith Lords and an elite Imperial army sacked the Republic's capital planet. Destroying the Jedi Temple and holding the planet hostage, the Empire left Republic leaders no choice but to



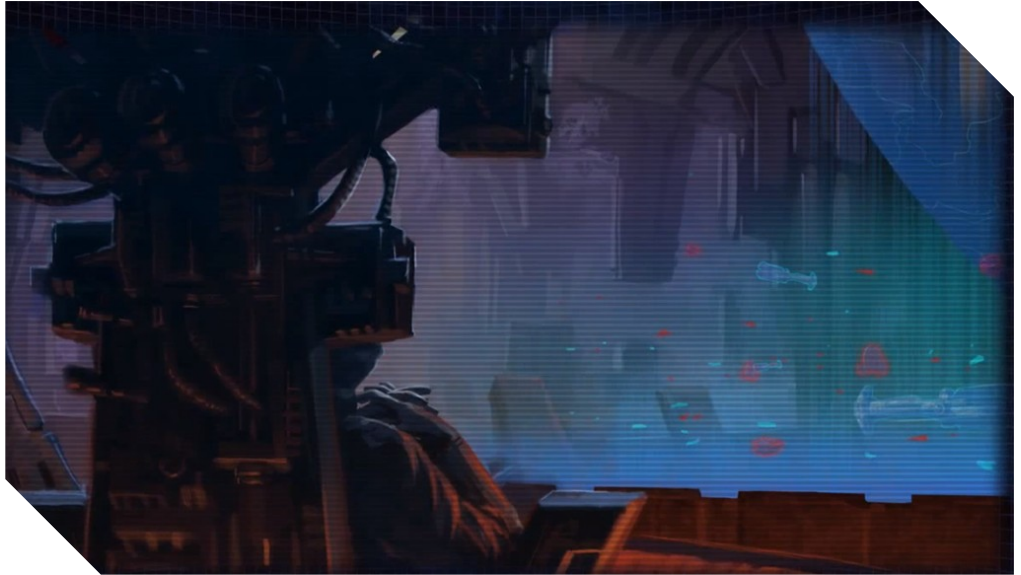
surrender several outlying star systems by signing the Treaty of Coruscant.

Since the treaty, the Emperor has withdrawn to pursue his own mysterious goals, deferring control to the Dark Council, and setting the stage for a brutal power struggle. In the political vacuum, the strongest and most cunning Sith and Imperial leaders are rising up to assume authority, consolidate the Empire's dominion and crush its enemies. After the Sacking of Coruscant and the Treaty following, The Galaxy was divided into two armed camps: the Empire with control of most of the Galaxy and the Republic reeling from the losses that they had suffered during the war. The Empire has strengthened their hold on the former Republic systems and began a large fleet and military build-up.^[1]

The Emperor

The Sith Emperor, born as Tenebrae, earlier known as Lord Vitiata, was a Dark Lord of the Sith and ruler of the Sith Empire. He declared himself as emperor and ruled over the Sith after the Great Hyperspace War. Since his arrival on Dromund Kaas, the Emperor isolated himself from his people and started on his lifelong quest to destroy the entire galaxy and obtain eternal life.

Tenebrae was born during the Golden Age of the Sith, prior to the outbreak of the Great Hyperspace War. He was born on the planet Nathema, one of the fringe worlds of the first Sith Empire. His family were simple farmers who had no connection to the Force. However, when Tenebrae grew older, he started to develop a connection with the Dark Side of the Force and his powers grew significantly. When his father found out about his powers, he started to question his wife and abused her for answers. Tenebrae's mother told them that Tenebrae was related to Dramath, the ruler of Medriaas. Tenebrae was so angry that he killed his father for abusing his mother and battered his mother for months until she died at his hands. After murdering his family, he forced the other villagers to bow down to him. When Dramath became aware of the existence of his son, he payed him a visit and asked him to bow down before him. Tenebrae refused and appeared to be stronger than his biological father and killed him in a duel. After the



death of Dramath he became the ruler of Medriaas and managed to impress Dark Lord Marka Ragnos, ruler of the Sith Empire, at the age of thirteen. Marka Ragnos then recognized him as the ruler of Medriaas and renamed him as Lord Vitiata.

After Marka Ragnos died, and the Sith Empire lost the Great Hyperspace War against the Galactic Republic, Lord Vitiata called all living Sith Lords to his world to perform a ritual to wipe out the Republic. However, the ritual was a scam to grant eternal life and he singly wiped out every living thing on the planet, including the Force. After the ritual he lead the surviving Sith into space, fleeing from the Republic and hoping to find a proper planet. After several years floating in space they found Dromund Kaas. Lord Vitiata declared himself as Sith Emperor and promised his people vengeance.

Several hundred years passed by and the Sith Empire had become a prominent empire. Around 303 BTC a few Dark Council members started to plot against him, knowing his goal to destroy the Galaxy. When Revan was secretly captured by Darth Nyriss and Lord Scourge, and Meetra Surik managed to contact Scourge, Lord Scourge plotted a move against the Emperor, by letting the Emperor wipe out the entire Dark Council so Scourge could free Revan from his prison. After his release Revan confronted the Emperor but was defeated after Scourge betrayed them. The Emperor then granted Scourge enteral life and named him as the Emperor's Wrath. Revan was captured and imprisoned in the Maelstrom Prison, his thoughts linked to the Emperor's, hoping he could scatter information about the Republic's defenses.

Unknown to the Emperor, Revan also managed to manipulate the Emperor, delaying the war as much as possible.

About three hundred years later the Emperor found his armada ready for war against the Republic, and so the Great Galactic War began. After 28 years the Sith Empire managed to win the war, but the Republic wasn't defeated. A peace treaty was settled between the two factions and the Emperor became the ruler of half the Galaxy. During the Cold War, the Emperor was attacked at his Emperor's Fortress but managed to defeat the strike team and brainwashed them as his pawns. One Jedi Knight managed to break free from the Emperor's will and allied with Scourge to take down the Emperor. Eventually, they followed the Emperor to the Dark Temple and defeated the Emperor, destroying his body. Later, however, a Emperor's Hand member confirmed the Emperor was still alive.^[1]

■ The Emperor

Type: Sith Emperor

DEXTERITY 3D

Brawling parry 10D, dodge 8D+1, lightsaber 13D+1, melee combat 6D+1, melee parry 5D+1, running 4D+1, thrown weapons 6D

PERCEPTION 3D

Bargain 3D+1, command: Imperial forces 11D, con 3D+1, hide 5D+2, investigation 6D+2, persuasion 8D+1, search 3D+1, sneak 6D+2

KNOWLEDGE 3D

Bureaucracy 7D+1, intimidation 10D, languages 4D+2, law enforcement 3D+2, scholar: Jedi lore 10D, scholar: Sith lore 15D, survival 4D+1, value 5D+2, willpower 9D

MECHANICAL 2D+2

Space transports 4D+2

STRENGTH 3D

Brawling 9D+1, climbing/jumping 4D+2, stamina 3D+1, swimming 4D+1

TECHNICAL 3D+1

Lightsaber repair/engineering 8D

Special Abilities:

Force Skills: Control 15D+2, sense 12D+2, alter 11D

Force Powers (these are the known powers The Emperor possessed and it is believed that he had access to many other powers):

Control: Absorb/dissipate energy, accelerate healing, breath control, burst of speed, channel rage, concentration, contort/escape, control disease, control pain, deflect energy, detoxify poison, emptiness, enhance attribute, Force affinity, Force body, Force comprehension, Force of will, hibernation trance, instinctive astrogation control, rage, reduce injury, remain conscious, remove fatigue, resist Force, resist stun, short-term memory enhancement, up the walls
Sense: Beast languages, combat sense, danger sense, direction sense, instinctive astrogation, life detection, life sense, life web, magnify senses, mechu-deru, merge senses, postcognition, predict natural disaster, receptive telepathy, sense Force, sense Force potential, sense path, shift sense, time awareness, translation, weather sense
Alter: Ball lightning, bolt of hatred, crushing darkness, dark side web, devastating Force, Force bomb, Force

burst, Force channel, Force eruption, Force flight, Force potency, Force push, Force whirlwind, Forcequake, injure/kill, inspire, kinetic combat, telekinesis
Control and Sense: Farseeing, life bond, lifemerge, lightsaber combat, projective telepathy, sith sorcery, sith sword combat

Control and Alter: Accelerate another's healing, activate Forcesaber, aura of uneasiness, control another's disease, control another's pain, control breathing, detoxify another's poison, drain energy, electronic manipulation, fear, feed on dark side, Force channel, Force jump, Force lightning, Force weapon, hatred, inflict pain, overload saber, place another in hibernation trance, redirect energy, remove another's fatigue, return another to consciousness, slow, stasis, transfer Force, waves of darkness

Sense and Alter: Dim another's senses, Force blinding, Force breach, Force wind, greater Force shield, lesser Force shield

Control, Sense and Alter: Affect mind, balance of the Force, battle meditation, beast control, consume essence, control mind, crush opposition, death field, doppleganger, drain life/wither, drain life energy, drain life essence, enhanced coordination, Force harmony, Force mastery, Force walk, illusion, machine meld, memory wipe, projected fighting, technometry, telekinetic kill, teleport, transfer life

Special Powers: Force scream

This character is Force-sensitive

Force Points: 69

Dark Side Points: 35

Character Points: 48

Move: 10

Equipment: Lightsaber (5D), Sith robes

THE SITH WARRIORS

"Constant war will be your life? Our life? Nothing more?"

"I am a Sith warrior."

—Eleena Daru and Darth Malgus

Sith Warriors, described as "an unstoppable force of darkness", were combat specialists of the Sith Empire, and served as the champions of the battlefield, entrusted with the task of destroying the Empire's enemies and enforcing Sith domination across the galaxy. Trained to rely on the emotions of fear, anger, and hatred to improve their connection to the dark side of the Force, channeling its power through their bodies and purging weakness from themselves.

In contrast to the Sith Inquisitors, Warriors had little patience for careful planning, and wasted no time with such manipulations. Instead, they demanded absolute obedience from their followers, relying on power and intimidation to attain their ends. However, such blunt methods did not reduce them to single-mindedness, and Sith Warriors had been known to go renegade in order to pursue their own agendas.

History of Warriors

A war-like organization, the Sith have long made use of combat specialists, who focus on strength and power through rage, though at the cost of a more in-depth understanding of the Force. One of the early Sith Lords styled himself as a Sith Warrior. The Sith Triumvirate trained such warriors at the Trayus Academy on Malachor V, referring to them as "Sith Marauders". This was one of the heights of their strength, though it was swiftly brought crashing down when Jedi Knight Meetra Surik stormed the Trayus Academy in search of Darth Traya.

Under the reconstituted Sith Empire, Warriors were trained on Korriban, arriving on the planet at a young age as Sith Acolytes. Trained in the dark

side of the Force, these fledgling Sith Warriors were taught to hate the Jedi, aspiring to destroy the Galactic Republic. As part of their training, they were eventually apprenticed to a Sith Lord, who tutored them individually. However, this training method was in fact quite common amongst the Sith, and not exclusive to Warriors. The Sith Warriors led the charge during the Great Galactic War, and notables such as Darth Malgus rose to prominence among them.

Darth Malgus himself was something of an oddity among the Sith, as he lacked the specieist bias that marked so many of his compatriots, and had little compunction over hiring mercenaries. While a dissenting voice within the Sith political circles, Malgus lacked a power base of his own, and could be counted on to take orders, tactics which

SITH WARRIOR FIELD RECONNAISSANCE

The combat specialists of the returned Sith Empire, Sith Warriors channel their anger and hatred to purge their body and mind of weakness, and focus on becoming beings of pure and lethal efficiency. Determined to eradicate the Jedi Order and rule the galaxy through fear and intimidation, Warriors have little patience for the calculated and careful planning favored by many of their compatriots, preferring instead to simply crush their foes. They demand absolute loyalty from their followers, and in turn demonstrate such traits towards their own Sith masters, often surprising enemies and allies alike with their self-discipline and strong sense of honor.

Some Sith Warriors have been known to go renegade and pursue their own agenda, though all such Darksideers can be trusted to never be far from the action. Their fierce hatred of the Jedi ensures that they will be at the forefront of any conflict with the Galactic Republic, though this uncompromising bloodlust does not render them tactless and single-minded. Due to their passionate dedication to their goals, Sith Warriors are natural leaders, inspiring both fear and undying loyalty amongst their allies. While they have little patience for failure, Warriors understand the need for strength in numbers against their foes.

Armor and Armaments

While Sith Warriors relied heavily on the strength of the Force for their power, their approach to combat was very pragmatic, and they had no compunction about heavy armor or cybernetic augmentations. In fact, Warriors often favored such dangerous and experimental technologies, with the goal of imbuing themselves with great physical strength and fortitude.

As far as their armament goes, Sith Warriors typically wielded standard lightsabers. However, in keeping with their pragmatic mindset, their lightsabers often featured more technical, squared-off designs, especially in comparisons to the more esoteric models favored by Sith Inquisitors, or the more rounded Jedi lightsabers. However, as their entire equipage is geared towards forcing opponents onto the defensive, Warriors have been known to favor more unorthodox lightsaber disciplines, such as saberstaves or dual-blades. All in all, a Sith Warriors equipment and weaponry is designed to accentuate his combat prowess.

Combat Tactics

In terms of their own combat training, Sith Warriors utilize bold lightsaber combat tactics and sudden bursts of Force powers, designed to force opponents onto the defensive before killing them. Considered unrivaled lightsaber duelists, Warriors utilize combat forms geared towards brute force, hammering their foes into submission with strong, crushing blows. Though their lightsaber is their prime method of attack, Sith Warriors do not neglect their skills in other areas of the Force, using it to paralyze, terrify, and kill. Protected by their heavy armor, Sith Warriors charge into the fray and release their anger and hatred against all who stand against them.^[1]

protected him from other Sith Lords who would no doubt have otherwise moved against him. During the war, he led the Sith campaign on Alderaan, laying waste to most of the planet. He also led, with the help of his arch-rival Adraas, a contingent of fellow Sith Warriors during the Sacking of Coruscant, storming the Jedi Temple. During the Cold War, Malgus and other warriors led expeditions into the Unknown Regions, furthering the influence of the Sith Empire.

Sith Warriors would continue to see use amongst the various Sith regimes, with Lord Skere Kaan's Brotherhood of Darknessestablishing specialized Sith academies for the training of such fighters. However, Sith Warriors would be effectively abolished by the Rule of Two Sith, as the individualized teaching methods utilized by the covert group rendered wide-scale classifications obsolete.^[5]



The Sith Warrior caste has an elite level of training for those who wish to hone and specialize their skills. These advanced warriors are known as *Juggernauts* and *Marauders*, though few have ever joined their ranks.

Sith Juggernaut

Sith who train in the stalwart arts of the *Juggernaut* boast unrivaled stamina in battle. Through diligence and clarity, Juggernauts shape the Force to their will to shrug off damage that would destroy others and fill foes with doubt and despair. Protecting their allies and punishing their adversaries, Juggernauts charge into the thick of

any fray. All Sith Juggernauts learn to move in heavy armor and build extra energy to perform spectacular feats. Juggernauts can opt to learn the ways of Vengeance, making them into crushing forces that pursue their prey with single-minded fury; the art of the Immortal, fearing no enemy and keeping lesser allies from harm; and Rage, subduing cowering foes with lightsaber strikes and crushing them with the Force.^[4]

Sith Marauder

Wielding two lightsabers and unmatched aggression, Sith trained as *Marauders* slice through enemy ranks dealing death with merciless efficiency. Whether annihilating a squad of Republic troops or cutting down a single Jedi, the Marauder sees and exploits every weakness to exact the greatest toll. Never hesitating, never faltering, there is no swifter bringer of pain in the galaxy. All Sith Marauders can wield two lightsabers in combat, crushing their foes with superior speed and becoming a terror on the battlefield. Marauders can opt to learn the ways of Annihilation, learning the Juyo lightsaber techniques and inflicting traumas upon their enemies; Carnage, specializing in swift movement and acrobatics to obliterate foes before they can react; and Rage, subduing cowering foes with lightsaber strikes and crushing them with the Force.^[4]

THE SITH INQUISITORS

"I know that treachery can break even the mightiest foe. And for those who study its secrets, the Force offers... unlimited power."

—Kallig, a Sith Inquisitor

Separate from what they viewed as the "thug-like, brutish" Sith Warriors is the caste of Sith known as Inquisitors. A class of powerful Force-wielders within the Sith Empire, Sith Inquisitors operate primarily within the upper echelons and political circles. In contrast to their counterparts, the warriors, Inquisitors specialize in Force abilities as opposed to martial might, and many devote much time to researching new skills to survive in the cutthroat Sith political environment. Few acolytes succeed in becoming Inquisitors. However, those that do prove to be the most determined.

On the battlefield, Inquisitors are a spectacle to behold, channeling vast amounts of Dark Side Force energy to create massive storms of Force lightning, or draining the life force of enemies to feed

themselves and their allies. However, most Inquisitors prefer a more manipulative operating style, being masters of exploiting both enemies and allies to further their own agendas.

"The true power of the Dark Side; it is claimed by many, but known by few."

—Darth Nox

Sith Inquisitors operate in the political circle and upper echelons of Sith society, relying on their natural cunning and ambitious drive to succeed. The Inquisitor experiments with forbidden powers to not only survive in the cutthroat environment, but to excel and seize authority. The most formidable Inquisitors dare to explore unorthodox practices by investigating the enigmas of the past and by unlocking new powers for themselves.

Due to their manipulative genius, Inquisitors are skilled at exploiting both their enemies and their allies to further their own personal agendas. Regardless of potential, few acolytes succeed in facing the rigorous trials to become Sith Inquisitors. Only the most determined acolytes attain such an achievement, but these Sith are often the ones to watch.^[5]

Resurgent Empire

Sith adepts who specialized in Force powers were prevalent within their organizations and empires since the beginning, with notables such as Naga Sadow bearing the moniker of Sith sorcerer. After the defeat of the Old Sith Empire in the Great Hyperspace War, the reformed Sith Empire reorganized such specialists into the Sith Inquisitor class, with the term "sorcerer" coming to refer to a specialization class within their ranks.

However, while the new Empire established and rebuilt itself, Sith sorcerers with no affiliation to nor knowledge of them cropped up and terrorized various corners of the galaxy. Examples including Freedon Nadd and certain members of both the Onderonian and the Tetan monarchies. However, the most notable such practitioner was Exar Kun, a fallen Jedi who was trained in Sith alchemy by Freedon Nadd and dubbed Dark Lord of the Sith by a gathering of Sith spirits led by Marka Ragnos. Kun united the various other Sith practitioners and started the Great Sith War against the Republic, ravaging the galaxy and notably destroying the Jedi training world, Ossus, before being defeated.

When the Sith Empire returned from the Unknown Regions and attacked the Republic, a notable Inquisitor involved in the initial engagement was Vindican. Vindican and his apprentice, the Sith Warrior Malgus, led the assault on a Republic space station above Korriban, and

crossed blades with Jedi Kao Cen Darach and Satele Shan, the first Sith to do so for centuries. Shan fled the battle, leaving Malgus and Vindican to contend with Darach. Wielding dual-lightsabers, Darach fended off the two Sith and subdued Vindican by impaling him. Malgus took up his master's lightsaber and killed Darach, before executing his master and assuming his mantle as Sith Lord. During the Cold War, another prominent Inquisitor was Darth Chratis, who was involved in the joint Republic/Sith assault on Sebaddon, to halt the destructive actions of the uncontrollable Hex droids. Chratis was overwhelmed by the machines after his apprentice gained control of them and turned on him.

After the disappearance of the Sith Empire, the term "Inquisitor" largely faded from practice, with most substituting the older title of "Sorcerer". However, the Sith Lord Kopecz referred to himself as an Inquisitor. When the Rule of Two was enacted by Darth Bane, the terms "Inquisitor" or "Sorcerer" came to refer more to individual specializations rather than an overall class system, as there were only two Sith Lords at any one time. A notable Sorcerer under the Rule of Two was Bane's apprentice, Darth Zannah. When Darth Kraytabolished the Rule of Two and established his One Sith organization, he reformed the Inquisitors, with a notable member being the Iktotchi Darth Havok.^[5]

The Sith Inquisitor caste, like the Warrior caste, has an elite level of training for those who wish to more highly target their skill development. These advanced types are known as *Sorcerers* and *Assassins*.

Sith Sorcerer

The specialization of Sorcerer offers the greatest level of raw Force ability, as these adepts drew their power from the darkest corners of the Force, unleashing volatile energies that could wreak utter devastation against enemies. In addition to this, Sorcerers were capable of healing and bolstering their allies with these same abilities. With the very air around them crackling with energy, powerful Sorcerers had a reputation for torturous retaliations against those foolish enough to get in their way.

"Weakling! You will never reach your potential if you falter at the slightest obstacle. Beyond that wall lies your destiny. Beyond that wall lies the full power of the dark side. If you do not have the strength to reach it, then you do not deserve to become a Sith sorcerer!"

—The spirit of Freedon Nadd

A Sith sorcerer or sorceress was an individual who was proficient in the arts of Sith magic, using spells, talismans or incantations to focus the power of the dark side. They were discovered during the time of the original Sith Empire. Sith sorcerers gained their powers through intense study of Sith traditions, and applications of the dark side of Force. Occasionally, an aspiring sorcerer's powers were developed through sheer innate talent, rather than harnessing them through study, or spontaneously, or being bestowed upon them by another source. The term was synonymous with Sith magician, with females who dabbled in Sith magic being sometimes referred to as Sith witches.

Sith sorcerers were not always Sith Lords. Queen Amanoa and King Ommin were both Sith sorcerers, having been apprenticed to Freedon Nadd, but neither one attained the title of Sith Lord. On the other hand, Naga Sadow, Freedon Nadd, Exar Kun and Darth Zannah all were Sith magicians and Sith Lords simultaneously.

The term was also used for Sith Inquisitors who fought for the Sith Empire during the Great Galactic War and the Cold War that followed it circa 3653 BBY. These Sith specialized in ranged attack abilities with the Force, such as Force lightning and

Force drain. Sith Sorcerers were known to primarily wield one lightsaber in combat, and were adept at variant applications of Force lightning in combat.

Secrets of the Dark Side

"The Sith have existed for well over a hundred thousand years. Over that barely imaginable space of time many Sith magicians emerged with the might of the dark side grasped firmly in their hands..."

—Jedi Master Ood Bnar

Sith sorcerers were already of notable importance in the Sith society before the Dark Jedi Exiles arrived on Korriban. In her personal journal, Sorzus Syn praised the efficiency of Sith incantations. She also noted that, in battle, Sith kings used to remove their best sorcerers from the melee and put them on high parapets. From higher grounds, the magicians would rain their curses upon the armies below.

Sith sorcerers were prevalent during the time of the Sith Empire. One of the most famous and earliest known sorcerers was the Dark Lord

SITH INQUISITOR FIELD RECONNAISSANCE

Though their skills are varied and many, Sith Inquisitors are most feared for their ability to channel the energy of the Force, making them a spectacle to behold on the battlefield. Channeling this Force energy, Inquisitors are capable of draining the life from their enemies and using it to feed themselves and their allies, and those who have experienced the sensation of the Inquisitor's Force lightning and survived forever recoil from the crackling sound of electricity.^[5]

Weapons and apparel

The clothing choices of Sith Inquisitors were often very calculated, with their elaborate robes designed to both illustrate their sophisticated tastes and desire for political domination, but also being practical and flexible to facilitate their stunning acrobatic movements in combat. Some Inquisitors had been known to take this desire for personal expression to the absolute limit, favoring attire designed to inspire sheer terror in those they come into contact with. Sith Inquisitors often favored double-bladed lightsabers, or saberstaffs, in combat. In addition to wielding such an unorthodox weapon, Sith Inquisitors often utilized much more esoteric and customized models of such armament, especially in contrast to the more technical and pragmatic weapons favored by Sith Warriors, featuring such details as exposed crystal chambers or artificially-generated Force lightning running through the hilt.

Combat tactics

Expertise in conducting Force energies further allows Inquisitors to draw upon the life essence of themselves and others. This energy could be channeled to bolster their powers, harm their foes, and even to reinvigorate their allies. Inquisitors fought with unlimited fury to create a storm of destruction. An Inquisitor's skills with a lightsaber were equally impressive. Often wielding a double-bladed lightsaber, Inquisitors used quick, guileful, and lethal maneuvers to strike their enemies down with astonishing speed. Whether the Inquisitor wielded a lightsaber with lightning-sharp attacks, or just Force lightning itself, it was always a dazzling display of deadly energy.^[1]

WANTED

FOR CRIMES AGAINST THE EMPIRE



Satele Shan
Fugitive Jedi Knight
500,000 Credits



Nico Okarr
Smuggler, Pirate
200,000 Credits



Jace Malcom
Republic Soldier
100,000 Credits

All of these individuals are wanted for the following crimes against the Empire:

- Liberation of a known criminal
- Direct involvement in armed revolt against the Empire
- Theft of Sith Imperial artifacts
- High treason
- Espionage
- Conspiracy
- Destruction of Imperial Property

These individuals are considered extremely dangerous.

EXPERIENCED BOUNTY HUNTERS ONLY.

The Empire will not be held responsible for any injuries or property lost arising from the attempted apprehension of these notorious criminals.

Bounty is for live capture only!

For more information contact your local Imperial Intelligence Office.

of the Sith Naga Sadow. Lord Sadow initiated at least one known apprentice in the ways of Sith sorcery, a young human malenamed Gav Daragon. Gav did not complete his apprenticeship however, and so never fully attained the full abilities of a Sith sorcerer.

Nearly six hundred years later, Naga Sadow would find another in which to initiate the Sith teachings, a fallen Jedi and Sith Lord by the name of Freedon Nadd. Nadd took what he learned from Naga Sadow and with it conquered the Planet Onderon, infusing the planet with the dark side of the Force. After his death, Freedon Nadd's own descendants ruled Onderon in the centuries thereafter, also practicing Sith sorcery and using it to maintain their rule over the planet.

Four hundred years after Nadd's death, when Onderon was finally liberated of the dark side during the Freedon Nadd Uprising, it was thought that the Sith teachings had been forgotten as well. However, two young socialites, named Aleema Keto and her cousin Satal, escaped Onderon with Sith knowledge learned from King Ommin. Freedon Nadd's spirit also happened upon them on Onderon, and began to instruct the Ketos

further in the Sith arts.

Aleema and Satal were successful in their quest for dark side power. Now calling themselves the Krath, they used their new abilities to stage a takeover of the Empress Teta system. Meanwhile, Freedon Nadd's spirit located another powerful Jedi with a hunger for the dark side named Exar Kun, and taught him extensively in the ways of harnessing Sith magic. Afterwards, the Krath magicians waged war on the Republic and the Jedi in what was known as the Krath Holy Crusade. The crusade spurred a series of events which included the defection of the Jedi Knight Ulic Qel-Droma to the Krath, the death of Satal Keto, and ended with the emergence of the Dark Lord Exar Kun. As a result, Sith sorcery swept across the galaxy virtually unchecked. The Sith then combined forces and waged the Great Sith War against the Republic. The Jedi were able to finally defeat the Sith, in the climactic Battle of

Yavin 4. It was thought that the galaxy was finally rid of the Sith and their magic, but this was not to be.

During the Great Galactic War and the Cold War, Sith sorcerers were employed by the returned Sith Empire against the Galactic Republic. These sorcerers were specialized Sith Inquisitors.

Millennia later, Sith magic would resurface in the form of the young Sith apprentice Darth Zannah. After transcribing the ancient Sith spells locked within Freedon Nadd's holocron, Darth Bane presented his protegee Zannah with them, stating that her talents in the Force lie in the intricacies of Sith sorcery. Being an insatiable learner, Zannah engrossed herself in Nadd's teachings. As she progressed, her ability to perform her spells became considerable, at times using simple thoughts or complex hand gestures with minimal effort. Darth Bane allowed his pupil to study Sith sorcery because he himself had no affinity for it.^[5]



Sith Assassin

Whereas Sorcerers focused on raw power, Sith Assassins preferred a subtler approach. Speed and deception were their tools of the trade, relying on stealth tactics to infiltrate enemy ranks and remove high-profile targets. Even in open battle, Assassins were utterly deadly, relying on both tactical awareness and mind tricks to assault enemies both physically and mentally, manipulating a confrontation to ensure their side maintains the upper hand. While highly skilled with the saberstaff, their weapon of choice for both offense and defense, Assassin's could channel the Force just as easily.

"Or is it the ways of darkness and shadow you seek, the power that comes from striking unseen and sensing weaknesses in your enemies...? The ways of the assassins of the Sith."

—Kreia

The Sith assassins were a sect of covert Force-sensitive killers secretly founded by Darth Revan on Malachor V during the Mandalorian Wars. Captured Jedi and Sith soldiers who were found to be Force-sensitive were taken to the Trayus Academy to be trained as Sith assassins. These assassins were largely responsible for carrying out the First Jedi Purge that began in 3954 BBY until their defeat and disbandment in 3951 BBY following the Destruction of Malachor V.

Later, the term was used for Sith Inquisitors who fought for the returned Sith Empire during the Great Galactic War and the Cold War that followed it circa 3653 BBY. These Sith assassins specialized in stealth and dealing high amounts of damage to enemies in melee combat. They were known to primarily wield saberstaves in combat, and were adept at concealing themselves with the Force.

Hunters and Prey

"It is a different war these Sith wage, a thing of silence and shadow. They strike from the darkness, hiding from the face of the galaxy, until all Jedi are exterminated. After all the Jedi are gone, then the galaxy is theirs, no matter whether the Sith or the Republic rules... it is the dark side that shall reign, unchecked. I believe them to be the result of..."

METHODS OF A SITH ASSASSIN

"The sect of assassins that chase you feed on the Force... what he does is simply the pinnacle of what they could achieve, in time. And that is why they—and their techniques—must be wiped out."

—Kreia, to Meetra Surik, on Darth Nihilus

The Sith assassins were unique because they preferred to ambush their intended prey from the shadows rather than engaging them in open combat. Almost always working solo or in small groups, they utilized stealth field generators and the rare art of Force camouflage to aid their surprise attacks. While some elite assassins fought with lightsabers, the majority utilized less remarkable melee weapons, such as force pikes. These stealth warriors were also unusual in that they drew their power from the Force presence of their prey. The stronger their targets were in the Force, the stronger the hunters became.^[5]

special teachings. [...] Those Sith assassins can sense their prey through the Force—it is like a hunger. They feed... and grow stronger... when they are near Force Sensitives. The stronger their prey is in the Force, the deadlier they become."

—Kreia, on the Assassins of the Sith Triumvirate

During and after the Jedi Civil War, the assassins' primary purpose was to kill or capture Jedi. Upon successfully incapacitating a Jedi, the captive would be tortured until they fell to the dark side or died by the hands of elite Sith operatives trained in the art of torture and temptation, such as Atton Rand. By this subtle method of capture and conversion, the ranks of the Sith Assassins swelled as the number of Jedi decreased.

The Sith Assassins reached their zenith under the leadership of Darth Traya, Darth Sion, and Darth Nihilus following the almost complete annihilation of the Sith Empire's Dark Jedi during the Sith Civil War. Based within the hidden Trayus Academy on Malachor V, the Sith Lords commanded legions of Assassins to hunt down the remaining Jedi throughout the galaxy. Their efforts proved quite successful as they very nearly caused the complete extermination of the Jedi Order.

Currently, in the period leading up to the Great Galactic War and Cold War, Sith Assassins are employed by the returned Sith Empire against the Galactic Republic. These assassins are specialized Sith Inquisitors.^[5]

THE DARK COUNCIL

While the undying Emperor serves as the unquestioned leader of the Empire, the twelve members of the Dark Council oversee the daily workings of their vast civilization and speak in the Emperor's name. Each is among the most powerful Sith in the galaxy; to hold a seat on the council is the highest honor and the greatest position of influence a Sith can attain. The individual members of the Dark Council control their own spheres of influence and pyramids of subordinate Sith—overall Imperial military strategy falls in the hands of one Dark Council member, while study of ancient artifacts falls into the hands of another. These spheres occasionally overlap, leading to conflict. However, every Sith Lord and apprentice is ultimately answerable to the council member at the top of his or her pyramid. Similarly, non-Sith organizations are usually clearly answerable to one Dark Council member or another. Meetings of the Dark Council are normally held in the Citadel on Dromund Kaas or in the Sith Academy on Korriban. It's rare for all members to gather at once—power plays among members are frequent, and several of



the Dark Lords are virtual hermits. On the occasions when the Emperor summons them, however, all members of the Dark Council are expected to gather and obey.^[4]

The Dark Council is the twelve-member council that served as the ruling body of the Sith Empire for most of the history of the government. Located in the Imperial Citadel on the Sith throne world of Dromund Kass, the Dark Council would convene on matters of state and eventually run the day-to-day operations of the Sith Empire itself. Each member of the Council held the title of Dark Lord of the Sith and controlled one of the twelve Spheres of Influence within the Empire. As such, the power of Dark Council members were solely below the Sith Emperor himself.

Seats on the Dark Council were dangerously contested by the Sith, with the tenure of members ranging from mere months to several decades.

Approximately around the year 4,980 BBY - after the Sith Emperor had landed on the world of Dromund Kaas and established his new Sith Empire - he assembled the twelve most powerful and wise Sith Lords under his command and founded the first Dark Council.

Following the Great Galactic War, only seven of the twelve members of the Council survived. However, as part of the Treaty of Coruscant, the Republic had agreed to hand over seven insignificant systems to the Sith Empire, one for each surviving Dark Councilor. Darth Mekhis was

given the Vesla system, where she created and tested horrific weapons to be unleashed on the enemies of the Empire.

After the Treaty of Coruscant was signed, power games were played by the most powerful and ambitious of the Sith Lords to obtain the five open positions.^[1]

THE DARTHS

The strongest Sith Lords ascend to the position of Darth. Many take a new name at this point, symbolically embracing their transformation into something greater.^[4]

Some historians suggest that "Darth" is actually a corruption of the Rakata word *Daritha*, meaning "emperor". Others note another Rakatan connection: the words for "triumph" or "conquest" in Rakatan is *darr*, and the word for "death" is *tah*, leading to the theory that "Darth" is derived from *darr tah* and therefore means "triumph over death" or "immortal". Given the Sith obsession with discovering the means to achieve immortality, this idea is not entirely without merit, at least on the surface. But others point out that the true meaning of *darr tah* is "conquest through death," meaning the conquest of one's enemies.

Ultimately, the flaw in such theories involving a Rakatan origin is that, even if they are accurate, they cannot spring specifically from Revan or Malak's re-discovery of the Rakata and the Star Forge. Five years prior to their emergence as Sith

Lords (3964 BBY), the title "Darth" was already well known by the Jedi in connection to the Sith, which is why Padawan Zayne Carrick could call Jarael "Darth Sunshine". In addition, Haazen claimed that if he were to take a name like the Sith of old, it would be "Darth Hayze," all but asserting that the title Darth was around prior to Revan and Malak's discovery. There is still the possibility that one of the Rakatan theories could be correct, since the ancient Sith homeworld of Korriban had once been occupied by the Rakata (circa 28,000 BBY), which is one way either the Daritha or darr tah term could have entered the ancient Sith language. Darth Andeddu lived during the time of the old Sith Empire (6900 BBY to 5000 BBY), early enough for his holocron to come into the possession of the fallen Jedi Freedon Nadd. He was known for experiments into eternal life, a possible link to the Rakatan term.

But even if the Rakatan connection proves to have some validity, numerous other cultures make similar claims to the etymology of the title, so for the present, there is no definitive answer as to what the term "Darth" truly means.

History Of The Title

The earliest use of the title that can be pinned down to a specific year was by Naga Sadow, last of the original Dark Lords of the Sith that ruled the old Sith Empire. The expatriate Lord Vitiante renewed usage of the title in his reformed Empire. There, the "Darth" title was used by high-ranking Sith Lords, including members of the Dark Council. Later Sith Lords of the Jedi Civil War era also used the title Darth, as did the founding Sith Lord of the Light and Darkness War, Darth Ruin, though there were few later Sith bearing the title until the rise of Darth Rivan and Darth Bane. During the Draggulch Period, Lord Kaan discouraged the usage of the term within the Brotherhood of Darkness, claiming that it promoted rivalry among the Sith. Darth Bane, believing that the reason was merely fear, revived the use of the title in the last days of the Brotherhood. Bane, as the only survivor of the Sith Order after the Seventh Battle of Ruusan, was largely able to reshape the Sith in his own image, instituting such reforms as the Sith of his lineage adopted the Darth title as he did, generally coupling it with a new Sith name, which appears to have been chosen for the apprentice by the master at the time the apprentice swore allegiance to the Sith. Not all usages of the term "Darth" during this time, however, preceded a Sith name, as Darth Maul's name had the title of "Darth" preceding his birth name.

By the time of the One Sith, the "Darth" title was reserved only for those who proved their power

MEMBERS OF THE DARK COUNCIL

The following were members prior to the Great Galactic War:

Darth Igrol - (circa 303 BTC) (Killed)
Darth Nyriss - (circa 303 BTC) (Killed)
Darth Xedrix - (circa 303 BTC) (Killed)

The following were members during and following the Great Galactic War:

Darth Azamin (deceased)
Darth Marr
Darth Mekhis (missing)
Darth Vowrawn

The following were members during and following the Cold War:

Darth Acharon (deceased)
Darth Acina
Darth Arctis (deceased)
Darth Arho (deceased)
Darth Baras (removed; deceased)
Darth Decimus (deceased)
Darth Hadra (deceased)
Darth Howl
Darth Jadus (removed)
Darth Karrid (deceased)
Darth Marr
Darth Mortis
Darth Nox
Darth Ravage
Darth Sajar (turned and joined the Jedi Order)
Darth Thanaton (deceased)
Darth Vengean (deceased)
Darth Vowrawn
Darth Zhorrid^[1]

and their unquestioning loyalty to Darth Krayt. Others, such as Vul Isen, were not entitled to the Darth title despite their expertise in the Dark Side of the Force, and weren't regarded as "real" Sith by some of the Darths.^[5]

The title of Darth is a prestigious honour granted to only the most powerful and deserving Sith of the Empire. During the time of the Cold War, an increasingly minute quantity of Sith outside the Dark Council possess this honorable title.^[1]

Darth Malgus

Darth Malgus has long been a paradox to his fellow Sith: a staunch proponent of the Empire's superiority who also questions some of its oldest values. Born under the name "Veradun" in the years before the Empire's return, Malgus distinguished himself during the war as a warrior and general. He was eventually entrusted with securing the Empire's interests on distant worlds, where he encountered the soldiers of many alien cultures and found them worthy of respect.

As Malgus grew in prominence, fighting at the Battle of Alderaan and later during the Sacking of Coruscant, his travels and alliances with aliens—including a relationship with his Twi'lek slave—marked him as an unorthodox figure. Caring nothing for the power plays common to Sith, Darth Malgus has spent the last few years strengthening his ties to alien groups. He has often claimed that the Empire's ancient prejudices against aliens and constant infighting are weaknesses; to be victorious, Malgus says, the Empire must change.^[4]



■ Darth Malgus

Type: Sith Lord

DEXTERITY 3D+2

Blaster 4D+1, brawling parry 8D, dodge 9D, lightsaber 10D, melee combat 9D, melee parry 8D+1, running 5D+2, thrown weapons 5D+2

PERCEPTION 3D+1

Command 8D, con 8D+2, hide 5D, investigation 7D+1, persuasion 4D+1, search 7D+1, sneak 5D+1

KNOWLEDGE 2D+2

Intimidation 10D+1, law enforcement 3D+1, streetwise 5D, survival 4D+1, tactics 7D+1, value 4D, willpower 4D+1

MECHANICAL 2D+2

Astrogation 3D, space transports 5D

STRENGTH 2D+2

Brawling 6D, climbing/jumping 4D+1, stamina 4D+1, swimming 5D

TECHNICAL 3D

Armor repair 5D, lightsaber repair/engineering 8D+2

Special Abilities:

Force Skills: Control 9D+2, sense 8D, alter 7D

Control: Absorb/dissipate energy, accelerate healing, concentration, control disease, detoxify poison, emptiness, enhance attribute, force of will, hibernation trance, instinctive astrogation, rage, resist stun

Sense: Combat sense, danger sense, life detection, life sense, life web, postcognition, sense Force, sense path, weather sense

Alter: Bolt of hatred, dark side web, telekinesis

Control and Sense: Farseeing, life bond, lightsaber



THE MEMORY OF ELEENA DARU



Eleena Daru was a female Rutian Twi'lek, and the lover of the Sith Lord Darth Malgus during the Great Galactic War. She was originally a slave in the slave pens on Geonosis, until saved by Darth Malgus. She participated in the Sacking of Coruscant in 3653 BBY. Other than Shae Vizla who entered stealthily, she was Darth Malgus's only backup prior to the shuttle carrying several Sith crashing through the Jedi Temple's entrance. During the battle, she was incapacitated when Jedi Master Ven Zallow used the Force to push her into a pillar.

After she recovered from her wounds, Malgus ordered her to round up a list of people and equipment he had made, as much as she could possibly find, and to bring it back to his ship *Valor*. However, at the Liston Spaceport on Coruscant she was attacked by Aryn Leneer, a Jedi Knight. She was spared by Leneer, and after an intense battle with Malgus, was let go because she had spared Eleena. Malgus, after exchanging with her some passionate and emotional words, killed Eleena, because she was his greatest weakness, and could be used against him. However, this death tore up Darth Malgus emotionally, to a point where he was constantly reminded of Eleena, which fed his anger. In death, she was his greatest strength.^[5]

combat

Control and Alter: Control another's disease, electronic manipulation, feed on dark side, force lightning, place another in hibernation trance, waves of darkness

Control, Sense and Alter: Affect mind, battle meditation, enhanced coordination, projected fighting

This character is Force-sensitive

Force Points: 14

Dark Side Points: 17

Character Points: 23

Move: 11

Equipment: 2 lightsabers (5D), Sith robes, armor (+2D physical, +1D energy, -1D DEX and related skills, built-in breathing mask and life support system for damaged lungs)

Darth Howl

Adraas was a Human male Sith Lord who fought in the Sacking of Coruscant. Under the command of Darth Malgus he was tasked with the role of leading a shuttle into the Jedi Temple while Malgus entered on foot. Malgus opposed Adraas's appointment to that role but was overruled by Darth Angral, who was leading the operation on Coruscant, as Adraas was known to be one of Angral's favorites, a feat that Adraas made no point in hiding.

During the battle with the Jedi in their temple Adraas attempted to steal Malgus's target and take on Jedi Master Ven Zallow, which Malgus prevented. After the battle Adraas took advantage of Malgus's time spent out of contact and politically crawled to Angral, presenting his report of the battle before Malgus had the opportunity to.

He was talented politically as a Sith, a trait that didn't lie well with Malgus which allowed him to infuriate Malgus on several occasions.

Soon after the Empire pulled out of Coruscant and returned it to the Republic, Adraas retired to his personal estate awaiting Malgus. Whilst skilled enough to evade death at the hands of the Jedi, Adraas's bluffs about his abilities had no effect on Malgus and he was slain quickly by the more powerful Sith Lord.^[1]

■ Darth Howl

Type: Sith Lord
DEXTERITY 2D

Brawling parry 2D+2, dodge 2D+2, lightsaber 9D+1, melee combat 2D+1, running 2D+1, thrown weapons 2D+1, vehicle blasters 5D+2

PERCEPTION 2D

Bargain 4D, command 9D+1, hide 8D+2, investigation 5D, search 3D+2, sneak 7D+2

KNOWLEDGE 2D

Intimidation 4D+1, languages 5D, law enforcement 2D+2, streetwise 2D+2, survival 6D+2, tactics 9D+1, value 3D+2, willpower 4D+1

MECHANICAL 2D

Astrogation 3D, space transports 2D+2

STRENGTH 2D

Brawling 2D+1, climbing/jumping 3D, stamina 6D+1

TECHNICAL 2D

Lightsaber repair/engineering 5D+2

Special Abilities:

Force Skills: Control 7D+2, sense 6D+2, alter 8D

Control: Absorb/dissipate energy, concentration, detoxify poison, emptiness, enhance attribute, hibernation trance,

instinctive astrogation, rage, resist stun, short-term memory enhancement
Sense: Instinctive astrogation (sense), life detection, life sense, magnify senses, merge senses, postcognition, sense Force, sense path, weather sense
Alter: Injure/kill, telekinesis
Control and Sense: Farseeing, life bond, lightsaber combat
Control and Alter: Aura of uneasiness, control another's disease, electronic manipulation, feed on dark side, Force lightning, inflict pain, place another in hibernation trance
Sense and Alter: Dim another's senses, force wind
Control, Sense and Alter: Affect mind, battle meditation, enhanced coordination, projected fighting
This character is Force-sensitive
Force Points: 9
Dark Side Points: 12
Character Points: 11
Move: 11
Equipment: Lightsaber (5D), Sith robes, armor (+2D physical, +1D energy, -1D DEX and related skills)

Darth Jadus

Darth Jadus is reclusive and enigmatic, even among the Sith. He is cold, seething, and brilliant, and of all the members of the Dark Council is the least prone to rage, to laugh, to show any sign of the passions that fuel the dark side. Whatever passion Jadus has, whatever fuels him, only he knows. His humanity has long since been purged. Since his ascension to the council, Jadus has remained removed from the power struggles of his peers, instead concentrating his influence on Imperial Intelligence. Although other Sith control their own spy networks, it is Jadus who oversees the galaxy's largest espionage organization (albeit primarily through advisers and intermediaries). Jadus's servants are never Sith; instead, his favored agents are ordinary citizens uplifted to greatness, terrified of their lord but possessed of an almost religious zealotry.^[4]

Darth Jadus is an enigmatic Sith Master and a member of the Dark Council. Standing out from his fellow council members, he is least prone to rage, keeping his emotions that fuel the dark side to himself. He is able to keep them hidden from everyone, including the Emperor. He believes, as some other Dark Council members do, that he should be worshiped as a god for his position in the Empire.

Darth Zhorrid, his daughter, is also his only known apprentice.

Jadus's rise from apprenticeship to Darth was relatively quick, and it wasn't long before the Dark Council had need of a new member. Jadus was eventually placed on the Council in control of the Intelligence Sphere of Influence. It was during this time that Jadus encased his face within a mask to hide his features.

Jadus took Imperial Intelligence by the throat immediately after ascending to the Council. Understanding that an agent on Hutta had managed to get Nem'ro the Hutt to ally with the Empire, Jadus recruited the agent for a special Dromund Kaas operation against Keeper's wishes. Jadus oversaw the operation from his flagship, the *Dominator*, in orbit, while Intelligence dealt with the terrorist on-planet. During the midst of the operations, Jadus's flagship was presumed destroyed by the same terrorists, and the head of the organization, The Eagle, led attacks across several worlds in the name of destroying the Empire.

In reality, Jadus was leading the Eagle's terrorists, and when the very same agent confronted the Eagle, the terrorist admitted that the Empire had been betrayed by one of its own. The *Dominator* was eventually discovered in open space, and Jadus was discovered to still be aboard it.^[1]



■ Darth Jadus

Type: Sith Lord

DEXTERITY 3D+1

Blaster 5D+2, blaster: blaster pistol 6D+2, blaster: blaster rifle 9D+1, blaster artillery 5D, brawling parry 5D+2, dodge 8D+2, grenade 5D, lightsaber 8D+1, melee combat 5D+2, missile weapon 7D+2, running 8D+1, thrown weapons 4D

PERCEPTION 3D+1

Bargain 7D, command 9D, command: Imperial Intelligence 10D, con 7D, hide 6D, persuasion 7D+2, search 6D, sneak 4D+2

KNOWLEDGE 2D+2

Intimidation 7D+2, languages 5D, law enforcement 7D+1, streetwise 5D+1, survival 4D+2, value 5D+1, willpower 3D+2

MECHANICAL 3D

Astrogation 5D+1, space transports 3D+2,

STRENGTH 2D+1

Brawling 4D+1, climbing/jumping 5D+1, swimming 4D+2

TECHNICAL 3D+1

Blaster repair 5D, demolitions 8D+2, lightsaber repair/engineering 7D+2

Special Abilities:

Force Skills: Control 11D, sense 9D+1, alter 7D+2

Control: Absorb/dissipate energy, concentration, control pain, detoxify poison, hibernation trance, instinctive astrogation, reduce injury, resist stun, short-term memory enhancement

Sense: Danger sense, instinctive astrogation (sense), life detection, life sense, magnify senses, merge senses, receptive telepathy, sense Force, sense Force potential, shift sense

Equipment: Lightsaber (5D), Sith robes, armor (+2D physical, +1D energy, -1D DEX and related skills)

Darth Vindican

"He died like everyone dies. A failure, desperate for another breath."

"So like his own student. Ikoral's greatest apprentice was my Master. He died for his lack of vision as well, after he taught me what it meant to be Sith."

—An Imperial combatant and Darth Malgus discuss Darth Ikoral and Vindican

Vindican was a male Sith Pureblood who lived during the era of the Sith Empire's return to the galaxy. Vindican was trained in the dark side of the



Alter: Bolt of Hatred, dark side web, telekinesis

Control and Sense: Life bond, lightsaber combat, projective telepathy

Control and Alter: Aura of uneasiness, control another's disease, control another's pain, feed on dark side, Force lightning, place another in hibernation trance, transfer Force, waves of darkness

Sense and Alter: Dim another's senses, Force wind

Control, Sense and Alter: Affect mind, battle meditation, enhanced coordination, Force harmony, projected fighting

This character is Force-sensitive

Force Points: 5

Dark Side Points: 13

Character Points: 17

Move: 10

Force by his Sith Master, the legendary Sith hero, Darth Ikoral, and was widely believed to be the Lord's greatest student. Around 3,713 BBY, Ikoral, a firm believer in the superiority of the Sith species, led an expedition into the Unknown Regions to find any surviving colonies of Purebloods. Now masterless, Vindican advanced to the level of Sith Lord and took an apprentice of his own—the young and talented Human Malgus. The two served the Sith Empire during the early years of the Great Galactic War, and in 3,681 BBY, the Sith Master and his apprentice joined the Empire's campaign to retake the planet Korriban, which had been under Republic and Jedi control. An armada of thirty

Imperial battlecruisers, including Vindican and Malgus, jumped to Korriban space and engaged the small Republic force stationed there.

The Sith Master and Malgus boarded a shuttle, docked with the Republic's space station orbiting Korriban, and attacked two Jedi defenders—a Zabrak Master and his Human apprentice. The Jedi Master incapacitated his Sith counterpart, but Malgus soon killed the Zabrak Jedi before he murdered his injured master.^[5]

■ Darth Vindican

DEXTERITY 3D+2

Blaster 6D+2, brawling parry 4D+1, dodge 4D+1, lightsaber 6D+2, melee combat 4D+2, running 7D+1, thrown weapons 6D

PERCEPTION 3D+1

Bargain 7D+1, command 7D, con 5D, hide 8D, investigation 3D+2, persuasion 5D, search 4D+2, sneak 5D+2

KNOWLEDGE 3D+1

Intimidation 6D+1, languages 4D+1, law enforcement 5D+1, streetwise 6D+1, survival 5D+1, willpower 7D

MECHANICAL 2D+2

STRENGTH 2D+2

Brawling 4D+2, climbing/jumping 6D+1, stamina 3D+2, swimming 3D

TECHNICAL 2D+1

Lightsaber repair/engineering 6D+1, security 5D+2

Special Abilities:

Force Skills:

Control 11D+1, sense 10D, alter 7D+1

Control: Absorb/dissipate energy, accelerate healing, control disease, detoxify poison, emptiness, enhance attribute, force of will, hibernation trance, instinctive astrogation, rage, short-term memory enhancement
Sense: Combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, life web, magnify senses, merge senses, postcognition, receptive telepathy, sense Force, sense Force potential, shift sense
Alter: Bolt of hatred, dark side web
Control and Sense: Farseeing, life bond, lightsaber combat, projective telepathy
Control and Alter: Aura of uneasiness, control another's disease, electronic manipulation, feed on dark side, Force lightning, inflict pain, place another in hibernation trance, waves of darkness
Sense and Alter: Dim another's senses
Control, Sense and Alter: Battle meditation



Acute Hearing: Sith receive +1D bonus to all sound-based Perception and Search checks due to their acute hearing.

Bone Spurs: Due to the bone spurs growing in various places on a Sith's body, a Sith can receive a +1 to brawling damage when attacking with a body part with bone spurs.

This character is Force-sensitive

Force Points: 8

Dark Side Points: 9

Character Points: 10

Move: 10

Equipment: Double-bladed lightsaber (5D), Sith robes, armor (+2D physical, +1D energy, -1D DEX and related skills)

Darth Marr

One of the longest-serving members of the Dark Council, Darth Marr is a terrifying warrior and a true believer in the Sith Code. In the early days of the war, he seized world after world for the expanding Empire and gained a reputation for personally leading charges against Republic defenders. However, once the Empire had established its power and the war began to drag on, Marr found fewer opportunities to leave the Dark Council chambers and directly engage in the fray—a situation that embittered the Sith Lord. Marr's creed is "Life is the enemy. Death is our solace." He believes in strife and the glory of conflict, and rumors among his rivals claim that he sees his own death approaching. True or not, Marr carries out his duties with unresigned fury and determination. With his humanity long forgotten and his face unseen, Marr's inner thoughts are impossible to determine. But his desire to leave a strong Empire behind him is unquestioned, and his abilities are second to none.^[4]

■ Darth Marr

Type: Sith Lord

DEXTERITY 2D+2

Blaster 5D+1, brawling parry 5D+2, dodge 4D, lightsaber 9D+1, melee combat 8D+1, melee parry 6D+1, running 3D+1, thrown weapons 3D+1, vehicle blasters 4D+2

PERCEPTION 3D+1

Bargain 6D, command 6D, hide 7D+2, investigation 5D, persuasion 3D+2, search 4D+2, sneak 5D+1

KNOWLEDGE 3D+1

Intimidation 8D+2, languages 5D, law enforcement 5D, streetwise 4D+1, survival 4D+2, tactics 8D, value 4D, willpower 5D+2

MECHANICAL 2D+2

**STRENGTH 3D+1**

Brawling 8D+1, climbing/jumping 3D+2, stamina 7D+1, swimming 6D+1

TECHNICAL 2D+2**Special Abilities:**

Force Skills: Control 7D, sense 11D+2, alter 9D+1

Control: Accelerate healing, concentration, control disease, control pain, enhance attribute, instinctive astrogation, reduce injury, remain conscious, remove fatigue, resist stun

Sense: Beast languages, combat sense, instinctive astrogation (sense), life detection, life sense, life web, magnify senses, receptive telepathy, sense Force, sense Force potential, shift sense, translation, weather sense
Alter: Bolt of hatred, dark side web, injure/kill, telekinesis
Control and Sense: farseeing, lightsaber combat, projective telepathy

Control and Alter: Accelerate another's healing, aura of uneasiness, control another's disease, control another's pain, control breathing, electronic manipulation, Force lightning, inflict pain, remove another's fatigue, return another to consciousness, transfer Force

Sense and Alter: Dim another's senses, force wind
Control, Sense and Alter: Affect mind, battle meditation, drain life energy, force harmony, projected fighting

This character is Force-sensitive

Force Points: 14

Dark Side Points: 14

Character Points: 22

Move: 10

Equipment: Lightsaber (5D), Sith robes, light armor (+1D physical and energy, -1D DEX and related skills), various arcane Sith artifacts

Lord Scourge

As the Sith Emperor's personal executioner, the grimly fatalistic Sith Pureblood Lord Scourge has personally killed more than a hundred Jedi—and ten times as many Sith. Even the most powerful members of the Dark Council avoid offending the man bearing the title “the Emperor's Wrath.” Lord Scourge has dutifully served the Empire for over three hundred years, his life unnaturally prolonged by perverse technology and his master's dark side powers. Centuries spent watching his fellow Sith Lords rise and fall has given Lord Scourge a unique perspective on people. He can analyze someone's flaws after only brief observation, and freely shares his perceptions (whether they're wanted or not).^[4]

The Sith Lord known as Scourge is one of a handful of beings in the galaxy who can remember a time before the rise of Darth Revan's Sith Empire. His life being artificially prolonged by a combination of invasive and perverse technology and powerful dark side forces, Scourge has dutifully served the Empire for over three centuries. In his service, Scourge has struck down dozens of Jedi while climbing over the bodies of numerous Sith who dared to stand against him.

While continuing to serve as the Emperor's Hand, Scourge continues to look for ways to ultimately destroy his master, and waiting for an answer to his



vision almost three hundred years in the past. On a mission to the planet Qesh, where he was sent to kill a former Dark Council member's apprentice who has joined the Jedi Order, Scourge encountered a Jedi Knight who matched the one he had seen. Another encounter came when the very same Knight attempted to kill the Emperor, accompanied by a Jedi strike force. Scourge was defeated, but after the Knight's capture and subsequent escape, Scourge presented himself to the Knight, pledging his loyalty to find a way to destroy the Emperor and see his vision through to the end.^[1]

■ **Lord Scourge**

Type: Reformed Sith Lord

DEXTERITY 2D

Blaster 5D+2, brawling parry 7D+1, dodge 4D+1, lightsaber 9D+1, melee combat 10D, melee parry 7D+2, running 4D+1, thrown weapons 4D, vehicle blasters 2D+1

PERCEPTION 2D

Con 3D, hide 3D+2, investigation 2D+1, persuasion 4D+1, search 2D+2, sneak 6D

KNOWLEDGE 2D

Intimidation 7D, languages 9D, law enforcement 6D+1, streetwise 6D+1, tactics 9D, value 5D+2, willpower 6D+2

MECHANICAL 2D

Astrogation 4D

STRENGTH 2D

Brawling 6D+2, climbing/jumping 5D, stamina 6D+2, swimming 3D

TECHNICAL 2D

Special Abilities:

Force Skills: Control 7D+2, sense 10D+2, alter 6D

Control: Absorb/dissipate energy, accelerate healing, concentration, control disease, detoxify poison, enhance attribute, force of will, resist stun

Sense: Instinctive astrogation (sense), life detection, life sense, life web, magnify senses, merge senses, receptive telepathy, sense Force, sense Force potential, shift sense, weather sense

Alter: Bolt of hatred, dark side web, injure/kill, telekinesis
Control and Sense: Life bond, lightsaber combat, projective telepathy

Control and Alter: Aura of uneasiness, control another's disease, feed on dark side, Force lightning, inflict pain, waves of darkness

Sense and Alter: Dim another's senses, force wind, lesser force shield

Control, Sense and Alter: Affect mind, battle meditation, enhanced coordination, force harmony

Acute Hearing: Sith receive +1D bonus to all sound-based Perception and Search checks due to their acute hearing.

Bone Spurs: Due to the bone spurs growing in various places on a Sith's body, a Sith can receive a +1 to brawling damage when attacking with a body part with bone spurs.

This character is Force-sensitive

Force Points: 9

Dark Side Points: 19

Character Points: 29

Move: 11

Equipment: Lightsaber (5D), Sith robes, armor (+2D physical, +1D energy, -1D DEX and related skills)

Exal Kressh

Exal Kressh was a female Sith Pureblood and former apprentice to the Sith Emperor during the Great Galactic War. During her time under his tutelage, Kressh managed to uncover a grim secret of her master; the Emperor had, over the years, been inserting his "essence" into various Sith. He had almost succeeded the process with her, but she escaped from his grasp. During her retreat, Kressh began plotting, and decided to turn on the Empire purely out of spite of her former master. She set course for Republic space in order to fulfill her plan.

Kressh made it to the Lenico Blue Colony, where she encountered a fellow Sith apprentice by the name of Teneb Kel, who had been ordered by the Emperor to hunt her down. They had a brief duel, destroying the colony in the process, but the Pureblood woman managed to drive fear into the more inexperienced apprentice, who fled the skirmish.

She handed over the security codes for Korriban over to the Republic, allowing them to spearhead an attack directly at the Sith homeworld almost unopposed and unexpected. Kressh accompanied them on the attack, heading down to the surface of the desert planet, who was planning to destroy the Sith Academy. It was there that she again met with Kel. Again, they fought and, in the process, Kressh revealed the Emperor's scheme to the other apprentice. While the duel was in her favor, Kel's personal slave, Maggot, attempted to shoot her whilst her guard was



down, which she shrugged off and blasted Maggot with Force lightning, seriously injuring him.

Despite Kel's anger and his pressing attack after what she'd done to Maggot, Kressh once again used her superior skills to regain control of their duel and all but defeated him. As she held him in a Force grip moments from pulling him into the blade of her lightsaber, distracted from events beyond his imminent death Kressh didn't see Kel pulling his ignited blade towards her back, killing her.^[4]

■ Exal Kressh

Type: Sith apprentice

DEXTERITY 2D

Blaster 3D+2, brawling parry 5D, dodge 4D+1, lightsaber 8D, melee combat 5D, melee parry 6D+1, pick pocket 5D+2, running 2D+1, thrown weapons 5D+1

PERCEPTION 2D

Bargain 7D+2, con 4D+2, hide 2D+2, investigation 2D+1, persuasion 4D, search 4D+2, sneak 5D+2

KNOWLEDGE 2D

Intimidation 3D+1, languages 2D+1, value 3D, willpower 2D+1

MECHANICAL 2D

Astrogation 2D+1, space transports 4D+2

STRENGTH 2D

Brawling 5D, climbing/jumping 4D+1, stamina 2D+1, swimming 2D+1

TECHNICAL 2D

Special Abilities:

Force Skills: Control 5D, sense 4D, alter 3D+1

Control: Concentration

Sense: Life detection, life sense, magnify senses

Alter: Injure/kill

Acute Hearing: Sith receive +1D bonus to all sound-based

Perception and Search checks due to their acute hearing.

Bone Spurs: Due to the bone spurs growing in various places on a Sith's body, a Sith can receive a +1 to brawling damage when attacking with a body part with bone spurs.

This character is Force-sensitive

Force Points: 9

Dark Side Points: 10

Character Points: 9

Move: 10

Equipment: Lightsaber (5D), Sith robes, polarized flight goggles

Xalek

A Kaleesh warrior who was captured by the Empire in battle and brought to Korriban to train as a Sith, Xalek prefers to let his actions speak in place of words. Before even reaching Korriban, Xalek had killed several of his fellow slaves

who were also intended for training—a bold statement by any measure. Xalek melds his training as a Kaleesh warrior with a firm belief in the Sith Code. He kills without remorse and is an expert student of lightsaber technique and martial combat.^[4]

■ Xalek

Type: Sith apprentice

DEXTERITY 2D

Blaster 2D+1, brawling parry 3D+1, dodge 2D+1, lightsaber 6D, melee combat 2D+2, vehicle blasters 2D+2

PERCEPTION 2D

Con 3D

KNOWLEDGE 2D

Law enforcement 2D+1, planetary systems 6D+1, streetwise 8D+1, value 2D+1, willpower 2D+2

MECHANICAL 2D

Astrogation 7D+1, sensors 3D+1, space transports 3D+2, starship gunnery 2D+2

STRENGTH 2D

Stamina 2D+1

TECHNICAL 2D

Special Abilities:

Force Skills: Control 3D, sense 2D+1, alter 2D+1

Control: Hibernation trance, instinctive astrogation, resist stun, rage

Sense: Life detection, sense Force

Alter: Telekinesis

This character is Force-sensitive

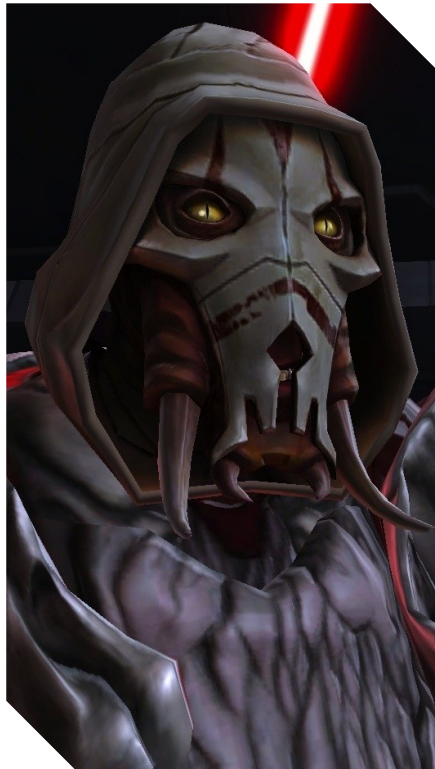
Force Points: 5

Dark Side Points: 9

Character Points: 8

Move: 11

Equipment: Lightstaff (5D), light armor (+1D physical and energy, -1D DEX and related skills)



■ Average Sith Apprentice

DEXTERITY 2D

Brawling parry 3D, dodge 4D, lightsaber 3D, melee combat 3D, melee parry 3D

PERCEPTION 2D

Search 3D, sneak 3D

KNOWLEDGE 2D

Intimidation 4D, languages 3D+2, scholar: Jedi lore 3D, scholar: Sith lore 3D, survival 4D+1

STRENGTH 3D

Brawling 5D, climbing/jumping 4D+2

MECHANICAL 2D

TECHNICAL 2D

Lightsaber repair/engineering 4D

Special Abilities:

Force Skills: Control 2D, sense 2D, alter 2D

Control: Hibernation trance, rage

Sense: Life detection, sense Force

Alter: Telekinesis

Equipment: Lightsaber (5D), comlink, Sith robes, Sith armor

This character is Force-sensitive

Force Points: 2

Dark Side Points: 3

Character Points: 0-5

Move: 10

Equipment: Lightsaber (5D), Sith robes

■ Average Sith Lord

DEXTERITY 3D

Brawling parry 5D, dodge 7D, lightsaber 6D, melee combat 5D, melee parry 5D

PERCEPTION 2D+1

Search 3D, sneak 3D

KNOWLEDGE 3D

Intimidation 6D, languages 3D+2, scholar: Jedi lore 4D+1, scholar: Sith lore 5D, survival 4D+1

STRENGTH 4D

Brawling 5D, climbing/jumping 4D+2

MECHANICAL 2D

TECHNICAL 3D

Lightsaber repair/engineering 4D

Special Abilities:

Force Skills: Control 6D, sense 5D, alter 5D

Control: Concentration, detoxify poison, enhance attribute, force of will, hibernation trance, instinctive astrogation, rage, resist stun

Sense: Life detection, sense Force

Alter: Telekinesis

Control and Sense: Lightsaber combat

Control and Alter: Inflict pain

Sense and Alter: Dim another's senses

This character is Force-sensitive

Force Points: 6

Dark Side Points: 10

Character Points: 10

Move: 10

Equipment: Lightsaber (5D), Sith robes, light armor (+1D physical and energy, -1D DEX and related skills)

■ Average Sith Master

Note: There is no "average" Sith Master; each Master has been formed through unique life experiences and is unlike any other. A gamemaster should give each Sith Master an additional unique 10D skill reflecting their background, or two 8D skills. These can be combat related, or otherwise.

DEXTERITY 3D

Brawling parry 5D, dodge 7D, lightsaber 6D, melee combat 5D, melee parry 5D

PERCEPTION 2D+1

Search 3D, sneak 3D

KNOWLEDGE 3D

Intimidation 6D, languages 3D+2, scholar: Jedi lore 4D+1, scholar: Sith lore 5D, survival 4D+1

STRENGTH 4D

Brawling 5D, climbing/jumping 4D+2

MECHANICAL 2D

TECHNICAL 3D

Lightsaber repair/engineering 4D

Special Abilities:

Force Skills: Control 12D, sense 10D+1, alter 9D

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, detoxify poison, emptiness, enhance attribute, force of will, hibernation trance, instinctive astrogation, rage, resist stun

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, sense Force

Alter: Telekinesis

Control and Sense: Lightsaber combat

Control and Alter: Aura of uneasiness, inflict pain

Sense and Alter: Dim another's senses, lesser Force shield

Control, Sense and Alter:

Affect mind, projected fighting, telekinetic kill

This character is Force-sensitive

Force Points: 12

Dark Side Points: 15

Character Points: 15

Move: 10

Equipment: Lightsaber (5D), Sith robes, armor (+2D physical, +1D energy, -1D DEX and related skills)

■ Average Sith Inquisitor

DEXTERITY 3D

Blaster 5D, brawling parry 6D, dodge 6D, lightsaber 5D, melee combat 5D, melee parry 5D, thrown weapons 4D+2

PERCEPTION 3D

Bargain 6D, command 5D, con 6D, hide 6D, persuasion 5D, search 6D, sneak 6D

KNOWLEDGE 2D

Intimidation 5D, languages 6D, planetary systems 4D, scholar: Jedi lore 3D+2, scholar: Sith lore 4D, streetwise 4D, survival 4D, tactics 3D, willpower 4D

STRENGTH 3D

Brawling 6D, climbing/jumping 6D, stamina 4D, swimming 5D

MECHANICAL 3D

Starfighter piloting 4D, starship gunnery 4D, starshield shields 5D, beast riding 4D, astrogation 6D, repulsorlift operation 5D, sensors 4D

TECHNICAL 2D

Demolitions 4D, first aid 5D, lightsaber repair/engineering 4D+2, (A) medicine 3D, security 6D

Special Abilities:

Force Skills: Control 5D, sense 5D, alter 4D

Control: Absorb/dissipate energy, accelerate healing, control pain, detoxify poison, enhance attribute, rage, reduce injury, remain conscious, resist stun

Sense: Combat sense, danger sense, life detection, life sense, magnify senses

Alter: Telekinesis

Control & Sense: Lightsaber combat

Control, Sense & Alter: Affect mind

Force Points: 6

Dark Side Points: 10

Character Points: 10

Move: 10

Equipment: Lightsaber (5D), Sith robes, light armor (+1D physical and energy, -1D DEX and related skills), comlink, 500 credits

■ Average Sith Sorcerer

DEXTERITY 3D

Blasters 4D, lightsaber 5D+1, melee combat 5D, melee parry 5D+2

KNOWLEDGE 3D+2

Alien species 5D, cultures 6D, intimidation 5D+2, languages 5D, planetary systems 5D+2, scholar: Jedi lore 6D, scholar: Sith lore 6D+2, streetwise 5D, value 6D+2, willpower 6D

MECHANICAL 2D+2

Repulsorlift operation 4D+1

PERCEPTION 4D

Con 6D+2, persuasion 6D, search 5D+1

STRENGTH 2D+2

Climbing/jumping 4D & stamina 3D+2

TECHNICAL 2D

Computer programming/repair 3D+2, lightsaber repair/engineering 4D+2

Special Abilities:

Force Skills: Control 5D, Sense 5D, Alter 4D+2

Control: Absorb/dissipate energy, accelerate healing, control pain, enhance attribute, force of will

Sense: Combat sense, danger sense, life detection, life sense, receptive telepathy, sense Force

Alter: Injure/kill, telekinesis

Control and Sense: Lightsaber combat

Control and Alter: Force lightning, inflict pain

Sense and Alter: Force wind

Control, Sense and Alter: Affect mind, telekinetic kill

This character is Force-Sensitive

Force Points: 6

Dark Side Points: 11

Character Points: 10

Move: 10

Equipment: Lightsaber (5D), Sith robes, various arcane Sith artifacts

THE DREAD MASTERS

The Dread Masters are powerful Sith Lords who have served the Sith Emperor for centuries as prophets, generals and advisors. Their name was earned when they studied the power of the Phobis devices, artifacts that have driven even the most depraved Sith mad with terror. This power allowed the Dread Masters to destroy entire Republic fleets during the Great War, until they were captured and imprisoned on Belsavis. The Dread Masters were known to spend years in secluded meditation on Dromund Kaas, emerging only to bring their wisdom to the Emperor or accept gifts from

supplicants. Over the decades, they have become inseparable, their immense strength in the Force coming only from all six masters working in unison. Should the Empire ever succeed in freeing them from Belsavis, the galaxy will tremble before them again.^[4]

The Dread Masters are a group of six powerful Sith Lords, who have great powers with the dark side of the Force. They can use their powers to terrify entire armies. They were also favored servants to the Sith Emperor. During the First Great War, the Dread Masters were captured by the Republic, but they were unable to turn or kill them. Instead, the Republic imprisoned them on Belsavis. At the beginning of the Second Great War, the Empire discovered Belsavis and freed the Dread Masters. Shortly after their release, they went rogue, and began to create their own empire of fear and terror, thus becoming a dreadful enemy for both the Republic and the Empire.^[1]

Dread Master Styrak

The Dread Masters possess incredible, unprecedented power over the dark side of the Force; a power developed through rituals created by one of their own, the incomparable Sith alchemist known as Styrak. Even before Styrak became one of the Dread Masters, his superior intellect and sadistic experiments on subjects both living and dead were infamous. Hundreds, perhaps even thousands of slaves and beasts have been



claimed by StyraK's heartless pursuit of mastery over the Force. StyraK is also the most individualistic of the Dread Masters: whether out of pride or supreme confidence, he is the one most likely to strike out alone in pursuit of the group's goals. Rumors have long suggested that the Dread Masters only possess their full power when acting together, but so far, no one has dared to test the rumor by challenging StyraK during any of his "excursions".^[4]



■ Dread Master StyraK

Type: Sith Dread Master

DEXTERITY 3D+1

Blaster 5D+1, brawling parry 5D+2, dodge 5D, lightsaber 11D, melee combat 16D, melee parry 10D+2, running 7D+1, thrown weapons 9D+2,

PERCEPTION 3D+1

Bargain 3D+2, con 6D, gambling 5D, investigation 5D+1, persuasion 6D+1, search 6D+1, sneak 3D+2

KNOWLEDGE 3D+2

Intimidation 6D+1, languages 5D+2, law enforcement 5D, survival 4D, tactics 7D, value 5D, willpower 4D

MECHANICAL 2D+2

Space transports 3D

STRENGTH 2D+2

Brawling 6D+2, stamina 3D, swimming 3D+1

TECHNICAL 2D+1

Lightsaber repair/engineering 8D

Special Abilities:

Force Skills: Control 9D+1, sense 10D+1, alter 11D+2

Control: Absorb/dissipate energy, concentration, contort/escape, control pain, enhance attribute, force of will, instinctive astrogation, reduce injury, remain conscious, resist stun

Sense: Magnify senses, merge senses, sense Force, shift sense, weather sense

Alter: Telekinesis

Control and Sense: Lightsaber combat

Control and Alter: Accelerate another's healing, control another's disease, control another's pain, return another to consciousness, transfer Force

Sense and Alter: Dim another's senses, lesser force shield

Control, Sense and Alter: Battle meditation, projected fighting

This character is Force-sensitive

Force Points: 25

Dark Side Points: 22

Character Points: 33

Move: 10

Equipment: Lightsaber (5D), Dread Master armor (+2D physical and energy, no DEX penalty)

Dread Master Bestia

Perhaps the most powerful of the Dread Masters, Bestia first made a name for herself when, as a Sith apprentice, she singlehandedly crushed a slave rebellion on Ziost. This accomplishment brought her to the attention of the Emperor, who invited her to join a group of Sith to study the ancient and powerful Phobis devices. These Sith would become the Dread Masters. Bestia was the Dread Master responsible for bringing the Masters' prophecies and insights to the Emperor's attention whenever necessary, and also for ensuring the Emperor's commands were carried out. Having learned of the

Emperor's fate, she now harbors great contempt for the Empire. And with the loss of Dread Master StyraK, Bestia has become all the more spiteful. She would gladly see the galaxy crumble, even if the Dread Masters were to go with it.^[4]

■ Dread Master Bestia

Type: Sith Dread Master

DEXTERITY 3D+1

Brawling parry 6D+1, dodge 4D+2, lightsaber 9D+1, melee combat 10D+1, melee parry 7D+1, running 4D+2, thrown weapons 5D

PERCEPTION 2D+1

Bargain 4D, con 3D+1, hide 3D+1, investigation 3D+1, persuasion 3D+1, search 8D, sneak 7D+1

KNOWLEDGE 3D+1

Intimidation 6D, languages 5D+2, law enforcement 6D+1, streetwise 4D+1, survival 5D, tactics 5D+2, value 5D+1, willpower 4D+1

MECHANICAL 3D

Astrogation 6D+1, space transports 5D+2

STRENGTH 3D

Brawling 8D, climbing/jumping 4D+2, swimming 3D+1

TECHNICAL 3D

Lightsaber repair/engineering 8D+1

Special Abilities:

Force Skills: Control 12D, sense 7D+1, alter 12D

Control: Absorb/dissipate energy, accelerate healing, concentration, contort/escape, control disease, control pain, detoxify poison, enhance attribute, reduce injury

Sense: Life detection, life sense, magnify senses, sense Force, shift sense, weather sense

Alter: Bolt of hatred, dark side web, Injure/kill, telekinesis

Control and Sense: Farseeing, life bond, lightsaber combat

Control and Alter: Control another's disease, electronic manipulation, feed on dark side, Force lightning, inflict pain, waves of darkness

Control, Sense and Alter: Affect mind, telekinetic kill

This character is Force-sensitive

Force Points: 15

Dark Side Points: 30

Character Points: 24

Move: 11

Equipment: Lightsaber (5D), Dread Master armor (+2D physical and energy, no DEX penalty)



Dread Master Raptus

If one Dread Master embodies the group's collective voice, it's Raptus. Darkly eloquent and persuasive, he is known for manipulating through words, convincing others to lose all sense of hope or reason, or to even act against their very natures. While the captured Dread Masters were in transit to Belsavis, Raptus compelled a trio of hardened Republic soldiers to end their own lives by simply talking to them. Raptus is the one Dread Master most likely to address outsiders. With his coldly arrogant demeanor, he doesn't suffer fools for long; those who do not kneel or offer a gift to the Dread Masters will quickly be taught a harsh lesson in manners.^[4]

■ Dread Master Raptus

Type: Sith Dread Master

DEXTERITY 3D+1

Blaster 9D+2, brawling parry 10D+2, dodge 5D, lightsaber 7D, melee combat 6D+1, melee parry 9D+1, running 4D+1, thrown weapons 5D+2, vehicle blasters 4D

PERCEPTION 3D

Bargain 6D, con 9D+1, hide 7D+1, investigation 5D, persuasion 14D+1, search 3D+1, sneak 4D

KNOWLEDGE 3D+1

Intimidation 13D+1, languages 9D, law enforcement 3D+2, streetwise 6D+1, survival 3D+2, tactics 5D+1, value 4D+1

MECHANICAL 2D+2

Astrogation 4D, space transports 6D+1

STRENGTH 2D+1

Brawling 5D, climbing/jumping 5D+2, stamina 2D+2, swimming 3D

TECHNICAL 3D+1

Lightsaber repair/engineering 7D+2

Special Abilities:

Force Skills: Control 10D+1, sense 9D, alter 11D

Control: Absorb/dissipate energy, accelerate healing, concentration, control disease, control pain, detoxify poison, emptiness, force of will, hibernation trance, instinctive astrogation, rage, reduce injury, remain conscious, remove fatigue

Sense: Danger sense, instinctive astrogation (sense), life detection, magnify senses, merge senses, postcognition, predict natural disaster, sense Force, shift sense, weather sense

Alter: Bolt of hatred, telekinesis

Control and Sense: Life bond, lightsaber combat

control and alter: Accelerate another's healing, aura of uneasiness, control another's disease, control another's pain, control breathing, detoxify poison in another, feed on dark side, Force lightning, inflict pain, place another in hibernation trance, return another to consciousness, transfer Force, waves of darkness

Sense and Alter: Dim another's senses, Force wind

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-sensitive

Force Points: 19

Dark Side Points: 26

Character Points: 20

Move: 11

Equipment: Lightsaber (5D), Dread Master armor (+2D physical and energy, no DEX penalty)

Dread Master Brontes

Long ago, when the Dread Masters began their investigation of the Phobis devices, Brontes led the research, risking her own sanity in the process. She is a consummate scholar and Force adept, generally accepted as the wisest of the Dread Masters in lore and ancient secrets. Much about Brontes has been forgotten by the other Dread Masters—and even Brontes herself. It is known, however, that Brontes had been a major contributor to the Sith Academy archives, and her insights into the nature and purpose of sacred artifacts led to the construction of the Dark Temple.^[4]

■ Dread Master Styra

Type: Sith Dread Master

DEXTERITY 3D+2

Blaster 8D+1, brawling parry 8D+2, dodge 7D, lightsaber 8D+2, melee combat 9D+2, melee parry 6D, running 5D, thrown weapons 6D+1

PERCEPTION 2D+2

Bargain 3D, con 5D, hide 4D, investigation 3D+1, persuasion 3D, search 3D, sneak 3D

KNOWLEDGE 3D+1

Alien species 5D+2, cultures 7D+2, intimidation 9D+1, languages 11D, law enforcement 4D+1, planetary systems



5D, scholar: sith lore 14D, streetwise 5D+2, survival 4D+2, value 9D+1, willpower 5D
MECHANICAL 3D
 Astrogation 6D+1, space transports 3D+2
STRENGTH 3D
 Brawling 9D+2, climbing/jumping 3D+2, stamina 3D+1, swimming 3D+1
TECHNICAL 2D+1
 Lightsaber repair/engineering 8D
Special Abilities:
Force Skills:
Control 11D, sense 8D+1, alter 10D+2

Control: Absorb/dissipate energy, concentration, detoxify poison, force of will, hibernation trance, rage, resist stun, short-term memory enhancement
Sense: Beast languages, combat sense, danger sense, instinctive astrogation (sense), life detection, life sense, life web, magnify senses, merge senses, postcognition, receptive telepathy, sense Force, sense Force potential, shift sense, translation
Alter: Bolt of hatred, dark side web, injure/kill, telekinesis
Control and Sense: Life bond, lightsaber combat, projective telepathy
Control and Alter: Fura of uneasiness, control another's disease, electronic manipulation, feed on dark side, Force lightning, inflict pain, place another in hibernation trance, waves of darkness
Sense and Alter: Lesser Force shield, Force wind
Control, Sense and Alter: Affect mind, control mind, enhanced coordination, force harmony, projected fighting
This character is Force-sensitive
Force Points: 19
Dark Side Points: 22
Character Points: 20
Move: 10
Equipment: Lightsaber (5D), Dread Master armor (+2D physical and energy, no DEX penalty)

Dread Master Tyrans

One of the most perceptive Dread Masters, Tyrans is never one to act without a plan in place. "Speak little and listen much" is his creed; he prefers to take measure of his opponents before he engages them, employing complex strategies to take advantage of their weaknesses. One of Tyrans' favored tactics is to use his insights to set his enemies at each other's throats. Tyrans was largely responsible for the design of the Dread Fortress, ensuring that the complex would provide maximum security—not that he's afraid of a straightforward confrontation. As with the other Dread Masters,

Tyrans is a formidable foe who will gladly display his impressive mastery of the dark side of the Force when needed.^[4]

■ Dread Master Tyrans

Type: Sith Dread Master
DEXTERITY 3D
 Blaster 5D+2, brawling parry 5D+2, dodge 5D, lightsaber 12D+1, melee combat 7D+1, melee parry 6D+2, running 6D, thrown weapons 6D+1, vehicle blasters 4D+2
PERCEPTION 2D+2
 Bargain 3D+2, con 5D, hide 3D+2, investigation 5D+1, persuasion 4D+2, search 6D, sneak 3D
KNOWLEDGE 3D+1
 Intimidation 9D, law enforcement 4D+1, streetwise 7D+1, survival 8D+2, tactics 11D+1, value 4D, willpower 3D+2
MECHANICAL 3D+2
STRENGTH 3D
 Brawling 8D+2, stamina 5D+2
TECHNICAL 2D+1
 Lightsaber repair 7D
Special Abilities:
Force Skills: *Control 10D+2, sense 10D+2, alter 11D+1*
Control: Absorb/dissipate energy, accelerate healing, concentration, contort/escape, control disease, control pain, detoxify poison, enhance attribute, instinctive astrogation, remain conscious, remove fatigue, resist stun
Sense: Combat sense, instinctive astrogation (sense), life Detection, life sense, magnify senses, merge senses, receptive telepathy, sense Force, sense Force potential, weather sense
Alter: Bolt of hatred, dark side web, injure/kill, telekinesis
Control and Sense: Farseeing, life bond, lightsaber combat
Control and Alter: Feed on dark side, Force Lightning, return another to consciousness, waves of darkness
Sense and Alter: Dim another's senses, force wind, lesser Force shield
Control, Sense and Alter: Affect mind, battle meditation, enhanced coordination, control mind
This character is Force-sensitive
Force Points: 19
Dark Side Points: 24
Character Points: 14
Move: 11
Equipment: Lightsaber (5D), Dread Master armor (+2D physical and energy, no DEX penalty)



Dread Master Calphayus

The Dread Masters are not only masters of fear, but of prophecy, and Calphayus has greater insight into the future than any of his fellow Masters. For centuries, his visions of what might come to pass spared the Sith Empire from slave rebellions, Republic ambushes and internal disruptions many times over. As Calphayus sees the threads of many futures that might come to pass at any one time, it can be difficult for most to comprehend his insights. However, one certainty that always emerges from Calphayus' visions is that the Dread Masters will ultimately reign supreme.^[4]

■ Dread Master Calphayus

Type: Sith Dread Master

DEXTERITY 2D+2

Blaster 7D+2, brawling parry 4D, dodge 4D+2, lightsaber 9D+1, melee combat 7D+1, melee parry 5D, running 3D+2, thrown weapons 4D+1

PERCEPTION 3D+1

Bargain 4D+1, con 5D+2, hide 6D, persuasion 5D+2, search 5D+1, sneak 5D+1

KNOWLEDGE 2D+2

Alien species 4D+1, cultures 7D, intimidation 10D+2, languages 7D+1, law enforcement 3D, planetary systems 5D+2, survival 5D+2, value 4D

MECHANICAL 3D

STRENGTH 3D

Brawling 8D+1, climbing/jumping 3D+1, stamina 4D+2, swimming 4D+2

TECHNICAL 3D+1

Lightsaber repair/engineering 6D+2

Special Abilities:

Force Skills: Control 9D+2, sense 11D+2, alter 10D+1

Control: Absorb/dissipate energy, accelerate healing, concentration, control disease, emptiness, force of will, hibernation trance, instinctive astrogation, rage, resist stun, short-term memory enhancement

Sense: Combat sense, life detection, magnify senses, merge senses, sense Force, sense path, shift sense, weather sense

Alter: Dark side web, telekinesis

Control and Sense: Life bond, lightsaber combat

Control and Sense: Farseeing

Control and Alter: Aura of uneasiness, control another's disease, electronic manipulation, place another in hibernation trance, waves of darkness

Sense and Alter: Dim another's senses, Force wind

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-sensitive

Force Points: 18

Dark Side Points: 20

Character Points: 11

Move: 12

Equipment: Lightsaber (5D), Dread Master armor (+2D physical and energy, no DEX penalty)

ROLEPLAYING A SITH

Are Sith evil?

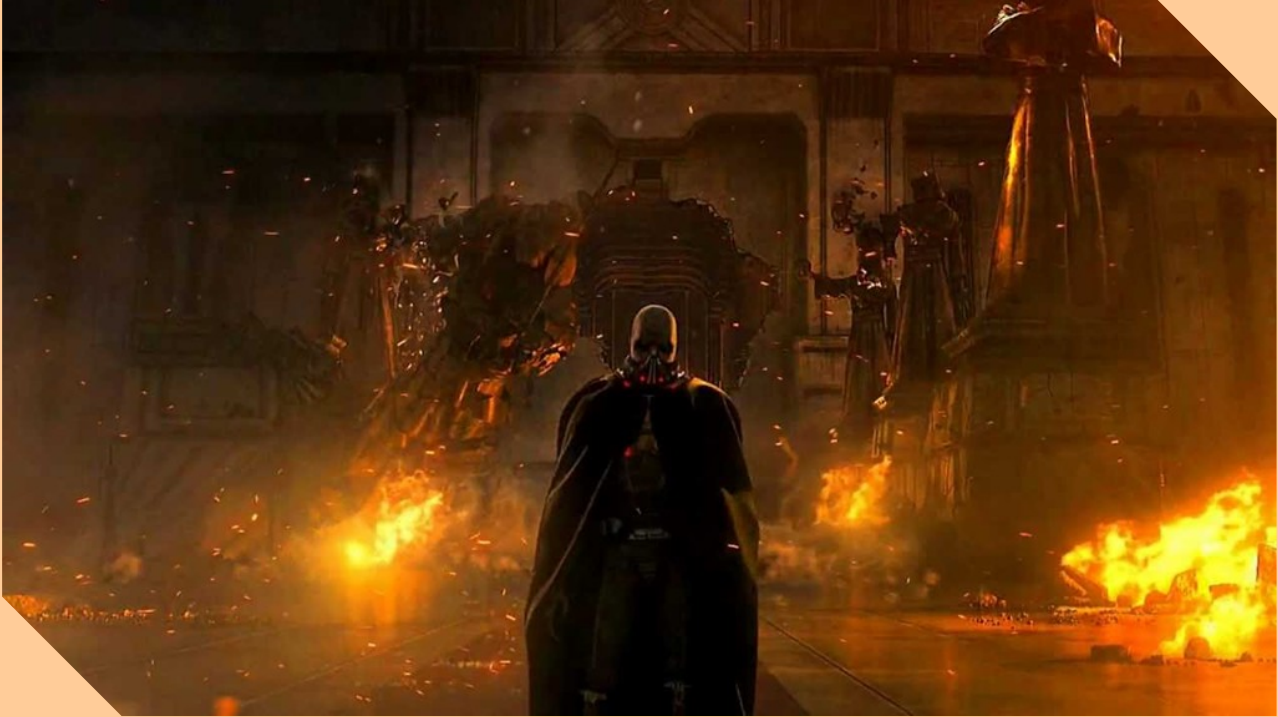
In 7,000 BBY, the Dark Jedi, who refused to rely exclusively on the light side, challenged the Jedi by giving into the dark and starting the Hundred-Year Darkness. However, they had been defeated and subsequently exiled from known space, which led to their discovery of the Sith species. Following centuries of interbreeding and mixing of cultures between the aliens and the exiles, the Sith would no longer be identified by their race, but by their dedication to the ancient Sith philosophy. This religious order would survive in many different incarnations throughout galactic history. The rise of a new leader, or Dark Lord, would often cause drastic reorganizations, however the Sith would always be characterized by their quest for power and their desire to destroy the Jedi Order.

The Sith believed that conflict was the only true test of one's ability, and so emphasized its importance. It was their belief that conflict challenged both individuals and civilizations, and so forced them to grow and evolve. They believed that the avoidance of conflict – like the pacifist teachings of the Jedi – resulted in stagnation and decline.

Another purpose served by conflict was the elevation of the strong and the death of the weak. By encouraging strife, the strong were able to exercise their power while the weak were weeded from the ranks of the Sith. A core tenet to Sith philosophy was self-reliance and the idea that an individual only deserved what they were strong

enough to take. Likewise, morality was treated as an obstacle to be overcome, as it got in the way of a Sith's ability to recognize and seize opportunities for advancement and self-empowerment.

Such philosophies were embraced and taught at Sith academies, where students were encouraged to challenge one another and fight for prestige that would be recognized by the headmaster of the academy.



The Sith Code is as follows:

*Peace is a lie, there is only passion;
Through passion, I gain strength;
Through strength, I gain power;
Through power, I gain victory;
Through victory, my chains are broken;
The Force shall free me.*

Yuthura Ban, apprentice to Master Uthar of the Sith Academy on Korriban during the Rule of Revan, gives an excellent explanation of each line in the stanza (Her very words will be highlighted in Dark Orchid):

– Peace is a lie, there is only passion.

It is our passion, our desire that fuels the Force. It is conflict that improves the lot of civilization and the single being both. Conflict forces one to better one's self. It forces change, growth, adaptation, or even death. These are not our laws, but the universe's. Without conflict, you have only stagnation.

– Through passion, I gain strength.

What fuels your power with the Force but your passion? The stronger darker emotions, anger hatred, fear... These passions empower us. The Force gives us all power, even the Jedi, but it is our passion that gives us the strength they lack. It is our goal to be stronger, to achieve our potential and not rest upon our laurels. We are the seekers, not the shepherds.

– Through strength, I gain power.

The stronger you become in the Force, the more power you will achieve, but always must you fight for your power. Without strife, your victory has no meaning. Without strife, you do not advance. Without strife, there is only stagnation.

– *Through power, I gain victory.*

How many victories can you imagine? Peaceful victory? Victory by sacrifice? A truce? An achievement? Unless your victory is achieved by demonstrating that your power is superior, it is only an illusion that is temporary at best.

Sith master's note: The Sith Empire in the *Old Republic* era *did not win* the Great War. The Republic may have lost, but through the Treaty of Coruscant, the Sith still have not achieved their goal, and are therefore not victorious.

– *Through victory, my chains are broken.*

The chains represent our restrictions, those placed upon us and those placed upon ourselves. Ultimately, the goal of any Sith is to free ourselves of such restrictions. In a way, it is that we may do whatever we wish, but there is more to it than that. One who has freed themselves of restrictions has reached perfection, perfect strength, perfect power, perfect destiny... That is our ideal.

– *The Force shall free me.*

The Force is our servant and our master. Our teacher and companion. A weapon and a tool. Know it, and any would know the universe. Master it, and you would master the universe. Strive for perfection and the Force shall reward you.

Let us address a common stereotype first: Murder. A true Sith does not murder out of pleasure. Murder without purpose is foolish. However, for example if you have a secret that only you know of, but without your express consent, someone has found out that secret, you now have a purpose to remove the person. After the dockworkers found out that Zannah was a Sith Lord, she killed them, as she did not want her identity revealed. For those of you who want to be a Sith because you think you can go around on murderous rampages for the fun of it, being a Sith is not for you. There are some cases where blind rage is an exception, but this is usually brought on by an external force or conflict, not an internal desire to maim.

Sith use negative emotions to give themselves power.

Rage, hate, fear, desire, lust, pride, greed, and envy are all prime examples. Love can lead to these emotions more often than not, but Love also leads to compassion and mercy, something the Sith seek to avoid.

Sith, on the whole, believe that emotions are of nature. They are natural parts of life and the universe, and if the Jedi seek to rid themselves of emotions, then they will be seen as unnatural and abominations to abhor. Mercy is frowned upon by the Sith, as it is letting the weak live. There are certain exceptions to this in the Sith however. Mercy can be shown to someone if that person is still of some use.

The Sith are very structured in a pyramid of social survival. If animals aren't strong, then they'll die very easily by predators looking for a meal to keep themselves alive. The Sith very much apply this to their way of life. The weak should be servants to the strong, or die. They believe this is a natural part of life, and keeping weak links around will only bring society down. As the saying goes: "You are as fast as your slowest person." The Sith have a similar way of thinking.

Keep in mind that no Sith will ever think of himself as evil. Evil is a point of view. As a Sith, you should think that you are making the galaxy a better place for your actions, not hindering it. Remember too, is the Tukata that kills for a meal evil? The Rancor that steps on the insignificant ants? The Sith see themselves as giving nature a chance and they view the Jedi as people who wish to disrupt the natural order of things, a blight upon the lands.

True mastery is to feel the flames of your passion, to dance with the fire, to live in it, to fully embrace the primal forces of destruction and creation, and not be burned to a cinder, to survive and prosper because you loved the flame, used the flame, but did not allow yourself to be consumed by it; this is greatness.

This is Sith.^[12]

CHAPTER FOUR: THE FRINGE



*There is no peace, there is profit.
There is no obligation, there is freedom.
There are no rules, there is only survival.
The Credit shall set me free.*
—The Code of the Outlaw (Hylo Viz)

Well hey there, fellow space jockey! I'm Hylo Viz. Some call me a smuggler, some call me a profiteer, some call me much nastier things. As captain of the Crismon Fleece, I've flown from one side of this galaxy to the other, and I can tell you one thing for sure: sometimes luck is more important than skill, but it never hurts to have both.

Life in the Margins

Lawlessness has become common in the wake of the devastating war between the Republic and Empire. Shifting political allegiances and marauding pirates have made independent space travel a dangerous enterprise. Cut off from traditional supply routes, entire star systems waver on the verge of collapse. An adventurous spirit who's not afraid to break a few rules can make a handsome profit throughout these hotspots, but it requires fast reflexes, fast wits and a fast draw with a blaster.^[1]

Caught between the great military engines of the Republic and the Sith are millions of beings who are unable or unwilling to choose a side. Though the Republic has stood for democracy and peace, decades of war have left a strong distaste for the military campaigns of both groups among many honest traders, farmers, merchants, and mercenaries. Forced to live in the margins of a seemingly endless war, many of these individuals turn to lives of moral ambiguity. Freighter captains

become smugglers - some running cargo for the republic, others seeking only profit. Many seek only to exploit the unfortunate, becoming arms dealers or slavers. And then there are those who turn to the life of the feared and reviled bounty hunter, hunting fugitives from justice - whether for the republic, the Sith empire, or the cartels.

SMUGGLERS

Quick, Clever, Answers to No One

The life of a smuggler is always a gamble. Stacking up enemies as fast as they stack up credits, smugglers only survive in this galaxy by being slick, sneaky and street-smart. Whether sweet-talking an attractive alien or bargaining with a hardened criminal contact, the smuggler's charm is a notorious asset, and often the ticket to turning around a deteriorating situation. If circumstances get too complicated, though, count on a smuggler to always have an escape plan. Experienced in flying under the radar, smugglers are amazingly elusive. Yet when backed into a corner, they quickly become cunning and often deadly combatants.

Above all else, Smugglers make their own destinies. Despite their affinity for credits, Smugglers have been known to turn down lucrative opportunities when the clients have demanded too much control. Some smugglers are even more discriminating—refusing to work with slavers and representatives of the Sith Empire. It's a business where one is always looking for trustworthy allies, but they are often few and far between. Whether running an Imperial blockade or shooting down a double-crossing gangster, smugglers are always flying by the seat of their pants. Every deal carries

GALACTIC REPUBLIC LETTER OF MARQUE

Be it known that [name], owner of the private vessel [ship name], is now recognized by the Galactic Republic as licensed to conduct raids upon the Sith Imperial government, subsidiaries, and supporters, to capture such cargo, properties and vessels as they may own, and to deliver them unto the Republic. Further, to capture officers of the Imperial military, government, and supporters. [He/she/it] is also authorized and expected to pursue the war against the Empire as [he/she/it] is able, while in no case endangering the innocent civilian public and without causing undue damage to property.

The owner shall surrender all proceeds of such activities to the review of the Republic, and in return shall be awarded 50 percent of their value. The Republic shall also award fixed bounties for the confirmed destruction of Imperial properties.

In return, the Republic shall render such aid as it can, subject to availability and discretion, including shelter, intelligence, repair, stocking, and fueling. Those members of the crew, formerly criminals, are hereby granted amnesty, so long as they serve our cause, or until the Empire is destroyed, and do not commit further crimes. Should they do so, they shall be subject to all charges, and summarily imprisoned.

All slaves found in the course of duty shall be free, all illicit substances destroyed. The Republic may choose to buy an entire cargo, as needed.

This letter shall hold in effect for one year from its date, when it shall be reviewed. If either party is dissatisfied, the contract may be dissolved. The Republic reserves the right to assign observers to the ship, for the purpose of this review.^[5]

General Elin Garza
Supreme Commander
Republic Special Forces

the chance for wealth beyond their wildest dreams... or an anonymous death in the harsh void of space.

Relations With The Republic

Faced with choosing an allegiance in these uncertain times, smugglers have been forced to consider the implications of trying to operate under the tight controls imposed by the Sith Empire. Though never the most patriotic members of Republic society, many smugglers have decided that siding with the Republic is siding with freedom, and of course, freedom is everything.

The Republic has never indulged a systematic prejudice against smugglers. Generally speaking, they have more commonly tangled with laws and law enforcement measures from specific star systems, not the greater Republic. Thus, it has not been overly difficult for the Jedi and the Republic military to accept smugglers as allies in resisting the growing dominance of the Sith Empire.^[1]

Republic Privateers

In times of war, military space fleets are always pushed to the limit. There are never enough vessels to both engage the enemy and defend critical star systems. Thus, despite its firm commitment to law and order, the Republic is not above sanctioning

outlaw starship captains to take up arms against the Empire. The laws governing Republic privateers are kept deliberately simple in acknowledgement of the personality types who accept such work. First, no attacks on civilian transports or population centers are permitted. Second, Republic privateers are expressly forbidden to engage in criminal acts like slavery and murder. Armed robbery of Imperial military vessels and the smuggling of contraband goods pillaged from the enemy are left in an undefined moral gray area, however.^[4]

Becoming a Privateer

The most common way smugglers and fringers are introduced to the life of a privateer is through the plea bargain. Brought in under unavoidably damaging charges, and faced with the loss of their cargo, their license, their ship, or their very freedom, most captains who have even a modicum of common sense will accept a privateer contract in lieu of prison time. However, in some extreme cases, Republic officials have been known to target specific fringers of heightened ability, influence, or connection and seek them out rather than wait for the smuggler to come to them. Republic forces are always looking to turn a determined enemy into a useful ally, but it often takes quite a reputation to catch their attention. Do you have what it takes...?

SMUGGLING 101

It's a fact of life: Whenever uptight governments forbid certain goods on their worlds, demand for these items increases. Once demand turns profitable, enterprising starship captains risk everything to deliver the goods in question. Careers in smuggling are fast-paced, thrilling and often short-lived. Running contraband not only places a smuggler at odds with a planet's law enforcement, but its criminal elements as well. Pirates, gangsters, revolutionaries and bounty hunters are just a few of the hazards standing between a smuggler and that big payday. Only those who possess the sharpest instincts, sturdiest freighters and quickest blasters live long enough to earn a good living at this game. It's worth noting that not all smugglers are profiteers. Some style themselves as heroic blockade runners or patriotic privateers, delivering hope and much-needed supplies to those who need it. Of course, that's also exactly how the real criminal types describe themselves, and law enforcement officers rarely accept "I was serving a noble cause" as an excuse.^[4]

Hylo Viz

Hylo Viz was a female Mirialan who lived during the Great Galactic War between the Galactic Republic and the resurgent Sith Empire. She was born on the Colonies world of Balmorra, but later became a refugee when the Empire raided the planet. Her father was killed during the attack, and she and her mother were forced to flee the world alongside hundreds of other Balmorrans. Her mother died of illness while their transport made a stop on the Hutt-controlled moon of Nar Shaddaa, and Viz was left to fend for herself as an orphan. In her youth, she joined a band of similarly orphaned children but ultimately found herself working as a mechanic in the Hutt Cartel's shipyards in Nar Shaddaa's Undercity.

Viz soon found that her true calling was piloting and was able to



work as a freelancer for several years before being officially hired on by the Hutt Cartel as a smuggler. In her beloved ship, the *Crimson Fleece*, the Mirialan made a name for herself as a proficient and talented privateer, but during a delivery to the Rendili Vehicle Corporation on Corellia for rBarrga the Hutt, she lost the *Fleece* in a corporate ambush. Viz survived the incident and was able to escape Corellia aboard an experimental starship known as the *Vanguard* stolen from the Rendili facility.

In the aftermath of the Corellia incident, the Mirialan decided that she no longer needed to work for the Cartel, and so abandoned her home on Nar Shaddaa and took to the stars for new adventures. During this time, she began an on-again, off-again relationship with the Devaronian criminal Tyresius Lokai and eventually became the leader of an independent smuggling ring. In the last decade of the war, Viz gained galactic renown as the smuggler famed for leading the attack that broke the Mandalorian blockade of the Hydian Way. The oppressive blockade had been crippling the Republic's economy and ability to wage war, and the Mirialan saw the crisis as an opportunity for incredible profit. With the Hutts bankrolling the gambit, Viz, Lokai, and her band of smugglers organized a fleet that engaged and scattered the Mandalorian vessels, clearing a path for their freighters to deliver much-needed goods to the Core Worlds. With the aid of the Republic Navy her plan was a success, and following the battle she was rewarded for her efforts and recognized as a hero within the Republic.

Viz quickly claimed her fortune and retreated from the public eye, but found new troubles when Lokai absconded with all of her earnings. When the Hutt Cartel sought to recoup their investment in the breaking of the blockade, Viz was forced to go into hiding in Republic space. With the assistance of fellow smuggler Zale Barrows, she made her way to the Republic penal colony on the hidden Outer Rim world of Belsavis. There, she was interred in a stasis chamber for over a decade. Around 3643 BBY, towards the end of the Cold War, Viz's former lover and partner, Tyresius Lokai—now operating under the pseudonym "Gault Rennow"—tracked the Mirialan to Belsavis and freed her from her bonds.

Although the Devaronian attempted to make amends, Visz was still upset over his betrayal and the two went their separate ways. She eventually managed to come to terms with Rennow's actions and agreed to take him back.^[5]

■ Hylo Visz

Type: Smuggler/fortune hunter

DEXTERITY 3D

Blaster 6D+1, blaster: blaster pistol 7D+1, blaster: blaster rifle 8D+2, brawling parry 5D+2, dodge 4D+1, grenade 4D+2, melee combat 6D+1, melee parry 4D+2, pick pocket 7D, running 6D+2, thrown weapons 4D+1, vehicle blasters 3D+1

PERCEPTION 2D+1

Bargain 3D+2, con 5D, forgery 6D, gambling 7D, hide 6D, investigation 2D+2, persuasion 6D+1, search 5D, sneak 3D+1

KNOWLEDGE 3D+1

Intimidation 6D, languages 4D+1, law enforcement 4D, planetary systems 5D, streetwise 4D, survival 3D+2, willpower 3D+2

MECHANICAL 3D

Astrogation 4D+1, sensors 6D, space transports 7D+1

STRENGTH 3D+1

Brawling 7D, climbing/jumping 4D, stamina 4D+1, swimming 4D

TECHNICAL 3D

Blaster repair 5D, space transports repair 4D

Force Points: 3

Character Points: 27

Move: 10

Equipment: Scattergun (4D), comlink, 6,000 credits, droid caller

Jet Nebula

Jet Nebula was a human smuggler, captain of the Auriga Fire. While working for the Hutt matriarch Tassaa Bareesh in Wild Space, Nebula captured the starship *Cinzia*, a ship from the planet Sebaddon. The discovery of this ship caused the Rodian Shingo to attempt a mutiny of Nebula but this failed. After communications with the *Cinzia*, the Auriga Fire began boarding. Suddenly Nebula detected a power surge from the *Cinzia* and after moving the Auriga Fire away, as Nebula suspected, the *Cinzia* self-destructed. Among the wreckage Nebula found the starship's navicomp and a strange object which, unknown to Nebula at the time, produced insidious Hex droids.

Back on Nal Hutta Tassaa Bareesh enticed the Galactic Republic and the Sith Empire by placing the two objects up for auction. The Republic sent diplomatic envoy Ula Vii, a double-agent working as an Imperial spy; the Jedi Order, which sent Padawan Shigar Konshi and ex-special forces trooper Larin Moxla; and the Sith Empire, which dispatched Sith Lord Darth Chratis, Chratis' apprentice, Eldon Ax, and the envoy Ia Nirvin. At Tassaa Bareesh's palace, Nebula met with Vii, realizing quickly that the man was not actually

working for the Republic. However, they were both captured and interrogated briefly by Dao Stryver, before they were caught in the middle of a large skirmish in the palace, when the droid nest produced hexes that attacked the Jedi and Sith who had been attempting to get to the treasure, as well as all of the Republic and Imperial reinforcements.

Afterward, Nebula took Vii, Konshi, Moxla, and Hetchkee—the sole surviving member of Vii's security detail—aboard the Auriga Fire to find the planet of the hexes' origin. Their search led them to Sebaddon, a world orbiting a black hole.

When Republic forces arrived soon after, the fleet was attacked by hexes from the planet; and as Imperial ships arrived, they were attacked, too. The Republic and Imperial forces were then called by Dao Stryver—who had been watching the events unfold from Sebaddon's moon—to form an alliance in order to destroy the hexes before they could take over the galaxy, as the hexes were multiplying in number very quickly. Nebula then took Vii, who had been chosen to command the mission, aboard the Auriga Fire and watched the events unfold, assisting the envoy and spy in his job. During the ensuing battle, however, the Republic and Imperial ships refused to cooperate with Vii's exact orders, because they wanted to keep most of their firepower in reserve in case they were betrayed by their allies. Nebula then had his droid, Clunker, hack into the Republic and Imperial ships' codes and take control of the entire fleet, controlling the ships and forcing them to carry out their orders. The battle was eventually won, but Nebula ejected Vii from the Auriga Fire's airlock onto a shuttle passing by below. Nebula then left to attend to other business.

Jet Nebula is a somewhat mysterious character who purposely tries to appear less capable and important than he really is, causing nearly everyone to underestimate him. In reality he is highly capable and quite dangerous to his enemies. He makes a point of being "in the know" but prefers to lay low and let others deal with situations—only taking action when all other attempts have failed.

Overall he is very laid back, accepting things as they come without getting upset and without seeming to care. This is an affectation, however, because he comes through when needed for the big things and also shows foresight in how he disabled Dao Stryver in the cantina on Tatooine and in how he wiped the databanks of both factions' ships before leaving Sebaddon. Jet is very perceptive and smart.

Nebula appears to have no conscience, but this is also an affectation. He stayed at Sebaddon and took control of both fleets in an attempt to save the galaxy. He also didn't kill Dao Stryver in the cantina

on Tatooine, when common sense dictated that he should have. He comes across as the self-centered smuggler who cares only for personal gain, but in reality will do the right thing when necessary.^[5]

■ **Jet Nebula**

Type: Smuggler
DEXTERITY 3D

Blaster 5D+2, blaster: blaster pistol 8D+2, blaster: blaster rifle 8D+2, brawling parry 4D, dodge 6D+1, grenade 7D, melee combat 7D+1, melee parry 6D, pick pocket 4D+1, running 7D+1, thrown weapons 4D+2, vehicle blasters 3D+1

PERCEPTION 3D

Bargain 5D+1, con 7D+1, forgery 4D+2, gambling 7D+1, hide 6D+1, investigation 5D, persuasion 8D+1, search 3D+2, sneak 4D+1

KNOWLEDGE 2D+2

Intimidation 3D+2, languages 3D+2, law enforcement 3D, planetary systems 6D+2, streetwise 3D, value 3D+1, willpower 3D

MECHANICAL 3D

Astrogation 4D+1, sensors 4D+1, space transports 4D+2

STRENGTH 3D+1

Brawling 4D, climbing/jumping 3D+2, stamina 5D, swimming 4D+1

TECHNICAL 3D

Blaster repair 4D+1, space transports repair 4D+1

Dark Side Points: 3

Character Points: 22

Move: 10

Equipment: Blaster pistol (4D), comlink, 3,000 credits

Nico Okarr

Nico Okarr is a male Human smuggler captain. In 3681 BBY, Nico Okarr was being led to a holding cell by Zabrak Jedi Master Kao Cen Darach, his Padawan, and two Republic troopers on a space station over Korriban for smuggling Sith artifacts when the Sith Empire attacked the planet. When the Jedi Master decided that the Galactic Republic needed to be warned of the Sith's return, Okarr offered to help them escape the attack on his XS stock light freighter *Redshifter*, and used his two custom blaster pistols to help the Jedi fight off the Sith.

After defeating the Sith troopers guarding the hangar, two Sith Lords named Vindican and Malgus appeared. While the Jedi confronted the Sith, Okarr and the remaining Republic trooper prepared the ship for departure.

While Master Darach stayed behind to duel the Sith, his Padawan, Satele Shan, boarded the ship as it was taking off under the orders of her Master. Okarr then told Shan and the trooper to mount the laser turrets to defend against the Sith interceptors. After precisely maneuvering through a Sith battlecruiser, Okarr activated the ship's hyperdrive and jumped to hyperspace to make their escape.^[5]

Little is known of his whereabouts in the years since the signing of the Treaty of Coruscant, but rumors of him and his exploits still surface from time to time across the Outer Rim territories.



■ **Nico Okarr**

Type: Smuggler
Species: Human

DEXTERITY 3D

Blaster 7D+2, blaster: blaster pistol 8D+2, brawling parry 6D+1, dodge 5D, grenade 5D+1, melee combat 3D+2, melee parry 3D+1, pick pocket 3D+1, running 6D+1, thrown weapons 4D+1

PERCEPTION 3D

Con 5D+1, forgery 8D+1, gambling 5D, hide 5D, persuasion 5D, search 3D+1, sneak 5D+1

KNOWLEDGE 3D+2

Intimidation 6D+2, planetary systems 8D+1, streetwise 4D, survival 4D

MECHANICAL 2D+2

Astrogation 6D, sensors 4D, space transports 7D, space transports: XS light freighter 8D+1, starship gunnery 5D+2

STRENGTH 2D+2

Brawling 3D+1

TECHNICAL 3D

Blaster repair 4D+1, space transports repair 5D+1

Force Points: 2

Character Points: 15

Move: 10

Equipment: XS freighter *Redshifter*, wrist comm, 500 credits, spacer's hat and cloak, dual blaster pistols (4D), stolen Sith artifacts

■ Average Smuggler

DEXTERITY 2D+1

Blaster 4D, dodge 4D+1

PERCEPTION 2D

Bargain 2D+2, con 4D+1

KNOWLEDGE 1D+1

Streetwise 4D+2

MECHANICAL 2D+2

Astrogation 4D+2, space transports 5D+2, starship gunnery 4D+2

STRENGTH 2D

TECHNICAL 1D+2

Force Points: 1

Character Points: 0-5

Move: 10

Equipment: Heavy blaster pistol (5D), stock light freighter, 3,000 credits

NEUTRALS

There are millions of beings in the galaxy. The Republic and the Empire always seem to be in the public focus. In counterbalance to this, there are the lawbreakers, rogues, and scoundrels existing in the gray area inbetween, but even those are still in it for profit, fortune, and glory.

Outside all of that riffraff, however, are the simple beings just trying to make their way in the universe. While some have a criminal past, many are simply trying to make a living in a tough galaxy. While criminals and scoundrels often make the holonews headlines, those are the extreme minority; most of the galaxy is content to go on with their lives and be left alone.

Lema Xandret

Lema Xandret was a droid-maker of the Sith Empire and the mother of Cinzia Xandret, a Sith apprentice. For many generations, the Xandret family had no Force-sensitive members until Cinzia Xandret was born. The Sith Empire was eager to take and train any potential Sith apprentice and demanded that Lema should hand over Cinzia, who later was renamed Eldon Ax. Not willing to give up her only child, Lema took Cinzia and the rest of her family into hiding.

Eventually the Sith caught up to the family and took Cinzia. The penalty for resisting a Sith's 'request' for a Force-sensitive child was death, so in 3658 BBY Lema gathered up the rest of the family and fled to Sebaddon, a metal-rich world orbiting a black hole.

During her self-imposed exile, Lema began to create the Fastbreeders nicknamed "Hexes". In order to make the droids unique and highly adaptive, she put her very essence into them in the form of red liquid. After cloning her long lost daughter, Lema was determined to keep her safe

Republic Ship Registry

BoSS

ACCREDITED PILOT'S LICENSE

Name

OKARR, NICO

Species

HUMAN

Homeworld

CORELLIA

Captain's Accredited License Number

KFF-3710939B9-RBB3701

Starship Classification

SPACE TRANSPORT

Date of Issuance / Expiration

77:37 / 87:37



and programmed the hexes to protect the clone of Cinzia at all costs. As the years went by, Lema and the colony grew fearful of the hexes and tried to shut them down. The hexes killed her because in their logic, shutting them down would put Cinzia in danger. The hexes killed the rest of the colony when they tried to stop them from killing Lema. Lema still existed in the red liquid that filled the hexes bodies and a Force-dampening tank in which she kept the clone of Cinzia in all her life.

During the attack on Sebaddon, Grand Master Satele Shan and Eldon Ax confronted the clone of Cinzia/Eldon Ax. Lema could still talk to her through the liquid and when the clone disobeyed her by talking to the two of them, Lema began to smother her. In a desperate attempt to save the drowning clone, Satele Shan broke the glass of her tank. Once exposed to air for the first time, the clone fell into shock and died. Out of grief of losing Cinzia twice, Lema commanded all the hexes to dig into the core of the world where they would be swallowed by the lava, destroying the last piece of herself. ^[5]

■ Lema Xandret

Type: Droid engineer

DEXTERITY 2D

Blaster 3D, brawling parry 2D+2, dodge 4D+1, running 3D, thrown weapons 2D+1

PERCEPTION 2D

Bargain 2D+1, con 3D, hide 2D+1, search 4D+1, sneak 5D+2

KNOWLEDGE 2D

Languages 2D+1, law enforcement 2D+2, streetwise 5D+1, survival 3D+2, value 4D+1, willpower 3D

MECHANICAL 2D

Astrogation 6D+1, space transports 5D+1

STRENGTH 2D

Climbing/jumping 4D+1

TECHNICAL 2D

(A) droid engineering 7D, droid repair 9D+1

Character Points: 14

Move: 10

Equipment: Droid repair kit, 200 credits

Guss Tuno



A failed Jedi Padawan who abandoned his training, the enthusiastically greedy Guss Tuno prefers the underworld lifestyle's potential for material riches. In a perfect galaxy, Guss would spend his retirement lounging in a heated swimming pool surrounded by exotic beauties while

consuming a steady diet of fresh fish and expensive cocktails. Although he often speaks before he thinks, Guss has talked his way out of certain death many times. He often uses his minimal knowledge of Jedi—and the lightsaber he stole from his old Master—to fool gullible criminals into leaving him alone. When that fails, Guss reveals he's a much better shot than anyone would believe.^[4]

■ Guss Tuno

Type: Failed Jedi con man

DEXTERITY 3D+1

Blaster 7D+1, blaster: blaster pistol 8D, oge 5D+2, grenade 6D+2, lightsaber 4D, pick pocket 7D+2, running 4D+1, vehicle blasters 3D+2

PERCEPTION 3D

Con 8D, forgery 4D+1, gambling 4D, persuasion 7D+1

KNOWLEDGE 2D+2

MECHANICAL 3D

Space transports 3D+1

STRENGTH 2D+1

TECHNICAL 3D+2

Blaster repair 4D

Special Abilities:

Force Skills: Control 2D, sense 1D

Control: Concentration, resist stun

Force Points: 3

Character Points: 15

Move: 9

Equipment: Lightsaber (5D), blaster pistol (3D)

Doc

The brilliant medtech known simply as “Doc” is driven to bring quality health care to underserved star systems. This has led Doc to keep some unusual company: pathosis-riddled crime lord Fashaka Four-Toes, the Red Band Rebels of Cadinth and even the Imperial military during a brief stint impersonating a member of the Imperial Medical Corps on the conquered planet Sullust. Doc has a talent for using bad people to save good lives—a fact he emphasizes to anyone within earshot. Some characterize Doc as a blowhard and scoundrel, but

these individuals have never required his impressive surgical skills. Doc has visited every major galactic battleground over the past five years and saved more lives than even he can count.^[4]

■ Doc

Type: Medic

DEXTERITY 2D+1

Blaster 5D+2, blaster: blaster pistol 6D, brawling parry 5D, dodge 3D+2, grenade 3D, melee combat 2D+2, melee parry 3D, pick pocket 3D+2, running 3D+1, thrown weapons 3D+2, vehicle blasters 3D+2

PERCEPTION 1D+1

Gambling 2D+1, hide 2D, persuasion 2D+1

KNOWLEDGE 1D+1

Intimidation 2D+1, streetwise 1D+2, survival 1D+2

MECHANICAL 2D+1

STRENGTH 2D

Brawling 4D, swimming 2D+2

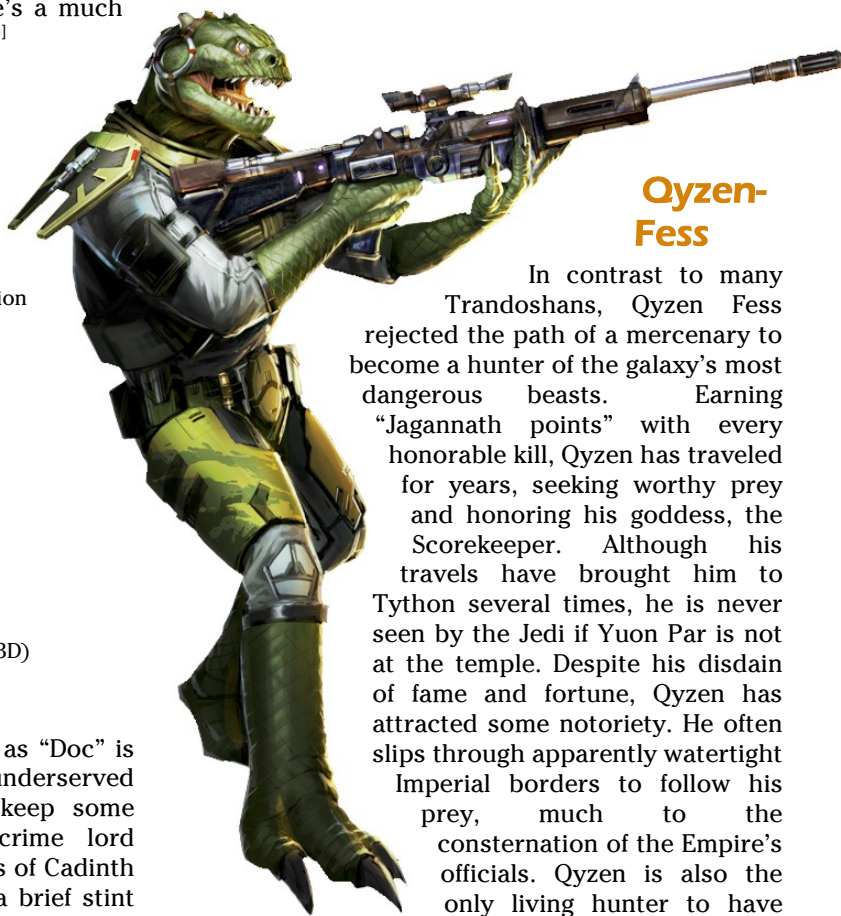
TECHNICAL 2D+2

Blaster repair 5D, first aid 8D+2, (A) medicine 7D+2

Character Points: 6

Move: 10

Equipment: Blaster pistol (3D), scattergun (4D), medkit



Qyzen-Fess

In contrast to many Trandoshans, Qyzen Fess rejected the path of a mercenary to become a hunter of the galaxy's most dangerous beasts. Earning “Jagannath points” with every honorable kill, Qyzen has traveled for years, seeking worthy prey and honoring his goddess, the Scorekeeper. Although his travels have brought him to Tython several times, he is never seen by the Jedi if Yuon Par is not at the temple. Despite his disdain of fame and fortune, Qyzen has attracted some notoriety. He often slips through apparently watertight Imperial borders to follow his prey, much to the consternation of the Empire's officials. Qyzen is also the only living hunter to have killed a greater crested gundark, thought extinct for centuries. His simple habits and devotion to the Scorekeeper give him common ground with the Jedi, though many disapprove of

the attitudes and instincts that come naturally to a Trandoshan.^[4]

■ Qyzen-Fess

Type: Beast hunter

DEXTERITY 1D+1

Blaster 5D+2, blaster: blaster pistol 6D, blaster: blaster rifle 6D+1, brawling parry 3D, dodge 2D+1, grenade 2D+2, melee combat 3D+2, melee parry 2D, pick pocket 2D+1, running 2D, thrown weapons 3D

PERCEPTION 2D+2

Con 3D+2, forgery 6D+1, gambling 4D+2, hide 5D, persuasion 3D+1, search 3D+1, sneak 4D

KNOWLEDGE 2D+1

Intimidation 2D+2, planetary systems 2D+2, survival 3D+2

MECHANICAL 1D+2

Astrogation 2D, sensors 2D, space transports 2D+2

STRENGTH 3D

Brawling 4D

TECHNICAL 1D

Blaster repair 3D+1, space transports repair 3D+1

Special Abilities:

Vision: Trandoshans' vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of -2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan's use.

Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

Force Points: 2

Character Points: 23

Move: 9

Equipment: Techblade, blaster rifle (5D), rations, comlink, survival pack, knife

Tharan Cedrax

Although not a household name, Tharan Cedrax is well known in several circles. In the casinos of Nar Shaddaa, he is cursed as a card-counting mathematical genius. To the eligible women of the galaxy, he is a famous charmer who sees rejection as an intriguing challenge. Among technologists, he earned accolades for solving a technical paradox that revolutionized computer slicing; despite his

achievements, however, Tharan isn't taken seriously by the galaxy's scientific community, which looks down on him as a playboy rather than a serious researcher. In recent years, Tharan has taken an interest in "exo-technology," an almost unknown field involving esoteric alien sciences, and gone into business making custom gadgets for wealthy clients. Often accompanied by his lovely holographic companion, Holiday, Tharan has spent his credits freely, enjoying the very best Nar Shaddaa has to offer while staying just shy of its dangers.^[4]



■ Tharan Cedrax

Type: Gambler/slicer

DEXTERITY 2D

Blaster 3D, blaster: blaster pistol 3D+1, blaster: blaster rifle 4D+1, brawling parry 2D+1, dodge 3D+1, grenade 4D, melee combat 2D+2, melee parry 3D+1, pick pocket 3D, running 3D, thrown weapons 3D+1

PERCEPTION 2D

Con 5D+2, forgery 3D+1, gambling 8D, hide 2D+1, investigation 2D+1, persuasion 5D, sneak 2D+2

KNOWLEDGE 2D

Alien species 5D+2, cultures 8D+1, intimidation 2D+1, languages 3D, law enforcement 2D+2, planetary systems 5D+2, streetwise 2D+2, value 2D+2

MECHANICAL 2D

Astrogation 3D+2, sensors 2D+1, space transports 3D+1

STRENGTH 2D

Brawling 2D+2, climbing/jumping 2D+1, stamina 2D+2

TECHNICAL 2D

Blaster Repair 2D+1, computer programming/repair 9D, space transports repair 2D+2

Character Points: 17

Move: 10

Equipment: Blaster pistol (4D), scattergun (4D), sabacc deck, datapad

Zenith

"Zenith" is the code name of a Twi'lek Balmorran revolutionary fighter who has made a career out of hurting the Empire. Once a member of a powerful resistance cell broken up by Imperial infiltrators, Zenith has struck out on his own, gathering followers from Balmorra's oppressed population to launch sneak attacks, raids and bombings against the occupying Imperial forces. Years spent in hiding and seeing the plight of Balmorran citizens have left Zenith with a deep-seated paranoia and hatred of the Empire—especially Balmorra's Sith governor, Darth Lachris. Nothing enrages him more than those who collaborate with the oppressors; he has been known to refuse aid to Balmorrans who cooperate with Imperial soldiers. The sacrifices he



has endured have also nurtured Zenith's ambitions—when Balmorra is finally free, someone will have to ensure her new government is strong enough to prevent another occupation.^[4]

■ Zenith

Type: Revolutionary fighter

DEXTERITY 1D+2

Blaster 2D, blaster: blaster pistol 2D+2, blaster: blaster rifle 3D, brawling parry 2D+2, dodge 2D, grenade 3D, melee combat 3D+2, melee parry 2D+1, pick pocket 3D, running 2D+2, thrown weapons 3D+1

PERCEPTION 3D+2

Bargain 4D, con 4D+2, forgery 4D+2, gambling 5D+1, hide 4D, persuasion 4D+1, search 4D, sneak 5D+1

KNOWLEDGE 2D+2

Intimidation 3D+1, languages 3D, law enforcement 3D, planetary systems 3D, streetwise 3D, survival 4D+2, tactics 5D, willpower 3D

MECHANICAL 1D+1

Astrogation 2D, sensors 2D+1, space transports 3D+1

STRENGTH 1D+1

Brawling 2D+2,

TECHNICAL 1D+1

Blaster repair 2D, space transports repair 1D+2

Special Abilities:

Head-tails: Twi'leks can use their head-tails to communicate in secret with each other, even if in a room full of others. The complex movement of the tails is, in a sense, a "secret" language that all Twi'leks are fluent in.

Character Points: 13

Move: 12

Equipment: Sniper rifle (5D), comlink, light armor (+1D physical and energy, -1D DEX and related skills)

Gault Rennow

Formerly the notorious smuggler and confidence man Tyresius Lokai, Gault Rennow now enjoys a relatively paranoia-free lifestyle as an unknown gun-for-hire. Still, old habits are hard to shake, and Gault's cautiousness and duplicity are a constant reminder that the only thing to really change is his

name. How long until the crafty Devaronian finds himself climbing up the galaxy's most wanted list again is anyone's guess.^[4]

■ Gault Rennow

Type: Con man

DEXTERITY 2D

Blaster 4D, blaster: blaster pistol 6D, blaster: blaster rifle 4D+1, brawling parry 2D+2, dodge 3D, grenade 2D+2, melee combat 2D+1, melee parry 3D+1, pick pocket 4D, running 4D+2, thrown weapons 2D+1, vehicle blasters 2D+1

PERCEPTION 2D

Con 7D+2, forgery 8D, gambling 7D+1, hide 3D+1, persuasion 6D+2, sneak 2D+2

KNOWLEDGE 2D

intimidation 3D+2, planetary systems 2D+1, streetwise 6D+1, survival 2D+2, value 2D+1, willpower 2D+2

MECHANICAL 2D

Astrogation 2D+1, sensors 2D+2, space transports 4D+1

STRENGTH 2D

Brawling 2D+2

TECHNICAL 2D

Blaster repair 2D+1, space transports repair 3D+1

Character Points: 13

Move: 11

Equipment: Sniper rifle (5D), blaster pistol (4D), deceased perfect genetic clone of self (cryo-frozen)



Blizz

Infinitely curious and adventuresome, Blizz always felt confined on his native Tatooine—the endless rolling dunes and limited selection of scrap leaving him perpetually bored. So when the traveling salvager Slam Streever visited Blizz's clan to offer Jawas work as "ferrets"—individuals he could send into dangerous and dilapidated areas to scout for salvage treasure—Blizz leapt at the opportunity. Blizz spent several years with Slam's



crew before the old scrapper made the mistake of selling his services to Hoth's White Maw pirates. Years of toil under the menacing watch of the White Maw would soon deprive the salvagers of reasons to smile—but first, Slam gave his small friend the nickname “Blizz” after the little Jawa kicked up a snowstorm of excitement during his first encounter with the “white sands.” It's a name Blizz cherishes; one that reminds him of happier times.^[4]

■ Blizz

Type: Mechanic

DEXTERITY 2D

Dodge 2D+1

PERCEPTION 1D+1

Bargain 5D, hide 4D

KNOWLEDGE 1D+1

Law enforcement 1D+2, streetwise 1D+1

MECHANICAL 3D

Astrogation 3D+2

STRENGTH 1D

Brawling 1D+2, stamina 1D+1

TECHNICAL 3D+1

Computer programming/repair 3D+1, droid repair 8D+1, space transports repair 6D, starfighter repair 5D+2

Character Points: 7

Move: 9

Equipment: Blaster pistol (3D), droid repair kit, vehicle repair kit, portable generator

Vette

A blue-skinned Twi'lek from the planet Ryloth, Vette escaped slavery to become an accomplished treasure hunter. Too daring for her own good, she likes to breach Imperial defenses and sneak onto Korriban, gaining entry into the most sacred Sith tombs before being caught. Years of travel and close calls have made Vette quick with a blaster. Outspoken, uppity and unfiltered, she can be

fiercely loyal or relentlessly taxing, making her a source of annoyance to some and of great amusement to others.^[4]

■ Vette

Type: Outlaw treasure hunter

DEXTERITY 2D

Blaster 5D+2, blaster: blaster pistol 6D, blaster: blaster rifle 6D+1, brawling parry 3D, dodge 4D+1, grenade 2D+2, melee combat 5D+1, melee parry 3D+2, pick pocket 5D, running 4D+1, thrown weapons 2D+1

PERCEPTION 3D+1

Con 4D+1, forgery 5D, gambling 5D+2, hide 5D, investigation 3D+2, persuasion 5D, search 4D+2, sneak 4D+1

KNOWLEDGE 2D

Intimidation 2D+1, planetary systems 4D+1, survival 3D+1, value 5D+1, willpower 2D+1

MECHANICAL 1D+1

Astrogation 3D+1, sensors 3D+1, space transports 5D+2

STRENGTH 2D

Brawling 3D

TECHNICAL 1D+1

Space transports repair 4D+2

Special Abilities:

Head-tails: Twi'leks can use their head-tails to communicate in secret with each other, even if in a room full of others. The complex movement of the tails is, in a sense, a "secret" language that all Twi'leks are fluent in.

Character Points: 14

Move: 10

Equipment: Blaster pistol (4D), comlink



BOUNTY HUNTERS

Hunter, Seeker, Killer For Hire

Countless enemies stand in the way of the Sith Empire's drive for domination. The Empire spares no expense eliminating these threats, offering massive bounties to employ the galaxy's most lethal hunters. Earning a death mark from the Empire means a life spent in fear, constantly looking over one's shoulder. It's never a question if a bounty hunter will find you... only when.

Both infamous and anonymous at the same time, bounty hunters are far more than mercenaries for hire—they're heirs to a professional legacy—an ancient brotherhood with a glorious history. Tracking elusive targets across multiple star systems requires expertise, especially when the targets can be prominent, powerful, and often prepared for confrontation. Thrill seekers from all walks of life set out to become bounty hunters, but only the most hard-boiled survive in this competitive and deadly business.

The bounty hunter's path lies along the edge—the stakes are always high—and the path only leads two places, to a life of infamous glory... or to a quick and ignominious death.^[1]

BOUNTY HUNTING 101

Are you a Bounty Hunter or someone who wants to be? The following section can help you learn the basics on where to start and point out required fees. There is a table at the end of this section showing all the fees required, including those of the Expeditor.

What Is A Bounty?

A bounty is a legal document issued by the Imperial Court of Prosecution (the ICOP) for the apprehension of a being (known hereafter as the "acquisition") responsible for acts of a criminal nature. A bounty differs from a standard "Warrant for Arrest" in that it specifies a reward for the capture or elimination of the criminal. These rewards are only available to licensed Hunters. The bounty specifies the restrictions and conditions under which the hunt can be conducted. It contains information on who is wanted, what for, where, by whom, and how much they're worth. A bounty does not contain any biographical information, skills, habits or special abilities. Bounties come in two categories: Civil and Private. Civil bounties are those posted by Imperial officials. Private bounties are posted by corporations or citizens.^[29]

Imperial Relations

Though the Empire disapproves of the bounty hunters' fierce independence, exceptions are made for those who get results. Few individuals in the galaxy have the gall and the stomach to deliver on the delicate and grim tasks in which bounty hunters excel. Nonetheless, no one is irreplaceable in the Empire, and even the most proficient must repeatedly prove their worth. In the bounty business, one's name is everything, and with each mark a bounty hunter takes down, his reputation grows, as does his price.^[1]

Affiliations And Loyalties

Bounty hunters are far from a homogeneous lot—they come from all races and affiliations and each pursues his quarry in his own unique way. Some bounty hunters adhere to the rugged Mandalorian code of honor while others answer only to their own moral compass. Some work only on behalf of organizations they agree with, while others have no sense of loyalty.

Despite being kindred spirits, fellow Bounty hunters cannot always be trusted—among the profession's most notorious members, competition turns colleagues into the most ruthless of enemies. Even the Bounty hunters' employers harbor hidden agendas; the tables are turned quickly when complications arise... and they always do. Shifting allegiances, unbeatable odds, and deadly showdowns are common in the occurrences in the life of a Bounty hunter.^[1]

Placing A Bounty

All legal bounties are posted by the ICOP. Imperial officials can post bounties directly to the ICOP. Corporations or citizens post bounties through Posting Agencies or Expeditors to the ICOP. Regardless, the ICOP requires the following to be met to post a bounty:

- Verifiable proof of wrongdoing
- Face value of bounty paid up front to the ICOP
- Payment of the posting fee: *100 to 500 credits for city or planet wide, 500 to 5,000 credits for system wide, 2,500 to 50,000 credits for sector wide, 12,500 to 500,000 credits for galaxy wide.*

In the case of civil bounties, the proof of wrongdoing can be flimsy indeed; virtually all that is needed is an accusation. For private bounties some sort of verifiable proof is always required, but depending on the scruples of the Posting Agency there is a lot of room for creative interpretation as to what "verified" means. Note that the ICOP will not usually allow a bounty to be posted without official law enforcement authorities either attempting to apprehend the criminal first, or

stating to the ICOP in writing that they are currently incapable or unwilling to do so (due to insufficient manpower, petty nature of the crime, other higher priorities, ect). Also, the ICOP is unlikely to allow bounties for relatively petty crimes, like stealing a speeder or shoplifting (though a criminal with a habit of doing so may warrant a bounty) and especially for crimes against non-human aliens, but when a pro-Imperial corporation or high profile Imperial bureaucrat or officer posts a bounty it is given "special consideration" regardless of the seriousness of the crime.^[29]

What Permits Are Required?

To legally hunt sentient citizens of the Empire, first one must obtain a Hunter's license, officially known as an Imperial Accredited Hunter's License or IAHL. An IAHL costs 750 credits and must be renewed each standard year. Then a number of other permits are required.

A Target Permit is issued for a specific acquisition as permission to hunt that individual. They are treated as a legal extradition permit to bring the acquisition to Imperial authorities. Target permits may have special restrictions on when and where the acquisition may be apprehended, such

as being valid only for a limited time, or in a limited locale. A Target permit costs 100 credits.

Sector Permits are required for a hunter to operate in certain sectors. Some sectors require both Target Permits and Sector Permits, some require only one of the two, and some require only an IAHL. A Sector Permit routinely costs between 100 and 1,000 credits per month.

System Permits allow hunters to operate in those systems that require an additional permit to hunt within that system. They typically cost between 50 and 500 credits per month. Systems requiring these permits are rare outside the Inner Rim worlds.

District, City and Municipal permits may also be required, typically in very large cities in the core. They generally cost about 10 credits per month each.

Generally, these permits are only required when working within the Sith Empire's borders. If the Hunter intends to work within the borders of the Republic – generally seen as being a benefit to the war effort – the ICOP requires only a single Wartime Extraimperial Region Permit, which costs 1,000 credits and does not require renewal. In general, a WERP also entitles the Hunter to certain liberties and benefits when dealing with Imperial military forces, as Officers have been known to overlook



minor transgressions from a Hunter doing “the Emperor’s work” inside enemy territory.

Capture Permits are permits that can be issued after the acquisition has been caught. These permits are typical for Hunters that happen to cross paths with an acquisition by chance and have not already obtained all the necessary permits. They typically cost 25% of the posted bounty or 125% of what the required permits would have cost, whichever is higher, and are issued solely by the ICOP.^[29]

THE GREAT HUNT

A recent Mandalorian tradition stretching back only a few hundred years, the Great Hunt is considered one of the keenest tests of a professional warrior's skill. While the competition has evolved over the centuries, incorporating more complex rules and greatly expanding its scope, two things have not changed: The challengers hunt each other as often as they do their quarries.

To the modern Mandalorians, the title of Grand Champion is second only in prestige to that of Mand'alor—the Mandalorian leader. In order to earn the title, a competitor must best everything the galaxy can throw at him or her. It's not entirely uncommon for a Great Hunt to end without a surviving competitor left to hold the title. As such, the number of beings who can claim that honor is slim.^[4]

In general there are so many permits, all with their own special restrictions, that most Hunters hire someone to manage it all for them. Some Posting Agencies perform these services for a fee, and one can always hire an Expeditor to do it all. Obviously, certain acquisitions may actually not be worth the effort after all the fees for the various permits are factored in. There are also some systems (mostly in the core worlds) that are completely off limits to Bounty Hunting.^[29]

What Kinds Of Bounties Are There?

The following categories exist for legally posted bounties: Most Wanted, Locate and Detain, Galactic, Regional, Sector, System, Local and Private Postings.

Most Wanted: For class 1 infractions of Imperial law presenting a clear and immediate danger to safety and security of the Empire. Imperial law dictates that Hunters may ignore all permit requirements when hunting these dangerous

criminals, nothing more than an IAHL is required. *Usually over 200,000 credits.*

Locate and Detain: For class 1 infractions of Imperial law by individuals that represent a substantial threat to the safety and security of the Empire. Bounties on the Locate and Detain list are only paid when the acquisition is delivered alive. They are covered by the same laws as Most Wanted bounties, and pay about the same.

Galactic: For class 1 infractions of Imperial law by individuals who have committed extremely serious crimes. While the distinction between Most Wanted and Galactic bounties is hazy, these individuals are not considered to present an immediate, compelling threat to the Empire. *From 50,000 to 200,000 credits.*

Regional: For class 1 and 2, and more serious class 3 infractions of Imperial law. These bounties are only listed within the local region or oversector. *From 20,000 to 75,000 credits.*

Sector: For serious infractions of Imperial law that are confined to a single sector and/or are not considered threats to the security of the Empire itself (ie: crimes like piracy, murder, ect). This is the most common form of bounty. These are listed only in the local sector. *From 3,000 to 50,000 credits.*



System: For serious crimes confined to the limits of a single system. These bounties are only listed within the local system. Mostly reserved for personal grudges or dangerous repeat offenders, these bounties are relatively rare as they imply that local officials aren't able to maintain order. *From 1,000 to 25,000 credits.*

Local: For serious criminal offences on a single planet or city, they imply that the criminal has fled local jurisdiction. *From 100 to 15,000 credits.*

Private Posting: Companies and individual citizens post these bounties for anything from trespassing and burglary to kidnapping and murder. The cost for posting a private bounty depends on the range of the posting.

All bounties posted with the ICOP are assumed to be for the delivery of the acquisition to any Imperial law enforcement agency. All bounties posted at the ICOP are presumed to be for the capture and delivery of the acquisition either "Dead or Alive" unless otherwise stated by the posting authority (the ICOP or the entity making a Private Posting). In some cases the posting entity may decide that the acquisition must be delivered alive. For those bounties ("Wanted Alive") the posted bounty is usually somewhat higher than normal to compensate for the difficulty of bringing in a live acquisition, especially one that may prefer death to capture. Hunters who kill a wanted criminal in the process of arresting them for verifiable crimes against the Empire are almost never prosecuted (though they may be arrested while authorities

Confirmation of Acquisition

Bounties are commonly confirmed with a genetic scan sent over the Holonet. The scan can be made from any portable sensor or medical device, and the pattern is then verified against a genetic scan of the subject held by the bounty issuer or organization responsible for payment.

If the subject's genetic scan is not on file - or, worse, if the subject has been disintegrated or otherwise damaged beyond the ability to obtain a clean scan - other arrangements for proof of capture or kill must be made. This can often be used as an excuse to void a bounty contract, so hunters are warned to be careful of *how* they detain or eliminate a target.^[29]

How Is Payment Made?

Payment of bounties are typically done with credsticks. In situations where the bounty is a very large sum, an Imperial "Warrant of Payment" may be issued instead of a credstick. This warrant is a document bearing the will of the Emperor himself, requiring any Imperial authority that is capable of doing so to render payment to the bearer upon



determine if there is a legal bounty on the deceased), but in the case of acquisitions "wanted alive" the death of the acquisition may result in no bounty being paid at all, and in some cases criminal charges may be filed against the Hunter for the killing of acquisitions who are wanted alive.^[29]

demand. As such, these very important documents and are taken quite seriously by Imperial authorities. Another method of payment sometimes used on the Outer Rim is "rights of salvage". In this method, Hunters are permitted to appropriate any personal goods, weapons and other gear that the

BOUNTY HUNTER FIELD RECONNAISSANCE

Bounty hunters come and go as they wish across the galaxy, some working alone, others in groups. Though not uncommon for them to pursue targets in the core worlds, the majority of any bounty hunter's work takes place in the Outer Rim where wary and elusive targets often seek places where they can 'drop off the radar'.

Outfitting

Preparation is the bounty hunter's best defense, and cutting-edge protective gear is standard equipment for most Bounty hunters. Artisans spend months and even years hand-crafting the bounty hunters' heavy armor to ensure it offers superior resistance to all manner of weaponry, and that each suit will still allow maximum flexibility and versatility. Offense is just as critical as defense, however, and powerful weaponry is necessary for any Bounty hunter who might have to shoot his way out of a messy situation. It's not unheard of for a bounty hunter to spend as many credits on an advanced blaster as others might spend to purchase an entire starship.

Combat Tactics

Whether working for credits or principle, the bounty hunter pursues his targets with dogged determination and methodical precision. Bounty hunters are renowned for their versatility on the battlefield and their ability to go toe-to-toe with force-users. Their legendary abilities in this arena have earned them the nickname "Jedi Killers". Whoever they must face, however, the bounty hunter comes armed with the most-advanced weaponry on the black market, packing heavy firepower but always keeping a variety of tricks and gadgets ready to go.

Always prepared to change tactics on the fly, the bounty hunter's arsenal includes a powerful twitch-action jetpack, allowing the Bounty hunter to shoot into the air and unleash a hail of blaster-fire. bounty hunters are "early adopters" for the most advanced weapons technologies. They have both the credits and the opportunities to experiment with all manner of gadgets. Though almost always handy with blasters, bounty hunters also keep tricks up their sleeve such as a wrist mounted missile launcher. No matter how much planning and strategy is done before an assault, close-quarters combat is often unavoidable. Fortunately, bounty hunters are equipped with the gear to burn anyone or anything that decides to get too close.^[1]

acquisition has in his possession at the time of capture. While it would be difficult to make a living on such bounties, in hard times they can be enough to get by.^[29]

Obtaining a License

A "Bounty Hunter's License" is another term for an Imperial Accredited Hunter's License or IAHL. To get one, you must go to an office of the ICOP (or an authorized Posting Agency) and submit an application. An IAHL entitles the bearer to legally hunt for posted bounties. The application entails the following:

- A non-refundable up-front fee of 750 credits.
- An Imperial Security background check, usually taking 10 days.
- An endorsement by a licensed Hunter stating that the applicant has completed an apprenticeship.

Finding Someone To Hunt

All legally posted bounties are posted in the Imperial Enforcement Datacore, which is maintained by the ICOP. It contains information on

who is wanted, where, by whom, and how much they're worth. Access to the datacore is restricted to those who possess a valid IAHL or the representative of someone possessing one. The Datacore is a galaxy-wide information net, but each planet has its own "board". On a planet's Datacore board, all planet, system and sector bounties will be posted for that locale. Any board in the Datacore can be accessed from any ICOP office, but while most planets have a Datacore board, not every planet has an ICOP office. Any access to a planetary Datacore comes with a small fee of 15 credits.^[29]

Posting Agencies

Posting agencies provide all the services of the ICOP, plus information on suspected sightings, more extensive biographies of the acquisitions, and information about other Hunters that have pursued the acquisition. Posting agencies often have more extensive and updated information than the ICOP due to word-of-mouth local information, and the fact that they are not run by Imperial Bureaucrats. Local Datacore access can usually be found at a posting agency as well.^[29]

Expeditors

Expeditors are professional intermediaries between Hunters and the Imperial Bureaucracy. Expeditors are like a "personal agent" for a Hunter, running bureaucratic interference, obtaining permits and managing the Hunter's personal finances as well. By investing profits, making payoffs, promoting the Hunter to Posting Agencies and corporations, and identifying suitable acquisitions for the Hunter to keep him apprised of the newest legal bounties of interest, the Expeditor goes far beyond what a Posting Agency provides. For such invaluable services, the Expeditor usually charges a flat fee of between 3% and 5% of any bounty or contract arranged through his office.^[29]

Bounty Brokers Association (BBA)

For most individuals, the act of placing a bounty can be fraught with legal nightmares and shady contractors. The Bounty Brokers Association was formed to help alleviate such worries. By streamlining and standardizing the bounty contract process, the BBA ensures that prospective clients will receive quality, reliable service without fear of judicial persecution—all for a cut of the action, of course. No other bounty brokerage conglomerate in the galaxy is as trusted as the BBA.^[4]

Compared to other bounty brokers, the BBA takes a much higher 10% of the bounty cut, but its services are second to none.

The Mandalorians

An interspecies warrior culture stretching back thousands of years, the Mandalorians live for one purpose: to challenge the greatest opponents in combat and claim victory, for honor and glory. The best are proud fighters driven by a noble code, while the worst are bloodthirsty killers always looking for the next battle. While many act as independent mercenaries, the Mandalorians are divided into clans each answering to their own

leader. From time to time in history, a single leader of all clans appears and is called "Mandalore." Each new leader of the Mandalorians takes the name and mask of Mandalore and determines whether the clans will scatter or unite against a great foe. Initiates can be born into Mandalorian society or inducted from outside; either way, new Mandalorians face harsh trials as they prove themselves worthy and learn the secrets of Mandalorian weapons and armor. The Mandalorians have been loosely allied with the Sith Empire since the Empire's return to the galaxy and played an instrumental role in the Sacking of Coruscant. Though not Imperial subjects, the Mandalorians have an enclave in the Citadel on Dromund Kaas. Their relationship with the Empire is sometimes strained, but the alliance offers one undeniable advantage: ample opportunity to face the galaxy's greatest warriors, the Jedi.^[4]

Shae Vizla

Working as a bounty hunter, Vizla was often employed by the Sith Empire, who made use of her martial skills when undertaking the most risk-intensive missions. Shae Vizla was part of the Imperial force charged with attacking the planet of Alderaan, and later launched a strike on a Republic political envoy. During the assault, Vizla's brother was killed by the Jedi Master Aurei Eadon, and Vizla subsequently developed an intense hatred for the Jedi Order. When the Empire elected to mobilize an attack on the galactic capital world of Coruscant, Vizla was contracted to disable the planet's defense grid, located within the Jedi Temple. In conjunction with a frontal assault by the Sith Lord Darth Malgus, Vizla infiltrated the Temple, proceeding to kill several members of the Temple Security Force during the resultant battle between the assailing Sith warriors and the defending Jedi Knights. She successfully completed her mission to disable the defense grid, allowing Darth Angral's Sith armada to strike at Coruscant, and when the attack was over

Table 3-1: Bounty Hunter Fees^[29]

License/Permit	Cost	Duration
Imperial Accredited Hunter's License (IAHL)	500	Year
Target Permit (one per target)	10-1,000	Month
Sector Permit (not always required if hunter has IAHL & TP)	1000-10,000	Month
System Permit (not always required)	50-500	Month
District	10-50	Month
City	10-25	Month
Municipal	10-20	Month
Wartime Extrainterimperial Region Permit	1,000	N/A
Capture Permit	500*	Month
Expeditor	3-5% of bounty	N/A

* 25% of original bounty or 500 credits, whichever is higher

and the Jedi defeated, Vizla briefly lingered until receiving the professional approval of Lord Malgus.^[5]

■ **Shae Vizla**

Type: Bounty hunter
DEXTERITY 3D+2

Armor weapons 5D+2, blaster 6D+2, blaster: blaster pistol 8D+1, blaster: blaster rifle 8D+1, blaster artillery 7D+2, brawling parry 5D+1, dodge 9D, grenade 7D+2, melee combat 5D+1, melee parry 6D+2, missile weapon 7D+2, pick pocket 6D, running 6D, thrown weapons 7D, vehicle blasters 4D

PERCEPTION 3D

Con 4D+1, forgery 4D, gambling 3D+1, hide 4D+1, persuasion 7D+1, search 4D, sneak 3D+1

KNOWLEDGE 3D

Intimidation 6D+1, languages 3D+2, law enforcement 3D+2, planetary systems 4D+2, streetwise 4D, survival 3D+1, value 3D+1, willpower 4D

MECHANICAL 3D+1

Astrogation 5D, jet pack operation 6D, repulsorlift operations 7D, sensors 6D+1, space transports 6D+1

STRENGTH 2D+1

Brawling 3D+1, climbing/jumping 3D+1, stamina 2D+2, swimming 2D+2

TECHNICAL 2D+2

Blaster repair 5D+2, demolitions 5D+1, space transports repair 3D

Force Points: 2

Dark Side Points: 16

Character Points: 25

Move: 11

Equipment: Custom hunter's armor (+2D energy, +1D physical, -2 DEX and related skills, integrated comlink, light environmental seal), flamethrower with 5 meter range (4D), wrist missile launcher (5D, 3-5/8/15), ThrustVector V10 jetpack, blaster rifle (5D), 9,000 credits



Akaavi Spar

Akaavi Spar was born into a respected Mandalorian clan and became one of its finest warriors. She killed her first foe—an abusive Abyssin mercenary—at the age of eight using an improvised flamethrower. This victory earned her the nickname “firehand” among her clan and marked the beginning of an impressive career as an Imperial bounty hunter. Akaavi captured and killed all manner of targets in her youth, from career

criminals to Jedi. When her entire clan was framed for crimes against the Empire and executed, Akaavi alone survived the brutal purge—but her outlook on the galaxy changed forever. With no connection to her Mandalorian heritage, she became a wandering mercenary loyal to no one.^[4]

■ **Akaavi Spar**

Type: Bounty hunter
DEXTERITY 2D+1

Blaster 7D, blaster: blaster pistol 8D+2, dodge 3D+1, melee combat 6D, pick pocket 5D, running 2D+2

PERCEPTION 3D+1

Con 3D+2, forgery 6D, gambling 4D, persuasion 3D+2, sneak 4D+1

KNOWLEDGE 3D+2

Intimidation 4D, survival 5D

MECHANICAL 2D

STRENGTH 3D+1

Brawling 6D+1

TECHNICAL 3D+1

Force Points: 1

Dark Side Points: 3

Character Points: 21

Move:

Equipment: Tech staff, comlink, light armor (+1D physical and energy, -1D DEX and related skills), 1,500 credits

Braden

Braden's long and storied career has never quite reached the heights of notoriety it deserved. For more than twenty-five years, Braden has claimed hundreds of bounties for clients ranging from the

Imperial Accredited Hunter's License



Name **VIZLA, SHAE**
Homeworld **BALMORRA**
Age **23**
Sex **FEMALE**
Height **1.57 meters**
Certificate Number
349875978/ r.q209
Signature



Any attempt to alter punishable by death.

Genetic Code // Retinal Scan

The being or entity posting a bounty reserves the right to determine suitable punishment for a bounty subject. Inquiry, incapacitation or death of the subject of a given bounty may only occur if under circumstances in which the subject has first refused to peacefully surrender. Only that force which constitutes a clear and reasonable application can be authorized against the subject. The bearer of this certificate agrees not to accept any illegal contract, informal arrangement, or private service contract that is not legally recognized within the Empire.

Imperial Court of Prosecution

infamous crime lord Nok Drayen to generals in the Republic military and Jedi Masters with no one else to turn to.

With his glory days behind him and his career in decline, Braden is looking for one last chance to shine before passing the torch to a new generation of hunters and retiring in some quiet corner of the galaxy.^[4]

■ Braden

Type: Seasoned bounty hunter

DEXTERITY 2D

Blaster 4D, blaster: blaster pistol 6D, blaster: blaster rifle 4D+1, brawling parry 2D+2, dodge 3D, grenade 3D+1, melee combat 3D, melee parry 3D+1, pick pocket 4D+2, running 3D, thrown weapons 2D+1

PERCEPTION 2D

Con 2D+2, forgery 3D, gambling 2D+1, hide 2D+1, persuasion 2D+2, search 2D+1, sneak 3D+2

KNOWLEDGE 2D

Bureaucracy 5D+1, intimidation 2D+2, languages 2D+1, law enforcement 2D+1, planetary systems 2D+1, value 2D+1

MECHANICAL 2D

Astrogation 3D+1, sensors 3D+2, space transports 2D+2

STRENGTH 2D

Brawling 4D+1, climbing/jumping 2D+1, swimming 2D+1

TECHNICAL 2D

Blaster repair 2D+1, space transports repair 2D+1

Dark Side Points: 1

Character Points: 13

Move: 10

Equipment: Blaster rifle (5D), blaster pistol (4D), knife (STR+1D), light armor (+1D physical and energy, -1D DEX and related skills), comlink, 1,000 credits

Mako

At first glance, Mako's relationship with Braden seems more like that of a father and daughter than members of a team of professional bounty hunters—and that assessment wouldn't be too far off the mark. Orphaned and homeless but with an uncanny instinct for computing, Mako had been living as a freelance slicer in the shadows of Nar Shaddaa's underbelly... until the day Braden pulled the girl bleeding out of an alley, and paid a street surgeon to patch her blaster burns.

Recognizing talent and trouble when he saw it, Braden took Mako under his wing and has been looking after her as his own ever since. But while Mako loves the old man more than anything, her independent nature is beginning to chafe under Braden's protectiveness.^[4]

■ Mako

Type: Impulsive bounty hunter

DEXTERITY 2D

Blaster 4D+1, Blaster: Blaster Pistol 4D+2, Blaster: Blaster Rifle 4D+2, Brawling Parry 2D+1, Dodge 4D+1, Grenade 2D+1, Melee Combat 3D+1, Melee Parry 4D, Pick Pocket 4D+2, Running 3D, Vehicle Blasters 2D+1

PERCEPTION 2D

MANDALORE THE VINDICATED



The position of Mandalore is part general, part king, all warlord. It is not hereditary and centuries can go by without the Mandalorian clans uniting behind a single ruler. But when one warrior has both the vision and the strength to claim the title, all clans must either recognize his authority or war against it. Mandalore the Vindicated earned his name through right of conquest, defeating everyone who opposed toppling his predecessor in single combat and finally by crushing the defiance of the clans who would not stand with him. Today his position is absolute and the Mandalorians have prospered, but few believe that his ambition ends at being a well-paid ally of the Empire.^[4]

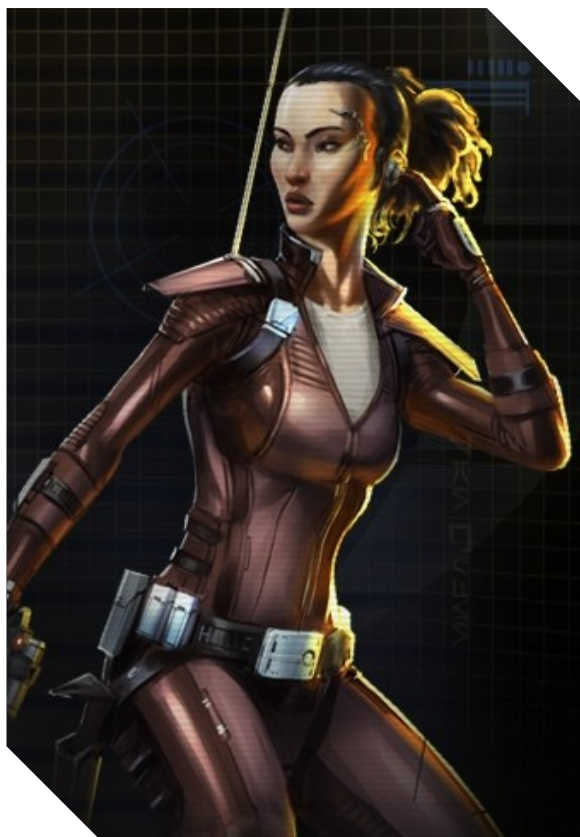
Bargain 2D+1, Con 2D+2, Forgery 3D, Gambling 3D, Hide 3D+1, Investigation 2D+1, Persuasion 3D+1, Search 4D*, Sneak 4D+1*

KNOWLEDGE 2D

Intimidation 2D+1, Planetary Systems 2D+2, Willpower 2D+1

MECHANICAL 2D

Astrogation 3D, Sensors 2D+2, Space Transports 3D+2



STRENGTH 2D
 Brawling 3D+1, Swimming 2D+1
TECHNICAL 2D
 Blaster Repair 3D+1, Computer Programming/Repair 2D+2, Encryption 2D+2, Security 2D+1
Special Abilities:
Cybernetics: Mako's cybernetic enhancements give her +1D to Search and Sneak.
Character Points: 6
Move: 10
Equipment: Blaster pistol (4D), vibroknife (STR+2D), comlink

Torian Cadera

It is the Mandalorian ideal that a warrior be judged by his or her own actions, not by those of his or her ancestors—but reality rarely lives up to ideals. Torian Cadera has spent his entire short life trying to overcome the stigma of being a traitor's son – a shame he has seldom been allowed to forget in the company of his peers. But Torian long ago learned to armor himself against contempt, and others' doubts regarding his loyalty have only driven him to strive harder to prove his worth. Because of this, Torian adheres to the codes and traditions of the Mandalorians with more devotion than many twice his age. Upholding honor and enduring adversity are the cornerstones of his existence.^[4]



■ Torian Cadera

Type: Honorable bounty hunter
DEXTERITY 2D
 Blaster 3D+1, Blaster: Blaster Pistol 3D+2, Dodge 2D+1, Grenade 3D+2, Melee Combat 3D+1, Melee Parry 3D+1, Pick Pocket 3D+1, Running 2D+1
PERCEPTION 2D
 Con 4D+2, Forgery 2D+1, Gambling 2D+1, Hide 2D+1, Investigation 2D+1, Persuasion 3D+1, Search 2D+1
KNOWLEDGE 2D
 Bureaucracy 2D+2, Intimidation 3D, Law Enforcement 2D+1, Planetary Systems 2D+2
MECHANICAL 2D
 Astrogation 2D+1, Space Transports 3D+1
STRENGTH 2D
 Brawling 2D+1, Stamina 2D+1
TECHNICAL 2D
 Demolitions 3D+2
Character Points: 9
Move: 10
Equipment: Techstaff, armor (+2D physical, +1D energy, -1D DEX and related skills)

■ Average Bounty Hunter

DEXTERITY 3D
 Blaster 5D, Dodge 4D, Melee Combat 4D
KNOWLEDGE 2D+2
 Streetwise 3D+2
MECHANICAL 2D+2
 Jet Pack Operation 4D, Repulsorlift Operation 3D, Space Transport 4D
PERCEPTION 3D
 Hide 4D, Search 4D, Sneak 4D+2
STRENGTH 3D+2
TECHNICAL 2D
Character Points: 0-5
Move: 10
Equipment: Blaster rifle (5D), blaster pistol (4D), knife (STR+1D), light armor (+1D physical and energy, -1D DEX and related skills), comlink, 500 credits

MERCENARIES AND OUTLAWS

Sometimes you've got to make a credit, and the only thing standing in your way is a sense of morality. Let the rest of the galaxy leave money on

the table to assuage their conscience; you know the road to profit isn't paved with good intentions.

Mercenaries, outlaws, pirates - call them what you will. They will take whatever work is necessary, no matter who's paying. Republic, Empire, the Hutts - it doesn't matter where the money comes from, as long as it's good and paid on time. When the civilized parts of the universe damn a place for being a "wretched hive of scum and villainy," this is who they're talking about.

If the best defense is a good offense, well-trained outlaws have got the most intimidating defense in the galaxy; heavily modified blasters and deadly heat-seeking missiles make the successful mercenary a mobile heavy weapons platform. There's no problem extra firepower can't solve, and no one with sense gets between a mercenary and his or her target. Many outlaws learn how to fire two blasters at once, and can opt to train as a bodyguard, using state-of-the-art medical technologies to heal and protect allies; acquire an arsenal of advanced rockets to rapidly deal damage; and - with the right black market connections - access advanced prototypes including fiery missiles and darts to reduce an enemy's survivability and regenerative capacity.^[4]

Corso Riggs

Corso Riggs is a cheerful, disarmingly optimistic mercenary soldier. Raised as a rancher's son on the rough frontier of Ord Mantell, Corso developed a mixture of naive innocence and primitive toughness, wrapped with old-fashioned chivalry. In addition to his gung-ho enjoyment of a good, dirty fight and his encyclopedic knowledge of weapons, Corso remains a ray of sunshine in even the worst circumstances. He has no sense of his own mortality and is absolutely convinced he's going to live forever. Corso also has a soft spot for damsels in distress, even when it's clear they're up to no good.^[4]

■ Corso Riggs

Type: Mercenary
DEXTERITY 3D+1



Blaster 6D+1, Blaster: Blaster Pistol 8D, Blaster: Blaster Rifle 6D+2, Dodge 4D+1, Melee Combat 5D, Pick Pocket 6D, Running 5D+1

PERCEPTION 3D

Bargain 3D+1, Con 5D+2, Forgery 4D, Gambling 5D+1, Hide 3D+1, Persuasion 4D+2, Sneak 4D+2

KNOWLEDGE 3D

Intimidation 4D+2

MECHANICAL 3D

Astrogation 4D, Sensors 4D, Space Transports 4D

STRENGTH 3D

Brawling 6D, Climbing/Jumping 3D+1

TECHNICAL 2D+2

Blaster Repair 3D+1

Character Points: 5

Move: 10

Equipment: Blaster

pistol (4D), knife

(STR+1D), light

armor (+1D

physical and

energy, -1D DEX

and related

skills),

comlink



Bowdaar

The mighty Wookiee gladiator named Bowdaar has spent over a century facing countless opponents without ever losing a match. He solidified his title as the galaxy's greatest gladiator when he defeated notorious Wookiee-hunter Karssk on Ord Mantell. The more gullible underworld scum whisper that Bowdaar is an immortal creature who can't be killed, but those who have faced him and lived know that he is simply the best there is. On the surface, Bowdaar may seem like a simple-minded brute, but nothing could be further from the truth. Case in point: Bowdaar eventually discovered the identity of the Trandoshans who first captured and enslaved him. One night in an arena on Loovria, Bowdaar learned that his former captors were sitting in the stands. An unfortunate "weapons malfunction" caused the drunken

THE LEGENDARY BLACKLIST

"We've gathered here to induct you into our exclusive group—the only hunters in the galaxy with access to jobs on the legendary Blacklist."

—Mandalore the Vindicated

The Blacklist is a highly confidential bounty list that is known to only a few beings across charted space. Only the galaxy's "major players", from government officials to crimelords, know of the list and can place bounties on it, however the bounty hunters themselves are the only ones who can actually see what bounties are on the list. The blacklist is so secret that the newest Great Hunt Champion's companion Mako, a slicer who'd spent years learning about bounty hunting, and could gain access to nearly any database, had only ever heard a few sparse rumors about it.

The bounties of the Blacklist are the greatest of them all, going after only the most dangerous and wanted beings in the galaxy. As such they are only available to the Grand Champions of the Great Hunt, bounty hunters who have proven themselves and been recognized as the greatest in the galaxy. The list is considered to be as old as the Great Hunt and thus tied to the Mandalorian clans.

The blacklist has its own traditions, which are kept going by the Great Hunt Champions. The newest champion is expected to take the list's oldest contract, a mission to hunt down a banished Mandalorian on Taris named Jicoln Cadera, which no one has ever successfully fulfilled. One of the oldest and most important traditions in particular was that there was always a Mandalorian present among the Grand Champions.

Given how limited the amount of hunters able to pursue them are, it is not unheard of for a particularly difficult bounty placed on the blacklist to go for weeks, months or even years before they were finally completed. As a result, the potential payoff for such an acquisition only grows with each successive failed attempt.

The only two confirmed bounty hunting contracts known to have been on the Blacklist included:

Jicoln Cadera: A bounty placed on a banished Mandalorian by Mandalore himself. The bounty is so difficult that it stayed uncompleted for nearly a decade, and has become more of a tradition than an actual bounty, as no one was expected to ever complete it. As part of it, every hunter to take on the job antes up a sum of credits to be collected by whomever finally completed the job. *Bounty: 2,000,000 credits*

Renegat Vause: A contract placed by the Chiss Ascendancy to hunt down a crazed Trandoshan who'd committed numerous atrocities across their territory. *Bounty: 750,000 credits*

The Great Hunt Champions with access to the Black list included:

- Mandalore the Vindicated
- Jewl'a Nightbringer
- Bloodworthy, a human bounty hunter
- The Defenestrator, a DX droid
- The newest Grand Champion of the Cold War's Great Hunt^[5]

Trandoshan slavers to meet an untimely—and extremely messy—end.^[4]

■ Bowdaar

Type: Gladiator

DEXTERITY 3D

Blaster 8D, blaster: blaster pistol 9D, brawling parry 4D+1, dodge 4D+1, grenade 3D+2, melee combat 6D, pick pocket 3D+1, running 5D+2, thrown weapons 6D+2

PERCEPTION 2D

Con 2D+2, forgery 3D+1, hide 2D+1, search 2D+1, sneak 6D+1

KNOWLEDGE 1D+2

Intimidation 3D, planetary systems 3D, survival 2D+2, value 2D

MECHANICAL 2D+2

STRENGTH 5D+2

Brawling 9D

TECHNICAL 3D

Special Abilities:

Berserker Rage: A Wookiee who becomes enraged (the character must believe himself or those to whom he has pledged a life debt to be in immediate, deadly danger) receives a +2D bonus to Strength for purposes of causing damage while brawling (the character's *brawling* skill is not increased). The character suffers a -2D penalty to all non-Strength attribute and skill checks. The Wookiee must make a Moderate Perception roll to calm down from berserker rage while enemies are still present. The Wookiee suffers a -1D penalty to Perception and rolls a minimum of 1D for the check (therefore, while most Wookiees are enraged, they will normally have to roll a 6 with their Wild Die to be able to calm down). Please note that this penalty applies to enemies. After all enemies have been eliminated, the character must only make an Easy Perception total (with no penalties) to calm down.

Climbing Claws: Wookiees have retractable climbing claws which are used for climbing only. They add +2D to their *climbing* skill while using the claws. Any Wookiee

who uses claws in hand-to-hand combat is automatically considered dishonorable by other members of his species, possibly to be hunted down — regardless of the circumstances.

Story Factors:

Reputation: Wookiees are widely regarded as fierce savages with short tempers. Most people will go out of their way not to enrage a Wookiee.

Language: Wookiees cannot speak Basic, but they all understand it. Nearly always, they have a close friend who they travel with who can interpret for them ... though a Wookiee's intent is seldom misunderstood.

Honor: Wookiees are honor-bound. They are fierce warriors with a great deal of pride and they can be rage-driven, cruel and unfair — but they have a code of honor. They do not betray their species — individually or as a whole. They do not betray their friends or desert them. They may break the "law," but never their code. The Wookiee code of honor is as stringent as it is ancient.

Atonement for a crime against their honor code is nearly impossible — it is usually only achieved posthumously. But Wookiees falsely accused can be freed of their dishonor, and there are legends of dishonored Wookiees "coming back." But those are legends ...

Character Points: 15

Move: 12

Equipment: Polarized goggles, leather armor (+2 physical), vibrosword (STR+1D)

Risha

Petty criminal, starship mechanic, woman of mystery, royal queen: all of these terms apply to Risha, daughter of notorious crime lord Nok Drayen. Considering her upbringing as a violent gangster's child, it's a wonder Risha turned out remotely normal. Wise and experienced beyond her years, she has led an adventurous life containing some extremely dark chapters. Despite her biting sarcasm and general selfishness, one can never shake the feeling that Risha would be a better person if only she knew how. Years spent among the galaxy's dregs have fostered layers of personal self-defense mechanisms and a cynical shell around her. Only the most persistent friend has any hope of meeting the "real" Risha hiding beneath the surface.^[4]

■ Risha

Type: Outlaw

DEXTERITY 3D

Blaster 4D+2, blaster: blaster pistol 5D+2, blaster: blaster rifle 6D, brawling parry 4D, dodge 3D+1, grenade 6D, melee combat 5D, melee parry 3D+1, pick pocket 4D+2, running 3D+1, thrown weapons 3D+1

PERCEPTION 3D

Con 3D+2, forgery 3D+2, gambling 4D, persuasion 5D+1, search 3D+1

KNOWLEDGE 3D

Planetary systems 4D

MECHANICAL 2D+2

Astrogration 6D, capital ship gunnery 3D+1, capital ship piloting 3D, capital ship piloting 3D, sensors 3D+1, space transports 7D+1

STRENGTH 3D

Brawling 3D+1

TECHNICAL 3D+1

Blaster repair 3D+1, space transports repair 5D

Force Points: 2

Dark Side Points: 1

Character Points: 18

Move: 10

Equipment: Sniper rifle (5D), blaster rifle carbine (4D), comlink

Skadge

A career gangster and psychopath, Skadge had been enjoying a prestigious position at the top of Coruscant's most wanted list when a joint police, military and SIS task force managed to finally capture him. Deemed impossible to control or reform, the murderous Houk was secretly ushered to the only facility capable of housing him: Belsavis. Although considered a prime candidate for the prison's domination experiments, Skadge was removed from the program during his initial evaluation—a period over which he destroyed a gang of armed Kaleesh, every remaining member of his test group, half the observing researchers and three security details... with his bare hands.

Now, with the Imperial invasion of Belsavis, Skadge has been set loose after nearly three years of solitary confinement. He's ready to settle some grudges.^[4]

■ Skadge

Type: Mercenary

DEXTERITY 2D

Blaster 3D, blaster: blaster pistol 5D+1, blaster: blaster rifle 3D+1, blaster artillery 2D+1, brawling parry 3D, dodge 4D+1, grenade 4D, melee combat 4D+2, melee parry 2D+1, missile weapon 2D+2, pick pocket 2D+1, running 3D, thrown weapons 4D+1

PERCEPTION 2D

Con 2D+2, forgery 5D, gambling 3D, hide 2D+2, persuasion 3D, sneak 2D+1

KNOWLEDGE 2D

Intimidation 3D+2, planetary systems 4D+1, survival 2D+1, value 2D+1





MECHANICAL 2D
Astrogation 3D+2, sensors 2D+1, space transports 2D+2
STRENGTH 2D
Brawling 6D+1, stamina 3D
TECHNICAL 2D
Blaster repair 3D, demolitions 3D+1, space transports repair 2D+1
Dark Side Points: 5
Character Points: 15
Move: 10
Equipment: Light armor (+1D physical and energy, -1D DEX and related skills), vibrosword (STR+1D)

Broommark

Broommark is a unique creature among the Talz. While his peers spent their youths learning survival skills and playing on the frozen tundra of Alzoc Three, Broommark developed a fascination with death. As a child, Broommark watched his father killed by one of Alzoc Three's predators, and instead of sadness, Broommark felt only shame at his father's weakness. Violence became an obsession and point of pride for Broommark; he started hunting in secret and lived for the rush of a kill. When the Republic began recruiting Talz for their elite commando units, Broommark eagerly volunteered for the chance to turn his claws against more challenging prey. But with each kill, Broommark's desire for carnage and bloodshed intensified. His clan soon challenged his brutal leadership, and Broommark watched in anger as the gentle Talz he fought to empower mutinied against him.^[4]

■ Broommark

Type: Brutal hunter
DEXTERITY 2D
Brawling parry 2D+2, dodge 2D+1, melee combat 4D+2, melee parry 3D, running 3D+1, thrown weapons 3D
PERCEPTION 2D+1
Hide 3D, persuasion 3D+1, search 5D, search: tracking 7D, sneak 5D+2

KNOWLEDGE 1D+1
Intimidation 5D, streetwise 1D+2, survival 8D, value 2D, willpower 5D+2
MECHANICAL 1D+1
Space transports 1D+2
STRENGTH 2D+2
Brawling 7D+1, climbing/jumping 5D+1, swimming 3D
TECHNICAL 1D+1
Dark Side Points: 7
Character Points: 13
Move: 10
Equipment: Vibrosword (STR+1D)



Khem Val

Once a loyal servant of the Sith Lord Tulak Hord, Khem Val was placed in a stasis chamber in the tomb of Naga Sadow centuries ago by his master for safekeeping. Tulak Hord is long dead, but Khem Val lives on; a terrifying nightmare from the ancient past. Powerful, cunning and ruthless enough to slay even the strongest Force users, Khem Val was trained as an elite assassin. After emerging from his long slumber, the Dashade is the very embodiment of death and destruction; a reminder that there are things even Sith and Jedi must fear. Although once pledged to a life of service, with his original master gone, it is uncertain where Khem Val's true loyalties now lie. A near-perfect killing machine, he could prove a valuable weapon for anyone willing to take him on... though he is a weapon that can cut both ways.^[4]

■ Khem Val

Type: Assassin

DEXTERITY 2D+1

Blaster 3D+2, blaster: blaster pistol 6D+2, blaster: blaster rifle 5D, brawling parry 5D, dodge 5D+2, grenade 5D+2, melee combat 8D, melee parry 5D+2, running 5D, thrown weapons 6D, vehicle blasters 4D

PERCEPTION 2D+1

Hide 5D+1, investigation 4D+2, persuasion 3D+1, search 3D+2, sneak 5D

KNOWLEDGE 2D+1

Alien species 4D+1, cultures 3D+2, intimidation 7D, languages 7D+2, planetary systems 5D+1, streetwise 3D+2, survival 5D+1, value 3D+1, willpower 7D+1

MECHANICAL 3D+2

Astrogation 4D+1, space transports 6D

STRENGTH 4D

Brawling 9D*, climbing/jumping 5D, stamina 7D*, swimming 4D+1

TECHNICAL 3D+1

Blaster Repair 5D

Special Abilities:

Cybernetics: Khem Val's cybernetic enhancements give him +2D to *brawling* and *stamina* (included in stats).

Heat Dissipation: Dashade can dissipate the heat that emanates from their bodies, making it difficult to detect them with equipment that tracks by heat. All checks made to detect a Dashade character who is consciously reducing his heat signature, using thermal or infrared equipment, are made at a -2D penalty.

Force Resistance: Dashade are resistant to Force powers that utilize the Alter skill. All Alter rolls made for Force powers directed at a Dashade character have their difficulties increased by +5. A Force-using Dashade character who attempts to use Alter-based Force powers



adds +10 to his difficulties.

Story Factors:

Thought to Be Extinct: The Dashade's home world was destroyed, and many assume the race to be extinct.

Dark Side Points: 12

Character Points: 9

Move: 13

Equipment: Vibrosword (STR+2D), armor (+2D physical, +1D energy, -1D DEX and related skills)

Andronikos Revel

For five notorious years, the pirate Andronikos Revel terrorized Republic and Imperial space alike as the captain of the *Sky Princess*. Known for his sharp temper and sharper flying skills, Revel was one of the few pirate captains to serve as his own pilot. His piracy career was cut short by a strange mutiny, however, and he was abandoned to the Imperials who had been hunting him since he'd raided a ship carrying valuable artifacts. After a year in Imperial prison, Andronikos Revel was let loose. He has been meticulously hunting and killing the mutineers who betrayed him ever since.^[4]

■ Andronikos Revel

Type: Pirate

DEXTERITY 2D

Blaster 6D+2, blaster: blaster pistol 7D, blaster: blaster rifle 8D, brawling parry 5D, dodge 3D, grenade 4D+2, melee combat 3D+1, melee parry 3D, pick pocket 4D+2, running 5D+2, thrown weapons 2D+2

PERCEPTION 2D

Bargain 3D+1, con 4D+1, forgery 4D+2, gambling 3D+2, hide 4D+2, investigation 3D+1, persuasion 5D+1, search 2D+1, sneak 3D

KNOWLEDGE 2D

Intimidation 3D, languages 2D+1, law enforcement 3D+1, planetary systems 7D, streetwise 3D, survival 3D+1, value 4D+2, willpower 4D

MECHANICAL 2D

Astrogation 5D+2, sensors 3D, space transports 9D+1

STRENGTH 2D

Brawling 6D+1, climbing/jumping 3D, stamina 4D+1, swimming 3D+1

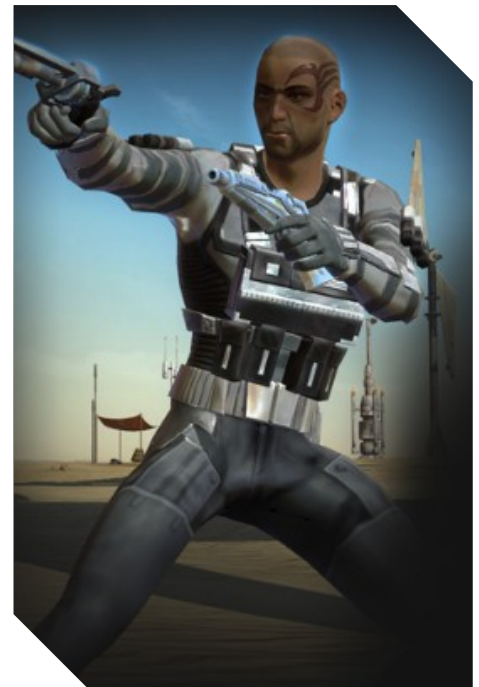
TECHNICAL 2D

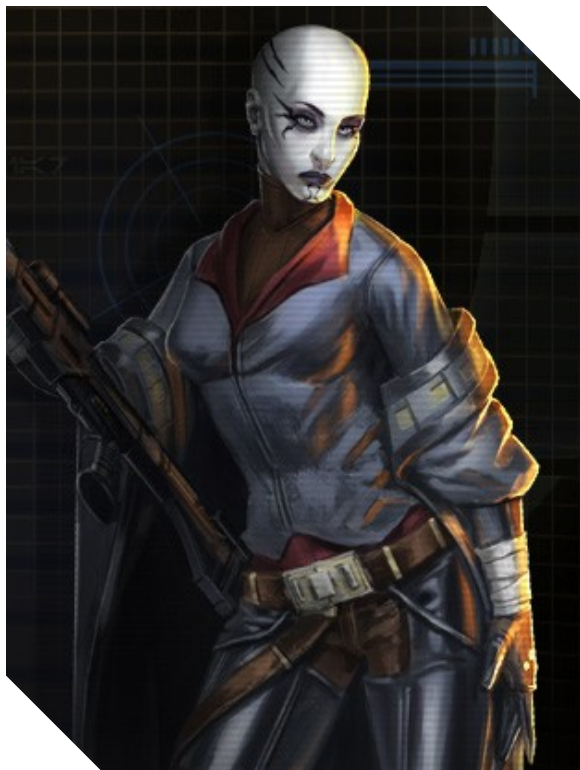
Blaster repair 5D, space transports repair 3D

Character Points: 17

Move: 10

Equipment: 2 blaster pistols (3D), light armor (+1D physical and energy, -2 DEX and related skills)





Kaliyo Djannis

Imperial Intelligence Profile:

Background (Summary): Multiple contradictory accounts make full background assessment difficult. Subject likely born on Rattatak. Escaped homeworld at a young age. Proceeded to find employment as freelance enforcer and assassin for major criminal syndicates (Exchange, Hutt Cartel) and individual underworld figures (Rholl). Persistent links to Brentaal Four anarchist cells (see Revolutionary Edge Brigade). Minimal activity within Imperial borders.

Personality: Kaliyo Djannis prizes her freedom and will lie, murder and blackmail in order to ensure that she is in control of a situation and able to indulge her vices. Known to pursue lengthy vendettas to redress grievances. Possesses a track record of expertly manipulating employers, lovers and associates (agents should not be fooled by attempts at seduction). As with many mercenaries, her loyalty cannot be purchased, but



Raina Temple

Imperial Intelligence Profile:

Personal History: Standard searches reveal no Imperial citizenship record for a “Raina Temple,” but the usual caveats apply—our data on the Imperial populace remains sadly incomplete. Temple’s skills and attitude suggest Imperial Army training, but her presence inside the Chiss Expansionary Defense Force is extremely unusual; neither the CEDF nor the Imperial military is known for its transfer programs.

Analysis: Personable and bright Imperial military cadets don’t end up embedded with

her services can be—if only temporarily.

Notes: No known military training, but extremely capable with assault weapons. Has been known to bite when disarmed.^[4]

■ Kaliyo Djannis

Type: Mercenary

DEXTERITY 2D

Blaster 3D, blaster: blaster pistol 3D+1, blaster: blaster rifle 3D+1, brawling parry 3D, dodge 5D, grenade 2D+2, melee combat 3D, melee parry 2D+2, pick pocket 3D+2, running 3D, thrown weapons 2D+1

PERCEPTION 2D

Bargain 4D+2, command 2D+2, con 3D, forgery 2D+2, gambling 2D+1, investigation 2D+1, persuasion 3D+2

KNOWLEDGE 2D

Alien species 2D+1, business 4D+2, cultures 2D+1, intimidation 3D+2, languages 3D+1, law enforcement 2D+1, planetary systems 2D+1, survival 2D+1, tactics 3D+1, value 4D

MECHANICAL 2D

Space transports 3D

STRENGTH 2D

Brawling 2D+1, stamina 2D+1

TECHNICAL 2D

Blaster Repair 2D+1

Special Abilities:

Strong Minds: All Rattataki are immune to Rattataki mind control, and the difficulties to use the Jedi power *affect mind* or *control mind* against them are one level higher.

Story Factors:

Violent Culture: Rattataki culture has evolved away from the Galactic society on a harsh world. Rattataki are as violent as their planet, and are well known for their combative skills and gladiatorial flair.

Force Points: 2

Dark Side Points: 5

Character Points: 17

Move: 11

Equipment: Sniper rifle (5D), spacer’s cloak, comlink, 2,000 credits

aliens at the far edge of the galaxy without good reason. Temple could be a plant, but it's just as likely she's been intentionally forced out of the picture.

Best-guess personality profile suggests she's a typically patriotic example of the rank-and-file Imperial military—a true believer in Imperial superiority and duty. No matter how easygoing or empathetic she may be at times, the needs of her nation have to come first.

Note by SIS Agent Hunter: She's cute, isn't she? Enjoy the file, Cipher Nine... we can spare the occasional dossier if you're willing to play along.^[4]

MECHANICAL 2D

Space transports 2D+1

STRENGTH 2D

Brawling 3D, climbing/jumping 6D, stamina 2D+2, swimming 4D

TECHNICAL 2D**Character Points:** 16**Move:** 10**Equipment:** Blaster pistol (3D), comlink■ **Average Mercenary****DEXTERITY 3D+2**

Blaster 5D, dodge 4D+2, melee combat: force pike 6D, melee parry 5D

PERCEPTION 2D+1■ **Raina Temple****Type:** Ex-Imperial soldier**DEXTERITY 2D**

Blaster 4D+1, blaster: blaster pistol 5D+1, blaster: blaster rifle 5D+2, brawling parry 4D+1, dodge 5D+1, grenade 2D+1, melee combat 3D+1, melee parry 2D+2, running 3D+2, thrown weapons 2D+2, vehicle blasters 2D+1

PERCEPTION 2D

Bargain 2D+1, command 2D+1, gambling 3D, persuasion 2D+2, search 2D+1, sneak 2D+2

KNOWLEDGE 2D

Intimidation 2D+2, languages 2D+1, law enforcement 2D+1, tactics 5D, value 2D+1

Search 4D

KNOWLEDGE 2D+2**MECHANICAL 2D+2****STRENGTH 3D+2**

Brawling 5D, stamina 4D+2

TECHNICAL 3D

Weapons Repair 4D

Special Abilities

Short-Range Communication: Weequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.

Move: 10

Equipment: Force pike (STR+3D), light armor (+1D physical and energy, -2 DEX and related skills)

THE CARTELS

There are numerous crime syndicates operating galaxy wide, many of their operations are considered illegal under both the Galactic Republic and the Sith Empire; these include slavery, contract killings, smuggling and spice dealing. The two largest are the Hutt Cartel and the human centric Exchange syndicate.^[1]



THE HUTTS

Centered on Hutta and its moon Nar Shaddaa the Hutt Cartel is one of the galaxy's two largest crime syndicates. Its power structure is divided between several powerful Hutt leaders competing against one another for wealth and territory. 300 years ago the Cartel's power was in sharp decline with its largest rival, the Exchange, all but controlling Nar Shaddaa. The Cartel managed to claw back power after the Visionary, the Exchange's centre of operations of Nar Shaddaa, was destroyed its sector chief, G0-T0, went missing.^[1]

Officially, the Hutt Cartel is a business alliance between several different Hutt clans, working together towards the common goals of wealth and prosperity. Between its members, the Hutt Cartel controls vast resources, countless credits and many independent worlds—not least among them Hutta, their adopted homeworld, and Nar Shaddaa, the crown jewel of the underworld. Although the Hutts have no formal government, the Hutt Cartel acts as a loose governing body on these worlds and others. Unofficially, the Hutt Cartel is a ruthless crime syndicate whose goals are not always so united. Turf wars and clan infighting have often left the Cartel in splintered uproar. Personal grudges and cutthroat competition can result in two rival

clans warring in the streets one day and feasting together the next. While historically the Hutt Cartel has remained neutral in galactic affairs, both the Republic and the Empire have made recent attempts to secure the Hutts' loyalty. It remains to be seen what the outcome of these attempts will be—and what effect the Hutt Cartel will have on the galaxy at large.^[4]

The Hutt Cartel is one of two dominant galactic crime syndicates, the other being the Exchange. The centre of the Hutt Cartel is on the Hutt homeworld of Hutta with numerous Hutt crime lords vying for power and wealth, such as Nem'ro. The cartel is engulfed in a winner-takes-all crime war galaxy wide against its only true rival, the Exchange.^[1]

Toborro the Hutt

The ruthless and paranoid Hutt known as Toborro has led his fellow Cartel members on a campaign to carve out their own galactic empire, starting on the planet Makeb. Toborro believes it is his people's mandate—and, more specifically, his destiny—to end this foolish war between the Republic and Empire. He does not tolerate failure in his subordinates and is constantly watching for signs of betrayal from his allies. Toborro is clever, brutal and willing to eliminate an entire planet's population to achieve his ambitions. As Toborro put it in a fiery speech to his fellow Cartel leaders: "For too long, we have bent over backwards doing business with both sides, when these lesser factions are mere insects compared to our glorious and long-lived people! Why should we bother negotiating with creatures who are only fit to be slaves?"^[4]

■ Toborro the Hutt

Type: Hutt crime lord

DEXTERITY 1D

Blaster 4D+2, brawling parry 3D+1, dodge 3D, melee combat 2D+2, running 2D+2, thrown weapons 2D+1

PERCEPTION 2D+2

Bargain 7D+1, con 8D, gambling 3D, hide 6D+1, persuasion 13D+1, search 3D+2, sneak 3D+1

KNOWLEDGE 2D+1

Business 5D+2, intimidation 6D, languages 2D+2, streetwise 5D, survival 3D+2, tactics 6D+2, value 7D, willpower 3D+2

MECHANICAL 2D

Astrogation 3D+2, space transports 4D

STRENGTH 3D+2

Brawling 7D, stamina 5D+2, swimming 5D

TECHNICAL 2D+1

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their Perception dice to resist such attacks. However, because of this, Hutts are not believed to be

able to learn Force skills.

Dark Side Points: 8

Character Points: 22

Move: 1

Equipment: Leather shoulder armor (+2 physical), cybernetic claw replacement for left hand (STR+1D)

Dr. Juvard Illip Oggurobb

Oggurobb was born at an unknown date and became a famous scientist majoring in droid engineering. He was also responsible for many major advances in droid engineering. His skill soon caught the eye of Toborro and was hired by the Hutt Cartel to build their new battle droids on Makeb with Isotope-5.

Oggurobb was closely watched by Toborro just in case he betrayed him. Oggurobb secretly sent a coded message to the Jedi on Makeb aiding them in

Business 5D, intimidation 2D+2, law enforcement 7D, survival 3D+1, value 5D+1

MECHANICAL 2D+1

Astrogation 5D

STRENGTH 3D

Stamina 4D+2

TECHNICAL 2D+1

Blaster repair 5D+1, (A) droid engineering 8D, droid repair 7D, space transports repair 7D+1, starfighter repair 7D+2

Special Abilities:

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their *Perception* dice to resist such attacks.

However, because of this, Hutts are not believed to be able to learn Force skills.

Character Points: 13

Move: 1

Equipment: Data monacle (allows information access to nearby computer systems)



the assault on his lab. The Jedi found Oggurobb speaking with Toborro saying that it was not too late to broker a treaty with the Republic, but Toborro disagreed and demanded more droids and then broke off the transmission.

Oggurobb then spoke with the Jedi and told them how to defeat Toborro in exchange for a way to get off Makeb. Oggurobb informed the Jedi of a secret passageway that led into Toborro's Palace. Toborro was then given a ship to get off Makeb and leave alive.^[1]

■ Dr. Juvard Illip Oggurobb

Type: Hutt droid engineer

DEXTERITY 1D+1

Blaster 2D+2, brawling parry 4D, dodge 2D+1, melee combat 3D, running 1D+2, thrown weapons 3D

PERCEPTION 2D+2

Bargain 5D, con 5D, hide 4D+1, investigation 6D+2, persuasion 9D+1, search 4D+1, sneak 3D

KNOWLEDGE 2D+1

Karagga the Unyielding

For nearly two centuries, Karagga the Hutt has ruled as Supreme Mogul of the Hutt Cartel. Extreme riches fuel his appetite for the ostentatious, making Karagga one of the wealthiest and most extravagant beings in the galaxy. He rules over his Cartel from a grandiose palace on Hutta, draped in ornamental frocks and gorging on daily banquets of Hutt delicacies. Such privilege and power has soured Karagga's temperament, turning the once approachable crime boss into a roaring despot, unsatisfied with anything less than perfection. Karagga earned his unofficial title, Karagga the Unyielding, after a disagreement with the Exchange crime syndicate. Karagga, then a young Cartel boss, set up a meeting to make peace and end a contentious turf war. What followed was a massacre that wiped out the Exchange cell and earned Karagga wealth and respect in the criminal

underworld. After this victory, nothing could stop the rise of Karagga the Unyielding.^[4]

■ Karagga the Unyielding

Type: Hutt crime lord

DEXTERITY 1D+1

Blaster 3D+1, blaster: blaster pistol 6D, blaster: blaster rifle 4D+1, brawling parry 2D+2, dodge 3D, grenade 2D+1, melee combat 3D+2, melee parry 6D, running 5D+2, thrown weapons 3D+1, vehicle blasters 2D+1

PERCEPTION 3D+2

Bargain 4D+2, con 9D+2, forgery 7D+2, gambling 9D+1, hide 8D+1, investigation 4D+2, persuasion 7D+2, search 4D, sneak 5D

KNOWLEDGE 3D+1

Intimidation 11D+1, languages 4D, law enforcement 7D, planetary systems 8D+1, streetwise 10D, survival 5D, tactics 9D+2, value 9D+1, willpower 6D+2

MECHANICAL 2D

Astrogation 5D+1, sensors 3D

STRENGTH 2D+2

Brawling 4D+1, stamina 3D, swimming 3D

TECHNICAL 1D

Blaster repair 3D+1, space transports repair 5D

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their *Perception* dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.

Force Points: 5

Dark Side Points: 15

Character Points: 18

Move: 1

Equipment: Regal cloak and cap, C2-series factotum droid, MAJ RD0-M0 Hutt Walker

THE EXCHANGE

Lead by the mysterious Compeer, the Exchange is one of the two largest crime syndicates in the galaxy. Unlike the Hutt Cartel the Exchange has a stricter chain of command with its leaders answering to one man and not competing directly with one another. During the Jedi Civil War and the subsequent Dark War the Exchange had allied itself indreicly with the Sith Empire and Czerka Corporation which gave it a presence on worlds throughout both the Empire and the Galactic Republicmaking it the galaxy's largest syndicate.

Its leadership seemed to be dominated by Humans and Quarren whilst few of these species were found among its grunts and thugs.

The Exchange suffered massive blows during the Jedi Civil War whenTaris was destroyed by the Sith Empire and disruption of its operations on Nar Shaddaa during the Dark War, the latter of which took years for them to recover allowing the Cartel to move in on their territory.^[1]

One of the galaxy's most prominent crime syndicates, the Exchange is the sleek, tech-savvy competitor to the Hutt Cartel. Where the Hutt Cartel has a clear, centralized authority in Hutt Space, the Exchange is a distributed network of

gangs coordinated via the HoloNet; where the Hutt Cartel favors galactic neutrality, the Exchange sees the Empire as an untapped resource ready to bleed credits and the Republic as a living shield protecting its gangsters from Imperial retaliation. Three centuries ago, the Exchange was arguably the most influential criminal organization in the Republic. However, an internal power struggle to claim the territory of the infamous Davik Kang after his death left the Exchange in disarray, allowing the Hutt Cartel to seize control over many of its operations. It took many decades before the “new breed” of Exchange criminals arose, and the current syndicate is a different animal than the old. Active in slicing, extortion, spice dealing and weapons running, the Exchange is rapidly reclaiming lost territory, taking advantage of riots, gang wars and other acts of blatant violence to gain ground even on Hutt worlds like Nar Shaddaa. But the Empire is swiftly becoming a greater adversary than the Hutts—the Exchange wants to be the first crime syndicate to make solid inroads into Imperial space and is willing to kill whoever it takes to get there.^[4]

BLACK SUN

The Black Sun is a smaller syndicate and is known to control areas on Corsucant. It is unknown whether it works with or against either of its two far larger rivals.^[1]

Black Sun is a powerful crime syndicate that rose to prominence on Coruscant in the latter days of the war. Taking advantage of the chaos and rioting in the city after the planet's sacking, several gangsters joined forces and began seizing control of lower-city neighborhoods. The origin of the syndicate's name is unclear, but a common phrase among despairing Coruscant citizens was “better a black sun than none.” Alas, hopes that Black Sun would bring order instead of anarchy died quickly. For Black Sun, the rioting and looting never really stopped. Although the gangsters have profitable spice- and weapons-trafficking operations, their members, almost to a man, have an extraordinary taste for violence. Civilians are extorted until they have nothing left to extort; afterwards, they're used for target practice. City blocks are incinerated for the pleasure of demolitionists. Despite the efforts of the Justicars' Brigade, Black Sun has become a force to be reckoned with. The Republic Senate has begun to realize the threat Black Sun represents, but with the syndicate's influence already beginning to stretch beyond Coruscant, stopping it may be impossible.^[4]



CHAPTER FIVE: THE GALAXY

Howdy, spacer! Name's Brea Lenn, cargo pilot, adventurer, and general ne'er-do-well. As a freighter captain, I've logged my fair share of hours on the spacelanes, and I can tell you it's left me with one sure impression: this galaxy is BIG. REALLY big. You just won't believe how vastly, hugely, mind-bogglingly big it is.

With the recent advent of the modern navicomputer, all that massive space is at your fingertips, waiting to be visited, charted, and capitalized on.

Hyperspace Travel

War is the great machine that advances societies and technology. Although only a blink of history separates the current Cold War from the time of Ulic Quel-Droma, the two eras could not be more different when it comes to star travel.

For the first 21,000 years or so of the Galactic Republic, hyperspace coordinates were plotted with the aid of hyperspace beacons, space stations placed in open space, distant from gravity wells, where ships would download data provided by the Republic Spacelane Bureau. However, around the time of the Mandalorian Wars, navicomps replaced the beacons, making hyperspace navigation much more autonomous.

The principles of Hyperspace travel were first discovered by the ancient Rakata. The Rakatan Force-enabled drives allowed them to create a galaxy-spanning empire. Some of the earliest hyperspace-utilizing artifacts (such as strange arches, matter transmitters found on ruined worlds, or the Gree hypergates), cannot be replicated by modern hyperdrive technology. Corellians and Duros were the earliest able to create technological versions of the Force-

enhanced Rakatan devices through reverse engineering, allowing them to build the first true hyperdrives. Consequently, despite common usage, relatively little is known about the true nature of hyperspace. Popular theories say that hyperspace utilizes another dimension to "sidestep", as it were, the light "speed limit". Others theorize that it phases matter directly into another universe, similar to otherspace or subspace, and thus gain superlight speeds. Whatever the case, many complex scientific principles were known to modern hyperdrive engineers which allowed for myriad different uses of this faster-than-light phenomenon.^[5]

It should be noted, however, that just because navicomputer-enabled travel is widespread in this era, does not mean that it is safe. Much of the galaxy is still unexplored, or, at worst, uncharted. Though the great population centers have seen a huge swell of galactic commerce in the 300 years since the Mandalorian Wars, travel outside of the commonly-traveled regions of space is perilous and fraught with danger. Sith, criminals, hostile aliens - who knows what could be hiding in the reaches of space, waiting to be stumbled across...?

Travel Times

Hyperspace travel during the time of the Great Galactic War and subsequent Cold War depends on the thousands of years of established trade lanes that have been plotted throughout the galaxy. Although the advancement of navicomputers has allowed vessels to travel without the aid of active astrogation beacons, they still require a pre-mapped understanding of the gravitic, stellar, and gaseous obstacles that exist between two points in realspace. For this reason, travel times in areas of

high galactic population (and therefore, well-established trade routes), are roughly equivalent to travel during the Rebellion era (notwithstanding the 3,000 years of improvements to mechanics, fuel use, longevity, durability, and heat efficiency) - Class 2 and 3 hyperdrives are not uncommon during this era (meaning the time multiple of the standard travel times listed in the Astrogation Gazeteer). However, these gazeteer times are based upon those preestablished trade routes, and are only as good as the mapping of the time. For this reason, travel times are significantly longer than during the Rebellion era, owing to the millennia of improvements to astrogation maps and predictions for stellar drift, hyperspace fluctuations, and any number of variables.

In addition, travel outside of these dense population centers is even more dangerous,

comes to the center of the galaxy, travel times generally increase by a significant degree near the Core Worlds. In addition, travel times in the unmapped western slice of the galaxy - the region known as "Wild Space" covering roughly a quarter of the known map in a diagonal swatch westward from the galaxy's center - travel times are increased tenfold. The distant world of Ilum lies at the northern edge of this slice, making it extremely difficult to get to.

In general, when calculating travel times, refer to this table as a quick reference. Note that travel times are also higher outside of highly travelled areas (the blue sections on the previous map) - between these areas, space is generally uncharted, and therefore more dangerous.



and therefore much slower. Depending on the region of space, hyperspace travel between points outside of the major centers of the galaxy - the Coreward Worlds, the Seat of the Empire, Hutt Space, or the Distant Outer Rim - has an additional multiple of two to ten times as long.

Note that the times listed in the Astrogation Gazeteer are not necessarily the shortest trip distance wise, but rather time wise. It is assumed that a navigator will calculate the most efficient course, rather than a direct course that might take them through difficult or unknown territory.

In general, one grid square on the galactic map takes 3 hours to traverse with an x1 hyperdrive where space is thinnest, in the section of the galaxy known as the Outer Rim. Due to the exponentially increasing density of stellar matter the closer one

Table 10-1: Travel Time Multiplier

1 square = (3 hours travel time with an x1 hyperdrive) x (space density multiplier)

Sector	Charted	Uncharted
Outer Rim	1x	2x
Mid Rim	2.1x	5x
Inner Rim	3.4x	10x
Core Worlds	8.3x	-
Deep Core	16x	-

Note: There is little to no uncharted space inside the Core World boundaries.

Wild Space applies a flat 10x multiplier to all travel times in addition to standard space density multipliers.

ASTROGATION GAZETEER

Table 10-2: Alderaan-Ilum

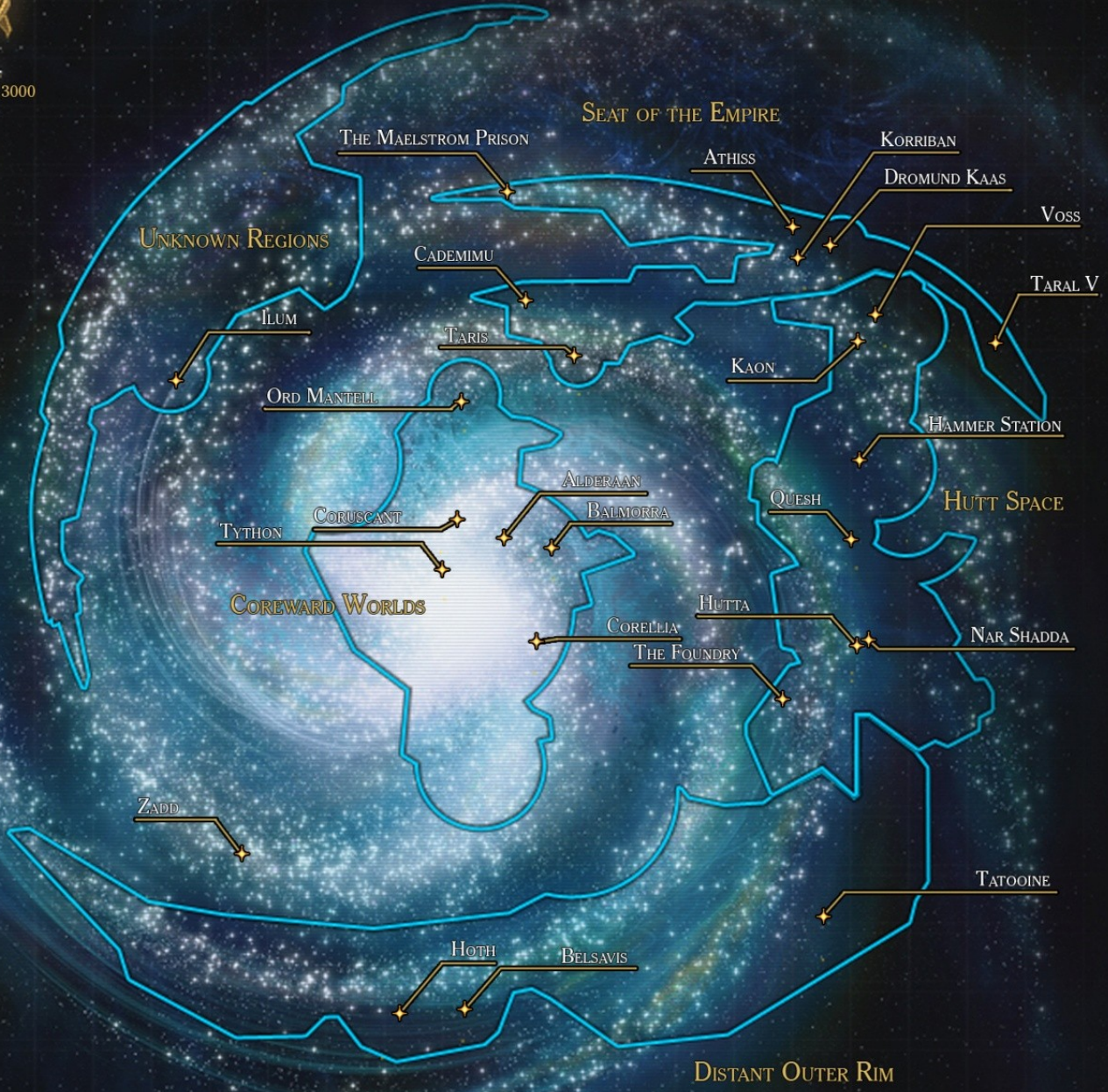
	Alderaan	Athiss	Balmorra	Belsavis	Cademimu	Corellia	Coruscant	Dromund Kaas	Hammer Station	Hoth	Hutta	Ilum
Alderaan		7D 18H	1D 3H	4D 11H	7D 21H	2D 6H	2D 0H	7D 15H	9D 12H	3D 18H	10D 0H	34D 3H
Athiss	7D 18H		7D 3H	12D 15H	1D 3H	9D 9H	11D 6H	2H	18H	13D 3H	24H	4D 9H
Balmorra	1D 3H	7D 3H		4D 0H	8D 3H	1D 21H	2D 12H	7D 6H	9D 3H	3D 21H	12D 12H	34D 9H
Belsavis	4D 11H	12D 15H	4D 0H		7D 15H	2D 0H	3D 6H	7D 6H	9D 3H	3H	9D 0H	35D 3H
Cademimu	7D 21H	1D 3H	8D 3H	7D 15H		10D 0H	8D 21H	15H	1D 3H	11D 15H	6D 12H	7D 12H
Corellia	2D 6H	9D 9H	1D 21H	2D 0H	10D 0H		3D 3H	9D 3H	10D 6H	2D 0H	12D 13H	36D 9H
Coruscant	2D 0H	11D 6H	2D 12H	3D 6H	8D 21H	3D 3H		3D 21H	11D 12H	5D 3H	12D 6H	31D 21H
Dromund Kaas	7D 15H	2H	7D 6H	7D 6H	15H	9D 3H	3D 21H		15H	2D 3H	24H	8D 3H
Hammer Station	9D 12H	18H	9D 3H	9D 3H	1D 3H	10D 6H	11D 12H	15H		1D 18H	11H	43D 15H
Hoth	3D 18H	13D 3H	3D 21H	3H	11D 15H	2D 0H	5D 3H	2D 3H	1D 18H		1D 3H	21D 9H
Hutta	10D 0H	24H	12D 12H	9D 0H	6D 12H	12D 13H	12D 6H	24H	11H	1D 3H		44D 3H
Ilum	34D 3H	4D 9H	34D 9H	35D 3H	7D 12H	36D 9H	31D 21H	8D 3H	5D 0H	21D 9H	44D 3H	
Kaon	10D 9H	21H	10D 0H	9D 9H	1D 12H	11D 21H	12D 15H	6H	6H	1D 18H	18H	4D 18H
Korriban	7D 12H	2H	7D 3H	6D 21H	21H	9D 0H	9D 18H	2H	12H	2D 0H	23H	4D 12H
Maelstrom Prison	8D 9H	15H	8D 6H	8D 18H	1D 3H	10D 3H	10D 9H	15H	1D 2H	2D 15H	1D 12H	3D 18H
Nar Shadda	10D 0H	24H	9D 0H	9D 0H	4D 21H	9D 15H	11D 12H	24H	10H	1D 3H		5D 6H
Ord Mantell	2D 12H	6D 21H	2D 3H	3D 3H	5D 9H	4D 18H	21H	6D 18H	7D 18H	6D 6H	8D 3H	18D 21H
Qesh	9D 18H	18H	8D 18H	8D 18H	1D 9H	9D 12H	12D 0H	17H	5H	1D 9H	6H	5D 0H
Taral V	10D 21H	15H	10D 12H	10D 0H	1D 9H	12D 9H	13D 3H	12H	14H	2D 9H	24H	4D 21H
Taris	7D 15H	18H	6D 21H	7D 21H	9H	9D 15H	7D 12H	15H	1D 3H	11D 9H	1D 14H	7D 21H
Tatooine	10D 7H	1D 21H	9D 9H	9D 3H	1D 12H	7D 12H	12D 18H	1D 15H	24H	23H	15H	22D 9H
The Foundry	9D 21H	1D 9H	8D 21H	8D 18H	1D 6H	11D 21H	12D 3H	1D 6H	15H	21H	5H	43D 21H
Tython	3D 3H	13D 6H	4D 0H	4D 0H	11D 9H	2D 3H	2D 12H	6D 9H	14D 0H	7D 3H	6D 3H	31D 0H
Voss	10D 12H	6H	9D 12H	9D 3H	1D 3H	12D 0H	12D 18H	4H	15H	1D 21H	21H	8D 9H
Zadd	31D 6H	39D 0H	32D 6H	18H	38D 3H	2D 9H	29D 0H	2D 18H	2D 9H	15H	1D 18H	20D 12H

Table 10-3: Kaon-Zadd

	Kaon	Korriban	Maelstrom Prison	Nar Shadda	Ord Mantell	Qesh	Taral V	Taris	Tatooine	The Foundry	Tython	Voss	Zadd
Alderaan	10D 9H	7D 12H	8D 9H	10D 0H	2D 12H	9D 18H	10D 21H	7D 15H	10D 7H	9D 21H	3D 3H	10D 12H	31D 6H
Athiss	21H	2H	15H	24H	6D 21H	18H	15H	18H	1D 21H	1D 9H	13D 6H	6H	39D 0H
Balmorra	10D 0H	7D 3H	8D 6H	9D 0H	2D 3H	8D 18H	10D 12H	6D 21H	9D 9H	8D 21H	4D 0H	9D 12H	32D 6H
Belsavis	9D 9H	6D 21H	8D 18H	9D 0H	3D 3H	8D 18H	10D 0H	7D 21H	9D 3H	8D 18H	4D 0H	9D 3H	18H
Cademimu	1D 12H	21H	1D 3H	4D 21H	5D 9H	1D 9H	1D 9H	9H	1D 12H	1D 6H	11D 9H	1D 3H	38D 3H
Corellia	11D 21H	9D 0H	10D 3H	9D 15H	4D 18H	9D 12H	12D 9H	9D 15H	7D 12H	11D 21H	2D 3H	12D 0H	2D 9H
Coruscant	12D 15H	9D 18H	10D 9H	11D 12H	21H	12D 0H	13D 3H	7D 12H	12D 18H	12D 3H	2D 12H	12D 18H	29D 0H
Dromund Kaas	6H	2H	15H	24H	6D 18H	17H	12H	15H	1D 15H	1D 6H	6D 9H	4H	2D 18H
Hammer Station	6H	12H	1D 2H	10H	7D 18H	5H	14H	1D 3H	24H	15H	14D 0H	15H	2D 9H
Hoth	1D 18H	2D 0H	2D 15H	1D 3H	6D 6H	1D 9H	2D 9H	11D 9H	23H	21H	7D 3H	1D 21H	15H
Hutta	18H	23H	1D 12H	8D 3H	6H	24H	1D 14H	15H	5H	6D 3H	21H	1D 18H	
Ilum	4D 18H	4D 12H	3D 18H	5D 6H	18D 21H	5D 0H	4D 21H	7D 21H	22D 9H	43D 21H	31D 0H	8D 9H	20D 12H
Kaon		6H	21H	15H	7D 6H	9H	15H	1D 12H	1D 6H	21H	15D 3H	1H	2D 9H
Korriban	6H		15H	21H	2D 9H	15H	12H	18H	1D 12H	1D 3H	12D 6H	6H	38D 18H
Maelstrom Prison	21H	15H		1D 9H	6D 12H	1D 6H	1D 3H	1D 12H	2D 0H	1D 15H	12D 21H	21H	3D 6H
Nar Shadda	15H	21H	1D 9H		8D 3H	6H	1D 3H	1D 12H	15H	5H	6D 3H	21H	1D 18H
Ord Mantell	7D 6H	2D 9H	6D 12H	8D 3H		7D 21H	7D 6H	5D 3H	13D 3H	12D 18H	3D 9H	7D 6H	6D 21H
Qesh	9H	15H	1D 6H	6H	7D 21H		21H	1D 3H	21H	9H	7D 0H	12H	2D 0H
Taral V	15H	12H	1D 3H	1D 3H	7D 6H	21H		1D 6H	1D 15H	1D 3H	15D 15H	7H	3D 0H
Taris	1D 12H	18H	1D 12H	1D 12H	5D 3H	1D 3H	1D 6H		1D 18H	1D 3H	11D 0H	21H	37D 21H
Tatooine	1D 6H	1D 12H	2D 0H	15H	13D 3H	21H	1D 15H	1D 18H		12H	15D 6H	1D 9H	1D 14H
The Foundry	21H	1D 3H	1D 15H	5H	12D 18H	9H	1D 3H	1D 3H	12H		14D 15H	21H	1D 18H
Tython	15D 3H	12D 6H	12D 21H	6D 3H	3D 9H	7D 0H	15D 15H	11D 0H	15D 6H	14D 15H		15D 6H	26D 12H
Voss	1H	6H	21H	21H	7D 6H	12H	7H	21H	1D 9H	21H	15D 6H		2D 12H
Zadd	2D 9H	38D 18H	3D 6H	1D 18H	6D 21H	2D 0H	3D 0H	37D 21H	1D 14H	1D 18H	26D 12H	2D 12H	



0 3000
PARSECS



CHAPTER SIX: PLANETS



Salutations! I'm Trellek Mos, Republic scout! In my many travels, I've borne witness to countless wonders. The galaxy is a massive place, with tens of thousands of worlds, populated by trillions of beings. In the long history of the Galactic Republic, countless planets have been charted and catalogued, its peoples and culture explored, and many have chosen to add their unique perspectives to the great alliance.

During the time of the Great Galactic War and the Cold War, the following worlds all play a prominent role upon the interstellar stage. However, do not feel confined to these worlds when running a campaign set during The Old Republic - these are merely a taste of what the galaxy has to offer!

ALDERAAN

Since the Republic's inception, Alderaan's nobility has been at the political forefront, taking a stand in the Senate for peace, freedom and unity. While Coruscant has always been considered the heart of the Republic, to some extent, Alderaan has been its soul.

In the aftermath of the Treaty of Coruscant, however, Alderaan withdrew from the Republic and soon became embroiled in one of the bloodiest civil wars in the galaxy's history. The future of this once-proud planet is heavily in doubt.

Renowned for its captivating beauty, Alderaan's verdant forests and snow-capped mountain ranges have always been a vision of utopia. Matching the landscape's serenity, Alderaan's political process has historically been smooth, though the crown has often been handed back and forth between several entrenched noble houses. At the height of the Great War, though, everything changed—Alderaan's



timeless tranquility was shattered. Seeking to sap the Republic's morale, the Sith Empire invaded the planet with all its might, quickly overwhelming local defense forces and taking the royal family hostage. The reaction was equally swift and savage—Republic and Jedi forces tapped into previously unknown reserves of valor and rushed to Alderaan's rescue. The Republic's heroes obliterated the invaders and handed the Sith Empire a humiliating defeat.

The Imperial invasion was not forgotten, though. For the first time in history, Alderaan's leaders became a voice for aggressive military action in the Senate. When the Treaty of Coruscant was signed a few years later, Alderaan's crown prince marched



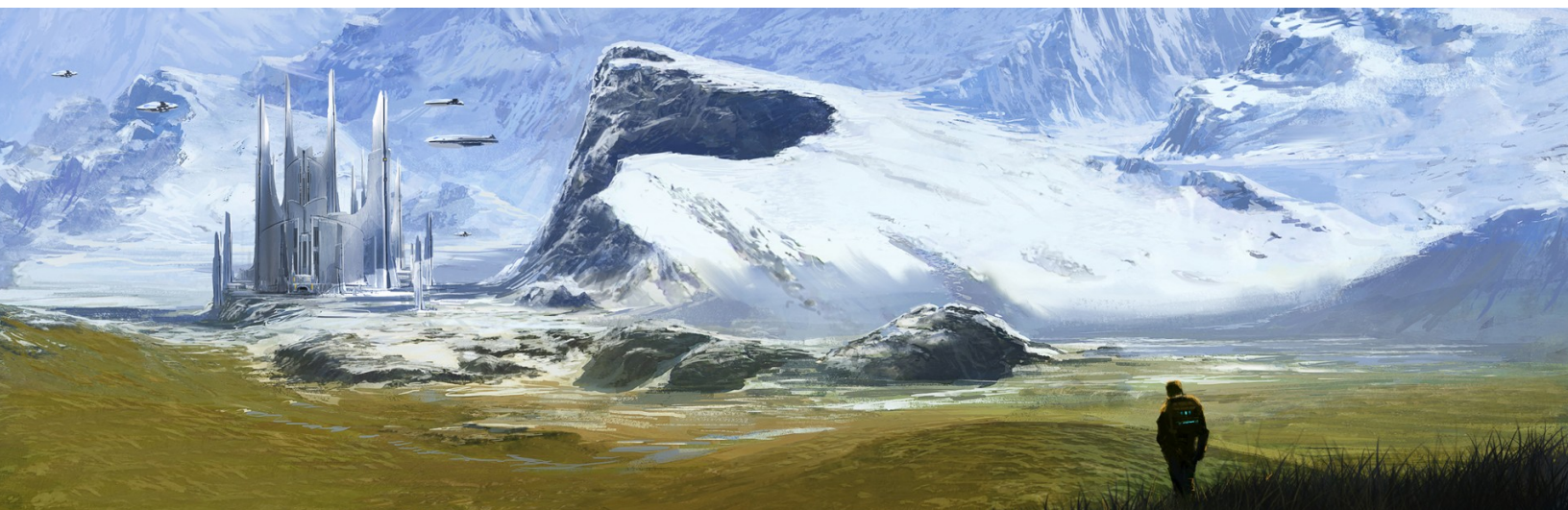


out of the Senate in protest. Alderaan seceded from the Republic and became an independent system. The crown prince's decision was met with mixed reaction at home; though many were supportive, others were outraged. Despite the controversy, order was kept until an assassin's blaster took the prince's life, and the queen died heirless just days later. Alderaan's parliament soon became deadlocked on which of the noble houses should inherit the throne. When one of the houses sought

behold. The question lies in whose hands this treasure will eventually end up...^[2]

■ Alderaan

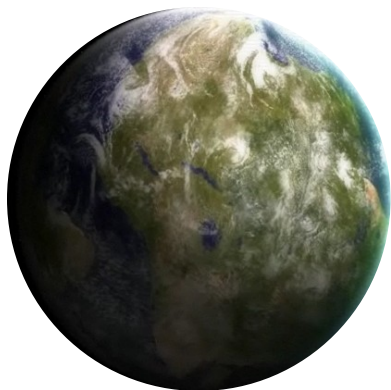
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forests, hills, snow-capped mountains
Length of Day: 24 standard hours
Length of Year: 364 local days
Physical Diameter: 12,500 km
Sapient Species: Human (90%), Killik (5%), other (5%)
Non-Sapient Species: Bolraida, flutterplume, kath hound, Iraida, manka cat, nerf, thranta, vorn tiger
Starport: Republic class
Points of Interest: Borderpost Augis, House Organa, House Thul, House Cortess, Outpost Bolym, Outpost Ghrent, Outpost Talarn, Rhu Caenus Spaceport, Planetary Defense Cannon, Alsakan Lowlands, Apalis Coast, Glarus Valley, Juran Mountains, Kaamos Territory, King's Pass, University of Alderaan, Aldera Royal Palace, Alderaan Academy for Young Ladies
Population: 2 billion
Planet Function: Academic, agriculture, homeworld, luxury goods



to settle the matter through a show of force, civil war broke out on all fronts.

Adding fuel to the fire, one of Alderaan's forgotten houses has now returned with Imperial backing to claim its rightful place, and the Republic has begun funneling support to the honorable House Organa. Though neither superpower has troops on the ground, Alderaan could become the tinderbox that sparks a return to a galaxy-spanning war. Still, no matter how violent and chaotic the political climate may become, the legacy of the planet's rich history and its sheer environmental beauty make Alderaan a breathtaking place to

Official Language: Basic
Government: Democracy
Major Cities: Aldera (capital), Terrarium City, Crevasse City, Chianar, Belleau-a Lir
Tech Level: Space
Major Exports: Wine, art, luxury items
Major Imports: Electronics
Affiliation: High Court of Alderaan, Republic (contested)
System: Alderaan System
Suns: Alderaan
Orbital Position: 2
Moons: 1
Sector: Alderaan Sector
Region of Space: Core Worlds
Grid Location: M-10



BALMORRA

Few places in the galaxy have seen the peace promised by the Treaty of Coruscant so thoroughly cast aside as the world of Balmorra. Fiercely independent, this long-time ally of the Republic has

redeployment elsewhere in the galaxy, until finally, in accordance with the Treaty of Coruscant, the Republic was forced to officially end its support of Balmorra. A small, underground Republic force was left on the planet to aid their Resistance, but the Balmorrans knew the truth of it; they had been abandoned. Even so, the Empire was still unable to take full control of Balmorra.

Now, years after the treaty, a regrouped and rebuilt Republic is testing the limits of their fragile peace with the Empire, sending back the reinforcements they had pulled off the planet years before. Although the Balmorrans are accepting of Republic help, they do little to hide their resentment at having been abandoned years before. Meanwhile, the Sith Empire is escalating their presence on the planet, determined to claim Balmorra's weapons, and put an end to this conflict once and for all.^[2]



led the galaxy in advanced droid and weapons manufacturing. Now Balmorra's workers live and suffer under a full Imperial occupation force.

Soon after Balmorra was colonized, in the infancy of the Republic, it became a haven for some of the most prolific manufacturers of fearsome weaponry and battle droids in the known galaxy. These terrible military assets, combined with the planet's strategic location close to the Core Worlds, kept Balmorra in a constant state of war. Setting its sights on the weapons of war manufactured on the planet, the Sith Empire resolved to take Balmorra, and in answer the Galactic Republic sent soldiers to aid the Balmorrans in their fight to preserve their independence.

As the war tore on and continued to spread, the strained Republic could no longer afford to spend its forces on Balmorra. Wave after wave of Republic troops were pulled off of the world for

■ Balmorra

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Industrial, plains, mountains, canyons, urban

Length of Day: 47 standard hours

Length of Year: 554 local days

Physical Diameter: 12,700 km

Sapient Species: Human (70%), Hutt (8%), Colicoid (5%), Twi'lek (5%), other (12%)

Non-Sapient Species: Bormu, swoopstalker, wingmaw, zeldrate

Starport: Republic class

Points of Interest: Gorinth Canyon, Makarian Plains, Sundari Flatlands

Population: 890 million

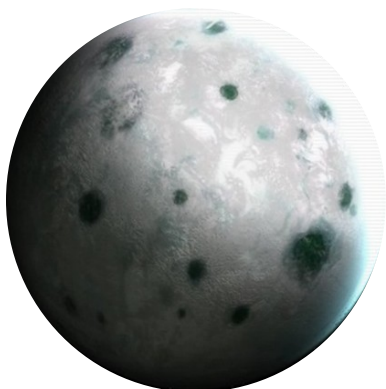
Planet Function: Factory

Official Language: Basic, Huttese

Government: Occupation (Sith Empire)

Major Cities: Bin Prime (capital), Bugtown, Sobrik

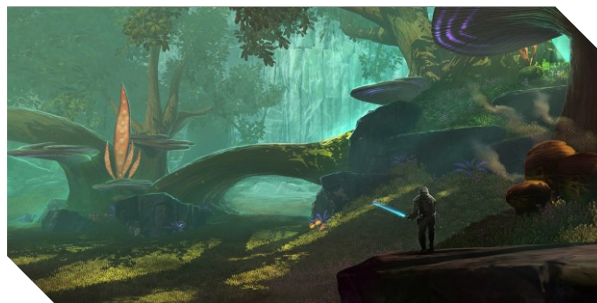
Tech Level: Space
Major Exports: Weapons
Major Imports: Industrial Materials, Workers
Affiliation: Sith Empire
System: Balmorra System
Suns: Balmorra
Orbital Position: 4
Moons: 4
Region of Space: Core Worlds
Grid Location: M-10



BELSAVIS

Republic knowledge of Belsavis predates the Great Hyperspace War, but for centuries, the planet warranted little attention. With the exception of some unusual volcanic activity, the planet was deemed, in all ways, unremarkable. Belsavis was added to the star charts then summarily dismissed as nothing more than another curiosity of the Outer Rim.

Fifty years ago, while investigating the planet's tropical rifts that seemed to defy the ice shelves in completely unnatural ways, Republic scientists stumbled upon an ancient prison constructed by the Rakatan Empire. Behind the force fields and ultra-hard metals were the most terrifying prisoners in the galaxy. Republic efforts to explore and secure the dilapidated network of vaults were



impeded by ferocious alien species, and nearly unstoppable droids.

Realizing it was only a matter of time before the vaults and stasis chambers containing the worst of these prisoners failed, the Republic committed a force to maintain the complex, and establish a new Republic prison on Belsavis' unused surface. In secret Strategic Information Service meetings it was decided that this new prison, dubbed "the Tomb", was only to be used in cases where execution was impractical or impossible.

Once the Great War erupted, the Tomb's population rapidly increased. Mandalorians, Sith Lords, and creations of Sith alchemy were sent to Belsavis for containment. As rumors of the Tomb's existence spread, Imperial Intelligence began searching for the legendary super prison. Despite Republic efforts to keep its location a secret, the Empire learned of the operation on Belsavis and sent strike teams to liberate all the imprisoned Sith.

In the short time since the Imperials arrived, the prison grounds have been transformed into a labyrinth of battle and chaos. The Empire has discovered that extracting its loyal subjects from among their violent fellow inmates will not be easy, and even though the Republic is rushing to restore order, the threat of the mysterious evil breaking loose from its ancient prison is becoming all too real.^[2]



■ Belsavis

Type: Terrestrial
Temperature: Frigid
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Ice, small temperate volcanic pockets
Length of Day: 25 standard hours
Length of Year: 412 local days
Physical Diameter: 9,900 km
Sapient Species: Human (50%), Ithorian (12%), Mluki (10%), Duros (6%), Ho'Din (5%), Esh-kha (5%), Kintan Crusher (2%), other (10%)
Non-Sapient Species: Acklay, baspoor glider, lurker, rancor, varactyl
Starport: Republic class
Points of Interest: Imperial Orbital Station, Republic Orbital Station, Belsavis Prison, The Scar, The Tomb, Eternity Vault
Population: 500,000
Planet Function: Prison
Official Language: Basic
Government: Military
Major Cities: Plett's Well
Tech Level: Space
Major Exports: Vine-silk, Vine-coffee
Major Imports: Industrial Goods, prisoners
Affiliation: Republic
System: Belsavis System
Suns: 2 (Belsa, Torris)
Orbital Position: 7
Moons: 3
Sector: Ninth Quadrant, Bozhnee Sector
Region of Space: Outer Rim Territories
Grid Location: L-18



CORELLIA

A founding member of the Galactic Republic, Corellia is one of the most vibrant business centers in the galaxy, and of the highest strategic importance. Besides being the hub for galactic corporate enterprise and maintaining a vocal presence in the Senate, Corellia is also the birthplace of many Republic economic, political, and military leaders. While Coruscant is a symbol of Republic power and tradition, Corellia is a testament to the Republic's resourcefulness and respect for personal and economic freedom.

Corellia's capital, Coronet City, is a model of efficient industry blended with environmental aesthetics. Determined to maintain their world's beauty and individuality, Corellians protected large swaths of parkland in the city's heart. Underneath this sophisticated façade though, an atmosphere of corruption lies just beneath the surface. Corporate influence has always driven Corellian political policy, and most Corellians accept this as fair bargain for the freedoms and economic prosperity it affords.

Despite their appreciation for a lax legal system, Corellians are known to be staunchly loyal to the Republic. This is why recent

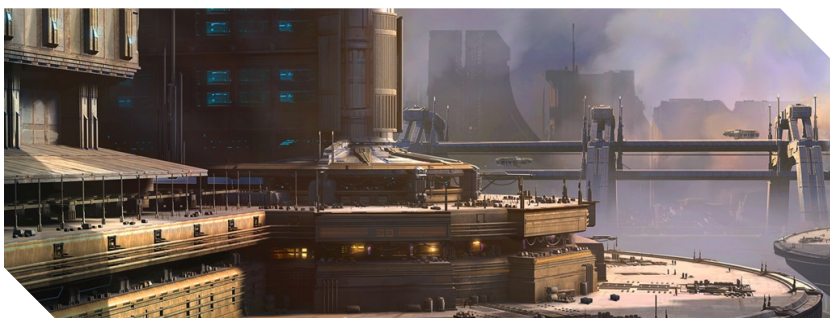




rumors of Imperial influence in the local government went largely ignored until now. Nothing has been confirmed by reliable sources, but official lines of communication between Corellia and the Republic have recently been suddenly and mysteriously shut down.

Holo-video and images from Corellia show widespread destruction in Coronet city, and though an act of terrorism has not been ruled out, some fear the situation may be more serious. However dire circumstances are, though, the rugged and resilient spirit of the Corellian people is sure to have survived, and rest-assured, the Republic will stop at nothing to protect this planet that is so critical to the Republic's infrastructure and its culture.^[2]

Non-Sapient Species: Corellian sand panther, corellian grass snake, slice hound, carrion spat, wonat
Starport: Republic class
Points of Interest: Afarathu Cave, Agrilat, CorSec Academy, Drall Patriots Cave, Gold Beaches, Hunchuzuc Den, Kor Vella Mesa, Nomad Mountains, Selonian Tunnels, Vreni Island
Population: 3 billion
Planet Function: Trade, administrative, government
Official Language: Basic, Old Corellian
Government: Democracy
Major Cities: Coronet City (capital), Kor Vella, Daoba Guerfel, Bela Vistal, Kolene, Tyrena
Tech Level: Space
Major Exports: Foodstuffs, medicinal goods, starships
Major Imports: High technology
Affiliation: Republic (contested)
System: Corellian System
Suns: Corell
Orbital Position: 1
Moons: 3 (including Gus Talon)
Sector: Corellian Sector
Region of Space: Core Worlds
Grid Location: M-11



■ **Corellia**

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban, oceans, plains, hills
Length of Day: 25 standard hours
Length of Year: 329 local days
Physical Diameter: 11,000 km
Sapient Species: Human (60%), Selonian (20%), Drall (20%), other (Twi'lek, Nikto, below 1%)



CORUSCANT

At the center of the galaxy, the gleaming towers of Coruscant symbolize the power and prosperity of Republic civilization—the result of thousands of



years of progress and democracy. Coruscant has been capital of the Republic since its founding more than twenty thousand years ago. Home to the Supreme Chancellor and the Galactic Senate, Coruscant is the most politically prominent planet in the galaxy.

Protected by the legendary Jedi Order, Coruscant has always been the galaxy's safest haven for law abiding citizens. All who would come in peace and partnership are welcome, and hundreds of alien species and star systems have come to be represented on Coruscant over time. These varied influences have made Coruscant the ultimate metropolis—a planet where anyone and everyone can find somewhere they belong.

Sitting at the zero point for hyperspace coordinates, Coruscant acts as the hub for all the galaxy's trade routes. Though the city-world is without natural resources, it has long relied on member systems and allies to supply the raw goods for the population's growth and prosperity. Though it has faced many difficulties in its long history, Coruscant has ever developed in a positive arc.

Despite the Republic's initial losses in the Great War, the Jedi successfully repelled the Sith Empire's attacks on the Core Worlds. Citizens believed they were safe on Coruscant, and for many, that led to an idyllic hope that the Republic would win the war. That hope was shattered when

the Sith deceived the Republic's leaders, sacked Coruscant, and destroyed the Jedi Temple.

Since the Treaty of Coruscant, the Senate has been forced to make difficult decisions on prioritizing the Republic's resources. Focus has been put on shoring up defenses in the border worlds and rebuilding only the parts of Coruscant critical to governance and trade. Large parts of the city-world still remain in ruins, and many sectors have fallen under gang control.

Ultimately, the state of Coruscant is the state of the Republic—impressive and imperfect at the same time. Like the Republic as well, though, the strength of Coruscant lies not in its structures and systems, but in its people.^[2]

■ Coruscant

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Urban cityscape

Length of Day: 24 standard hours

Length of Year: 368 local days

Physical Diameter: 12,240 km

Sapient Species: Human (78%), other (22%)

Non-Sapient Species: Granite slug, taozi

Starport: Republic class

Points of Interest: Black Sun Territory, Coruscant Spaceport, Jedi Temple Ruins, Justicar Territory, Old Galactic Market, Republic Barricade, Secured Holovault,

Senate Commercial District, Senate Plaza, Senate Tower, The Works

Population: 650 billion

Planet Function: Government, administrative

Official Language: Basic

Government: Democracy

Major Cities: Republic City (capital)

Tech Level: Space

Major Exports: Culture

Major Imports: Foodstuffs, medicinal goods

Affiliation: Republic

System: Coruscant System

Suns: Coruscant Prime

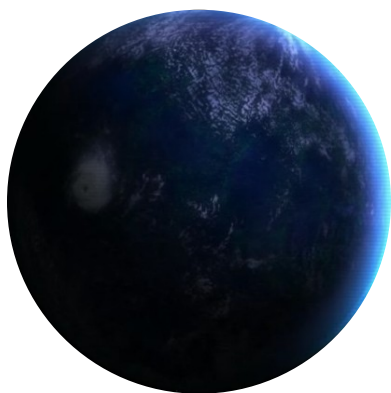
Orbital Position: 6

Moons: 4 (Centax-1, Centax-2, Centax-3, Hesperidium)

Sector: Coruscant Sector

Region of Space: Core Worlds

Grid Location: L-9



DROMUND KAAS

On the remote jungle world of Dromund Kaas, the Sith have spent a thousand years building their mighty war machine to prepare for an assault on the Galaxy.

Colonized in ancient times by the Sith Empire, the hyperspace coordinates of Dromund Kaas were lost to time, allowing the isolated planet to fade

into distant memory. Following a crushing defeat in the Great Hyperspace War, the handful of surviving Sith desperately sought to escape annihilation at the hands of their Jedi foes. The desperate Sith, leaving their collective destiny to chance, chose to forgo all known hyperspace routes and attempt a series of dangerously random hyperspace jumps and blindscouting missions. For 20 years the Sith armada drifted aimlessly in the forgotten regions of space before finally rediscovering the Dromund system.

The Sith's first century back on Dromund Kaas was dedicated to reestablishing the glory of Imperial society. In the depths of the jungle, the magnificent capital city of Kaas City was established and a citadel built – a standing testament to the power of the Emperor. Ceaselessly, the Empire worked to raise both army and fleet in preparation for their inevitable return to the greater galaxy. Power hungry, the Emperor spent great energy discovering and perfecting esoteric rites of darkness – rituals that wrecked the atmosphere of Dromund Kaas, transforming the ionosphere into a swirling electric storm.

Now, more than one thousand years later, the Empire has returned to the galaxy – bringing full-scale war with it. The Sith have forced a great number of systems into submission in the war, however Dromund Kaas remains home to both the Emperor and his Dark Council. Even though the planet is bristling with the energy of the dark side, it is the Imperial military that has the largest visible presence on Dromund Kaas. It is here that the Empire's power brokering games are played and alliances are forged and broken. For up-and-coming Moffs and Imperial intelligence operatives, success – and survival – hangs on the ability to master these games of intrigue.

It is from here, on Dromund Kaas, that the dark hand of the Empire reaches ever outward.^[2]





■ Dromund Kaas

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Swamps, jungle
Length of Day: 24 standard hours
Length of Year: 312 local days
Physical Diameter: 22,450 km
Sapient Species: Human (50%), Ithorian (12%), Mluki (10%), Duros (6%), Ho'Din (5%), Esh-kha (5%), Kintan Crusher (2%), other (10%)
Non-Sapient Species: Acklay, baspoor glider, lurker, rancor, varactyl
Starport: Republic class
Points of Interest: Dark Temple, Dromund Kaas Spaceport, Fen of the First, Initiate's Path, Kaas City, The Imperial Citadel, Imperial Intelligence Headquarters, Mandalorian Enclave, Lord Grathan's Estate, The Malignant Bog, Outpost Tempest, Revanite Camp, Riverfall Wilds, Sith Academy, Spaceport Expanse, The Unfinished Colossus, The Wall
Population: 500,000
Planet Function: Government, administrative, military
Official Language: Basic
Government: Military
Major Cities: Kaas City
Tech Level: Space
Major Exports: None
Major Imports: None
Affiliation: Sith Empire
System: Dromund System
Suns: Dromund
Orbital Position: 3
Moons: 2
Sector: Sith Worlds, Esstran Sector
Region of Space: Outer Rim Territories
Grid Location: R-5



HOTH

One of the most remote and lifeless planets in the known galaxy, Hoth was of no real interest to the Republic until it became the site of a devastating military defeat. At the height of the Great War, Republic and Imperial fleets clashed in the Hoth system in a decisive battle which saw the destruction of some of the most advanced and powerful starships in the galaxy.

In the aftermath of the battle, the icy planet of Hoth became a massive starship graveyard, littered with the wreckage of hundreds of warships from both sides, including several prototype ships the Republic had deployed in the hope of turning the tide of the war. As the war raged on, though, neither the Republic nor the Empire had the time and resources to mount a recovery operation.



Upon learning of the wealth of technology abandoned on Hoth, an ambitious pirate confederation started their own salvage operation. They brought an army of droids and mercenaries and began looting all useful remnants from the wreckage in an effort to piece together their own battle cruisers and create a pirate armada.

In the wake of the Treaty of Coruscant, however, both Republic and Empire have returned to reclaim what's left of their war machines, and Hoth has become a point of considerable contention. Despite the peace and the planet's remote location, skirmishes have broken out often, and now both superpowers have become entrenched—committed to fighting for Hoth until the cold, bitter end.^[2]

■ Hoth

Type: Terrestrial
Temperature: Frigid
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Ice plains, glaciers, mountains
Length of Day: 23 standard hours
Length of Year: 549 local days

Physical Diameter: 7,200 km
Sapient Species: Human (occasionally), Skel (unknown amount)
Non-Sapient Species: Icetromper, pentran whitefang, tauntaun, wampa
Starport: Limited services
Points of Interest: Clabburn Tundra, Coldstone Canyon, Glacial Fissure, Highmount Ridge, Adamas Space Station, Republic Orbital Station, Icefall Plains, The Starship Graveyard, Whiterock Wastes
Population: Unknown (<10,000)
Planet Function: Barren wasteland
Official Language: None
Government: None
Major Cities: None
Tech Level: None
Major Exports: None
Major Imports: None
Affiliation: Contested (Republic/Empire)
System: Hoth System
Suns: Hoth
Orbital Position: 6
Moons: 3
Sector: Anoat Sector, Ison Corridor
Region of Space: Outer Rim Territories, Greater Javin
Grid Location: K-18





HUTTA

In Huttese, the name translates into “Glorious Jewel”, and the planet more commonly called Nal Hutta is considered a paradise to the gluttonous tastes of the Hutts. To anyone else, though, the planet is a living nightmare—a disgusting and dangerous place to visit, and an unthinkable place to live. Current Underworld slang has shortened the name to a simple ‘Hutta’—a place where more civilized people threaten to send their children if they misbehave.

Before the creation of the Republic, Hutta was controlled by the native Evocii, a relatively primitive race who made the mistake of engaging in extensive business deals with the Hutts, ignoring rumors of their legendary greed. Centuries later, the Evocii realized their mistake too late—their entire civilization was mortgaged. When the Hutts’ homeworld of Varl later became polluted and uninhabitable, the Hutts collected on the Evocii’s

debts, becoming rulers of the planet.

In the thousands of years since, the Hutts have subjugated the Evocii—they live in slavery and squalor while the Hutts’ insatiable pursuit of wealth pollutes the planet. Hutta has become the breeding grounds for the powerful Hutt families who control competing crime cartels that operate across the galaxy. Though petty vendettas keep them in constant conflict with one another, the Hutts have remained neutral in the long-running war between the Republic and the Sith Empire, keeping their world exactly as they like it.

The Hutts are the lords of Hutta’s demented society, and all other races, even official foreign emissaries, are seen as expendable fodder in the Hutts’ bloated, wormlike eyes. Even the most infamous bounty hunters are hesitant to venture on the Hutts’ home-turf, and no sane person would ever come to Hutta willingly without the most crucial need.^[2]

■ Hutta

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Moist

Gravity: Standard

Terrain: Swamps, industrial wasteland

Length of Day: 87 standard hours

Length of Year: 413 local days

Physical Diameter: 12,150 km

Sapient Species: Hutt (57%), Human (12%), other (31%)

Non-Sapient Species: Akk dog, chemilizard, xuvva

Starport: Republic class

Points of Interest: The Bog, Drainage Isle, The Eastern Grime, Eastern Rustyards, Evocii Swamp, Fa’ahra’s Palace, Imperial Orbital Station, Jiguuna, Nem’Ro’s Palace, The River Lands, The Old Muckworks, The Rust



Yards:
Population: 7 billion
Planet Function: Homeworld, trade, crime
Official Language: Huttese
Government: Clan council
Major Cities: Bilbousa (capital), Jiguuna
Tech Level: Space
Major Exports: Tourism, contraband
Major Imports: Foodstuffs, high tech, luxury goods
Affiliation: Hutt clans
System: Y'Toub System
Suns: Y'Toub
Orbital Position: 3
Moons: 5 (Nar Shaddaa)
Sector: Hutt Space
Region of Space: Mid Rim
Grid Location: S-12



ILUM

For centuries, a treasure trove of resources lay untapped in the most unexpected of places—a small, frigid world at the edge of the galaxy—Illum.

The first to discover Illum's potential were the Jedi. The planet's wealth of subterranean Adegan crystals proved to be perfectly attuned for use in lightsabers, and Jedi began undertaking pilgrimages to Illum to forge their legendary weapons. Dangerous and far from civilization, many Jedi lost their lives to Illum's bizarre beasts and brutal climate.



Over the years, the Order established small enclaves and discreet Temples to provide shelter for Jedi who made the long journey. Ilum became a rite of passage for powerful Jedi constructing new lightsabers and a safe harbor for respected Jedi Masters seeking a quiet place for intense meditation.

Recently, however, the peace on Ilum was shattered. Inexplicably, the Sith Empire learned of the planet's location and attacked with a mighty force of shock troops and Sith, slaughtering the small group of Jedi on the planet and leaving their sanctuaries in ruins.

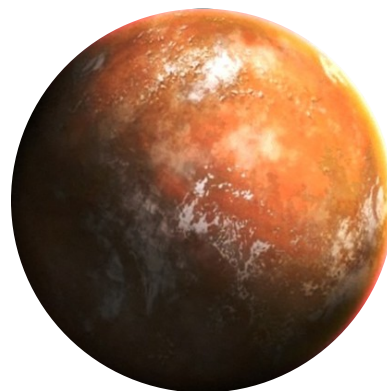
Though the Order was devastated to lose control of this sacred space, Republic resources have been spread too thin to mount a counter-attack.

Recent intelligence, however, has suggested that the Sith's interest in Ilum extends far beyond simply harvesting lightsaber crystals. Watching the Empire devote so many resources to operations on this remote world, Republic leaders and members of the Jedi Council have begun to question whether they might have surrendered a resource of far greater value than anyone ever imagined...^[2]

■ Ilum

Type: Terrestrial
Temperature: Frigid
Atmosphere: Type I (breathable)
Hydrosphere: Saturated (frozen)
Gravity: Standard
Terrain: Ice, mountains, subterranean crystal deposits
Length of Day: 66 standard hours
Length of Year: 1,078 standard days
Physical Diameter: 5,870 km
Sapient Species: None
Non-Sapient Species: Asharl panther, bogwing, kath hound
Starport: Limited services
Points of Interest: Eastern Ice Shelf, Western Ice Shelf,

Crystal Caves
Population: <10,000
Planet Function: Crystal harvest wasteland
Official Language: None
Government: None
Major Cities: None
Tech Level: None
Major Exports: None
Major Imports: None
Affiliation: None
System: Ilum System
Suns: Asar
Orbital Position: 5
Moons: 2
Sector: 7G
Region of Space: Unknown Regions
Grid Location: G-7



KORRIBAN

The earliest Sith lived on the red, dusty planet of Korriban, determined to grow strong despite the inhospitable climate. Their success culminated in a bold civilization, made stronger when dark Force-users arrived and interbred after being driven out of the early Jedi Order. This ancient Sith civilization eventually became a superpower and challenged



the Republic during the Great Hyperspace war. Their defeat drove a handful of survivors into deep space where they regrouped and rebuilt, determined to return.

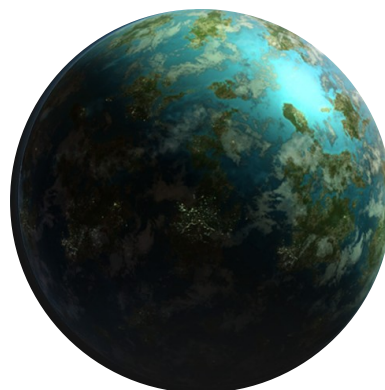
Over time, the new Sith Empire lost its way back to Korriban, until a visit a few centuries ago by two Jedi returning from the Mandalorian wars. Turned to the dark side, the two Jedi, Revan and Malak, attempted to reclaim the Sith's legacy in the known galaxy, but turned on each other and self-destructed.

The true Sith Empire, governed by a thousand-year-old Dark Emperor, wisely waited, and returned to the known galaxy only when completely prepared to defeat the Jedi and the Republic.

Retaking the holy planet of Korriban as a top priority, the Sith re-established the glorious Sith Academy and began training a new generation of Sith to inherit their dark legacy and seize their birthright as the true rulers of the galaxy.^[2]

■ Korriban

Type: Terrestrial
Temperature: Cold
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Heavy (1.4 standard)
Terrain: Mountains, canyons, dry riverbeds, tombs, ruins
Length of Day: 28 standard hours
Length of Year: 780 local days
Physical Diameter: 16,890 km
Sapient Species: Pureblood Sith (37%), Human (57%), other (6%)
Non-Sapient Species: K'lor'slug, shyrack, terentatek, tuk'ata
Starport: Republic class
Points of Interest: Valley of the Dark Lords, Eternal Pyre, Valley of Golg, Sith Academy, Sith Citadel, Shyrack cave, Lower Wilds, Sacred Ruins, Tomb of Ajunta Pal, Tomb of Marka Ragnos, Tomb of Naga Sadow, Tomb of Tulak Hord
Population: 25,000
Planet Function: Prison
Official Language: Basic (formerly Sith)
Government: Magocratic Dictatorship
Major Cities: Dreshdae (capital)
Tech Level: Space
Major Exports: Sith Artifacts, Raw Material
Major Imports: Foodstuffs, High Technology, Raw Material, Weapons
Affiliation: Sith Empire
System: Horuset System
Suns: Horuset
Orbital Position: 2
Moons: 7
Sector: Esstran Sector, Sith Worlds
Region of Space: Outer Rim Territories, Stygian Caldera
Grid Location: R-5



MAKEB

Located in a secluded region off of major hyperspace routes, Makeb is a luscious blue-green jewel of a planet. The planet's unique gravitational properties create massive natural stone pillars with intricate cave systems that jut high above the clouds. Indigenous animal species, such as the Makrin Creeper, weave through Makeb's elaborate caves and plains searching for refuge. Although Makeb's gravity is poor, its plateaus are rich with unrevealed resources renowned across the galaxy.

Undisturbed by civilization for a thousand years, Makeb was first colonized during the Mandalorian Wars, when a Republic transport ship carrying refugees escaped the front lines and crashed on this habitable planet. The remaining survivors developed an independent settlement and explored Makeb's complex landscape. Over the course of decades, Makeb's leaders carefully established communication with outside worlds and turned their settlement into an enormously profitable enterprise through mineral exports. During the latest war between the Empire and the Republic, Makeb stubbornly retained its independence, attracting corporate leaders, rich tourists, and banking enterprises with no allegiances.

Relying on their wealth, isolation, and an army of mercenaries, Makeb's citizens have enjoyed their prosperous and beautiful world. But now their planet has become a crucial stepping stone in the Hutt Cartel's rise to power. The Hutt Cartel brought an invading force to Makeb, seizing control of resources, the mercenary army, and all government institutions. The Hutts have reassured the population that business will proceed as normal.

In response to the Hutt's blatant aggression, many of Makeb's former leaders have declared their planet part of the Republic. The Galactic Republic is determined to respond to Makeb's plight and has actively gathered aid to stop the spread of the Hutt Cartel before they become an even greater threat. The Sith Empire has taken

advantage of the chaos erupting on Makeeb and established an undisclosed beachhead to carry out their own secret agenda on the planet.

But enemy troops and Cartel mercenaries aren't the only dangers: strange windstorms and powerful groundquakes have become a daily occurrence, compromising Makeeb's extensive mining industry and endangering innocent lives across the planet.^[2]

■ Makeeb

Type: Terrestrial

Temperature: Frigid

Atmosphere: Type I (breathable), but heavy electromagnetic interference

Hydrosphere: Moderate

Gravity: Low with unique anomalies

Terrain: Stone pillars, mesas, plateaus

Length of Day: 25 standard hours

Length of Year: 412 local days

Physical Diameter: 9,900 km

Sapient Species: Human (48%), Chagrian (18%), Twi'lek (21%), Weequay (5%), Zabrak (2%), other (6%)

Non-Sapient Species: Barbed ginx, exoboar, makrin creeper, pterathki, subteroth, underwalker, vrake

Starport: Republic class

Points of Interest: Imperial Orbital Station, Republic Orbital Station, The Fingers, Frinn Mesa, Gravity Hook Seven, Perekta Mesa, The Sanctuary, Talaos City, Telemur Mesa, Volcanic Mesa, Westwater Settlements, Avesta Plantation, Archon Palace, Cartel Mining Mesa,

Cloudside Resorts, Frinn Mesa, Giant's Spear, Solida Hesk's Resort, Stronghold One, Toborro's Palace

Population: 760,000

Planet Function: Mining, industrial, settlement

Official Language: Basic

Government: Makeeb Business Council

Major Cities: Talaos City (capital), Tarlam settlements, Tigon mining colony, Westwater Settlements

Tech Level: Space

Major Exports: Minerals, Isotope-5

Major Imports: Mining gear, foodstuffs, raw material

Affiliation: Avesta Mining Corporation, Hutt Cartel, Republic (contested)

System: Makeeb System

Suns: Makeeb

Orbital Position: 3

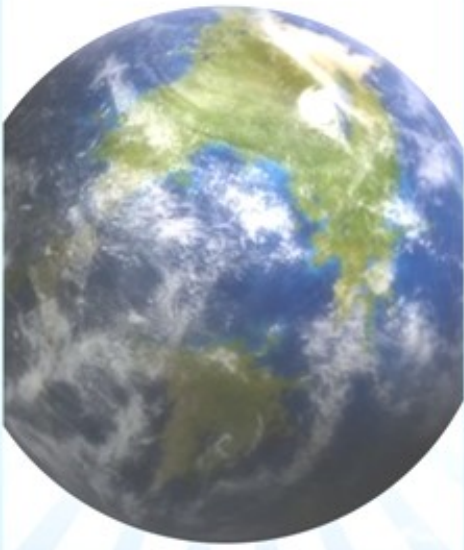
Moons: 4

Sector: Edge of Hutt Space

Region of Space: Mid Rim

Grid Location: S-13





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NAR SHADDAA

One of the most vibrant and dangerous places in the galaxy, Nar Shaddaa is a sprawling cityscape where nothing comes without a price. Dominated by a black market that caters to every indulgence, the moon has become the ultimate symbol of corruption.

The upper levels present an endless parade of glittering neon towers and floating pleasure palaces; no greater concentration of wealth exists across the galaxy. Behind these flashy facades, crime bosses and secret political emissaries make backroom deals that decide the fates of worlds, and as much as both the Galactic Republic and the Sith

Empire might like to change it, the Hutt Cartel calls the shots.

For all the opulence above, however, an equal level of brutality lies below. The bowels of Nar Shaddaa hide some of the galaxy's darkest secrets. In the pursuit of advanced technologies, unscrupulous enterprises conduct hazardous experiments on unwilling test subjects and crime lords employ slaves as fodder on industrial assembly lines. Fugitives hide from the law after committing heinous crimes, and prisoners who've vanished from all over the galaxy are held in anonymous and inescapable private prisons.

Criminal enterprises beyond Hutt control compete for power, as well – foremost among them the Exchange syndicate, the Hutt Cartel's only genuine rival. While the upper levels of Nar Shaddaa may be one of the most desirable places to visit in the galaxy, the moon's lower levels are a place which anyone in their right mind would avoid at all costs.

In the distant past, before becoming the Hutts' showcase, Nar Shaddaa was used as a refugee camp for Evocii driven from Hutta itself. Then again, after the Jedi Civil War 300 years ago, Nar Shaddaa was swarmed with refugees who were used by the criminal Exchange to lure and capture any remaining Jedi. More recently, when the Great War began, it brought ruin to many star systems, but to Nar Shaddaa, it brought only more profit. While



other systems were offering allegiance to the Empire or to the Republic, the Hutts controlling Nar Shaddaa realized they could keep their autonomy – and their increased profits – by dealing with both sides. This delicate balancing act has increased the risk of doing business, but it hasn't deterred competition. The Exchange and the Hutt Cartel have engaged in a winner-takes-all crime war that spans the galaxy but centers on the tiny moon of Nar Shaddaa.^[2]

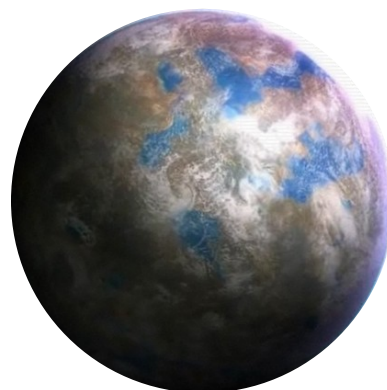
- Soovada ("Spoils of War" in Huttese) is an annual celebration of total extravagance in Hutt culture, originally celebrated in the summer season of Varl after successful military campaigns. Rival clans compete to prove their superior wealth, attempting to sponsor the most parties, pit fights, bounties, gambling, and every other public display of fortune and excess imaginable

- Popularized among outside cultures during visits to Nar Shaddaa, this exuberant holiday is now celebrated on hundreds of worlds across the galaxy, where it's simply known by its Huttese name; any connection to ancient wartime looting is largely ignored.^[1]

■ Nar Shaddaa

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Global decaying urban zones
Length of Day: 87 standard hours
Length of Year: 413 local days
Physical Diameter: 4,750 km
Sapient Species: Various (80%), Human (20%)
Non-Sapient Species: Exchange beasts, gundark, skifter dogs, vrblither
Starport: Republic class
Points of Interest: The Burning Deck, The Slag Pit,

Meltdown Café, Orange Lady, Rimmer's Rest, Sith Academy, Refugee Sector, Jekk'Jekk Tarr Cantina, Undercity, Promenade
Population: 77 billion
Planet Function: Crime world
Official Language: Basic, Huttese, Ancient Evocii, Ancient Vippit
Government: Organized crime
Major Cities: New Vertica, Ko Hentota, Duros Sector, Corellian Sector, Refugee Sector, Red Sector, Undercity
Tech Level: Space
Major Exports: Tourism, contraband
Major Imports: Foodstuffs, high tech, luxury goods
Affiliation: Hutt Cartel
System: Y'Toub System
Planet: Hutta
Sector: Hutt Space
Region of Space: Mid Rim
Grid Location: S-12



ORD MANTELL

The mountainous plains and volcanic islands of Ord Mantell are littered with the ravages of a ruthless civil war. Republic forces are fighting elusive separatists who are conducting guerilla





style strikes against both military and civilian targets. Adding questions to an already questionable situation, the planet's government, though loyal to the Republic, is merely a puppet regime for underworld concerns.

Corellian colonists settled Ord Mantell nine thousand years ago, and the planet became a staging point for Republic military operations in the Outer Rim. Ord Mantell's strategic value waned over the centuries, however, and after a corrupt admiral sold off the local fleet, the military all but abandoned the planet. Ord Mantell soon became a haven for smugglers, pirates, and bounty hunters, and the local government fell under the sway of the crime syndicates—a dynamic that remains in place to this day.

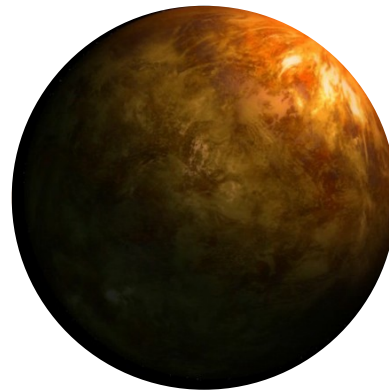
Though largely uncontested during the war between the Republic and the Sith Empire, things changed after the Treaty of Coruscant. Though many star systems withdrew from the Republic, Ord Mantell's corrupt governors decided it was better business to stay loyal. Not all of the planet's populace agreed, however, and a separatist movement began and quickly escalated into an armed conflict.

The battle for Ord Mantell is just beginning.^[2]

■ Ord Mantell

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Plains, jungles, seas, mesas, volcanic islands, urban
Length of Day: 26 standard hours
Length of Year: 334 local days
Physical Diameter: 14,050 km
Sapient Species: Various
Non-Sapient Species: Gapillan grazer, razoronn, savrip
Starport: Limited services
Points of Interest: Casino District, Trader's Quarter, Sunken Mesa, Jubilee Wheel, Government House, Ten Mile Plateau, Hotel Grand, Lady Fate Casino
Population: 4 billion
Planet Function: Trade, entertainment, gambling
Official Language: Basic
Government: Republic governor

Major Cities: Worlport (capital), Great Rock
Tech Level: Space
Major Exports: Manufactured goods
Major Imports: Foodstuffs, raw materials
Affiliation: Republic
System: Bright Jewel System
Suns: Bright Jewel
Orbital Position: 2
Moons: 15 (including the twin moons)
Sector: Bright Jewel Sector, Bright Jewel Cluster
Region of Space: Mid Rim
Grid Location: L-7



QESH

Environmental poisons have made Qesh one of the most dangerous and valuable planets in the galaxy, and the grounds for a savage battle between the Galactic Republic and the Sith Empire. Though the chemicals on Qesh are lethal to most life forms, they can also be used to create some of the most potent adrenals in the galaxy... and untold wealth for whoever controls the ingredients.

Initially discovered by the Republic during the Great War, Qesh was abandoned after scientists detected the poisonous content of its atmosphere. It wasn't until years later that a young chemist rummaging through old data recognized the potential for the chemical compounds on Qesh—they are incredibly close to venenit shadaaga (Hutt Venom), a primary ingredient in high-grade adrenals for healing, reflexes, and concentration.

If the Republic could find a way to process the delicate chemicals, it would provide a major source of new income at a critical time in the war effort. Ultimately though, Republic engineers were unable to master the techniques to synthesize the adrenals. They were forced to seek help from some unlikely allies – the Hutts. Three families from the Hutt Cartel were quietly convinced to step around



their neutrality treaty with the Empire in return for a cut of adrenal profits that not even a Hutt could refuse. The Cartel, so long as they received their share, looked the other way.

Within a decade, the Republic was fully invested in Qesh. Despite efforts to keep Qesh a guarded secret, miner and worker gossip slowly crept out. It wasn't long before the Empire heard about this vast source of chemical wealth - and the treaty-breaking Hutts. The Cartel was forced to declare the Republic-aligned Hutts traitors, and assist the Empire as it launched a full-scale attack on Qesh, seeking to destroy Republic efforts and claim the resource for its own.

Now, the Republic struggles to defend its investment from the Empire and their unhappy Hutt Cartel allies.^[2]

■ Qesh

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type II (breath mask suggested)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Marshland, fields
Length of Day: 37 standard hours
Length of Year: 212 local days
Physical Diameter: 8,700 km
Sapient Species: Various
Non-Sapient Species: Lobel, harvap, varvorisk, trinthan prowler
Starport: Standard class
Points of Interest: Three Families Palace, Broga's Palace
Population: <10,000
Planet Function: Contested cesspool
Official Language: Basic
Government: Military
Major Cities: None
Tech Level: Space

Major Exports: Adrenals
Major Imports: Medical equipment, industrial equipment
Affiliation: Republic (contested)
System: Qesh System
Suns: Qesh
Orbital Position: 5
Moons: 1
Sector: Hutt Space
Region of Space: Mid Rim
Grid Location: S-10



TARIS

Taris is a post-apocalyptic swamp, abandoned but not forgotten by the greater galaxy for three centuries. Until recently, only overgrown ruins bore testimony to the thriving civilization that once dominated the surface - a civilization annihilated by the Sith Lord Darth Malak while seeking to eliminate the Jedi Knight Bastila Shan.

As a symbol of hope and redemption in the face of Sith atrocities, the Republic has begun an unlikely effort to re-colonize Taris, establishing a

spaceport, military base and the beginning of settlements amid the ruins. The remnants of the once great city-world have proven to be far more treacherous than anyone expected, though, and many believe the effort to reclaim Taris is doomed to end in disaster. One thing is certain – cleaning up what the Sith destroyed isn't nearly as perilous as facing what they didn't.

Deep in the dark swampy ruins lies the legacy of a centuries old



plague, once confined to Taris' demolished Undercity. Bands of horrific rakghouls – abominations created by Sith alchemy – ravage the planet's surface. Each vicious attack carries the chance of transforming the victim into a diseased monstrosity. There are scattered reports that some of these rakghouls are evolving bizarre, freakish powers.

Determined to overcome the challenges, Republic and Jedi leaders are moving forward with the efforts at colonization. Rebuilding what the Sith destroyed 300 years ago would be a monumental symbolic victory, showing the galaxy that the Sith are not to be feared. But the Empire has no

intention of allowing such a significant achievement.^[2]

■ Taris

Type: Terrestrial

Temperature: Hot

Atmosphere: Type I (breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Urban

Length of Day: 24 standard hours

Length of Year: 314 local days

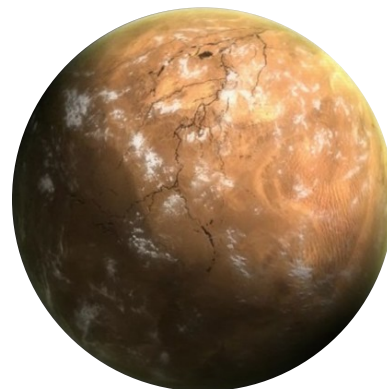
Physical Diameter: 12,200 km

Sapient Species: Human (90%), others (10%)

Non-Sapient Species: Akk dog, bogstalker, drate, ferrazid, nexu, rakghoul, shaclaw, tarsarian devourer, varactyl



Starport: Stellar class
Points of Interest: Upper City, Middle City, Lower City, Undercity, Promised Land, Taris Academy, Swoop Track
Population: 6 billion
Planet Function: Trade, military base
Official Language: Basic
Government: Democracy
Major Cities: Ecumenopolis
Tech Level: Space
Major Exports: Luxury items, tarisian ale, technology
Major Imports: Foodstuffs, raw materials
Affiliation: Republic
System: Taris System
Suns: Taris
Orbital Position: 5
Moons: 4 (including Rogue moon)
Sector: Ojoster Sector, Taris Subsector
Region of Space: Outer Rim Territories
Grid Location: N-7



TATOOINE

Far in the Outer Rim, the sands of Tatooine bake beneath the glare of two bright suns. Small pockets of barely civilized communities dot the desolate landscape, surrounded by the endless expanse of barren dunes and rocky canyons that have silently slain so many of those who ventured out into the desert. Among the small shantytowns and settlements that persist, travelers may find shelter from the brutal climate, but trust is as rare as water on this lawless world. Visitors and locals alike must constantly watch their backs in Tatooine's townships.

For centuries, Tatooine was of little interest to the rest of the galaxy – until the Czerka Corporation showed up five hundred years ago, seeking to exploit the natural resources they believed were beneath Tatooine's surface. Czerka's efforts to mine Tatooine ended in failure, but the planet's hostile environment proved to be the perfect place for Czerka's Secret Weapons division. Able to operate





with no restrictions, Czerka brought alien technologies and experiments too horrible or dangerous to be allowed on any other system in the galaxy. While the full scope of how far Czerka went with their research remains unknown, it's clear that suddenly, and without warning, Czerka completely pulled out of Tatooine, leaving their Secret Weapons complex to be swallowed by the sands.

The former Czerka outpost of Anchorhead has now become a lawless haven for smugglers, pirates and anyone else who wants to drop off the radar. Though Anchorhead often serves as a pit stop for Republic starships in the Outer Rim, the Republic has no official presence. Unbeknownst to the Republic however, the Imperial military has established a presence on Tatooine, to explore the old Czerka labs. The Empire has garrisoned a small force in the town of Mos Ila where industrious Jawa had restored a spaceport hoping to encourage trade, only to see their hard work taken over by Imperial troops who drove the Jawa back into the desert. This puts the Imperials only a short distance from the main community at Anchorhead.

Between the two, a terrible secret sleeps in the sand.^[2]

■ Tatooine

Type: Terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Terrain
Length of Day: 23 standard hours

Length of Year: 304 local days

Physical Diameter: 10,465 km

Sapient Species: Human (40%), Jawa (10%), Tusken Raider (6%), others (44%)

Non-Sapient Species: Bantha, dewback, duneclaw, reek, rill, sand bat, sand demon, sandtusker, sand worm, scyk, womp rat, wraid, krayt dragon, sarlaac, ronto, mole serpent, desert worm, mynock (atmosphere breathing variant), cliffborer worms, rock wart, tatooine howler, massiff

Starport: Standard class

Points of Interest: Anchorhead, The Dune Sea, Jundland, Mis Ila, Outlaw's Den

Population: <100,000

Planet Function: Smuggling, trade, subsistence

Official Language: Basic, Huttese, Jawaese

Government: Local Councils

Major Cities: Bestine (capital), Anchorhead

Tech Level: Space

Major Exports: Various smuggled cargoes (munitions, security devices, spice), minerals (salt, sand products)

Major Imports: Mid technology, high technology, metals, foodstuffs, chemicals

Affiliation: Neutral

System: Belsavis

Suns: 2 (Tatoo I, Tatoo II)

Orbital Position: 1

Moons: 3 (Ghomrassen, Guermessa, Chenini)

Sector: Arkanis Sector

Region of Space: Outer Rim Territories

Grid Location: R-16



TYTHON

Mystical scholars gathered on the harsh and mysterious world of Tython millennia ago to begin the first studies of the Force, but controversy among the scholars' ranks created a cataclysm which nearly destroyed the planet. A small group of survivors fled to another star system, put their dark past behind them, and founded the Jedi Order.

Thousands of years passed, and the true legacy of Tython was forgotten.

Rediscovering the planet early in the Great War, the modern Jedi began exploring the mysteries of Tython's history, and learning much about the earliest Force users.

When the Empire sacked Coruscant and destroyed their long-standing Temple, the Jedi Council chose to rebuild the Temple on Tython and train a new generation of

Jedi to battle the Sith menace. They soon discovered, however, that Tython's mystical power carried its own dark legacy, a pervasive taint of unknown origins...^[2]

■ Tython

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Forest, mountains, valleys

Length of Day: 31.5 standard hours

Length of Year: 524 local days

Physical Diameter: 9,900 km

Sapient Species: Human (78%), Shi'ido (3%), Twi'lek (4%), Flesh Raiders (11%), others (4%)

Non-Sapient Species: Guid, hook hawk, horranth, manka cat, silk lizard, terentatek, uxibeast, wingmaw

Starport: Standard class

Points of Interest: Je'daii Temples, Jedi Temple, The Rift, Silent Desert

Population: <1 million

Planet Function: Jedi homeworld

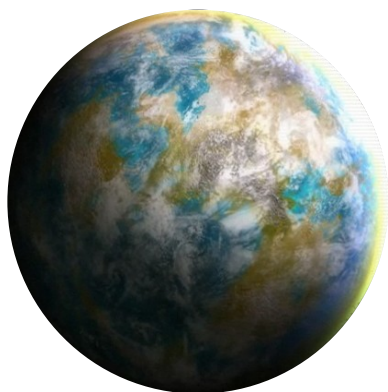
Official Language: Basic

Government: Republic democracy

Major Cities: Ban Landing, Je'daii Temples, Kalikori Village



Tech Level: Space
Major Exports: None
Major Imports: Foodstuffs, medical supplies, high technology
Affiliation: Republic, Jedi Order
System: Tython System
Suns: Tythos
Orbital Position: 5
Moons: 2 (Ashla, Bogan)
Sector: None given
Region of Space: Deep Core
Grid Location: L-10



VOSS

Voss is a planet of more questions than answers. Discovered by accident shortly after the Treaty of

Coruscant, its rocky plateaus, unspoiled peaks and verdant forests were at first thought to be inhabited only by Gormak, a tech-savvy but pre-space flight species of extremely hostile natives. When the second, much less populous species on Voss made itself known, however, the galaxy was thrown into turmoil and the war almost restarted.

Primarily isolated on one tall peak and outnumbered by millions of their enemies, the non-Gormak natives use the same name for themselves as for their world: Voss. Locked in a losing war with an implacable enemy that sees them as a violation of the natural order, the hard-pressed Voss have survived centuries of Gormak assaults through the disciplined training of their Commandos, the placement and fortifications of their mountain city and the infallible guidance of the Voss Mystics.

The Voss Mystics are Force users of incredible power. Both the Sith and Jedi agree on this one point. The Voss do not. Voss know nothing of the Force and are uninterested in outsider opinions. Mystics have visions that are never wrong. The Voss follow these visions and survive. When the Sith Empire schemed to conquer Voss, the Republic sought to defend the planet—but the Mystics foresaw both plots and in the end a fleet disappeared, an Empire was humbled and two mighty powers came to Voss peacefully to win favor.^[2]



■ **Voss**

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forests, mountains, plateaus, oceans
Length of Day: 28 standard hours
Length of Year: 355 local days
Physical Diameter: 8,900 km
Sapient Species: Voss (73%), Gormak (27%)
Non-Sapient Species: Cyberbeasts, mawvorr, shaclaw, vorantikus
Starport: Republic class
Points of Interest: Formak Lands, Nightmare Lands, Old Paths, Pelath-Ri Marches
Population: 3.6 billion
Planet Function: Homeworld
Official Language: Voss
Government: Voss Mystics, Military
Major Cities: Voss-Ka (Capital), Gorma-Koss
Tech Level: Space
Major Exports: None

Major Imports: None
Affiliation: Neutral
System: Voss System
Suns: 1 (unknown name)
Orbital Position: 3
Moons: 1
Sector: Allied Tion Sector
Region of Space: Outer Rim Territories
Grid Location: S-6





CHAPTER SEVEN: ALIENS

Welcome. I am Jedi Grand Master Satele Shan.

The galaxy is teeming with life. In its millenia of history, the Republic has grown to encompass thousands of worlds, welcoming untold numbers of new species into the great interstellar society. Aliens of every shape, size, and disposition, representing every conceivable combination of genetic material, instinct, and environmental adaptation all coexist within the grand framework of the Republic... and not always as peacefully as its citizens would like. In the eons since the Republic was founded, many conflicts have arisen between different species. Sometimes these schisms are due to political squabbling, resource allocation, or religious fanaticism, but more often than not it is simply due to bigotry and hatred.

ALIENS IN THE GALAXY

With the current escalation of the Great Galactic War, pockets of interspecies malcontent have been given fertile breeding ground to fester and multiply, causing an increase in interspecies conflict. Even though the Republic exists as a peaceful entity, the galaxy is still a dangerous place filled with trillions of different beings trying to occupy the same space. As a roleplayer in the Star Wars: The Old Republic era, this is a prime opportunity to create a rich and diverse cast of characters from a myriad different worlds and backgrounds. Remember, it's Star Wars - conflict is the heart of storytelling, and this epic tale is about you!

A NOTE ON RACE AND SPECIES

Many people in the galaxy use the word "race" when referring to various aliens. While this usage is common, it is also incorrect. The proper term for each alien is "species," as "race" is a term used to denote different sub-groups of a particular species, distinguished by different physical characteristics. This distinction is an important

one because, like humans, many alien species have a number of races. ^[6]

GAME STATISTICS

Attribute Dice: This is the number of attribute dice for an "average" member of the species. Most gamemaster characters will have this total number of attribute dice. Player characters and some gamemaster characters get six additional attribute dice.

Attribute Die Ranges: Each species has a separate listing for each attribute (Dexterity, Knowledge, Mechanical, Perception, Strength and Technical). Except in a small number of cases, members of that species may not have an attribute listing lower than the first number (the minimum) or higher than the second number (the maximum). With experience, characters can invest Character Points to increase their attributes above the maximum. **Special Skills:** A listing of any unique or very specialized skills which are common to that species. The skill listing also notes the attribute that the skill is associated with. In general, anyone can learn a special skill provided they receive proper instruction.

Special Abilities: Some aliens have special abilities which are only available to a particular species. These are generally physiological traits (claws, tails, sharp teeth, and so forth) and cannot be "learned" by members of a different species.

Story Factors: Story factors affect most, if not all, members of a given species. Story factors include notes on the alien's culture, life cycle or beliefs other people hold about the species in general. These story factors can be used as an aid for both the player and gamemaster (and canny gamemasters can often spin these factors into an ongoing Star Wars adventure).

Move: The minimum starting Move for an average

character (as well as a player character), and then the maximum Move for a member of that species. If the species has two or more prime modes of movement, all will be listed. All beginning characters start with the first number under "Move." The second number is the species' maximum move.

Size: The common or average height range for adult members of the species.

For rules on creating an alien player character, turn back to the section "Creating a New Template" in the "Characters" chapter of the *Star Wars Roleplaying Game: Revised, Expanded and Updated* rulebook.^[6]

ABYSSIN

Abyssins are a nomadic and savage species from the planet Byss. They are distinguished most obviously by the single large eye centered prominently on their foreheads. They are also notoriously hard to kill, possessing incredible regenerative abilities that allow them to recover from virtually any non-fatal wound. The Abyssins' uncanny resilience has no doubt contributed to their violent culture. While bloody conflicts between warring tribes are all too common, casualties from these skirmishes are surprisingly few. Their fortitude makes them ideal hired muscle, and they often find work throughout the galaxy as mercenaries and bodyguards.^[4]



■ Abyssin

Attribute Dice: 12D
DEXTERITY 1D+2/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D
PERCEPTION 1D/3D
STRENGTH 2D/4D
TECHNICAL 1D/2D+2

Special Skills:

Survival: desert: During character creation, Abyssins receive 2D for every 1D placed in this skill specialization, and, until the skill reaches 6D, advancement is half the normal Character Point cost.

Special Abilities:

Regeneration: Abyssins have this special ability at 2D. They may spend

beginning skill dice to improve this ability as if it were a normal skill. Abyssins roll to regenerate after being wounded using these skill dice instead of their Strength attribute - but turn "days" into "hours". So, an Abyssin who has been wounded rolls after three standard hours instead of three standard days to see if he or she heals. In

addition, the character's condition cannot worsen (and mortally wounded characters cannot die by rolling low).

Story Factors:

Violent Culture: The Abyssins are a primitive people much like the Tusken Raiders: violent and difficult for others to understand. Abyssins approach physical violence with a childlike glee and are always eager to fight. However, they are slightly less happy to be involved in blaster fights and are of the opinion that starship combat is incredibly foolish, since you cannot regenerate once you have been explosively decompressed (this attitude has become generalized into a dislike of any type of space travel). It should be noted that the Abyssins do not think of themselves as violent or vicious. Even during a ferocious bleeding, most of those involved will be injured, not killed - their regenerative factor means that they can resort to violence first and worry about consequences later.

Move: 8/12

Size: 1.7-2.1 meters tall ^[7]



ADVOZSE

The Coruscanti expression "cheerful as an Advozse" refers to the well-known pessimism of this horned sentient species. Advozsec come from the geologically unstable Mid Rim world of Riflor, which has suffered groundquakes and volcanic eruptions throughout its history. Advozsec, therefore, often witness their cities' destruction by natural disasters, and have become accustomed to expecting the worst. Advozsec's distinctive black eyes allow them to cope with the high quantities of volcanic ash in Riflor's atmosphere, providing specialized tear ducts and excellent vision in low light. Riflor's ash also nourishes a surprisingly wide variety of plant life, allowing the strictly vegetarian

Advozsec to enjoy a varied diet. In the Republic, Advozsec are known as gifted starship engineers and reliable, if dour bureaucrats; to the Empire, their adaption to harsh environments—and cheap diet—make them appealing mercenaries and servants.^[4]

■ Advozse

Attribute Dice: 11D
DEXTERITY 1D/3D+1
KNOWLEDGE 1D/4D
MECHANICAL 1D/4D
PERCEPTION 1D/4D
STRENGTH 1D/3D+2
TECHNICAL 1D/3D+2

Move: 9/11

Size: 1.3-1.9 meters tall^[7]

ANOMID

Anomids are perhaps most easily recognized for the vocalizer masks they wear over their mouths. These units, while not necessary for breathing, are necessary for Anomid speech, as Anomids do not possess vocal chords and typically communicate with each other using a six-fingered sign language. Wealthy and adept at technological innovation, Anomids can be found far from their homeworld of Yablari serving as merchants, scientists and engineers. As a species, Anomids have traditionally allied themselves with the Republic, but individual Anomids can be found embedded with any number of cultures and organizations—including the Hutt Cartel.^[4]



■ Anomid

Attribute Dice: 8D
DEXTERITY 1D/2D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D+2
PERCEPTION 1D/3D
STRENGTH 1D/2D+2
TECHNICAL 1D/4D

Special Skills:

Languages: Time to Use: One round. This skill specialization is used to understand and “speak” the unique Anomid form of sign language. Only Anomids and other beings with six digits per hand can learn to “speak” this language. The skill costs the normal amount for specializations, but all characters trying to interpret Anomid sign language without the specialization have

their difficulty increased by two levels because of the complexity and intricacy of the language.

Special Abilities:

Technical Aptitude: Anomids have a natural aptitude for repairing and maintaining technological items. At the time of character creation only, Anomid characters get 6D bonus skill dice (in addition to the normal 7D skill dice). These bonus dice can be applied to any Technical skill, and Anomid characters can place up to 3D in any beginning Technical skill. These bonus skill dice can be applied to non-Technical skills, but at half value (i.e., it requires 2D to advance a non-technical skill 1D).

Story Factors:

Wealthy: Anomids have one of the richer societies in the Empire. Beginning characters should be granted a bonus of at least 2,000 credits.

Pacifists: Anomids tend to be pacifistic, urging conversation and understanding over conflict.

Move: 7/9

Size: 1.4 - 2 meters tall^[7]

ARCONA

Arcona are a reptilian species from the desert world of Cona. Although their large eyes are their most distinctive feature, Arcona actually have poor eyesight, relying instead on the powerful scent organs on their tongues and an ability to perceive body heat. Due to the heavy concentrations of ammonia in their homeworld’s atmosphere, Arcona cannot survive without ammonia supplements when away from home. Highly social, Arcona live in tight-knit nests where the needs of the group always come before those of the individual. This mentality is so ingrained that many Arcona alone in the galaxy still refer to themselves as

“we” rather than “I.”^[4]

Arcona, sometimes singular Arconan, are scaleless reptile species with humanoid bodies. Hailing from the desert planet of Cona in the Teke Ro system, they have poor eyesight, despite their large eyes, and had a small organ between their eyes which, often mistaken for their nose, helped them to see.

An Arcona’s lifespan was roughly the same as a Human’s. The Arcona lived in a family based community, where the males took care of the young, as the females were generally reckless

and thrill-seeking. They are also notorious for their easy addiction to common salt.

Cona has been a source of metals and minerals for galactic corporations for centuries, and in that time, a peculiar blight has hit the Arcona populace. The results of salt—simple sodium chloride—interacting with their optic nerves creates an addictive, hallucinatory array of colors in their vision. As a deadly side effect, the salt destroys their ammonium-utilizing pancreatic organ. Arcona salt addicts will do whatever they can to feed their addiction, while Arcona non-addicts will attack those smuggling salt to Cona. The female Arcona, which are generally less responsible than the male, form the bulk of the addict population. Addicts need 25 grams of salt per day, or they will suffer physiological pangs of withdrawal. Arcona salt addicts are easily recognized by the color of their eyes—they are a glittering gold instead of the usual green color.

Before they made contact with other beings, the Arcona were not technologically advanced. Although they eventually used sentient technology, they never developed any of their own. When scouts from the Old Republic first arrived on Cona, many Arcona were extremely enthusiastic about exploring the galaxy. Oftentimes, whole communities sought to travel off-world. As a consequence, Arconan colonies were quite common throughout the galaxy. After becoming used to other species' technology not present on Cona, the Arconan were commonly seen in every spaceport in the galaxy.^[1]

■ Arcona

Attribute Dice: 12D
 DEXTERITY 1D+1/3D
 KNOWLEDGE 1D/3D
 MECHANICAL 1D+1/3D+1
 PERCEPTION 1D+2/3D
 STRENGTH 2D/4D
 TECHNICAL 1D/3D
 Strength Skills:



Digging: Time to Use: One round or longer. Allows the Arcona to use their talons to dig through soil or other similar substances.

Special Abilities:

Senses: Arcona have weak long distance vision (add +10 to the difficulty level of all tasks involving vision at distances greater than 15 meters), but excellent close range senses (add +1D to all Perception skills involving heat, smell or movement when within 15 meters).

Thick Hide: Arcona have tough, armored hides that add +1D Strength when resisting physical damage. (This bonus does not apply to damage caused by energy or laser weapons.)

Talons: Arcona have sharp talons which add +1D to climbing, Strength (when determining damage in combat during brawling attacks), or digging.

Salt Weakness: Arcona are easily addicted to salt. If an Arcona consumes salt, it must make a Very Difficult willpower roll not to become addicted. Salt addicts require 25 grams of salt per day, or they will suffer -1D to all actions.

Move: 8/10

Size: 1.7 - 2 meters tall ^[7]



ARKANIAN

The Arkanians are a near-Human species which reside primarily on the frozen planet of Arkania in the Perave system of the Colonies region of the galaxy.

Arkanians consider themselves the pinnacle of evolution, and as such many are distinctly arrogant. Arkanian scientists have been experts in genetic

manipulation for millennia, and by the time of the Mandalorian Wars the species had been split into many sub-species, making it hard to determine exactly what a baseline Arkanian was. Most can pass for Human, though the most pure of blood have pure white eyes and four clawed digits on each hand.

Arkanians are capable of seeing into the infrared spectrum, and their eyes are sensitive to sources of extreme heat. This is helpful on their dark and frigid homeworld, but when traveling offworld, many are forced to wear blinders on planets with hotter, younger suns. It is also not unusual for an Arkanian to enhance themselves with internal and/or external cybernetics. It is also standard practice for Arkanians to undergo genetic manipulation of their own bodies, enhancing themselves so as to be better than "lesser" species.^[5]

■ Arkanian

Attribute Dice: 13D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D+2/4D+1
MECHANICAL 1D+1/4D
PERCEPTION 1D+1/4D
STRENGTH 1D+2/4D+1
TECHNICAL 2D/4D+2

Special Abilities:

Darkvision: Arkanian characters can see up to 20 meters in total darkness.

Story Factors:

Arrogance: Arkanians are typically arrogant, believing that they have reached the pinnacle of evolution.

Infamy: Arkania was once part of the Sith empire, and their dedication to aggressive scientific research has given them a somewhat bad reputation as the galaxy's mad scientists.

Move: 10/12

Size: 1.6 - 2.2 meters tall ^[16:2,†20:10]



BITH

Bith are a peaceful, highly-evolved craniopod species native to the planet Clak'dor VII. Fully

adapted to a civilized, high-technology lifestyle, Bith are found galaxy-wide at all levels of society, most notably as engineers, scientists, intellectuals, consultants, and musicians.^[1]

■ Bith

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D/6D
MECHANICAL 2D/5D
PERCEPTION 2D/5D
STRENGTH 1D/2D
TECHNICAL 2D/5D

Special Abilities:

Vision: Bith have the ability to focus on microscopic objects, giving them a +1D to Perception skills involving objects less than 30 centimeters away. However, as a consequence of this, the Bith have become extremely myopic. They suffer a penalty of -1D for any visual based action more than 20 meters away and cannot see more than 40 meters under any circumstances.

Scent: Bith have well-developed senses of smell, giving them +1D to Perception skills when pertaining to actions and people within three meters.

Manual Dexterity: Although the Bith have low overall Dexterity scores, they do gain +1D to the performance of fine motor skills - picking pockets, surgery, fine tool operation, etc.- but not to gross motor skills such as blaster and dodge.

Move: 5/8

Size: 1.5 - 1.75 meters tall ^[7]



CATHAR

Cathar are a feline humanoid species native to the planet of the same name. They are normally covered in fur, although variations in the genetic baseline have expressed themselves as at least two distinct subspecies. Cathar are noteworthy hand-to-hand combatants, possessing retractable claws, strong physiques and natural agility. It was the Cathar reputation for martial prowess that drew the Mandalorians to besiege their homeworld several centuries ago. Despite their valiant resistance against the remorseless invaders, the native Cathar were virtually exterminated. Out of millions, only a few hundred escaped the Mandalorians' attack and fled to Republic space. In the time since their near-

extinction, the Cathar have rebuilt their numbers to become common faces on Republic worlds. The Jedi Order, Galactic Senate and Republic military all claim numerous proud and loyal Cathar among their ranks. It is rare to encounter a Cathar who doesn't actively despise the Sith Empire—and especially its Mandalorian allies.^[4]

The Cathar are a race of feline, bipedal humanoids native to the planet with the same name, a planet of savannas and rough uplands. They are known for their loyalty, passion, and temper. Quick and powerful, they are considered great warriors and dedicated, efficient predators.^[1]

■ Cathar

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/4D
PERCEPTION 1D/4D
STRENGTH 1D/4D
TECHNICAL 1D/3D+2

Special Abilities:

Claws: Cathar have claws that do STR+1D damage.

Story Factors:

Tribes: There are 4 prominent tribes in this system, of different levels of technology. These tribes can range from 100,000 to 10,000,000.

Klat: These are the most intelligent of the Cathar, and have set up numerous of space posts. They also manufacture ships for system defense, giving them a capable armada. These have a +1D advantage when flying their own ship.

Dienar: These are the most primitive of all the tribes, and have a -2D with all technology, viewing most inventions above the spear with great distaste. They receive a +1D with all primitive weapons such as spears, slings, and melee combat. There is a rumor that this tribe uses the Force to hunt.

Hunitar: These are the most adventurous of all Cathar. They have had the urge to follow the stars ever since the invention of space flight. These are the bounty hunters, the mercenaries, the freighters who view everything as a challenge, and are not above going into a pirate infested system.

Kunthar: Most Kunthars have mild Force talents. They have used the Force to survive, but some, through genes and the like have become Jedi Knights. These are the only Force capable tribe in the Catharian system.

Move: 12/14

Size: 1.5 - 1.9 meters tall^[7]

CHAGRIAN

Chagrians are amphibious beings with distinctive horns that evolved on the watery planet of Champala. Individual Chagrians are raised as tadpoles in pools of water within their family homes; upon gaining their adult forms, they retain the ability to breathe underwater but lose their sense of taste. Due to the unstable history of Champala's star, Chagrians also have a natural resistance to radiation. Chagrian society is largely



peaceful. Champala's government is famous for being even-handed, ensuring a high quality of life for all its citizens while showing special favor to none. This mentality is often borne out in Chagrian individuals; in Republic politics, Chagrians are often painted as naive idealists by their opponents, but they can be fiercely devoted to their constituents.^[4]

The average Chagrian stand taller than a Human with blue skin ranging in tone from light blue to indigo. They are distinguished by two fleshy growths protruding from the sides of their heads, which they call lethorns. Males also sport two horns growing from the top of their skulls. These were once used in underwater duels to attract a mate, and were seen as a sign of the males' strength and virility. Females lack the superior cranial horns, but have more pronounced and longer posterior head plates. These can reach halfway down their back. Chagrians also have very long black forked tongues. Chagrians are truly amphibious, retaining their ability to breathe underwater while also able to function without difficulty in air. They also possess acute low-light vision.^[1]

■ Chagrian

Attribute Dice: 12D
DEXTERITY 1D+1/4D
KNOWLEDGE 1D+1/4D
MECHANICAL 1D+1/4D
PERCEPTION 1D+1/4D
STRENGTH 1D+1/4D
TECHNICAL 1D+1/4D

Special Abilities:

Amphibious: Chagrians can survive both on land and in water, and gain a +1D+1 bonus to their *swimming* skill.

Low-Light Vision: Chagrians can see twice as far as a normal human in poor lighting conditions.

Radiation Resistance: Chagrians gain a +1D+1 bonus when resisting damage caused by radiation.

Story Factors:

Weak Sense of Taste: Chagrians lose their sense of taste, and as such, they do not relish food the way most other species do. Many feel that eating is a waste of time.

Move: 10/12

Size: 1.7 - 2.2 meters tall ^[7]



CHEVIN

Natives of the planet Vinsoth, the Chevin are long-snouted, stubby-legged aliens known for their quick intelligence and underworld dealings. The most famous Chevin gangster was the slave Adamar Kirb, who managed to establish his own cartel on the Hutt-dominated world of Nar Shaddaa. While his cartel eventually broke apart into many smaller gangs, his influence is still felt. Because of their business savvy, underworld connections and starship expertise, the Empire considers the Chevin a useful, if weak, potential ally in the ongoing galactic conflict with the Republic, though as with most aliens, most of the Chevin within the Empire are slaves.^[4]

■ Chevin

Attribute Dice: 12D
DEXTERITY 1D+1/3D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D
PERCEPTION 2D+1/4D+1
STRENGTH 2D/4D
TECHNICAL 1D/3D+2
Move: 9/11
Size: 1.7-3.0 meters tall ^[7]

CHISS

The Chiss are a proud and highly intelligent species, valuing a knack for strategy and subterfuge over brute force. Although isolated in the Unknown Regions of the galaxy within their so-called “Chiss Ascendancy,” the Chiss were singled out by the Empire as potential servants and allies because of their outsider status and their relative lack of moral qualms. It is not that Chiss are by nature evil, but that they value pragmatism and efficiency and recognize both those qualities reflected in the Empire. While as a nonhuman, non-Sith species, Chiss are regarded as second-class citizens within the Empire, the Chiss Ascendancy is permitted self-governance and supporters of a more diverse Empire often use the Chiss as an example of what the Empire can accomplish by welcoming other species. A few rare Chiss have even achieved official rank in the Imperial military and Imperial Intelligence.^[4]

■ Chiss

Attribute Dice: 12D
DEXTERITY: 1D+1/4D
KNOWLEDGE: 1D+1/4D
MECHANICAL: 1D+1/4D
PERCEPTION: 1D+1/4D
STRENGTH: 1D+1/4D
TECHNICAL: 1D+1/4D

Special Abilities:

Low Light Vision: Chiss can see twice as far as a normal human in poor lighting conditions.

Skill Bonuses: At the time of character creation only, Chiss characters gain 2D for every 1D they assign to the *tactics*, *command*, and *scholar* art skills.

Tactics: Chiss characters receive a permanent +1D bonus to all *tactics* skill rolls.

Move: 10/12

Size: 1.6 to 2.1 meters tall. ^[7]



COLICOID

A highly intelligent and voracious insectoid race, Colicoids are relatively isolated in the galaxy, but their dedication to droid design and advanced technology have put them at the cutting edge of scientific research. They are not aggressive, strictly speaking, but they have little regard for other species despite their robust mercantile operations. To Colicoids, the technology trade is a useful means to an end... but a mildly distasteful one. Dedicated also to the improvement of their own



species, a group of Colicoids calling themselves the Creation Nest aided the establishment of an experimental facility for mutating their own kind in Balmorra's so-called "Bugtown." They found that their mutated "cousins" were able to metabolize the toxic waste on the planet and made excellent, if unpredictable, weapons. The Colicoid emissaries were not deterred when Bugtown was overrun, hoping to continue to perfect the experiments in the future (albeit without the Balmorrans' aid).^[4]

■ Colicoid

Attribute Dice: 13D
DEXTERITY 2D/5D
KNOWLEDGE 2D/4D
MECHANICAL 1D/4D
PERCEPTION 2D/4D
STRENGTH 2D/5D
TECHNICAL 1D/4D+2

Special Abilities:

Chitinous Bodies: Colicoids have a thick chitinous exoskeleton, which can protect them when in combat. Colicoids' chitinous bodies give them +1D against both physical and energy weapons.

Roll: By curling themselves tightly into balls, Colicoids increase their movement by +10. A rolling Colicoid may take no other action that round.

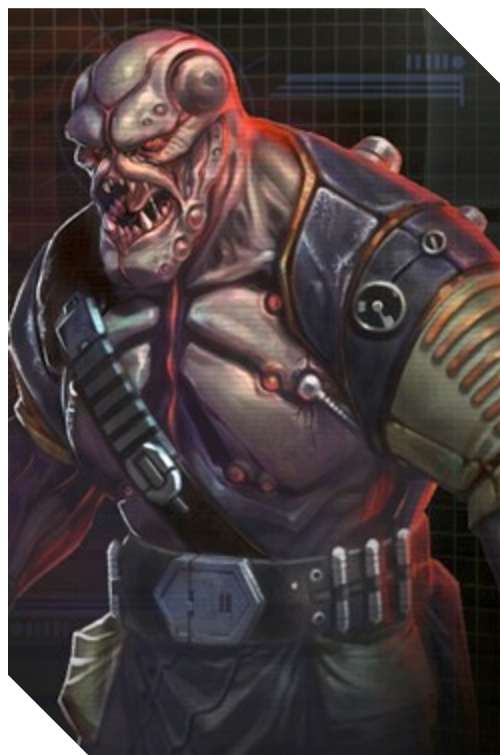
Story Factors:

Cannibalism: Colicoids are known cannibals, and are notoriously unfriendly to outside visitors, and are almost never found outside the Colla system. Very few survive trespassing in the Colla system, as the isolationist Colicoids capture and consume outsiders.

Vicious Warriors: Colicoids are feared throughout their sector due to the savagery with which they fight. They are born into a warrior culture which teaches combat and fighting before death. Oftentimes a Colicoid will be aggressive, even suicidally so, while in combat situations, but remain fully aware of the situation around them.

Move: 6/10

Size: 1.4-1.8 meters tall ^[7]



DASHADE

As fearsome as they are scarce, Dashades are the hulking survivors of a long-dead planet. Their homeworld, Urkupp, was destroyed a millennium ago, leaving scant few of their kind left; a live Dashade is a rare sight these days. Prior to Urkupp's destruction, they were feared for their inherent resistance to the Force; Jedi and Sith alike often found their powers useless against the Dashades. While the Jedi generally preferred to avoid them, many Sith Lords took advantage of their unique abilities and employed Dashades as assassins to dispose of Jedi and rival Sith.^[4]

■ Dashade

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D+2
MECHANICAL 1D+1/4D
PERCEPTION 1D/3D+1
STRENGTH 1D+2/4D+1
TECHNICAL 1D+1/4D

Special Abilities:

Heat Dissipation: Dashade can dissipate the heat that emanates from their bodies, making it difficult to detect them with equipment that tracks by heat. All checks made to detect a Dashade character who is consciously reducing his heat signature, using thermal or infrared equipment, are made at a -2D penalty.

Force Resistance: Dashade are resistant to Force powers that utilize the Alter skill. All Alter rolls made for Force powers directed at a Dashade character have their difficulties increased by +5. A Force-using Dashade character who attempts to use Alter-based Force powers adds +10 to his difficulties.

Story Factors:

Thought to Be Extinct: The Dashade's home world was destroyed, and many assume the race to be extinct.

Move: 10/12

Size: 1.7-2.0 meters tall ^[7]



DEVARONIAN

Devaronians were among the galaxy's first species to develop interstellar travel, quickly branching out from their home planet Devaron to the Republic's founding worlds. Devaronian males are as well-known for their wanderlust as their striking physical appearance; they possess brightly colored—often red—skin, sharp teeth and long cranial horns; these combined attributes often conjure images of deadly, malicious predators and elicit discomfort among non-Devaronians. During the early days of the Sith Empire's return, Devaronians became targets of prejudice within outlying regions of Republic space, with less-educated citizens confusing the pureblood Sith and Devaronian biological traits. Before widely distributed images of true Sith purebloods put an end to the confusion, a few disreputable Devaronians gleefully took advantage of this change in reputation, only too happy to be feared.^[4]

Devaronian

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D+2

STRENGTH 2D/4D

TECHNICAL 1D/3D

Story Factors:

Wanderlust: Devaronian males do not like to stay in one place for any extended period of time. Usually, the first opportunity that they get to move on, they take.

Move: 8/10

Size: 1.7-1.9 meters tall ^[7]



DRALL

The diminutive and studious Drall are native to one of five inhabited worlds in the Corellian system and have been part of everyday life on Corellia itself for thousands of years. The Drall have long been Corellia's most trusted and respected record keepers—it is rumored that even the planet's crime lords rely on these small furry creatures for accurate accounting, and every library and museum of note keeps at least one Drall archivist on staff. Despite their animalistic appearance, Drall are highly intelligent beings of refined tastes. They are deeply respectful of others and expect to be treated in kind. The Drall are not a violent species and possess little military training, but their detailed knowledge of Corellia is proving invaluable to Republic forces.^[4]

■ **Drall**

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D/4D+2
MECHANICAL 1D/3D
PERCEPTION 2D/4D
STRENGTH 1D/3D
TECHNICAL 1D/3D

Story Factors:

Honesty: Dralls are adamantly truthful.
Hibernation: Some Drall feel they are supposed to hibernate and do so. Others build underground burrows for the sake of relaxation.

Move: 7/9

Size: up to 1.5 meters tall ^[7]



DUROS

Duros are among the most common and well-traveled aliens in the galaxy. One of the founding species of the Galactic Republic, they are known for their role in mapping the earliest hyperspace routes and pioneering hyperdrive technology; to this day, the Duros diaspora is rich and varied, and modern Duros are as frequently soldiers as they are mechanics or moisture farmers. The Duros homeworld, Duro, is located on the Corellian Trade Spine, at the nexus of two vital trade lanes. Famous Duros include the smuggler Sol Vara, who outraced Exar Kun’s forces during the Great Sith War to bring food to the refugees of Aduba Six. Not all Duros are wildly successful, however; on Nar Shaddaa, many Duros live in poverty under the rule of the Hutt Cartel, and on Dromund Kaas and other Imperial worlds, Duros are often used as slaves.^[4]

■ **Duros**

Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 1D+1/2D+2
MECHANICAL 2D/4D+2
PERCEPTION 1D/3D
STRENGTH 1D/3D
TECHNICAL 1D+2/4D

Special Abilities:

Starship Intuition: Duros are, by their nature, extremely skilled starship pilots and navigators. When a Duros character is generated, 1D (no more) may be placed in the following skills, for which the character receives 2D of ability: *archaic starship piloting, astrogation, capital ship gunnery, capital ship shields, sensors, space transports, starfighter piloting, starship gunnery, and starship shields.* This bonus also applies to any specializations. If the character wishes to have more than 2D in the skill listed, then the skill costs are normal from there on.

Move: 10/12

Size: 1.8-2.2 meters tall ^[7]



ESH-KHA

According to ancient warnings carved into the walls of Belsavis prison, the Esh-kha were once one of the most feared species in the galaxy. In the distant past, they rose from their isolated homeworld and cut a swath of destruction across countless systems. Entire species were hunted to extinction. This marauding was only stopped when the Rakata “Infinite Empire,” which had lost dozens of its slave worlds to the Esh-kha, mustered its titanic military against them. The Esh-kha were imprisoned in stasis beneath the surface of Belsavis—conscious, but immobile—and left in darkness for thousands of years. Since the security of Belsavis has begun breaking down, the Esh-kha have resumed their campaign of ruthless expansion and zealous combat. They appear devoted to releasing all of their kin on the planet, and spreading as much chaos as possible in the ancient prison. With every hour that passes, they recover

more technology and strange weapons; it is only a matter of time before they take to the stars again.^[4]

In terms of appearance, the Esh-kha are a gray-skinned humanoid species with equine features, including muzzles and digitigrade legs. They also have small black eyes.

In terms of society, their race's culture resembled that of a hive society though each individual retained their own thoughts and aspirations yet all being bred for a specific role that they were eager to fulfill. A caste system was present amongst the Esh-kha which included Force-sensitive simple minded savants, more numerous skilled determined warriors that watched over them and finally the patriarchs that acted as leaders who provided their wisdom as well as decisions to their entire people.

Whilst their kind were individuals, Esh-kha were not named at birth but instead earned their names through their actions. Thus, those members of their kind that displayed cunning were able to be called "Razor Mind", "Water Thinker" or a similar such naming convention. An Esh-kha that displayed great skill in battle could be called "Swift Blade", or maybe "Deadly Cutter" or some other such name. It was believed that this partly explained an Esh-kha's zeal in battle with young warriors seeking not only victory but an opportunity to lay claim to a name and forge their own identity.

Esh-kha appeared to outsiders as a savage violent species that cared only for the destruction of all other races. This hatred for other sentient species was believed to have stemmed from their tightly-knit hive-like society. It was suspected that the Esh-kha were simply unable to tolerate or even adapt to the existence of thinking of outsiders who only suffered their wrath. Their race only turned violent against one another in the most extreme of circumstances.^[5]

■ Esh-kha

Attribute Dice: 11D

DEXTERITY 2D / 5D

KNOWLEDGE 2D+1 / 4D+1

MECHANICAL 1D+1 / 3D+1

PERCEPTION 2D / 4D

STRENGTH 2D / 4D

TECHNICAL 2D / 4D+1

Special Skills:

Skill Bonus: At the time the character is created only, the character gets 2D for every 1D placed in the *melee combat*, *brawling* and *thrown weapons* skills.

Story Factors:

Reputation: Esh-kha were once one of the most feared species in the galaxy, and their infamy is known far and wide. Unless they give reason otherwise, Esh-kha receive +2D to *intimidation* rolls when trying to instill fear or anxiety. However, they receive -2D when trying to negotiate or persuade in situations where fear is not desired.

Righteous Fury: The Esh-kha, imprisoned for untold centuries, are now free upon the galaxy, intending to exact vengeance against their enemies. An Esh-kha receives +2 to *melee combat* and *Strength* rolls when they believe they are facing an opponent responsible for this imprisonment.

Nameless: The Esh-kha are born without names, and must earn them in battle. An Esh-kha who has not earned their name is implicitly driven to do so, and will be willing to commit heinous acts to secure a unique moniker, such as "Heart Rend" or "Deadly Cutter."

Violent Culture: Esh-kha culture is caste-driven and extremely violent. Their martial ability and bloodlust is a central part of their daily lives and drives them as a society.

Move: 10/12

Size: 1.4-2 meters tall



EVOCII

An oppressed and miserable species, the Evocii were once Hutta's sole inhabitants. They were a primitive people, existing in small tribes and possessing basic technology. Then the Hutts came, exchanging their advanced machines for Evocii land until they had bought up the entire planet. Now the Evocii are enslaved, preserved only to serve their corpulent masters' whims. While a few brave Evocii actively oppose the Hutts' tyranny, most have resigned themselves to a life of servitude. The Evocii are generally found in small, impoverished tribes on Hutta and Nar Shaddaa, though a lucky few have managed to escape the Hutts' influence and carve a life for themselves elsewhere.^[4]

When the Hutts arrived from their homeworld Varl more than ten thousand years ago, the Evocii were amazed by the wonderful technologies that the slug-like aliens brought with them. Soon they began exchanging pieces of their homeworld in exchange for the technology the Hutts brought with them, until they realized that the Hutts owned almost their entire world. Hutt palaces, amusement parks and other constructions were built all over Evocar, and the Evocii were powerless against the Hutts.^[1]

■ Evocii

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 2D/4D
TECHNICAL 2D/4D

Story Factors:

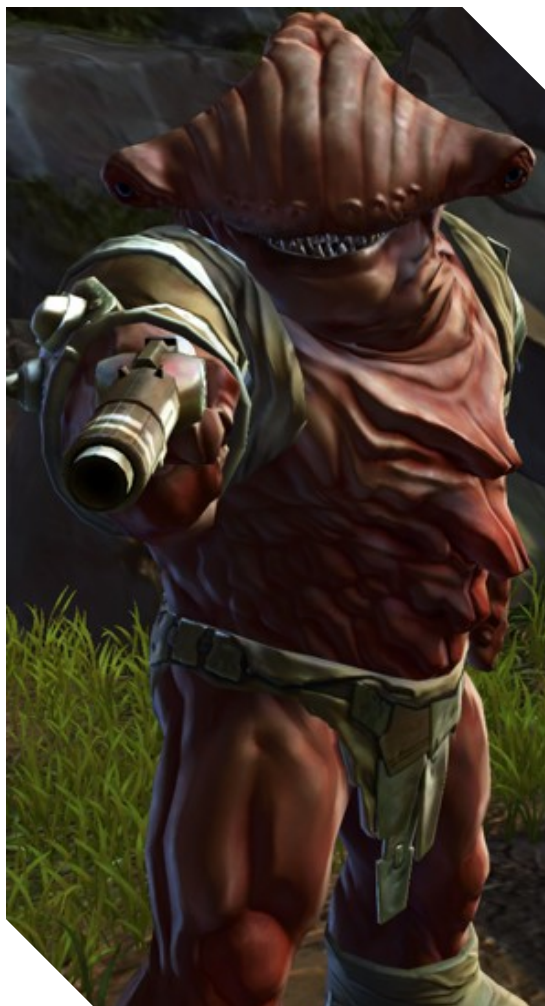
Force Susceptibility: The Evocii are very susceptible to Force suggestions and receive a -2D on all rolls resists to the Force.

Move: 10/12

Size: 1.3 - 1.8 meters tall ^[7]

FLESH RAIDER

Fierce creatures with an unrelenting hunger, Flesh Raiders are believed to be Tython's only sentient natives. They are at least partially intelligent, capable of building shelters and assembling basic weapons from scavenged technology, but attempts to communicate have all ended violently. Known for devouring their prisoners and any animals they come across, the Flesh Raiders were formerly content to live in their primitive, bone-strewn camps in the hills. More recently, the expansion of the Jedi and the defenseless Twi'lek Pilgrims seem to have drawn the Flesh Raiders into the valleys. No one knows where the Flesh Raiders came from. Some speculate they were once a civilized people, driven to cannibalism and madness over years of isolation.



Others fear they are the result of dark side experiments. Whatever their origins, the Flesh Raiders have only grown more powerful and numerous over the years, and they are quickly becoming a blight on Tython.^[4]

■ Flesh Raider

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/2D
MECHANICAL 1D/2D
PERCEPTION 1D/3D+1
STRENGTH 3D/5D
TECHNICAL 1D/2D

Special Abilities:

Primitive Speech: Most Flesh Raiders are primitive to the point of being unable to speak Basic. Only the rarest among them can be taught to communicate with other species.

Stamina: Flesh Raiders have great stamina—whenever asked to make a *stamina* check, if they fail the first check they may immediately make a second check to succeed.

Skill Bonus: At the time the character is created only, the character gets 2D for every 1D placed in the *melee combat*, *brawling* and *thrown weapons* skills.

Fangs: Flesh Raiders have sharp incisors that can strip meat from bone. When making a successful *melee combat* attack to bite, they inflict STR+1D+2 damage on their opponents.

Story Factors:
Unrelenting Hunger: Flesh Raiders are ravenous for meat and blood, and must feed at least every six hours. Any longer and they risk becoming incoherent with rage and bloodlust.

Frenzied: Flesh Raiders have a reputation as needlessly violent and bloodthirsty. Characters portraying this feature of their personalities to their detriment should receive a Character Point.

Cannibalistic: Flesh Raiders are primitive and violent, consuming even members of their own species. They have no compunctions about devouring a victim - even while still alive.

Reputation: Flesh Raiders are widely regarded as primitive, brutal and mindless. Members of the species showing intelligent thought and restraint will be shunned by their fellow Raiders, and will be treated with trepidation by the galaxy at large.

Tribal Anarchy: Flesh Raiders have no centralized government - they exist as largely independent tribal cells, following only the most brutal among them. For this reason, less violent Flesh Raiders are

usually weeded out of the pack early on.

Move: 9/11

Size: 1.7-2.2 meters tall



GAMORREAN

Short, squat humanoids, Gamorreans are easily identifiable by their greenish skin and porcine features. On their homeworld, they live in clans, where the male boars serve exclusively as warriors while the female sows tend the day-to-day affairs like farming, raising young and crafting weapons. Known for their physical strength and endurance, Gamorreans are generally considered a species of below average intelligence. Unable to speak Basic because of their physiology, most Gamorreans are still able to comprehend it and find a place in the galactic community as soldiers, guards or mercenaries. Due to their reputation for violence and brutality, they are often employed by crime lords, gang leaders and various other criminal elements.^[4]

■ Gamorrean

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/2D

MECHANICAL 1D/1D+2

PERCEPTION 1D/3D

STRENGTH 3D/5D

TECHNICAL 1D/1D+2

Special Abilities:

Voice Box: Due to their unusual voice apparatus, Gamorreans are unable to pronounce Basic, although they understand it perfectly well.

Stamina: Gamorreans have great stamina—whenever asked to make a *stamina* check, if they fail the first check they may immediately make a second check to succeed.

Skill Bonus: At the time the character is created only, the character gets 2D for every 1D placed in the *melee combat*, *brawling* and *thrown weapons* skills.

Story Factors:

Droid Hate: Most Gamorreans hate droids and other mechanical beings. During each scene in which a Gamorrean player character needlessly demolishes a droid (provided the gamemaster and other characters consider the scene amusing), the character should receive an extra Character Point.

Reputation: Gamorreans are widely regarded as primitive, brutal and mindless. Gamorreans who attempt to show intelligent thought and manners will often be disregarded and ridiculed by fellow Gamorreans.

Slavery: Most Gamorreans who left Gamorr did so by being sold into slavery by their clans.

Working Contracts: Gamorreans work only for people who beat them in a fight.

Move: 7/10

Size: 1.3 - 1.6 meters tall ^[7]



GAND

The Gand are a keen-eyed and sturdy species of insect-like humanoids. Comprised of over a dozen subtly distinct subspecies, several types of Gand require breathing apparatuses to survive outside the ammonia-rich atmosphere of their homeworld. Despite this handicap, Gand make some of the best bounty hunters and trackers in the galaxy, and the art of the hunt is an integral part of Gand culture. The most revered Gand profession is that of Findsman: Part-shaman, part-bounty hunter, a Findsman uses a combination of ritual and skill to track his prey and bring him to justice. Under other circumstances, the Gand's skill as hunters and natural physical hardiness might have led them to become a proud race. However, Gand are noted for

being humble and self-deprecating. Most Gand refer to themselves in the third person, as Gand culture dictates that an individual's identity must first be earned. Only the most notable Gand ever call themselves "I."^[4]

■ Gand

Attribute Dice: 12D
DEXTERITY 1D+1/4D
KNOWLEDGE 1D/4D
MECHANICAL 1D+1/4D
PERCEPTION 1D/4D+2
STRENGTH 2D/5D
TECHNICAL 1D/4D+2

Special Abilities:

Ammonia Breathers: Most Gands do not respire. However, there is a small number of Gands that are of older evolutionary stock and do respire in the traditional sense. These Gands are ammonia breathers and find other gases toxic to their respiratory system—including oxygen.

Exoskeleton: The ceremonial chemical baths of some findsmen initiations promote the growth of pronounced knobby bits on a Gand's exoskeleton. The bits on a Gand's arms or legs can be used as rough, serrated weapons in close-quarter combat and will do STR+1 damage when brawling.

Eye Shielding: Most Gands have a double layer of eyeshielding. The first layer is composed of a transparent keratin-like substance: the Gand suffers no adverse effects from sandstorms or conditions with other airborne debris. The Gands' second layer of eye protection is an exceptionally durable chitin that can endure substantial punishment. For calculating damage, this outer layer has the same Strength as the character.

Findsman Ceremonies: Gands use elaborate and arcane rituals to find prey. Whenever a Gand uses a ritual (which takes at least three hours) he gains a +2D to track a target.

Mist Vision: Having evolved on a mist-enshrouded world, Gands receive a +2D advantage to Perception and relevant skills in environments obscured by smoke, fog, or other gases.

Natural Armor: Gands have limited clavicular armor about their shoulders and neck, which provides +2 physical protection to that region (they are immune to nerve or pressure point strikes to the neck or shoulders.)

Regeneration: Many Gands—particularly those who have remained on their homeworld or are of one of the very traditional sects—can regenerate lost limbs. Once a day, a Gand must make a Strength or stamina roll: a Very Difficult roll results in 20 percent regeneration; a Difficult roll will result in 10 percent regeneration, a Moderate roll will not assist a Gand's accelerated healing process, and the character must wait until the next day to roll.

Reserve Sleep: Most Gands need only a fraction of the sleep most living beings require. They can "store" sleep for times when being unconscious is not desirable. As such, the Gand need not make stamina rolls with the same frequency as most characters for purposes of determining the effects of sleep-deprivation. Unless otherwise stated, this is an assumed trait in a Gand.

Ultraviolet Vision: Gand can see in the ultraviolet color spectrum.

Martial Arts: Some Gand are trained in a specialized form of combat developed by a band of findsman centuries ago. The tenets of the art are complex and

misunderstood, but the few that have been described. Two techniques are described below. There are believed to be many more.

Piercing Touch: The findsman can use his chitinous fist to puncture highly durable substances and materials. Difficulty: Very Difficult Effect: If the character rolls successfully (and is not parried or dodged), the strike does STR+2D damage and can penetrate bone, chitin, and assorted armors.

Striking Mist: The findsman can sneak close enough to an opponent to prevent the victim from dodging or parrying the blow. Difficulty: Difficult Effect: If the character rolls successfully, and rolls a successful sneak versus his opponent's Perception, the findsman's strike cannot be dodged or parried. The Gand must declare whether they are striking to injure or immobilize the victim prior to making the attempt.

Move: 10/12

Size: 1.6-1.9 meters ^[7]



GEN'DAI

A rare and reclusive species, Gen'Dai are virtually immortal. Living for thousands of years, they possess distributed nervous and vascular systems and lack any vulnerable vital organs. Combined with their natural regenerative abilities, they can survive almost any injury, including total dismemberment. Despite their resilience, Gen'Dai typically wear heavy armor to give structure to

their sinewy, boneless forms. Abandoning their homeworld millennia ago for unknown reasons, most Gen'Dai now lead a nomadic existence. Believing in the perfection of permanence, these nonviolent philosophers see change as an illusion; as a result, Gen'Dai rarely take an active role in anything, preferring to remain unobtrusive observers as galactic history unfolds. Some Gen'Dai suffer mental deterioration as they age. This leads to a pronounced increase in violent tendencies, and some of the afflicted eventually become mercenaries or bounty hunters. Most documented Gen'Dai encounters involve these rogue individuals, giving the species a somewhat unfavorable and undeserved reputation for viciousness.^[4]

■ Gen'Dai

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/3D+2
MECHANICAL 2D/4D
PERCEPTION 1D+2/3D+2
STRENGTH 3D/4D+2
TECHNICAL 2D/4D

Special Abilities:

Amazing Physiology: The Gen'Dai have an amazing physiology that allows them to withstand massive amounts of damage. Double every number on the damage chart. By example: stunned is 0-6, wounded 7-16, etc.

Healing Hibernation: They also have the ability to undergo a healing hibernation in which they recover one injury level every 1D rounds and fight disease. A Gen'Dai can reattach a severed limb in 4D rounds. The severed limb must be within 2 meters of the Gen'Dai. If the original limb is destroyed, it can be regenerated in 4D days.

Move: 10/12

Size: 1.9-3.5 meters tall ^[9]

GEONOSIAN

An insectoid species with physiologically distinct subgroups, most Geonosians are four-limbed bipeds. Often categorized as cruel and barbaric, they possess an inherent talent for engineering and technical design and a complex set of cultural traditions. On their homeworld, the Geonosians live in hierarchical hive societies broken down into castes. The Geonosian aristocracy has unquestioned control of the workers and the soldiers, brutally managing the lesser castes as befits the aristocrats' whims. Rebellion is nearly unthinkable, given the Geonosian instinct for hive preservation, and advancement in the hive is extremely difficult—often earned through ritual gladiatorial combat. Rumors of a queen caste arise among outsiders periodically, but if queens exist, the Geonosians keep them well hidden. Most Geonosians encountered away from their homeworld are outcasts or warrior scouts; either

way, they are typically arrogant and selfish, with little regard for the lives of other species.^[4]



■ Geonosian

Attribute Dice: 11D
DEXTERITY 1D+1/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D+2
PERCEPTION 1D/3D+2
STRENGTH 2D/4D+1
TECHNICAL 1D/4D

Special Abilities:

Natural Armor: Due to their thick chitinous shells, Geonosian workers gain a +2 bonus to Strength rolls made to resist any form of damage.

Radiation Resistance: Geonosian workers gain a +2 bonus to Strength rolls made to resist the effects of harmful radiation.

Story Factors:

Caste-Driven Society: Geonosians are born into a caste-dominated society. Any Geonosian worker who wishes to leave the toils of his caste may do so by participating in gladiatorial combat, but at the very real risk of death. Geonosian aristocrats hold the power within their society, while the workers are more or less expendable.

Move: 10/12

Size: 1.6 meters tall ^[7]

GORMAK

An aggressive species of humanoid found exclusively on the world of Voss, the Gormak have an amazing ability to comprehend highly advanced technology and adapt it to their specific needs. From bits of scavenged electronics and discarded equipment, they can construct tools, machinery... even deadly weapons and cybernetic implants. Aside from their affinity for technology, the Gormak's most notable feature is their hatred of the Voss species. The Gormak view the Voss as abominations that must be purged from their homeworld, and they are quick to extend this animosity to newcomers from the Republic and the Empire—like the Voss, these newcomers are all “outsiders.” The Gormak population is estimated to be in the millions, spread across the planet, but so far their tribal, warlike nature has kept them from uniting against the Voss. Yet over the centuries, the Voss have had to constantly fight against the Gormak to survive—and developed a hatred just as strong as the Gormak's.^[4]

Gormak are a sentient species native to Voss. They are a pre-spaceflight albeit tech-savvy species and very hostile to all non-Gormaks.

Developing technology at pace and in a direction unseen in any other part of the galaxy. While Gormak technology is slick and impressive, it is sometimes mildly disconcerting. In addition, the Gormak are culturally opposite to the Voss. They embrace technology without wasting time in soul-searching. Their technical genius has progressed with minimal impact on their basic, tribal culture. They savor competition and warfare and regard the alien sensibilities of the Voss with utter hatred.

Because they see the Voss as an aberration, the Gormak have waged constant assaults against them. This warfare was interrupted when the Sith Empire launched a full-scale invasion of the planet. After the Battle of Voss, both the Republic and the Empire set up embassies in Voss-Ka, the capital city of the Voss, to curry the favor of the Voss Mystics. Seeing this as a sign of an alliance with the Voss and the offworlders, the Gormak began to attack



both Republic and Imperial personnel outside of Voss-Ka.

The Battle of Voss left the wreckage of both Republic and Imperial starships on the planet surface. The Gormak have begun salvaging these ships and using the parts to construct their very own starships, which would make them a threat to not just the Voss, but the entire galaxy.^[1]

■ Gormak

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D+1/4D+2
MECHANICAL 1D+2/3D+2
PERCEPTION 2D/4D
STRENGTH 2D/4D+1
TECHNICAL 2D/5D

Special Abilities:

Technological Savvy: Gormak have a particular insight with machinery, being markedly adept at understanding new technology. They receive a +1D to all technology engineering or repair rolls, as well as Knowledge rolls to comprehend technology.

Story Factors:

Voss Hate: The Gormak have a long-standing hatred of the Voss of their homeworld that is deeply ingrained in both cultures. While the Voss are tolerant, the Gormak wish to purge the Voss from the universe. When encountering Voss or known Voss

associates, Gormak must make a Moderate *willpower* check to keep from attacking.

Singular Xenophobia: Gormak see all other life as impure, and are inclined towards violence to outsiders. A Gormak must make a Moderate *willpower* check to work with other alien individuals they are not familiar with. If they fail, they will refuse to collaborate. If working with a Voss, the roll is Very Difficult.

Hostility: The Gormak are known as a belligerent species. They gain +1D to all *intimidation* rolls against non-Gormak.

Move: 9/12

Size: 1.7 - 2 meters tall

GRAN

Gran are a typically peaceful and reflective race physically characterized by their three eyestalks and long snouts. Traditionally highly communal, Gran found away from their home planets often stray from the stereotype; high-profile Gran outcasts have earned the species an unfair reputation as thugs, shady dealers and underworld enforcers. In reality, Gran appear in all walks of life—particularly within the Republic, where their generally calm demeanor, matched with their intimidating appearance, has made them excellent



negotiators. This is not to say that all Gran are equally calm—one famous group of Gran gangsters was responsible for the deaths of thirteen rivals on Hutta after a fight over territory broke out in the local cantina.^[4]

■ Gran

Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D+1
PERCEPTION 2D/4D
STRENGTH 1D/4D
TECHNICAL 1D/3D

Special Abilities:

Vision: Grans' unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1D to notice sudden movements.

Move: 10/12

Size: 1.1-1.8 meters tall ^[7]

GREE

Known for their bizarre and wonderful technology as much as their unusual cephalopodic anatomy, the Gree are one of the oldest species in the galaxy. Their civilization once flourished in the Outer Rim, though the glory days of their people ended thousands of years before the rise of the Republic. In modern times, with much of their history forgotten and the greatest achievements of their people lost, most Gree live in seclusion in the Enclave—a mid-sized region of space carefully isolated from outside contact. However, the Gree reputation as engineers and artisans is still unmatched. Genuine Gree technology is worth a fortune to collectors and researchers—though few

Gree would part with such treasures, preferring to lend their skills instead.^[4]

■ Gree

Attribute Dice: 12D
DEXTERITY 2D/3D
KNOWLEDGE 2D/4D
MECHANICAL 3D/5D
PERCEPTION 1D/3D
STRENGTH 1D/3D
TECHNICAL 2D/5D

Special Abilities:

Droid Repair: This skill allows Gree to repair their ancient devices. However, only masters of a device would have its corresponding repair skill. Even so, few masters excel at maintaining their deteriorating devices.

Device Operation: This skill allows Gree to manipulate their odd devices. Gree technology is different enough from Republic- or Imperial-standard technology that a different skill must be used for Gree devices. *Device operation* is used for native Gree technical objects.

Humans (and similar species) are unlikely to have this skill and Gree-only Mechanical skills. Humans using Gree devices and Gree using Republic- or Imperial-standard devices suffer a +5 modifier to difficulty numbers.

Story Factors:

Droid Stigma: Gree ignore and look down on droids, and consider droids and autonomous computers an unimportant technology. To the Gree, devices are to be mastered and manipulated - they shouldn't be rolling around on their own, operating unsupervised. Gree don't hate droids, but avoid interacting with them whenever possible.

Gree Masters: Gree place great value on individual skills. Those Gree most proficient at operating their ancient technology are known as "masters." These masters are respected, honored, and praised for their skills, and often take on students who study the ancient devices and learn to operate them.

Move: 5/7

Size: 0.8-1.2 meters tall ^[7]





HOUK

Houk are massive, muscular humanoids native to the planet Lijuter. Never developing starship technology of their own, they emerged into the greater galaxy after initial contact with Vaathkree traders during which they offered their services as laborers and bodyguards. Often taken as mindless brutes, Houk are noteworthy for their strength and short tempers but can be surprisingly cunning; nonetheless, Houk prefer to solve problems with violence, and see no reason to be bound by treaties or contracts. Their natural strength and resilience means Houk gladiators are in high demand, especially for arena masters who can't afford a rare Wookiee combatant. A Houk named Torog became famous in the Besberra arena after fighting off waves of opponents and wild beasts for five hours, then dropping dead. This alone wasn't remarkable, until a post-mortem showed that for four of those hours, Torog had been fighting with a broken neck.^[4]

■ Houk

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 1D/3D+1
STRENGTH 2D+1/5D+2
TECHNICAL 1D/3D

Story Factors:

Belligerence: For most Houk, violence is often the only means to achieving a desired end. Most Houk are generally regarded as brutes who cannot be trusted.

Move: 8/10

Size: 2.0-2.6 meters tall ^[7]

HUMAN

Humans are the galaxy's most numerous and politically dominant sentient species with millions of major and minor colonies galaxy-wide. Believed to have originated on the galactic capital of Coruscant, they can be found anywhere, engaged in many different pursuits: spacers, mercenaries, smugglers, merchants, soldiers, assassins, farmers, crime lords, laborers, slaves, slavers, and many others, including Jedi and Sith.

The human race has played a key role in the Unification Wars, and it is also responsible for the forming of the Galactic Republic.

Since Humans are the most common sentient species, they are often considered to be a standard or average to which the biology, psychology, and culture of other species are compared.^[1]

■ Human

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Move: 10/12

Size: 1.5-2.0 meters tall ^[7]





HUTT

A species of large, amphibious gastropods, Hutts are noted for their vast appetites and widespread cultural involvement in organized crime. Their bodies average three meters in length, with large eyes and wide mouths offset by comparatively small upper appendages. Corpulence is a favored trait among Hutts, who believe that greater body mass indicates greater success and riches. Although Hutts are biologically hermaphrodites, many take on the gender roles of other species; scientists and sociologists disagree on the reason for this. Hutts are also considered one of the longest-lived species in the galaxy, with several documented individuals living for more than one thousand years. Culturally, Hutts favor entrepreneurial pursuits over direct action or labor. A vast number of these pursuits are based on illegal activities, with some Hutt clans constructing vast criminal empires that operate across numerous worlds for centuries at a time.^[4]

■ Hutt

Attribute Dice: 14D
DEXTERITY 0D+1/3D
KNOWLEDGE 2D/5D
MECHANICAL 1D/3D+2
PERCEPTION 2D/5D
STRENGTH 2D/5D
TECHNICAL 1D/4D

Special Abilities:

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their Perception dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.

Story Factors:

Reputation: Hutts are almost universally despised, even by those who find themselves benefiting from the Hutt's activities. Were it not for



the ring of protection with which the Hutts surround themselves, they would surely be exterminated within a few years.

Self-centered: Hutts cannot look “beyond themselves” (or their offspring or parents) in their considerations. However, because they are master manipulators, they can compromise - “I’ll give him what he wants to get what I want.” They cannot be philanthropic without ulterior motives.

Move: 0/4

Size: 3-5 meters long ^[7]

ITHORIAN

Pejoratively called “hammerheads” for their distinctive skulls, Ithorians are a peaceful mammalian species with two mouths and four throats. Their native language—which other species often find melodious but impossible to reproduce—resembles music rather than speech. Ithorians are devoted environmentalists and staunch pacifists. They evolved on the beautiful jungle world of Ithor, eventually moving into floating “herd ships” to avoid disturbing the native flora they call “Mother Jungle.” Their experience building herd ships allowed the Ithorians to become one of the earliest spacefaring species, and they live on city-ships to this day. Every five years, Ithorians gather for a Meet, where they exchange news, debate important issues and come together as a culture. Although not particularly technologically advanced, no species is more capable at restoring damaged ecologies than the Ithorians. Many Ithorian herds have begun visiting worlds whose biospheres were damaged in the Great War, encouraging the worlds’ recovery or transplanting endangered flora and fauna to new homes.^[4]

■ Ithorian

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D+2/5D
MECHANICAL 1D/2D
PERCEPTION 1D+1/4D
STRENGTH 1D/3D
TECHNICAL 1D/2D+1

Special Abilities:

Knowledge Skills:

Agriculture: Time to Use: at least one standard week. The character has a good working knowledge of crops and animal herds, and can suggest appropriate crops for a type of soil, or explain why crop yields have been affected.

Ecology: Time to Use: at least one standard month. The character has a good working knowledge of the

interdependent nature of ecospheres, and can determine how proposed changes will affect the sphere. This skill can be used in one minute to determine the probable role of a lifeform within its biosphere: predator, prey, symbiote, parasite or some other quick description of its ecological niche.

Story Factors:

Herd Ships: Many Ithorians come from herd ships, which fly from planet to planet trading goods. Any character from one of these worlds is likely to meet someone that they have met before if adventuring in a civilized portion of the galaxy.

Move: 10/12

Size: Up to 2.3 meters tall ^[7]



JAWA

Native to Tatooine, the diminutive Jawas are often dismissed as scavengers and thieves. However, this description minimizes the resilience of the species, which has managed to thrive in the harsh desert environment. Rodent-like in their features, Jawa are rarely seen without the brown robes and facial coverings that protect them from Tatooine's twin suns. They live in nomadic clans each ruled by a female shaman, and there is surprisingly little rivalry between the clans, as each limits scavenging to its traditional territory. Necessities not found or built by the clan are purchased from offworlders' settlements, where

Jawas' skills as tinkerers whose work endures the desert heat are reluctantly valued. Annually, all the clans gather in the basin of the Dune Sea to exchange goods and share ideas. This is also a common time for clans to exchange sons and daughters of age. This practice increases genetic diversity within each clan and solidifies the unspoken alliance among the Jawas as a whole.^[4]

■ Jawa

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 2D/4D+2

PERCEPTION 1D/3D

STRENGTH 1D/2D+2

TECHNICAL 2D/4D+2

Special Abilities:

Technical Aptitude: At the time of character creation only, Jawa characters receive 2D for every 1D they place in repair-orientated Technical skills.

Story Factors:

Trade Language: Jawas have developed a very flexible trade language which is virtually unintelligible to other species – when the Jawas want it to be unintelligible.

Move: 8/10

Size: 0.8-1.2 meters tall ^[7]



KALEESH

The proud, honorable and deadly Kaleesh warriors are a relatively recent arrival to the civilized galaxy, but both the Republic and Empire already respect the species for its martial talent. Thanks to their imposing bone masks, Kaleesh are also highly sought-after as enforcers by status-

conscious members of the criminal underworld. Wealthy Hutts employ Kaleesh bodyguards as a pointed warning to any upstarts who might challenge the Hutt Cartel's power. Individual Kaleesh project a stoic fatalism mixed with a surprisingly deep spirituality. Their core belief is that those who perform great deeds in life become immortal, godlike beings upon their deaths. Kaleesh warriors therefore seek only the greatest challenges to overcome. Anything less means risking an ignominious—and permanent—demise.^[4]

■ Kaleesh

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Move: 10/12

Size: 1.6-1.8 meters tall ^[7]

KEL DOR

The Kel Dor are a humanoid species noted for a physical appearance others diplomatically describe as “an acquired taste.” In addition to unattractive facial features, Kel Dor wear elaborate mask-like breathing apparatuses when entering oxygen-rich environments. The combination of their alien appearance and strange technology leads unenlightened beings to naturally mistrust Kel Dor. Thousands of years before they joined the Galactic Republic, Kel Dor developed their own Force-using order of “Baran Do Sages.” These men and women advised rich and powerful families, using the Force to guide their patrons to strength and prosperity. However, the Baran Do Sages faded into obscurity once the Jedi took over training the Force-sensitive Kel Dor. Kel Dor inhabit all walks of Republic life, from powerful Jedi Masters to lowlife bounty hunters. Culturally, they tend to view life in

black-and-white terms. Kel Dor aren't above acts of vigilantism, meting out personal justice if they believe a grievance warrants it.^[4]

■ Kel Dor

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+2/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D+1/4D

Special Abilities:

Low Light Vision: Kel Dor can see twice as far as a normal human in poor lighting conditions.

Story Factors:

Atmospheric Dependence: Kel Dor cannot survive without their native atmosphere, and must wear breath masks and protective eye wear. Without a breath mask and protective goggles, a Kel Dor will be blind within 5 rounds and must make a Moderate Strength check or go unconscious. Each round thereafter, the difficulty increases by +3. Once unconscious, the Kel Dor will take one level of damage per round unless returned to his native atmosphere.

Move: 10/12

Size: 1.4 - 2.0 meters tall ^[7]



KITONAK

Kitonaks are pudgy, slow-moving sentients from the harsh Kurdan Desert which covers the planet Kirdo III. Their physiology is an adaptation to their life as desert nomads, while their psychology is notable for their extreme patience and calm. They are also noted for their talent as musicians.

Kitonaks are very patient, and never rushed. This is because they fed on creatures called chooba, and they have to stand motionless for a long time until a chooba gets near them. The nearsighted chooba mistakes motionless Kitonaks for sulfaro plants, which chooba often raid in search of fruit or bird eggs. One chooba satisfies a Kitonak's dietary needs for approximately one month.

Kitonaks live in nomadic tribes of about one hundred Kitonaks, following migrating chooba herds. Due to their nomadic lifestyle and the tendency for what possessions they had to blow away in windstorms, Kitonak technology is limited to crude, temporary tools and



musical instruments. Their tribes are united in a planet-wide participatory democracy, though slow communications and their deliberate thought processes mean that years could pass before decisions are made (by which time, the problem would often have solved itself).^[5]

■ Kitonak

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 1D+2/3D+2
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 2D+1/4D
TECHNICAL 1D/3D

Strength Skills:

Burrowing: This skill allows the Kitonak to burrow through sand and other loose materials at a rate of 1 meter per round.

Special Abilities:

Natural Armor: The Kitonak's skin provides +3D against physical attacks.

Story Factors:

Interminable Patience: Kitonak do not like to be rushed. They resist attempts to rush them to do things at +3D to the relevant skill. In story terms, they seem slow and patient - and stubborn - to those who do not understand them.

Move: 4/8

Size: 1-1.5 meters tall ^[7]

KUBAZ

The Kubaz are long-snouted aliens renowned for the secretive hand signals they use to communicate with each other. These signals, combined with their ability to see even with very little light, make them experts at covert communications, and as a result, they are commonly employed as espionage agents by forces on both sides of the galactic conflict. Even in the underworld, Kubaz are used to broker deals in silence, in the shadows. One of the most famous Kubaz was a triple agent who worked for the Hutt Cartel, providing them with information on

both the Republic and the Sith Empire so the Hutts could reap the rewards of the conflict.^[4]



■ Kubaz

Attribute Dice: 12D
DEXTERITY 1D+2/3D+2
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D+2
PERCEPTION 2D+2/4D+2
STRENGTH 1D/3D
TECHNICAL 2D/4D

Move: 8/10

Size: 1.7-2.0 meters tall ^[7]

MANTELLIAN SAVRIP

The Mantellian Savrips are a species of large, sentient natives to Ord Mantell. They have hunched-over statures, leathery skin, snake-like heads, and arms long enough to drag on the ground.

Often believed to be simply a very cunning non-sentient animal by many other species, the Savrips are actually a sentient, but technologically very primitive, species. They have their own informal language, and some can even learn to speak accented Basic.

Savrrips are naturally inclined to combat, and this, coupled with their unusual language, only fosters the notion that these beings were unintelligent.^[5]

■ Mantellian Savrip

Attribute Dice: 11D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 1D/3D+2
STRENGTH 4D/6D+2
TECHNICAL 1D/3D

Special Abilities:



Bite: A Mantellian Savrip can bite for STR+1D+1 damage.

Claw: A Mantellian Savrip can claw for STR+1D damage.

Intimidating Bellow: Mantellian Savrips gain a +2D+2 bonus to their *intimidation* skill checks when bellowing.

Keen Sight and Hearing: Mantellian Savrips gain a +2D bonus to Perception checks to notice things that involve either sight or hearing.

Low Light Vision: Mantellian Savrips can see twice as far as a normal human in poor lighting conditions.

Poison: Savrips inject a paralytic poison with their bite. Anyone successfully bitten by a Mantellian Savrip must make a Difficult Strength check. Failure indicates that they take poison damage equal to the Savrip's STR+1D+1, and are paralyzed and unable to move for 4D rounds.

Reach: Due to the Mantellian Savrip's extended reach, Savrip characters can attack targets up to 4 meters away with their claws.

Story Factors:

Primitive: Because they are a primitive species, beginning Mantellian Savrip characters may not place any skill dice in any vehicle operations, starship operations, or repair skills. Savrip characters who are primitive gain a +2D+2 bonus to *survival* skill checks, and a +2 bonus on *sneak* skill checks. Upon learning any technical skills, however, the Savrip is considered to have been "civilized." Civilizing a Savrip results in a loss of the *sneak* skill bonus, and a reduction of the *survival* bonus to +1D+1.

Move: 12/14

Size: Up to 4 meters tall ^[7]

MASSASSI

The Massassi are a subspecies of the ancient Sith. Bred for war, these hulking creatures have blood red skin and distinctive tentacles on the chin. The alchemical breeding of the Massassi took place on Korriban before the Great Hyperspace War, but they were brought to Yavin 4 by Dark Lord of the

Sith Naga Sadow, who went into exile on the jungle moon. Their descendants went on to serve the new Dark Lord Exar Kun during the Great Sith War and guard the tombs of both Sith Lords well after the Great Galactic War.^[1]

■ Massassi

Attribute Dice: 12D

DEXTERITY 1D+2/4D+1

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+1/4D

PERCEPTION 1D/3D+2

STRENGTH 2D+1/5D

TECHNICAL 1D/3D+1

Special Abilities:

Low Light Vision: Massassi can see twice as far as a normal human in poor lighting conditions.

Warrior Culture: Massassi are trained from birth to be efficient soldiers. As such, Massassi characters gain a permanent +1D bonus to *search* and *intimidation* skill rolls.

Story Factors:

Thought to be Extinct: Most scholars believe the Massassi were driven to extinction prior to the Rise of the Empire, though it is possible that some survivors exist on remote worlds that the Sith may have inhabited.

Move: 10/12

Size: 1.9 meters tall ^[16:3, †20:15, †24:114]





MIRALUKA

Though sharing a common genetic history with the Humans, Miraluka have evolved into a significantly different species, evidenced by the fact that they are born without eyes. On their homeworld of Alpheridies, the only source of light is a red dwarf star which emits light only in the infrared spectrum. Over the centuries, the Miraluka have adapted and developed the ability to see their surroundings through

the Force. Miraluka wear decorative veils to conceal their vestigial eye sockets for social reasons, and generally have little trouble assimilating into human society.

Miraluka have lived primarily in isolation over the millennia, but because of their Force-sensitivity they have had relations with the Jedi with some Miraluka even joining the Order. That relationship has grown even stronger since the Jedi Civil War when the Sith Lord Darth Nihilus destroyed the Miraluka colony on the world of Katarr. The only survivor of that attack — a Miraluka named Visas Marr — was known to have traveled with the Jedi Exile Meetra Surik and later to have helped rebuild the Jedi Order.

In the years since the Great War, Alpheridies has remained an independent system, but many Miraluka have rallied to the Republic's cause. Those who have joined the Jedi Order have proven to consistently be strong in the Force and exceptionally skilled in the martial arts. Some masters speculate that it is precisely because of their trust in the Force rather than their eyes that they fight so fluently with lightsabers. Regardless of where and how they serve the Order, the presence of the Miraluka within the Jedi ranks has been a boon. Many Sith Lords have learned the hard way to see that Miraluka can be dangerous foes.^[1]

■ Miraluka

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 1D/5D
STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

Force Sight: The Miraluka rely on their ability to perceive their surroundings by sensing the slight force vibrations emanated from all objects. In any location where the force is some way cloaked, the Miraluka are effectively blind.

Move: 10/12

Size: 1.6-1.8 meters tall

Source: Ultimate Alien Anthology [27:101]



MIRIALAN

Renowned in all corners of the galaxy for their spirituality and strong connection to the Force, the Mirialan endure rigorous mental and physical training rituals to become both formidable warriors and skilled negotiators. Their reputation is not without merit; Mirialan are taken from home at a young age to be educated at one of the many youth academies. There, they are instilled with the cultural ideologies that have been engrained in Mirialan society for hundreds of generations.

Deeply held spiritual beliefs are the cornerstone of Mirialan culture. Their understanding of the Force is based on the idea that the actions of each individual affect not only their own fate, but also the destiny of the Mirialan as a whole. Personal achievements are recorded on each individual's

body with geometric tattoos. The shapes and locations of the tattoos denote different actions in the life of the Mirialan, and upon death the markings are used to determine the cultural worth of the individual and their contributions to furthering the Mirialan as a whole.

The Mirialan homeworld—simply known as Mirial—is a cold, dry planet near the Hydian Way trade route. Though Mirial first joined the Republic several centuries ago, its lack of resources has allowed some measure of isolation even while giving the Mirialan the freedom to explore the larger galaxy. Exposure to other cultures has led to greater diversity among the Mirialan, and even some surprising inclinations from their society as a whole. During the Jedi Civil War, Mirial sided with Darth Malak against the Jedi Order. After Malak's defeat, the planet was re-assimilated, and in the current conflict, the Mirialan have come down decidedly on the side of the Republic.

At the start of the Great War, when the Sith Empire first returned and began to sweep through the Outer Rim, many displaced refugees fled to Mirial. After witnessing such suffering, more Mirialan than ever before began venturing away from their homeworld. Many have enlisted in the ranks of the Republic military or joined the Jedi Order, while others have simply spread out to wander and experience the never-ending variety the greater galaxy has to offer.^[1]

■ Mirialan

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D+2
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 1D+1/3D
TECHNICAL 2D/4D

Special Abilities:

Frigid Environment: Mirialans get +2 bonus to *survival* when in temperatures below 0.

Radiation Resistance: Mirialans gain +1 bonus to Strength to resist the harmful effects of radiation.

Story Factors:

Tribal Tattoos: Mirialans have tribal tattoos all over their face and bodies. The more elaborate the tattoo the greater the task that was completed. Mirialans gain tattoos all of their lives, each time they complete a task they receive another tattoo. The application of these tattoos is very painful, it is considered to be great disrespect when a Mirialan is afraid to receive or will not accept one.

Move: 10/12

Size: 1.7-1.9 meters tall ^[7]

MON CALAMARI

Hailing from the oceanic planet Dac, the amphibious Mon Calamari are among the



Republic's most creative and intelligent member species. Many famous inventors, artists, military leaders and Jedi have emerged from this people. Less noble-minded Mon Calamari have made equally successful criminals and gangsters. Physically, Mon Calamari possess dome-like heads, large eyes and long webbed hands. They are fast swimmers who can hold their breath for long periods, although wounded or panicked Mon Calamari are still capable of drowning. Their eyes can swivel independently, allowing them to focus on two different areas simultaneously. Despite only joining the Republic within the last millennia, Mon Calamari have earned a reputation for being its most enthusiastic supporters. Folk wisdom says that when a Mon Calamari joins a cause, its eventual victory is assured. Although they are not a warlike race by nature, Mon Calamari are more than willing to fight for ideals they believe in.^[4]

■ Mon Calamari

Attribute Dice: 12D
DEXTERITY 1D/3D+1
KNOWLEDGE 1D/4D
MECHANICAL 1D+1/3D+1
PERCEPTION 1D/3D
STRENGTH 1D/3D
TECHNICAL 1D+1/4D

Special Abilities:

Moist Environments: When in moist environments Mon Calamari receive a +1D bonus to all Dexterity, Perception and Strength attribute and skill checks. This is purely a psychological advantage.

Dry Environments: When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -

1D penalty to all Dexterity, Perception and Strength attribute and skill checks. Again, this is psychological only.

Aquatic: Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

Story Factors:

Move: 9/12

Size: 1.3-1.8 meters tall ^[7]



NAUTOLAN

Amphibious humanoids from the planet Glee Anselm, Nautolans are distinguished by their tentacle-like head-tresses. Because of its primarily aquatic surface and its location off the major hyperlanes, only a handful of outsiders have ever visited Glee Anselm; as a result, little is known about Nautolan culture on their homeworld, though extrapolations can be made from those individuals who venture out into the greater galaxy. Despite their aquatic origins, Nautolans can breathe air and are completely at home on land, and they can be found in a wide variety of professions. They have a reputation for being both smart and practical, and the existence of several Nautolan Jedi speaks to an affinity with the Force. With the arrival of the Empire, the Nautolans fought alongside the Republic, although some among them fear this will lead to unnecessary suffering for their people.^[4]

■ Nautolan

Attribute Dice: 11D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+2

PERCEPTION 1D/4D

STRENGTH 2D/4D+1

TECHNICAL 1D/3D+1

Special Abilities:

Good Swimmers: Nautolans, being amphibious, gain a permanent +1D bonus to all *swimming* skill rolls.

Low-light Vision: A Nautolan can see twice as far as a normal human in poor lighting conditions.

Pheromone Detection: Nautolans possess tendrils which act as their major sensory organs, and they barely function outside of water. The tendrils are so sensitive that they can sense odors and pheromones, which can allow an observant Nautolan some idea of a target's emotional state. Because of this, Nautolans gain a +1D bonus to all skills rolls involving interpersonal relations (ie, *bargain, command, con, intimidation, investigation, or persuasion*) when in water. When outside of water, this bonus is reduced to a mere +1.

Story Factors:

Language: The Nautolan language is only fully pronounceable when the speaker is underwater.

Move: 10/12

Size: 1.8 meters tall ^[7]



NEIMOIDIAN

Around the time of the foundation of the Republic, a group of Duros explorers led by Chal Haan colonized the planet Neimoidia. Over millennia, the conditions of their new colony led these Duros to evolve into a separate species: Neimoidians. These green-skinned, red-eyed beings grow from grubs in communal hives, where they spend the early years of their lives competing for food. Those who cannot find or steal enough to eat quickly starve, a process which ensures that weakness is weeded out early. Personal greed is seen as acceptable and even desirable in Neimoidian culture, and while Neimoidians are known as capable entrepreneurs and administrators, their opponents paint them as

deceitful, lazy cowards. Neimoidians do rely heavily on advanced droids for all but the most important tasks—freeing them to pursue elaborate political games for social rank or increased profits—but Neimoidian investors have also aided the Republic’s economy in hard times. The Senate therefore tolerates Neimoidian bribe-taking and backroom trading... up to a point.^[4]

■ Neimoidian

Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D+2/4D+1
MECHANICAL 1D+1/4D
PERCEPTION 2D/4D+2
STRENGTH 1D/3D+1
TECHNICAL 1D+1/4D

Special Abilities:

Skill Bonus: At the time of character creation only, Neimoidian characters gain 2D for every 1D placed in either the *value* or *con* skills.

Move: 10/12

Size: 1.6-2.0 meters tall ^[7]



NIKTO

The name “Nikto” is an umbrella term; these muscular, reptilian beings technically consist of five distinct subspecies. Each evolved on the planet Kintan after a dying star, M’dweshuu, bombarded their world with radiation. A cult devoted to this star arose, and exerted a totalitarian hold on Nikto society until the Hutts discovered Kintan and destroyed the cult’s stronghold in an orbital bombardment. The Nikto rallied to the Hutts under the Treaty of Vontor and the fortunes of the two species have been intertwined ever since. Nikto are

gifted fighters, often serving as enforcers for the Hutts. Those who leave Kintan or the Hutt Cartel are often “mixed-breeds” who show characteristics of more than one subspecies and are subsequently reviled by their own people, but some are members of modern Nikto cults—often violent groups that trace their roots to the original Cult of M’dweshuu, for good or ill.^[4]

■ Nikto

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 2D/3D
MECHANICAL 1D/3D
PERCEPTION 1D/3D+2
STRENGTH 2D/4D+1
TECHNICAL 2D/3D

Special Abilities:

Esral’sa’Nikto Fins: These Nikto can withstand great extremes in temperature for long periods. Their advanced hearing gives them a +1 bonus to *search* and *Perception* rolls relating to hearing.

Kadas’sa’Nikto Claws: Their claws add +1D to climbing and do STR+2 damage.

Kajain’sa’Nikto Stamina: These Nikto have great stamina in desert environments. They receive a +1D bonus to both *survival: desert* and *stamina* rolls.

Vision: Nikto have a natural eye-shielding of a transparent keratin-like substance. They suffer no adverse effects from sandstorms or similar conditions, nor does their vision blur underwater.

Move: 10/12

Size: 1.6-1.9 meters tall ^[7]

ONGREE

Ongree are an amphibious sentient species characterized by yellowish or brownish skin and elongated, tapering heads. Two flexible eyestalks protrude from either side of an Ongree’s head, allowing them to see an object from many angles.

Their lipless mouths are located above four nostrils and their other facial features, giving them an “upside-down” facial appearance. They possess two thick fingers and an opposable thumb on each hand. Despite the apparent lack of dexterity inherent in their makeup, Ongree are nevertheless able to hold even small objects with ease. Their natural agility is belied by their humpbacked, awkward appearance.

Ongree are commonly seen as a diplomatic, measured species. This opinion is fostered by the arrangement of their eyestalks; since Ongree can see an object from multiple angles, it is thought that this ability gave the species a unique mindset, allowing them to examine a situation from all possible perspectives. It is believed that their literal and figurative outlooks were linked by a psychological trait.

Due to their unique psychologies, many members of the species are adept negotiators, diplomats, and politicians, though this characteristic is also exploited for less wholesome activities, and some are known to consort with crime lords and gangsters.^[5]



■ **Ongree**

Attribute Dice: 12D
DEXTERITY 2D/3D+2
KNOWLEDGE 1D+1/3D+2
MECHANICAL 2D/4D
PERCEPTION 3D/4D+2
STRENGTH 2D/4D
TECHNICAL 1D+2/4D

Special Abilities:

Analysts: At the time of character creation only, Ongree characters get 2D for every 1D placed in *con*, *persuasion* and *investigation*.

Move: 10/12

Size: 1.5-1.8 meters tall ^[7]

Foraging: Any attempt at foraging for food (whether as a survival technique or when looking for a good restaurant) gains +2D.

Ingestion: Ortolans can ingest large amounts of different types of food. They gain +1D to resisting any attempt at poisoning or indigestion.

Story Factors:

Food: The Ortolans are obsessed with food and the possibility that they may miss a meal. While members of other species find this amusing, the Ortolans believe that it is an integral part of life. Offering an Ortolan food in exchange for a service or a consideration gains the character +2D (or more, if it is really good food) on a *persuasion* attempt.

Move: 5/7

Size: 1.4-1.7 meters tall ^[7]



ORTOLAN

Built for cold weather, the blue-furred, long-nosed Ortolans are deeply private individuals who—thanks to their large ears and keen olfactory senses—possess a deep appreciation for music and food. They can be found in small numbers throughout the galaxy, filling all walks of life, but they are best known as musicians and chefs. Although not expansionist by nature, Ortolans have occasionally attempted to found full-fledged colonies away from their icy homeworld of Orto. One such group arrived on Hoth several years back. The Hoth Ortolans keep mostly to themselves, but the increasing presence of Republic, Empire and pirate forces on their adopted world has made them wary. Despite a kinship with the Republic, they value independence and—more importantly—peace. The current situation on Hoth threatens both.^[4]

■ **Ortolan**

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D
PERCEPTION 2D+1/4D+1
STRENGTH 2D+2/5D
TECHNICAL 2D/4D
Special Abilities:

RAKATA

Ten thousand years before the formation of the Republic, the Rakata ruled much of the known galaxy. War-like and cruel, strong in the Force and technologically advanced, they enslaved or wiped out every civilization they encountered. At its peak, nearly five hundred conquered worlds paid tribute to the Rakata Infinite Empire. However, the Rakata's



rapid expansion came to an abrupt end when a strange plague swept through the species. Millions died, and most of those who survived lost their connection to the Force. Suddenly vulnerable, the Rakata were unable to suppress a massive outbreak of violent slave uprisings. The liberated worlds destroyed the creations and records of their defeated overlords, wiping out almost all trace and knowledge of the Rakata in the greater galaxy. A few thousand Rakata survivors—all that remained of the Infinite Empire—retreated to their hidden homeworld of Lehon, where they descended into barbarism.^[4]

■ Rakata

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D+1
PERCEPTION 1D+1/3D+2
STRENGTH 1D+2/3D+2
TECHNICAL 2D+1/4D+2

Special Abilities:

Force Blind: For reasons unknown, they have lost their connection to the Force. Rakata characters can't be Force Sensitive, though they can still gain Dark Side Points and be affected by Force Powers.

Rage: Once per day, a Rakata can fly into a rage, gaining a +1D bonus to melee attacks and damage, but cannot use skills that require patience and concentration. A fit of rage lasts for a number of rounds equal to 5+ the character's number of full Strength dice.

At the end of its rage, the character is tired, suffering a -1 penalty to all actions until he rests for at least 10 minutes.

Move: 10/12

Size: 2 meters tall ^[16:4, †20:17]

RATTATAKI

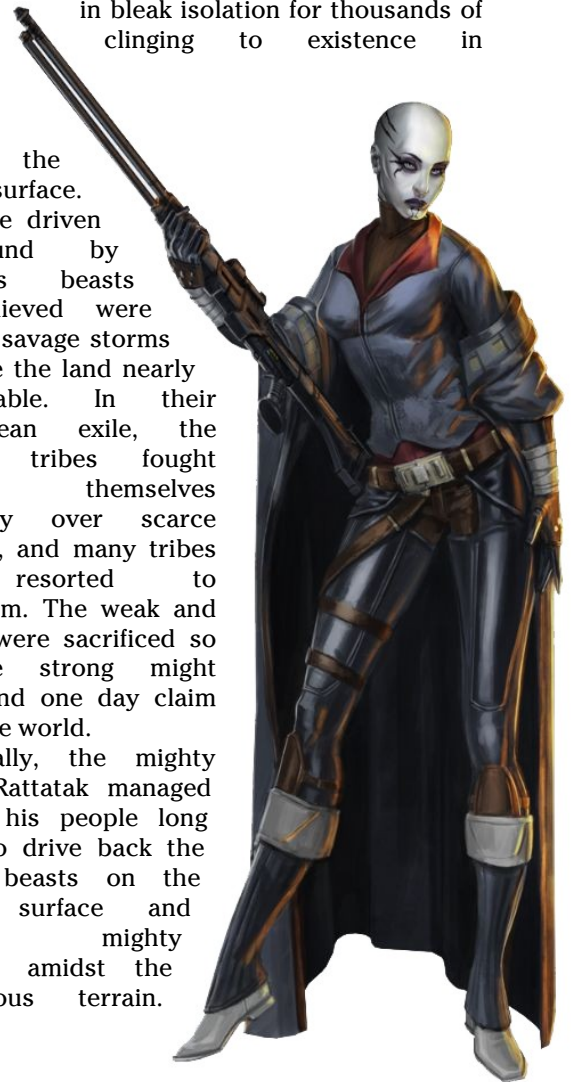
For eons, the near-human Rattataki have been constantly battling themselves and their fellow inhabitants. Mostly isolated from the outside galaxy, the Rattataki quickly created new ways to kill each other. This penchant for violence has made the species infamous for seeking out any reason to fight. Despite their own oppression and struggles, most Rattataki feel superior to and look down on other enslaved species.

The pale-skinned Rattataki are made for battle. Centuries of constant warfare have weeded out the weak, shaping the remainder into proud, passionate, and deadly combatants. Even entertainment for this violent species is combat; the gladiator pits of their home planet, Rattatak, are the planet's most popular amusement, well-known for being the most brutal in the galaxy. Exposed to their species' competitive culture from birth, Rattataki develop into fearsome warriors.

Deep in the Outer Rim, the Rattataki species evolved in bleak isolation for thousands of years, clinging to existence in

sprawling caverns beneath the planet's surface. They were driven underground by monstrous beasts they believed were gods and savage storms that made the land nearly uninhabitable. In their subterranean exile, the Rattataki tribes fought amongst themselves incessantly over scarce resources, and many tribes even resorted to cannibalism. The weak and the sick were sacrificed so that the strong might survive and one day claim the surface world.

Eventually, the mighty warlord Rattatak managed to unite his people long enough to drive back the horrible beasts on the planet's surface and establish mighty fortresses amidst the mountainous terrain.



Though his life was lost in the struggle on the surface, Rattatak's name lived on. The unification of the Rattataki was brief, and tribes settled back into their constant infighting, but at long last they had emerged from their dark exile and contact was made with the greater galaxy. This led many Rattataki to settle on other worlds, becoming sought after mercenaries, bodyguards and bounty hunters.

Shortly after the Empire returned to Republic space, the young Sith Lord Darth Vich took notice of Rattatak and its people. Eager to make a name for himself, he journeyed to the planet and, casting aside 1000 years of anti-alien tradition, recruited a hundred tribes of Rattataki to populate his own personal army. Their prowess in battle made them a dangerous force, and the dozens of Force Sensitive among them became his personal acolytes. With the Rattataki at his command, Darth Vich made a play for power in the Sith Empire that ultimately failed. In the wake of this failure, the Dark Council enslaved or killed all of the Rattataki who followed Vich. Rumors about a small group of Rattataki acolytes who helped betray Vich and were fully accepted for Sith training remain unsubstantiated.^[1]

■ Rattataki

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 2D/4D
TECHNICAL 2D/4D

Special Abilities:

Strong Minds - All Rattataki are immune to Rattataki mind control, and the difficulties to use the Jedi power *affect mind* or *control mind* against them are one level higher.

Special Skills:

Perception - (A) mind control - Force-sensitive Rattataki can control the minds of other sentients in a manner similar to the Force power *contro l mind*. Difficulties to use this skill are as described for the Force Power by the same name, using a single skill roll at the highest listed difficulty (Control, Sense or Alter). Unlike the Force Power *control pain*, this ability may not be "kept up". As with the use of the Force power *control mind*, use of this ability confers a Dark Side Point.

Story Factors:

Violent Culture - Rattataki culture has evolved away from the Galactic society on a harsh world. Rattataki are as violent as their planet, and are well known for their combative skills and gladiatorial flair.

Long-lived: Rattataki can live to 150 standard years.

Move: 10/13

Size: 1.4 - 2 meters tall^[8]



RODIAN

Rodians are a reptilian humanoid species hailing from the deadly tropical jungle planet Rodia. Their harsh and unforgiving natural habitat has shaped Rodians into an aggressively survivalist culture. A reputation for violent tendencies has pushed Rodians to the fringes of galactic society, as few other species trust them. The most noteworthy physical feature of Rodians is their large, multifaceted eyes, which allow them to detect another creature's body heat even in near-total darkness. This gives Rodians a natural edge as hunters, leading many to pursue careers as bounty hunters or even less-savory professions. The negative stereotyping of Rodians is mostly unearned, however. Many among the species have channeled their biological adaptations and cultural inclinations toward more productive paths. Rodians serve proudly in the Republic military and Jedi Order, standing united with humans and other species to oppose the Sith Empire.^[4]

■ Rodian

Attribute Dice: 12D
DEXTERITY 1D+2/4D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D+2
PERCEPTION 1D/3D+2
STRENGTH 1D/4D+1
TECHNICAL 1D/2D+1

Story Factors:

Reputation: Rodians are notorious for their tenacity and their eagerness to kill intelligent beings for the sake of a few credits. Certain factions of galactic civilization (most notably criminal organizations, authoritarian/dictatorial planetary governments and the Empire) find them to be indispensable employees, despite the fact that they are almost universally distrusted by other beings. Whenever an unfamiliar Rodian is encountered, most other beings assume that it is involved in a hunt, and give it a wide berth.

Move: 10/12

Size: 1.5-1.7 meters tall^[7]



SAND PEOPLE

A violently xenophobic species from Tatooine, the Sand People are more formally referred to as the Ghorfa. Most at home in Tatooine's endless deserts and canyons, the nomadic Sand People survive by hunting and raiding larger settlements and by raising banthas as mounts and for food, milk and materials. To outsiders, they can appear incomprehensibly hostile—but while virtually all encounters with Sand People end in violence, their culture is more complex internally. Sand People have strict taboos against showing exposed flesh except in very rare and specific circumstances and keep themselves wrapped in heavy coverings. Those who violate this sacred custom are banished from the tribe; a fate that typically ends in a lonely death in the desert. Despite their insular nature, Sand People are known to adopt and raise young children of other species orphaned by their attacks. Once these orphans reach adulthood, they are encouraged to leave the tribe and return to their own people. The history of the Sand People is maintained through the tales of revered tribal storytellers. Many of their legends describe a golden age of technological miracles, seemingly indicating the Sand People were once a highly advanced civilization. This had led to speculation that the Ghorfa are descended from the now extinct Kumungah species that lived on Tatooine roughly thirty thousand years ago.^[4]

■ Sand People

Attribute Dice: 12D
DEXTERITY 1D/4D+1
KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D
PERCEPTION 1D/4D
STRENGTH 1D/4D
TECHNICAL 1D/3D

Special Abilities:

Language: Tuskish

Story Factors:

Stories from ancient Storytellers of the Tusken speak from a disaster on Tatooine long ago, the Tusken had made there living under the surface of the planet and returned as survivors to the desert. As a result Tusken distrust high-tech and get a strong survival feeling.

Move: 10/12

Size: 1.5-1.9 meters tall ^[7]



SELKATH

Selkath are a sleek, amphibious species native to the oceans of the planet Manaan. Diplomatic and family-oriented, they have traditionally been advocates of peace in the galaxy, taking a decidedly neutral political stance. Their homeworld is a major exporter (and formerly the sole source) of the medicinal fluid kolto, and it is the kolto trade that made the Selkath an influential force in the past. However, when the Empire first returned to the galaxy and launched its attacks on Republic worlds, Manaan was one of the first worlds to be devastated. A massive bombing destroyed most of the planet's surface infrastructure, driving the Selkath to their underwater cities. Since then, the Selkath have mostly been cut off from the larger galaxy; those who were offworld when Manaan was attacked have largely been stranded, and only a few Selkath—mainly ambassadors seeking aid for their devastated planet—have left Manaan since.^[4]

■ Selkath

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 2D+1/4D+1
STRENGTH 1D+2/4D
TECHNICAL 2D/4D

Special Abilities:

Amphibious: Selkath can breathe underwater and get a +2D bonus to swimming.

Poison: Selkath retractable claws can inject venom into an enemy that does 3D damage on a successful attack and another 2D after 5 rounds. Using poison in a fight is considered unseemly by many Selkath and was outlawed on ancient Manaana.

Able Healers: Selkath get a +1D bonus to first aid when healing another.

Move: 10/12 (walking), 6/8 (swimming)

Size: 1.5 meters tall ^[16:4, †20:18]

**SELONIAN**

Corellian folklore says that long ago, the Drall and Selonians chose their species' future paths—and where the Drall selected peaceful intellect, the Selonians claimed passionate physicality. Native to Selonia, the second planet in the Corellian system, the tall, wiry Selonians are perfectly adapted for hand-to-hand combat. Their needle-like teeth and claws make for impressive natural weapons, and even Wookiees respect these agile warriors' prowess. The immense Selonian population on Corellia immediately sided with the resistance when the Empire invaded the planet. However, the Selonians stubbornly resist using their underground tunnel networks to ambush or trap Imperial forces due to a cultural disgust for lies and subterfuge. Is it said that in war, truth is the first casualty; if the Selonians are unwilling to accept this sacrifice, they may fare poorly in the battles ahead.^[4]

Selonian

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

Retractable Claws: Selonians receive a +1D bonus to *climbing/jumping* and *brawling*.

Tail: Used to help steer and propel a Selonian through water, adds a +1D bonus to the *swimming* skill. Can also be used as additional weapon as a club, STR+2D damage.

Swimming: Swimming comes naturally to Selonians, they gain +1D+2 to *dodge* in underwater conditions.

Story Factors:

Hive-mind: Selonians live in underground dens like social insects. Only sterile females leave the den to interact with the outside world.

Agoraphobia: Selonians are not comfortable in wide-open spaces. They suffer a -1D penalty on all actions when in large-open spaces.

Move: 10/12 (upright), 12/14 (all fours), 13/16 (swimming)

Size: 1.8-2.2 meters tall ^[7]

SITH PUREBLOOD

Although the name “Sith” is now used by the order of Force users who call upon the dark side, the term originally referred to a Force-sensitive species of red-skinned humanoids. The term “Sith pureblood” is now used to distinguish between those descended from the species and the order itself. The Sith species was discovered three thousand years ago on Korriban by exiled human Dark Jedi fleeing Republic space after their defeat in a war called the Second Great Schism. The Dark Jedi quickly enslaved the primitive culture, and over many generations, the two groups intermingled. Eventually, the elite ruling class of Korriban consisted almost exclusively of the hybridized offspring of the Dark Jedi and the high priests of the Sith people. These offspring tended to exhibit the physical characteristics of their Sith parentage, such as red skin, yellow eyes, bony protrusions on the face or head, and fleshy tendrils dangling from the cheeks and chin. For a brief time, Sith blood was seen as a sign of weakness—but the modern Empire believes purity of heritage carries the strength of the Force. Genetically speaking, true “pureblood” Sith are virtually extinct, but red skin is still the mark of an Imperial—almost always a Force user—who can trace his or her ancestry into antiquity.^[4]

Descendants of the original Sith species, the red-skinned Sith Purebloods inherit a legacy long intertwined with the dark side. The ancient Sith were warlike, competitive, and ambitious, and they performed arcane rituals to create powerful Force

artifacts. For those Sith in whom the old blood still flows strongly enough to be seen, there exists a strong current of innate darkness, making the rate of Force sensitivity among purebloods near one hundred percent.

Three thousand years ago, Dark Jedi, fleeing Republic space after the Second Great Schism, discovered the Sith species on Korriban. They were surprised to find that the comparatively primitive species displayed knowledge of the dark side that the Jedi themselves had never encountered. The Dark Jedi resolved to subjugate the Sith and wrest their knowledge from them. Though the Sith struck back in an attempt to protect their dark side secrets, they were ultimately outmatched by the superior training and technology of the invaders. The Sith were enslaved by their Dark Jedi overlords.



Over hundreds of generations, the two groups intermingled. The Dark Jedi found that Sith society and culture suited their philosophy well. Before long, the elite ruling class of Korriban consisted almost entirely of hybridized offspring of the Dark Jedi and the high priests of the Sith. This hybridization resulted in an ambitious, ruthless race with a natural strength in the Force.

Genetically speaking, the term “pureblood” is a misnomer, as all modern Sith are hybrids, a product of the unions between the ancient Dark Jedi and the original Sith race. However, the term is

useful in distinguishing those who carry enough of the blood of the ancient race to still be evident in their features.^[1]

■ Sith Pureblood

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D
PERCEPTION 2D+2/4D+2
STRENGTH 2D/4D
TECHNICAL 2D+1/4D+1

Special Abilities:

Acute Hearing: Sith receive +1D bonus to all sound-based *Perception* and *search* checks due to their acute hearing.

Bone Spurs: Due to the bone spurs growing in various places on a Sith's body, a Sith can receive a +1 to *brawling* damage when attacking with a body part with bone spurs.

Story Factors:

Force-Sensitivity: The Sith species is one of the few species that was known to be highly Force-sensitive. Due to their violent culture and attunement to the Force, the Sith are almost immediately bathed in the dark side of the Force as infants, constantly being tempted and affected by its taint. One in every five Sith born are not Force-sensitive.

Move: 10/12

Size: 1.6 - 2 meters tall

Lifespan: 55 standard years ^[8]



SULLUSTAN

Adventurous and outgoing, Sullustans are as comfortable seated at the controls of a ship as they are in the underground cities of their homeland. Whether their affinity for navigation and exploration is genetic or cultural is a matter of some debate, but the end result is that Sullustans are found throughout the galaxy where they are heavily recruited as crew members on both civilian and military vessels. The planet Sullust is currently under Imperial control, a fact that does not sit well with the Sullustans themselves. Due to Imperial

ensorship of planet-wide communications, little is known about resistance efforts on the surface. However, Sullustans in the rest of the galaxy are almost universal in their support of the Republic, with most eager to do anything they can to aid in the eventual liberation of their homeworld.^[4]

■ Sullustan

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 1D/2D+2
MECHANICAL 2D/4D+1
PERCEPTION 1D/3D+1
STRENGTH 1D/2D+2
TECHNICAL 1D/3D+2

Special Abilities:

Enhanced Senses: Sullustans have advanced senses of hearing and vision. Whenever they make Perception or *search* checks involving vision in low-light conditions or hearing, they receive a +2D bonus.

Location Sense: Once a Sullustan has visited an area, he always remembers how to return there — he cannot get lost in a place that he has visited before. This is automatic and requires no die roll. When using the *astrogation* skill to jump to a place a Sullustan has been, the astrogator receives a bonus of +1D bonus to his (or her) die roll.

Move: 10/12

Size: 1-1.8 meters tall



TALZ

The Talz are a strong, warlike and clannish species, ideally suited (due to their copious fur) to fighting in cold-weather climates. Their essential sense of honor and decidedly inhuman appearance brings most Talz into alignment with the Republic in the fight against the exclusionary Empire, and many Talz have joined the Republic's crack Talz commando units, battling on Hoth and in other cold-weather theaters of war. Not all Talz believe that fighting for the Republic is the correct course, however. There are those whose bloodlust is not satisfied by taking out the targets the Republic

assigns them, and who feel that they betray their clan by adopting a foreign master.^[4]

■ Talz

Attribute Dice: 11D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 2D+1/4D+1
STRENGTH 2D+2/4D+2
TECHNICAL 1D/3D

Story Factors:

Enslavement: One of the few subjects which will drive a Talz to anger is that of the enslavement of their people. If a Talz has a cause that drives its personality, that cause is most likely the emancipation of its people.

Move: 8/10

Size: 2-2.2 meters tall ^[7]



TOGRUTA

Occasionally confused with Twi'leks, Togrutas are distinguished by multicolored skin pigmentation and large, hollow horns (similar in appearance to Twi'lek head-tails) that permit a Togrutan to sense ultrasonic waves. These physical adaptations were required for Togrutas to endure and to hunt on their homeworld of Shili, which is dominated by large and deadly beasts. Togrutan culture is tightly knit out of necessity, as individual survival there often depended on tribal unity. Because of their ingrained affinity for teamwork and togetherness, Togrutas are among the Republic's most loyal and dependable citizens. Indeed, a higher-than-normal percentage of Togrutas exhibit powerful Force sensitivity and serve in the Jedi Order. Some scholars speculate that the Togrutas' unique sensory adaptations and strong cultural bonds makes them more receptive to learning the ways of the Jedi.^[4]

■ Togruta

Attribute Dice: 13D
DEXTERITY 2D/4D+2
KNOWLEDGE 2D/4D+1
MECHANICAL 1D/4D
PERCEPTION 2D/4D+1
STRENGTH 1D/3D+2
TECHNICAL 1D/4D

Special Abilities:

Camouflage: Togruta characters possess colorful skin patterns which help them blend in with natural surroundings (much like the stripes of a tiger). This provides them with a +2 bonus to *sneak* skill checks when hiding themselves.

Spatial Awareness: Using a form of passive echolocation, Togruta can sense their surroundings. If unable to see, a Togruta character can attempt a Moderate *search* skill check. Success allows the Togruta to perceive incoming attacks and react accordingly (by making defensive rolls).

Story Factors:

Believed to be Venomous: Although they are not poisonous, it is a common misconception by other species that Togruta are venomous.

Group Oriented: Togruta work well in large groups, and individualism is seen as abnormal within their culture. When working as part of a team to accomplish a goal, Togruta characters are twice as effective as normal characters (ie, they contribute a +2 bonus instead of a +1 bonus when aiding in a combined action).

Move: 10/12

Size: 1.5-1.9 meters tall ^[7]



TRANDOSHAN

Possessed of tough skin, infrared vision and the ability to regenerate lost limbs, the saurian Trandoshans are highly evolved hunters often found working as mercenaries and enforcers. Their culture revolves around combat and belief in an all-

knowing goddess called the Scorekeeper who grants “Jagannath points” for honorable kills. These points denote an individual’s status in Trandoshan society and purportedly determine a Trandoshan’s eventual fate in the afterlife; consequently, even outside of physical combat, Trandoshan society is extremely competitive. Trandoshans share their native star system with the Wookiee homeworld Kashyyyk, and the two species have a long and vicious history together. Trandoshans see the wildlife of Kashyyyk—including the Wookiees themselves—as choice prey, and the Wookiees readily and violently defend their beloved home from raids by Trandoshan hunters and slavers.^[4]

■ Trandoshan

Attribute Dice: 12D
DEXTERITY 1D/4D+1
KNOWLEDGE 1D/3D+1
MECHANICAL 1D/3D+1
PERCEPTION 2D/3D+2
STRENGTH 3D/4D+2
TECHNICAL 1D/2D+2

Special Abilities:

Vision: Trandoshans’ vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of -2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan’s use.

Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or *stamina* roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

Story Factors:

Wookiee Hate: The long-standing feud between the Wookiees of Kashyyyk and the Trandoshans is deeply ingrained in both species. When encountering Wookiees or known Wookiee associates, Trandoshans must make a Moderate *willpower* check to keep from attacking.

Hostility: The Trandoshans are known as a belligerent species. They gain +1D to all *intimidation* rolls against non-Trandoshans.

Move: 8/10

Size: 1.9 - 2.4 meters tall ^[7]



TWI'LEK

Twi'leks are a humanoid species with long, prehensile head-tails called lekku—organs housing sections of the Twi'lek brain and specialized for communication through subtle motion. Twi'leks are native to the harsh world of Ryloth, a planet that has suffered from occupation by the Hutt Cartel in recent years; Twi'leks on Ryloth not forced to

work in the mines are often taken as slaves, exported to markets throughout the Outer Rim. Millennia of dispersion into the wider galaxy, however, means that many Twi'leks have little or no sense of connection with their beleaguered homeworld; Twi'leks may be second only to humans in their ubiquity throughout known space. Nonetheless, many Twi'leks can't escape the shadows of slavery and the underworld—often, they find work with the same pirates, slavers and spice dealers who have traditionally oppressed their species. Twi'lek names vary dramatically, depending on whether the parents follow the old Twi'lek tradition of combining given and family name, or use the more common approach (separating first name and surname) used by many other species. Some Twi'leks eschew any surname altogether.^[4]

■ Twi'lek

Attribute Dice: 11D
DEXTERITY 1D/3D
KNOWLEDGE 1D/4D
MECHANICAL 1D/2D+1
PERCEPTION 2D/4D+2
STRENGTH 1D/3D
TECHNICAL 1D/3D

Special Abilities:

Head-tails: Twi'leks can use their head-tails to communicate in secret with each other, even if in a room full of others. The complex movement of the tails is, in a sense, a "secret" language that all Twi'leks are fluent in.

Move: 10/12

Size: 1.6-2.4 meters tall ^[7]

UGNAUGHT

Ugnaughts are small, hardworking humanoids with a knack for mechanical work. Living in close-

knit tribes, they are native to the volcanic world Gentes, where they build cunning devices to help them survive Gentes's inhospitable conditions. Living in Gentes's thick atmosphere gives Ugnaughts some natural resistance to toxic gases, meaning they can work happily in industrial environments without protection. The Ugnaughts' small size and impressive technical expertise unfortunately make them prime targets for slavers. The Hutt Cartel alone is responsible for displacing entire Ugnaught tribes, putting them to work in droid factories or to maintain the Hutts' extravagant palaces.^[4]

■ Ugnaught

Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D/3D
MECHANICAL 2D/4D
PERCEPTION 1D+2/3D+1
STRENGTH 2D/4D
TECHNICAL 1D/3D+2
Move: 10/12
Size: 1-1.6 meters tall ^[7]



VOSS

The Voss are a newly discovered humanoid species with a strong affinity for the Force—though they don't recognize it as the Force. Confined to a single city, Voss-Ka, on their homeworld, they possessed a pre-spaceflight level of technology until their recent discovery by the Republic and the Empire. Today, they have begun integrating outsider advances into their own culture, but remain isolated and backward compared to the rest of the galaxy. Voss society is difficult for outsiders to comprehend, as they are guided in everything they do by the infallible visions of their Force-using Mystics. This unwavering obedience is often misinterpreted as a stoic fatalism or a lack of emotion, but beneath their reserved words and placid exterior the Voss are a passionate and

devoted people. The Voss share their world with the far larger Gormak population, and considered the tribal Gormak to be little more than beasts. While the Voss readily acknowledge the threat the Gormak represent to their society and constantly war against them, there is never any consideration given to wiping them out entirely—as Mystic law clearly states that the last Gormak must never die.^[4]

Voss are a sentient species from the planet Voss. They live in Voss-Ka, a city on top of a mountain, and are led by the Force-wielding Mystics.

These mystics have visions of the future which are always correct. The rest of the community places unconditional trust in these leaders. Thus, the society is essentially totalitarian—there are no arguments against a Mystic's vision. Yet the people are content. This condition may lead to situations that are disconcerting to outsiders who do not share that same degree of trust.

During the ongoing conflict with the Gormak, the Mystic's visions have led to the development of a commando cadre able to bring their views of the future to reality.

The Voss are a meditative people, who appear strangely unconcerned about their embattled position. They're communal, rather than individualistic. Their highly colorful skin pigmentation stands as a distinct difference from the general Voss ecology, a fact which some take as evidence of Vossian lineage from another location. In contrast to skin coloration, Voss art styles are often monochromatic, although rich with pattern-based symbolism. Voss marriage customs are critical to their survival, as the species does not mature sexually until the marriage rituals are performed. Similarly, Voss funereal rites are extreme, public displays of emotion, a stark contrast to the reticence typical of the Voss people.^[1]

■ Voss

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D+2/3D+2
PERCEPTION 2D/4D+2

STRENGTH 1D/3D
TECHNICAL 1D+2/4D

Special Abilities:

Absolute Farseeing: Force-sensitive Voss find that their visions of the future are always correct. This can lead to a cultural tendency to do whatever is necessary to ensure that they come to pass.

Force-Attuned: Force-sensitive Voss get 2D for every 1D they put in Sense at time of character creation.

Story Factors:

Communal: Voss are communal rather than individualistic. They will rarely value the will or needs of

the one when the many are concerned, and make their decisions primarily in groups. As such, they are quick to acquiesce to strong opinions, but would prefer to reach consensus.

Meditative: Voss are a calm and meditative, even in times of crisis, and do not act rashly or easily accede to pressures of circumstance.

Unconditional Trust: Voss have unswerving faith in their visionary elders. To question one of their visions or pronouncements would be unthinkable, and cause one to be shunned in Voss society.

Move: 10/12

Size: 1.3 - 1.9 meters tall



WEEQUAY

Hailing from the Outer Rim planet Srilurr on the border of Hutt Space, the intimidating Weequays have served as foot soldiers and mercenaries for millennia. Weequay warriors under the command of Kossak the Hutt defeated infamous warlord Xim the Despot over twenty thousand years ago, securing the Weequays a reputation as one of the galaxy's toughest species. Veteran soldiers joke that Weequays can survive headless or heartless, but not both. Such exaggerations expose a dim view of Weequay intelligence that ignores the capable military leaders and wise Jedi Masters who have come from this proud people.^[4]

■ Weequay

Attribute Dice: 12D
DEXTERITY 1D+1/4D
KNOWLEDGE 1D/3D+1
MECHANICAL 1D+1/4D
PERCEPTION 1D/4D
STRENGTH 2D/4D
TECHNICAL 1D/3D+2
Special Abilities:



Short-Range Communication: Weequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.

Move: 10/12
Size: 1.6-1.9 meters tall^[7]



WOOKIEE

The Wookiees, whose name for themselves translates to the People of the Trees, are a species of hairy bipedal humanoids that were inhabitants of the planet Kashyyyk. They have the ability to easily learn most languages. However, Wookiees lack the vocal structure to speak anything other than their own languages, like Shyriwook is like grunting.

Adult Wookiees are tall, in excess of two meters in height, and are covered with a uniform, mid-length coat of thick hair in various shades of brown. Although albino Wookiees are rare, they are not unheard of. However, such a birth is generally held to be a bad omen, as white hair does not blend in with the earth-tones of their forest surroundings.^[1]

■ Wookiee

Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D/2D+1
MECHANICAL 1D/3D+2
PERCEPTION 1D/2D+1
STRENGTH 2D+2/6D
TECHNICAL 1D/3D+1

Special Abilities:

Berserker Rage: A Wookiee who becomes enraged (the character must believe himself or those to whom he has pledged a life debt to be in immediate, deadly danger) receives a +2D bonus to Strength for purposes of causing damage while brawling (the character's *brawling* skill is not increased). The character suffers a -2D penalty to all non-Strength attribute and skill checks. The Wookiee must make a Moderate Perception roll to calm down from

berserker rage while enemies are still present. The Wookiee suffers a -1D penalty to Perception and rolls a minimum of 1D for the check (therefore, while most Wookiees are enraged, they will normally have to roll a 6 with their Wild Die to be able to calm down). Please note that this penalty applies to enemies. After all enemies have been eliminated, the character must only make an Easy Perception total (with no penalties) to calm down. Wookiee player characters must be careful when using Force Points while in a berserker rage. Since the rage is clearly based on anger and aggression, using Force Points will almost always lead to the character getting a Dark Side Point. The use of the Force Point must be wholly justified not to incur a Dark Side Point.

Climbing Claws: Wookiees have retractable climbing claws which are used for climbing only. They add +2D to their *climbing* skill while using the claws. Any Wookiee who uses claws in hand-to-hand combat is automatically considered dishonorable by other members of his species, possibly to be hunted down — regardless of the circumstances.

Story Factors:

Reputation: Wookiees are widely regarded as fierce savages with short tempers. Most people will go out of their way not to enrage a Wookiee.

Language: Wookiees cannot speak Basic, but they all understand it. Nearly always, they have a close friend who they travel with who can interpret for them ... though a Wookiee's intent is seldom misunderstood.

Honor: Wookiees are honor-bound. They are fierce warriors with a great deal of pride and they can be rage-driven, cruel and unfair — but they have a code of honor. They do not betray their species — individually or as a whole. They do not betray their friends or desert them.

They may break the "law," but never their code. The Wookiee code of honor is as stringent as it is ancient. Atonement for a crime against their honor code is nearly impossible — it is usually only achieved posthumously. But Wookiees falsely accused can be freed of their dishonor, and there are legends of dishonored Wookiees "coming back." But those are legends ...

Move: 11/15

Size: 2.0-2.3 meters tall ^[7]

ZABRAK

Zabrak are near-human sentients from the planet Iridonia renowned for their independence and wandering spirit. They have distinctive facial horns, whose number and pattern denote which subspecies an individual Zabrak belongs to. Most Zabrak wear ritual facial tattoos, which vary from simple lines to more elaborate patterns. The designs can mark significant events in their lives, or merely be a matter of personal preference. After discovering space travel early in their civilization, they quickly colonized worlds throughout the Mid Rim and gained a reputation as pioneers and explorers. Zabrak are also skilled warriors, engaging in inter-clan competitions to hone their talents; their physiology, which includes a secondary heart and some resistance to pain, gives them surprising endurance in battle.^[4]

■ Zabrak

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+1/4D

STRENGTH 1D+1/4D

TECHNICAL 1D+1/4D

Special Abilities:

Hardiness: Zabrak characters gain a +1D bonus to *willpower* and *stamina* skill checks.

Move: 10/12

Size: 1.6-2.1 meters tall ^[7]





CHAPTER EIGHT: THE FORCE

Greetings. I am Vao-Kem Duranas, Jedi Knight. Along with the other Knights of my order, I have made the study of the Force the central focus in my life. And while I have learned much in my years of study - the one overriding lesson I am continually taught is that there is always more to know and understand, both without - and within.

A MYSTICAL ENERGY FIELD

The Force is a metaphysical, binding, and ubiquitous power that holds enormous importance for both the Jedi and Sith orders. Known as *the Way* in ancient times, the Force was viewed in many different aspects, including, but not limited to, the light side, the dark side, the Unifying Force, and the Living Force. The first two aspects are concerned with the moral compass of the Force, as manifested by the conduct and emotions of living creatures who were themselves part of the fabric of the Force. The light side of the Force, favored by the Jedi, is the facet aligned with compassion, selflessness, self-knowledge and enlightenment, healing, mercy and benevolence, while the dark side of the Force, favored by the Sith, is the element aligned with hatred, fear, covetousness, anger, aggression, jealousy and malevolence. The latter two aspects are more of a philosophy than a code of practice: The Unifying Force essentially embraced space and time in its entirety, while the Living Force dealt with the energy of living things.

Though the Force is thought to flow through every living thing, its power can only be harnessed by beings described as "Force-sensitive." This Force-sensitivity is correlated with, and sometimes attributed to, a high count of internal microorganisms called midi-chlorians that are found in a Force-sensitive's blood: the higher the

count, the greater the being's potential Force ability, though there are some exceptions to this rule. Force-sensitive beings are able to tap into the Force to perform acts of great skill and agility as well as control and shape the world around them.^[1]

LIGHT SIDE

The light side of the Force takes a more defensive approach to combat, as some of the abilities channeled by Jedi include protecting themselves or others with force shields, healing themselves or others without resorting to stealing life from their opponent (unlike the Sith). However, Jedi are still a force to be reckoned with on the battlefield, and an experienced and battle-hardened Jedi can be difficult to take down in battle.

Jedi are the most common wielders of the light side of the force. Visually, the light side of the force generally appears as lighter colours than its counterpart, the dark side of the Force, such as blue or other light colours.

Naturally, the Light side is the counterpart of the Dark Side, which focuses on self-serving and anger-fuelled powers, the light side is also very capable at defusing such dangerous situations.^[1]

DARK SIDE

The dark side of the Force takes a more aggressive stance, with most abilities including harsh attacks while leaving no mercy. Sith are most known for using dark side actions to get what they want and drive them further from the light with actions such as harming, killing and murdering needlessly. Non-Force users also perform these actions, but because they have no attunement to the Force, their actions don't cause them to fall to the dark side.

Going along with the darkness associated with their side, Sith are known to shroud themselves in darkness and wield lightsabers of menacing color and complexity. Some Sith even use weapons that show different ways to inflict death and pain, but are mostly used for intimidation factors then actual combat use.^[1]

THE FORCE SKILLS

Control

This skill represents the ability to control one's own inner Force. A Jedi with this skill learns mastery over the functions of his body and harmony with nature. A character who learns *control* automatically learns three *control* Force powers.

Sense

This skill teaches a Jedi to sense the Force in other things beyond her own body. The Jedi learns to feel the bonds that connect all living things, and gives her the ability to understand how all things are interconnected. A Jedi who learns *sense* automatically learns three *sense* Force powers.

Alter

A Jedi with *alter* learns how to change the distribution and nature of the Force. A Jedi with *alter* can move things with his mind, help others control their own Force, or change the Force in his own body. This power can be used to change the perceptions of others and make them come to incorrect conclusions. A Jedi who learns *alter* automatically learns three *alter* Force powers.

Other Skills

It is believed that the Jedi Knights have more skills and abilities than what is currently known. It was whispered that the Jedi could alter the structure of the universe, live beyond even death, and accomplish other miraculous feats. Now, however, these secrets, if they exist at all, await rediscovery...^[27]

FORCE POWERS

Each Force skill governs a multitude of powers. Some powers are very easy, while others are exceptionally hard, and some even require the character to know certain other powers to learn the ability (listed under "Required Powers").

Many of these powers use a combination of the three Jedi skills. When such a power is used, calling upon each Force skill is a separate action. The Jedi may roll each skill in consecutive rounds at no penalty, or may attempt to fully activate the power in one round, incurring normal multiple action penalties.

For example, a Jedi wants to activate *projective telepathy*, which requires both a *control* and *sense* roll. The Jedi may decide to use one skill per round, making the *control* roll in the first round and the *sense* roll in the second, rolling his full dice for both actions. However, if the situation is urgent, the Jedi may want to activate the power in one round - the character would suffer a -1D action to both rolls for doing more than one action in a round.^[27]

Sustaining Powers

A Jedi may keep some powers "up" - that is, operating constantly without having to make a new power roll every round. If the power can be kept up, the power description will state this: otherwise the power can only be activated for the round in which it is used.

If a player wishes to keep a power up, it must be announced when the power is activated. If the power roll is successful, the power operates continuously until the player's character either decides to drop the power or suffers damage. If a character is stunned or worse, all up powers are automatically dropped.

A character who is keeping a power up is using the skills the power requires as long as the power is operating, and thus loses die codes even if he doesn't have to roll every round. For example, if a character is keeping the *receptive telepathy* power up, which is a *sense* skill, the character loses -1D to all die rolls whenever he does anything else.^[27]

JEDI POWERS

The Jedi have the ability to wield many powers. Take advantage of these abilities, but use them carefully. It is far too easy to invoke the Force in a way not consistent with the Jedi code. Be warned: some powers are considered the purview of the dark side. Use those only at the risk of falling into the darkness..

SITH POWERS

I would not discourage you from seeking knowledge of the Sith and of their dark magicks, for to do so would only heighten your desire to possess that knowledge. No, I will not dissuade you, but I will warn you of the shadowy crevice you will enter should you choose to access these powers.

Holocrons

Holographic chronicles—more commonly called “holocrons”—are sophisticated data storage devices capable of cataloging vast amounts of complex information within their crystal lattice structure. Frequently used by both the Jedi and the Sith to preserve the wisdom of ancient Masters and Sith Lords, holocrons can only be accessed by Force-sensitive individuals. Some are “merely” repositories of incredible lore, while others possess virtual personalities of their own, modeled after their creators. Many believe it was actually the Sith who first developed holocron technology, as the oldest known examples are all relics of the dark side. Interestingly, Jedi holocrons take the form of a glowing cube, while Sith holocrons are usually pyramid-shaped. Some scholars claim the six-sided cube of the Jedi represents a more modern and advanced version of the original four- and five-sided pyramids favored by the Sith, though hard evidence for this idea is scarce.^[1]

Sith Holocrons

Just as with the Jedi teachings, the safest method of learning Sith powers requires the possession of a Sith Holocron. Thankfully for the Jedi, such devices remain extremely rare (“As scarce as a Hutt on a diet,” as Cay Qel-Droma would say). Most were destroyed during the Fall, but many have begun to resurface with the return of the Sith Empire.

How Holocrons Work

Holocron technology arose tens of thousands or years ago, if not more. First developed by the Sith, these devices act as interactive stores of information, most often used to retain the secrets of Force powers for future generations. The creator of a Holocron essentially transfers a portion of his personality into the object, and this sentient presence is then referred to as the gatekeeper of that Holocron.

Most Holocrons have special organic crystalline components, a rare commodity found only on a few remote worlds, the names of many of which have been lost to history - or purposely hidden by the miners of such scarce gems. When arranged properly, these crystals form a latticework of energy that can both absorb and later reproduce light and sound wave information. The Sith - as well as the Jedi - have developed a much more impressive construct by imbuing the crystals with Force energy through an elaborate procedure well guarded by its most powerful members.^[27]

First, do not be fooled. 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 his error, it is too late - the dark side has ensnared him, holding him in the shadow both by its own power and by the fallen Jedi's relentless hunger for more.

Second, do not overestimate your own abilities. Countless Jedi have found themselves entwined by the dark side, unable to free themselves from the black hooks that they themselves have jabbed into their own souls. No matter how they twist, grasping for some strand of the light that still remains within their reach, they continue to plummet into the abyssal pitch of the dark side. These Jedi believed they were masters of the light - and some were - but they did not understand the nature and power of the dark side - and they failed to listen to my warnings.

I do not mean to insinuate that the dark side is stronger than the light. It only appears to be more powerful because it is easier, quicker- at first. It draws you in, offering you more power than you can imagine, but as you begin to use that power,

the dark side lends its assistance less and less, eventually sustaining itself by siphoning your own Force energy until you become its helpless host. You believe you have ascended to mastery, but in truth you have fallen into slavery.

Learn of the dark side. It will aid you in your struggle against it and its minions. But take care not to succumb to its sometimes irresistible lure - your chances of returning to the light are less than that of surviving in the void.^[27]

The Essence Of The Sith

Many have wondered what differs between the ways of the dark side and the ways of the Sith. Some believe they are one and the same. Others see no relation between them whatsoever. But the distinction may bear more importance than most Jedi suspect - it could mean the difference between life and death.

The Sith have existed for well over a hundred thousand years; the dark side has been a part of the universe since the beginning of time. Clearly, the Sith developed second in chronological

DIFFERENT TYPES OF HOLOCRONS

Since Hologrons have different creators, they each focus on different aspects of Jedi or Sith lore and powers, based on the particular abilities and preferences of the master who transferred her essence into the device. Some masters tend to specialize in a certain area of Jedi or Sith knowledge - illusions, for example. As a result, this master would create a Hologron that explained the techniques necessary for producing illusionary effects, without a mention of any other aspect of Jedi or Sith abilities. Because of this, it is impossible to find a Hologron that contains information about all of the Jedi or Sith's powers in one massive compilation. And it also helps explain why some powers have disappeared over the course of the millennia - the Jedi or Sith who developed the technique either never recorded it in a Hologron in the first place, or that Hologron has either been lost in some far off star system or destroyed by the Jedi during the Fall.

Finding A Hologron

The Hologrons used by the Jedi – the ones that survived the Sacking of Coruscant, that is – were carried with the Order to their new home of Tython. There, under the watchful eye of the Jedi Council, the remaining repositories of knowledge are kept safe and secure. Should a Jedi need to access the Hologron record, they would need to take the matter up with the Council itself, which is understandably cautious about the protection of one of the few remaining links to the storied history of the Jedi Order.

The few Sith Hologrons that remain in existence lie in the hands of Sith devotees, in the dark halls of ancient Sith sanctuaries - elaborate constructions built to house the spirits of powerful Sith magicians who have passed into the Force – or in the dark slutches of the Sith Empire. Attempting to steal a Hologron from any of these places has led to the deaths of many Force-wielders, including Jedi determined to destroy the devices once and for all.^[27]

Should a Hologron fall into the hands of an unscrupulous collector or treasure hunter – an incredibly unlikely occurrence – its value could be estimated in the hundreds of thousands if not millions of credits.

progression, but did this wicked brotherhood grow out of the dark side, or did it share a common philosophy with the dark side and join forces to increase the chances of bringing their mutual goals to fruition?

Little knowledge of the Sith's origins remains. In truth, Sith history before the reign of Dark Lord Naga Sadow a thousand years before the time of Ulic Qel-Droma and Exar Kun lies masked in shadow, hidden away by the dark siders during the Fall of the Sith Empire or destroyed in the war's aftermath by the Jedi. Only a few Sith strongholds were allowed to survive the purge, and from these the Jedi hoped to gain insight into the mysteries of Sith powers - they wished to discover the weaknesses of these dark magicks so that the Sith could never resurrect their fallen empire.

One artifact recovered from a remaining Sith library was the Hologron created by Naga Sadow himself (DLOS1). It detailed the nature of the Sith people, of their philosophies and teaching methods, and of their belief in the power of the dark side. From the Hologron's recordings the Jedi learned that at first the word *Sith* designated a species of sentient. Only later, as these people spread across the galaxy did the term *Sith* become associated more with their teachings and philosophies than with the species itself.

Though the Sith held great power, they were not united. preferring to remain in tribal "circles," bands of Sith led by one or more sorcerers who were responsible for the safety and protection of their charges. The Sith retained such a societal structure until the arrival of a fallen Jedi who took particular interest in their techniques for drawing power from the dark side.

This dark Jedi dominated the Sith people, though his methods of doing so were not recorded in Sadow's Hologron. He turned them into unwilling thralls, stealing their knowledge of sorcery and using it against them. This Jedi proclaimed himself the Dark Lord of the Sith, making him the first in a lineage that would plague the rest of the galaxy for untold millennia.

So, the question still stands: What is the relation between the Sith and the dark side?

The Sith developed and perfected the techniques of calling on the dark side, enabling them to create more and more complex powers once thought well beyond the grasp of mere sentients. The Sith simultaneously feed on and empower the dark side in a symbiotic relationship whose ties can never be severed.

A thousand years have passed since the Fall of the Sith Empire, and although most perished in the bloody war, some managed to escape, bringing

their dark knowledge to remote worlds where it could be stored for future generations. Only recently have these Sith caches been discovered by devotees of the dark side. Should these dark side fanatics learn to use the Sith talismans and translate the Sith's sorcerous lore, there is no telling what evil specters may be reawakened to spawn a new Sith brotherhood.^[27]

CONTROL POWERS

Absorb/Dissipate Energy

Control Difficulty: Very Easy for sunburn and other very minor energy sources; Easy for intense sun; Moderate for solar wind and other modest energy sources (blaster bolts and Force lightning); Difficult for radiation storms and other intense energy sources (speeder-scale damage).

Vehicle Scale: Walker-scale (+30 to difficulty); starfighter-scale (+40 to difficulty).

Area of Effect (add +20 to difficulty): Point blank to 1 meter (−4D energy damage); 2 meters (−3D energy damage); 3 meters (−2D energy damage); 4 meters (−1D energy damage).

The power may be kept “up” as long as the source of energy is constant — for blaster bolts or Force lightning, it is used as a reaction skill, multiple action penalties apply for use to block fire (as though it were a dodge skill).

Effect: This power allows the Jedi to absorb or dissipate energy, including light, heat, radiation and blaster bolts. A successful *control* roll means that the energy is dissipated. If the user fails the roll, she takes full damage from the energy.

This power may be used to ward off sunburn, heat-stroke and radiation exposure, as well as withstand intense heat.

The character may activate the power as a “reaction skill” to absorb the blaster bolt or *Force lightning* — the roll replaces the ranged target number the shooter who must roll equal or higher in order to hit.

Example: A Sith trooper is shooting at Ana.

Rather than *dodge* behind cover, she decides to use *absorb/dissipate energy* to absorb the shot. The difficulty is Moderate. For the Moderate difficulty, the gamemaster picks a difficulty number of 14. Ana rolls *control* and gets a 21.

If the blaster's damage roll is less than 21, then Ana absorbs the blaster bolt and takes no damage. If the blaster's damage roll is 21 or higher, she takes *full* damage from the blaster shot.^[17:153]

Accelerate Healing

Control Difficulty: Easy for *wounded* characters, Moderate for *incapacitated* characters, Difficult for *mortally wounded* characters.

Time to Use: One minute.

Effect: A Jedi who uses this power successfully may make two natural healing rolls for the current day (12 hours apart) regardless of the severity of the injury. The Jedi gets a +2 modifier to both *Strength* rolls to heal.

Accelerate healing may only be attempted once per day.

Example: Ana has been *incapacitated*; normally a full two weeks of rest are necessary before she can roll to heal. She makes her Moderate *control* roll to activate *accelerate healing*. She now gets to make two *Strength* rolls to heal and gets to add +2 to both rolls.

Since she's *incapacitated*, Ana needs a total of 9 or better to improve to *wounded*.

Ana's first *Strength* roll is an eight; adding the +2 gives her a total of 10. She improves from *incapacitated* to *wounded twice* (she's at −2D to all actions).

Twelve hours later, Ana gets to make her second healing roll. Since she's *wounded*, she only needs a *Strength* total of 7 to improve from *wounded twice* (at −2D) to *wounded* (−1D to all actions). Her *Strength* roll is a seven; the +2 gives her a total of nine. She now heals to *wounded*.^[17:154]

Breath Control

Control Difficulty: Moderate if at ease or rest, Difficult if in motion, Very Difficult if performing strenuous activities.

Required Powers: *Concentration, hibernation trance.*

Effect: The Jedi can numb their body's instinct to shut down from oxygen deprivation, allowing them to hold their breath for prolonged periods of time by using the Force to reserve the air that's in the lungs. The Jedi can also use this to survive while underwater, where the air is thin, or in a room of poisonous gas. This power can also allow a Jedi to survive in the vacuum of space for a very brief time.

Upon a successful *control* roll, the Jedi can hold his or her breath for a number of rounds that's determined by the *control* roll before the Jedi needs to make a *stamina* roll in order to continue holding his or her breath.

Roll ≥ Difficulty By	Duration
0-5	1 round
6-10	2 rounds

11-15	3 rounds
16-20	4 rounds
21-25	5 rounds
26+	6 rounds

Note: This power is for Jedi who require oxygen to breathe, but there's nothing to say that different versions of this power don't exist. For example, there might be a version that would allow a Kel Dor Jedi to survive for a while should they lose their anti-oxygen masks, while another exists that's tailored for Drackmarian and other methane-breathing Jedi.^[18:9,†20]

Burst of Speed

Control Difficulty: Moderate.

Required Powers: *Enhance attribute.*

A Jedi can use this power to enhance his Move rating, increasing his running and walking speeds dramatically for a short period of time. Both the duration and Move increase are determined by the amount the Jedi's *control* roll exceeds the difficulty. The duration can be increased by spending character points — for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.^[17:154]

Control Roll ≥ Difficulty By	Move Increase	Duration
0-8	+5	4 rounds
9-20	+10	3 rounds
21+	+15	2 rounds

Concentration

Control Difficulty: Easy if the Jedi is relaxed and at peace; Difficult if the Jedi is filled with aggression, fear or other negative emotions; Very Difficult if the Jedi is acting on those negative emotions.

Effect: When using this power, the Jedi clears all negative thoughts from her mind, feeling the Force flowing through the universe and her own being.

The individual Jedi concentrates on one specific task at hand. If the skill roll is successful, the Jedi may add +4D to any *one* action in that round. The Jedi may do nothing other than using the *concentration* power and using that one skill for

one action. The Jedi receives no bonus if anything else is done in that round, including duplicate uses of the same skill or dodges or parries.

This power *may* be used in conjunction with Force Points or Character Points. This power is only in effect for one round and may not be kept “up.”

Example: Kavo is flying a bombing run against a *Harrower*-class dreadnought. He clears his mind of negative thoughts, and feels the Force flowing through him. Using the Force, he *concentrates* on the task of firing a proton torpedo into an unshielded exhaust port. Since he has cleared his mind, the *control* difficulty is Easy.

Kavo's player declares that Kavo is also spending a Force Point to accomplish the task this round. Kavo's *starship gunnery* skill is 6D. He loses -1D for doing one other thing in the round (using the Force counts as an action), reducing his *starship gunnery* skill to 5D. Because he rolls successfully for his *control*, he receives the bonus of +4D, making his effective skill for that round 9D. Because he is spending a Force Point, his skill level is doubled to 18D.

If Kavo attempted any other action in that round, including firing another proton torpedo or blaster, or dodging enemy shots, he would receive no bonus.^[17:154]

Contort/Escape

Control Difficulty: Very Easy for loose bonds; Easy for hand binder; Moderate for serious restraints; Difficult to Heroic for maximum security (varies at gamemaster's discretion, depending on security measures).

Required Powers: *Concentration, control pain, enhance attribute.*

Effect: The character may escape bonds by contorting in painful and difficult (but still physically possible) ways. By stretching, twisting, and dislocating joints a Jedi can escape almost any physical restraining device. While this is indeed a painful procedure, Jedi are trained to block out the pain and focus on the task at hand.^[17:154]

Control Disease

Control Difficulty: Very Easy for a mild infection, such as a cold; Easy for a modest infection or illness, such as a high fever or severe flu; Moderate for a severe illness, such as gangrene or a hive virus; Difficult for a life-threatening disease; Very Difficult for a massive, long-standing disease; Heroic for a rapid-acting life-threatening disease.

Required Powers:
Accelerate healing.

Time to Use: 30 minutes to several uses over the course of weeks.

Effect: *Control disease* allows the Jedi to direct and control the anti-bodies and healing resources of her body to throw off an infection or to resist diseases within the body. Using the power requires the Jedi to meditate for half an hour.

If the disease is life-threatening or long-standing, the Jedi must make repeated skill attempts over the course of several weeks or months to cure the disease entirely. (gamemaster's discretion as to how many rolls are needed and how often.)^[17:154]



Control Pain

Control Difficulty: Very Easy for *wounded* or *stunned* characters, Easy for *incapacitated* characters, Difficult for *mortally wounded* characters.

The power can be kept "up," so the character can ignore the pain of injuries for a long period of time. However, whenever the character is injured again, the Jedi must make a new control pain roll, with the difficulty being the new level of injury.

Effect: A wounded Jedi who *controls pain* can act as if she has not been wounded, starting with the round after the power roll has been made. The wound is not healed, but the character doesn't suffer the penalties of being wounded: a *wounded* Jedi doesn't suffer any die code penalties; an *incapacitated* character can still act normally, as can a *mortally wounded* character. This power can also be used to shrug off any stun results.

However, the character is still injured, and thus is prone to getting worse, even if the Jedi doesn't feel the pain. For example, a character who's been *wounded twice* and is wounded again would still become *incapacitated*. *Mortally wounded* Jedi may still die from injuries, even if they don't feel any pain.^[17:155]

Deflect Energy

Control Difficulty: Moderate plus the damage roll of the attack.

Required Powers: *Absorb/dissipate energy.*

Effect: Rather than absorbing or dissipating the energy from a blaster bolt, the Jedi can attempt to deflect the blaster bolt with his or her bare hand.

With this power, which is a part of the *tutaminis* family of Force powers, the Jedi can do barehanded what the Jedi would normally be able to do with a lightsaber – deflect and possibly redirect blaster fire. A successful roll means the Jedi suffers no damage from the blaster bolt. If the Jedi wishes to redirect the blaster bolt back to the source, he or she must make a *control* roll against a difficulty that's established by the target's *dodge* or the distance to the target.

The Jedi can also use this power to catch the energy blade of an opponent's lightsaber as a reflex reaction. Again, a successful roll means no damage to the user.

Note: Consider this the *redirected energy* Force power designed for blaster bolts rather than *Force lightning* or *bolt of hatred*.^[18:9]

Detoxify Poison

Control Difficulty: Very Easy for a very mild poison, such as alcohol; Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

Time to Use: Five minutes.

Effect: This power allows a Jedi to detoxify or eject poisons that have entered her body. If the Jedi makes the power roll, the poison doesn't affect her.^[17:155]

Emptiness

Control Difficulty: Moderate.

Required Powers: *Hibernation trance.*

Note: Characters who are consumed by the dark side of the Force may not use this power.

Effect: The user empties her mind and allows the Force to flow through her. The character seems to be in deep meditation and is oblivious to her surroundings. A character in *emptiness* may not

move or take any action except to try to disengage from the *emptiness*.

While in *emptiness*, a character is difficult to sense or affect with the Force. When another character attempts to use a Force power on the user in *emptiness*, add the user's *emptiness* roll to the difficulty for the other character's *sense* roll (if the power doesn't use the *sense* skill, add the difficulty to the *control* roll). This difficulty is added regardless of whether or not the *empty* character would willingly receive the power's effect.

Once the character comes out of *emptiness*, the character gets a +6 bonus modifier to all Force skill rolls for a period of time equal to the amount of time spent in *emptiness*. This bonus is reduced by -1 for each Dark Side Point that the character has.

When in *emptiness*, characters dehydrate and hunger normally — some initiates have died because they lacked enough *control* to bring themselves out of *emptiness*.

A character must make a Difficult *control* skill roll to bring herself out of *emptiness*. When the character enters into *emptiness*, the player must state for how long the character will be in meditation. The character may attempt to come out of meditation under the following circumstances:

- When the stated time has passed.
- Once each hour beyond the original time limit.
- The character's body takes any damage more serious than *stun* damage.^[17:155]

Enhance Attribute

Control Difficulty: Moderate.

Effect: A Jedi uses this power to increase a single attribute for a limited period. An increased attribute can help a Jedi jump higher, see better, and run faster. All skills governed by the enhanced attribute increase by the same amount for as long as the power remains in effect.

An attribute increased by this power remains enhanced for the duration listed below. Duration and attribute increase are determined by how much a character's *control* skill roll exceeds the difficulty number. Duration can be extended through use of Character Points — for each Character Point a Jedi spends, the duration is increased by one combat round. The points can be spent at any time before the power fades.

A Jedi can only increase one attribute at a time. If a character invokes the power to enhance a second attribute while the first attribute is still enhanced, then the first enhancement fades and the second attribute receives the increase.^[17:155]

Skill Roll ≥ Difficulty By	Attribute Increase	Duration
0-13	+1D	3 rounds
14-25	+2D	2 rounds
26+	+3D	1 round

Force Affinity

Control Difficulty: Moderate if the Jedi is relaxed and at peace; Very Difficult if the Jedi is filled with aggression, fear, or other negative emotions; Heroic if the Jedi is acting on the negative emotions.

Required Powers: *Concentration*.

This power is in effect for only one round, and it may not be kept "up."

Effect: One of the few meditative battle stances taught amongst the Jedi, this form allows the Jedi to maintain a steady focus on the Force, even during the fiercest of fights. The individual Jedi focuses on the task at hand, and should the Jedi succeed in making the required roll, the Jedi may add +6D to one specific action in that round. The Jedi can only perform this form and that one specific skill for a single action, which includes dodges and parries. If the Jedi attempts anything else in that round, any additional action will not receive a bonus.

This power may be used in conjunction with Force Points and Character Points.^[18:9]

Force Body

Control Difficulty: Difficult

Required Powers: *Concentration*, *control pain*, *reduce injury*, *remain conscious*

Effect: This power allows the Jedi to push his or her body's endurance beyond a safe limit in order to maintain his or her connection to the Force, but doing so places the user's health and wellbeing in jeopardy.

When activating this power, the Jedi must make a *stamina* roll to determine if his or her body can handle the strain. If successful, the Jedi will receive a temporary bonus to all Force skills. Otherwise, the power backfires on the Jedi, resulting in the Jedi being injured to some degree. The GM must consult the following tables to determine the effect of this power, the *stamina* difficulty, and the *wound* status.

Roll ≥ Difficulty By	Bonus	Duration	Stamina Check
0-7	+1	4 rounds	Moderate

8-13	+2	3 rounds	Difficult
14-20	+1D	2 rounds	Very Difficult
21+	+1D+1	1 round	Heroic

Roll \geq Difficulty By	Wound Level
1-5	Wounded
6-10	Wounded twice
11-15	Incapacitated
16-20	Mortally wounded
21+	Dead

For every round the power is active, the Jedi must make the required *stamina* check. Should the Jedi fail to make the required roll, the power ends immediately, and the Jedi suffers the damage listed.

Regardless of the *stamina* check, once the power ends, the Jedi automatically gains the *wounded* status.

Though the power isn't required, since *crucitorn* is more powerful than *control pain*, should the Jedi know *crucitorn*, the Jedi receives a +5 bonus to the *Control* roll.

Note: Considering how potentially damaging this power can be, very few Jedi know this power.^[18:10]

Force Comprehension

Control Difficulty: Moderate.

Required Powers: *Concentration*.

Time to Use: Five minutes.

Effect: This power allows a Jedi to assimilate, process, and interpret a great quantity of information in a rapidly short period of time by speeding up the neural processes. A Jedi cannot simply use this power to learn a new subject; the Jedi in question must first possess a basic knowledge and understanding of the topic he is attempting to comprehend. Before using this power, the player and the GM must first determine if the player's Jedi character possessed the required basic knowledge. If the player has pips associated with a skill associated with the knowledge, the Jedi already possesses a basic knowledge. For instance, if the Jedi has pips assigned to his *lightsaber* or *scholar: lightsaber forms* skill, the Jedi has the prerequisite knowledge in order to use this power to learn a new lightsaber form. If the Jedi doesn't have pips assigned to an associated skill, the player must make a *Moderate*

difficulty roll with the attribute associated with the skill. If the roll succeeds, then the character possesses the prerequisite knowledge. If the roll fails, it's advisable that the character halts any attempt of using this power; otherwise the Jedi will exhaust himself or herself unnecessarily.

A Force-sensitive who has already received training can use this power to learn new powers and/or improve his or her Force skills. However, a Force-sensitive who hasn't received any training must first receive training before using this power.

In GM terms, if the Jedi succeeds in making the required difficulty roll, the Jedi only needs to spend a fraction of the required Character Points necessary to absorb the knowledge and either gain a new skill or increase a skill by one pip. This applies to regular skills, skill specializations, and advanced skills. Consult the table below to determine the fraction, rounded up; however, one Character Point is the absolute minimum number that must be spent. Equivalently, the minimum number of days necessary to absorb the new knowledge is one day.

Roll \geq Difficulty By	Fraction of Character Points Required
0-5	1/2
6-10	1/3
11-15	1/4
16-20	1/5
21+	1/6

The Jedi must exercise care in using this power, as it has been recorded that acquiring knowledge at an accelerated rate can elicit strong emotions. When a Jedi uses this power, the GM must roll a wild die. On a result of a 1, the Jedi experiences strong emotions. The Jedi must make a *control* or *willpower* roll to gain control over the emotions. If the Jedi fails, the GM must assess the situation to determine whether or not the Jedi should receive a Dark Side Point. There is a chance a Jedi might unconsciously use this power when learning new knowledge. At the time of creation, the GM must roll two wild dice. If both dice yield a one, then the Jedi unconsciously uses this power, and thus instantly gains the benefits of this power without making any rolls.^[18:10]

Force of Will

Control Difficulty: Easy.

This power may be kept "up."

Effect: By using *force of will*, the character uses his or her own *willpower* skill to fight the effects of hostile Force powers.

If faced with a mind-based power, the Jedi's *willpower* skill roll may be added to either the *control* or *Perception* code.

The *control* (or *Perception*) plus *willpower* total is referred to as the "protection number." If the attack roll is less than the target's *control* (or *Perception*) roll, the character suffers no ill effects. If the attack roll is greater than the protection number, the Jedi suffers the full effects of the attacking power. If the attack roll is greater than the *control* roll, but less than the protection number, the Jedi is protected from the power, but his *willpower* is considered "battered." Subtract $-1D$ from the character's *willpower* skill. The Jedi can still continue to defend, but with the decreased *willpower*. Reroll for a new protection number in this case. If a Jedi's *willpower* skill ever reaches $0D$, the *Force of will* power is automatically dropped, and the Jedi can only resist with *control* or *Perception*.

It takes one day to recover $1D$ of damage from a "battered will," or one hour in *emptiness* (or *rage*) for each $1D$ to recover.

Note: *Force of will* does not protect against *Force lightning* or *Force storms* or objects hurled by *telekinesis* since in each case the power creates a distinct physical manifestation. These are external rather than internal powers, in which case *willpower* would have no bearing on resistance. *Force of will* works on *injure/kill*, *telekinetic kill*, *inflict pain*, and other powers which directly use the Force to affect the target.

Example: Nomi is attacked by an alien being whose skills reach into the dark side. With an Easy *control* roll, Nomi initiates the *force of will* power. The alien decides to use the *telekinetic kill* power on Nomi. The alien's *control* and *sense* rolls are successful, and he now rolls his alter skill against Nomi's *control* skill of $6D$. Because Nomi is using the *force of will* power, she adds her *willpower* skill of $7D+2$ to her control code for a protection number of $13D+2$.

If the alien rolls less than Nomi's *control* skill, she would remain unaffected.

If the alien rolls greater than the protection number, Nomi is struck by the full force of her opponent's attack. The alien makes an additional *alter* roll against Nomi's unaided *control* roll to determine damage.

If the alien rolls greater than Nomi's *control* skill, but less than her protection number, she would be fully protected from the hostile Force power. However, her will is considered to be battered, and her *willpower* skill drops $-1D$ to $6D+2$. She must roll

the $6D+2$ to get a new (and presumably lower) protection number.

It will take her either a full day of meditating, or one hour in *emptiness* to bring her *willpower* die code back up to $7D+2$.^[17:155]

Hibernation Trance

Control Difficulty: Difficult.

This power may be kept "up."

Effect: This power allows a Jedi to place herself into a deep trance, remarkably slowing all body functions. The Jedi's heartbeat slows, her breathing drops to barely perceivable levels, and she falls unconscious. A Jedi can heal while in a *hibernation trance*, but can do nothing else.

Anyone who comes across a Jedi in *hibernation trance* assumes that the Jedi is dead unless she makes a point of testing him. Another Jedi with the *sense* skill or the *life detection* power will be able to detect the Force within the hibernating character and realize that she is alive.

When a Jedi enters a *hibernation trance*, the player must declare under what circumstances the character will awaken: after a specific amount of time, or what stimuli need to be present (noise or someone touching them, for example). Another

Jedi can use the power *place another in hibernation trance* to bring the user out of the trance.

Hibernation trance serves two purposes. It allows a Jedi to "play dead" and it can be used to survive when food or air supplies are low.

A character in hibernation uses only about a tenth as much air as someone who is sleeping — she can hibernate for a week in a dry climate or for up to a month in a wet climate before dying from lack of water. It is possible to hook the character up to an intravenous water drip to survive indefinitely.

A character can hibernate for up to three months before dying of starvation. An intravenous sugar solution can extend that to one year.^[17:156]

Instinctive Astrogation Control

Control Difficulty: Very Difficult. Modified by *astrogation* difficulty.

Time to Use: One minute.

Effect: *Instinctive astrogation control* is far more difficult than the standard *sense*-based *instinctive astrogation* power because rather than trying to feel the correct solutions to the hyperspace equations, the Jedi calculates them in his head. This is quite possible and is often done as part of training exercises, though the figures generated are rarely utilized because it is so easy even for a Jedi to make a mistake.

The difficulty is modified by how hard the task is with a nav computer.

Task Is	Modifier (Add to Difficulty)
Very Easy	0
Easy	+5
Moderate	+10
Difficult	+15
Very Difficult	+20
Heroic	+30

If the *control* roll is successful, a Very Easy *astrogation* roll is necessary to enter the correct routs into the nav computer. If the Jedi fails the attempt, she overlooks an obstacle, and sends the ship down an inherently dangerous path, thereby making the *astrogation* difficulty Very Difficult. If the *control* roll is missed by five or more points, the *astrogation* difficulty increases to Heroic.

This is a largely unknown application of the *control* power that allows Jedi to plot *astrogation* paths instead of using the more well-known *sense*-based instinctive *astrogation* power.

Instinctive astrogation control is little more than a curiosity, studied only by a few Jedi theoreticians.^[17:156]

Reduce Injury

Control Difficulty: Moderate for *incapacitated* characters, Difficult for *mortally wounded* characters, Very Difficult for *dead* characters.

Required Powers: *Control pain*.

Effect: A Jedi may use this power to reduce the amount of injury she suffers. This power is normally only used in desperation because of its long-term repercussions.

The power must be used in the round that the injury is suffered or in the round immediately following. When the power is successful, the Jedi loses a Force Point.

Any injury that is suffered is reduced to *wounded*. If the original injury would have killed the character, the gamemaster will inflict a relevant permanent injury on the character.

Example: Ven Zallow and Darth Malgus are fighting in the Jedi Temple during the Sacking of Coruscant. Ven batters down Malgus's defenses and makes a killing strike — but Malgus uses the *reduce injury* power and spends a Force Point. He is now only wounded, but his hand is severed.

Note: It is not always a “selfish” act to save one’s life, so the character *might* be able to get the Force

Point back. If the character was fighting to save her friends from certain doom — and if she fails, they *certainly* die — then this could even be considered an heroic action.^[17:156]

Remain Conscious

Control Difficulty: Easy for *stunned* characters, Moderate for *incapacitated* characters, Difficult for *mortally wounded* characters.

Required Powers: *Control pain*.

Effect: *Remain conscious* allows a Jedi to remain conscious even after suffering injuries which would knock her unconscious.

When a character with this power suffers this kind of injury, she loses all other actions for the rest of the round but she is still conscious (a character without this power would simply pass out).

At the beginning of the next round, the character may attempt to activate the power — this must be the first action of that round; the Jedi cannot even *dodge* or *parry*.

If the roll is unsuccessful, the character passes out immediately.

If the roll is successful, the Jedi may only perform one other action that round — often the character will attempt to *control pain*. The character may make a last-ditch heroic effort before passing out. After that other action has been completed, the Jedi will lapse into unconsciousness (unless she has activated *control pain* or done something else to stay conscious).

Example: Ana suffers several stuns and should be knocked unconscious... but she has *remain conscious*.

Ana loses her remaining actions for that round, but she is still awake.

At the beginning of the next round, Ana’s player declares that she will try to activate *remain conscious* and *control pain*. The player makes the Moderate *control* roll to activate *remain conscious*, so Ana stays awake for the rest of the round. (If the roll had failed or Ana hadn’t activated *remain conscious*, she would have passed out at the beginning of the round.)

Ana must now make a Very Easy *control* roll to activate *control pain*. If she succeeds, she may now act normally; if the roll fails, Ana is overwhelmed by the pain and slips into unconsciousness.^[17:157]

Remove Fatigue

Control Difficulty: Moderate.

Required Powers: *Accelerate healing*, *control pain*.

This power may be kept “up.”

Effect: The character uses this power to combat the effects of strenuous work. The Jedi manipulates

the Force, causing bodily toxins to be ejected much more efficiently, thus allowing for greater stamina. While kept up, the Jedi must make a *stamina* check once per day. While using this power, a Jedi must fail two *stamina* checks before he or she is fatigued. The character still has to eat and drink normally. If the Jedi does fail two *stamina* checks and becomes fatigued, a penalty of -1D is applied to all attributes and skills for 1D hours.^[17:157]

Resist Force

Control Difficulty: Moderate.

Time to Use: One round.

Required Powers: *Concentration*.

Effect: This is a rare power that allows a Force User to center herself so that she will be prepared to resist any number of Force powers used against her. In game terms, if the character succeeds in her roll, then she gains an additional +1D to her *control* or *willpower* rolls to resist Force powers for 5 rounds.

The character receives an additional +1D for every +10 by which she exceeds the difficulty.^[16:41,†20:51]

Resist Stun

Control Difficulty: Moderate.

Time to Use: One minute.

This power may be kept “up.”

Effect: *Resist stun* allows the Jedi to prepare her body to resist the effects of stun damage. The power must be activated *before* the character has suffered any damage.

A successful result allows the Jedi to resist all stun results (except for *unconscious*). An *unconscious* result forces the Jedi to drop the power, and she is considered *stunned*. Other injuries — *wounded*, *incapacitated*, *mortally wounded* and *killed*— are treated normally.

Example: Ana has a *Strength* of 3D; if she suffers three stun results, she is knocked unconscious. She activates the *resist stun* power and decides to keep it “up”. (Since the power is kept “up”, she suffers a -1D penalty to all actions.)

In the first round of combat, Ana suffers two stun results... but since she is using the *resist stun* power, she is not affected by the stuns. When she suffers a third stunned result, Ana must drop the *resist stun* power, but she is only considered stunned (-1D to actions).^[17:158]

Short-Term Memory Enhancement

Control Difficulty: Difficult.

Required Powers: *Hibernation trance*.

Effect: When a Jedi uses this power, he or she can replay recent events in order to more carefully examine images and peripheral occurrences. Using the power, a Jedi can freeze images and even scan memory tracks to recall details that were seen but not consciously registered at the time of observation.

In game terms, this power can be used to alert a Jedi to information, items, other characters, or anything else that passed before his senses within a specific span of time. In addition, if a gamemaster provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure.

How far back a Jedi can remember depends on the success of his *control* roll.^[17:158]

Skill Roll ≥ Difficulty By	Memory Extends Back
1-8	Through current episode*
9-20	Through last episode*
21+	Through last two episodes*

* An Episode is essentially one “Act” of an adventure you are currently running. This definition, however, is left to gamemaster discretion.

Up the Walls

Control Difficulty: Difficult.

Required Powers: *Enhance attribute*, *burst of speed*.

Effect: A Jedi can use some or all of their movement on a wall, as long as they begin and end their turn on the floor. The height they can achieve on the wall is limited only by their movement limit. They must use this power in conjunction with their *running* skill, multiple action penalties apply.

If they do not end their move on the floor or if they fail their *running* roll, they fall prone, taking damage as appropriate for their height above the floor. Treat the wall as normal floor for the purposes of measuring their movement, but not for where they can begin or end their move. Shifting from a horizontal surface to a vertical surface (and vice-versa) costs 2 meters of movement.^[17:158]

SENSE POWERS

Beast Languages

Sense Difficulty: Easy if the animal is domesticated/ friendly (such as a bantha);

Moderate to Difficult if the animal is wild, but non-predatory (such as an undomesticated tauntaun); Very Difficult to Heroic if the animal is ferocious/predatory (such as a wild rancor).

This power may be kept “up.”

Required Powers: *Life sense, receptive telepathy, projective telepathy, translation.*

Effect: This power allows the Jedi to translate a beast-language and allows the Jedi to speak it. As creatures rarely have “true” languages, the Jedi is actually reading the differences in surface emotions within grunts and growls and other cues of body language.

Note that the character may keep up this power if the Jedi needs to continue picking up the emotional state of a creature.

For beasts that can be ridden, subtract $-2D$ from their orneriness code while this power is in effect. A creature’s minimum orneriness code is $0D$.^[17:158]

Combat Sense

Sense Difficulty: Moderate for one opponent, $+3$ for each additional opponent the Jedi wishes to defend against.

Required Powers: *Danger sense, life detection.*

Effect: *Combat sense* allows a Jedi to focus on the battle at hand. Everything else becomes dulled and muted as the Jedi’s senses are all turned

the power is in effect. If more than one Jedi is using the power, whoever rolled highest when invoking the power determines when he wishes to act.

Second, the Jedi’s attack and defense rolls are increased by $+2$. *Combat sense* lasts for ten combat rounds and doesn’t count as a “skill use” for determining die code penalties.^[17:158]

Danger Sense

Sense Difficulty: Moderate or attacker’s *control* roll.

Required Powers: *Life detection.*

This power can be kept “up”.

Effect: *Danger sense* allows a Jedi to extend his senses around himself like protective sensors creating an early warning system for as long as the power remains in effect. When this power is used, the Jedi detects any attacks the round before they are made. This gives the Jedi a round to decide how to react to the danger.

In game terms, if a character plans to attack the Jedi on the next round, she must declare her action the round before.

Attacking characters with Force skills may roll their *control* skill to increase the difficulty of using this power. (This *control* roll doesn’t count as an action, so there are no die code penalties except those caused by injury.)^[17:159]



toward the combat occurring around him.

All targets become mentally highlighted in the Jedi’s mind, enhancing his ability to attack and defend. In game terms, the Jedi gains important advantages.

First, the Jedi may choose when he wishes to act that round — no initiative rolls are necessary while

Direction Sense

Sense Difficulty: Easy; modified by proximity.

This power can be kept “up”.

Effect: *Direction sense* allows a Jedi to be guided by the Force toward a particular goal or destination. It could be an object of importance, the

north pole of a planet, the nearest cantina, etc., but this power does not sense life forms.

Alternatively a Jedi may use the Force for guidance through a maze-like cavern. If the Jedi meets the required *sense* difficulty, she just knows the general direction the object or location is in: left, right, forward, behind, above, below. If she succeeds by 10 or more, the Jedi knows exactly in what direction and how far away the location is from her current position.^[17:159]

Instinctive Astrogation

Sense Difficulty: Moderate, modified by *astrogation* difficulty.

Required Powers: *Magnify senses*.

Effect: This is the more well known ability of the Jedi to calculate *astrogation* routes without the use of a nav computer. The Jedi uses his *sense* skill to feel through the myriad of hyperspace routes to determine the safest path.

The difficulty is modified by the danger of the course:

Task Is	Modifier (Add to Difficulty)
Very Easy	0
Easy	0
Moderate	0
Difficult	+5
Very Difficult	+10
Heroic	+15

If the Jedi succeeds at charting the course, she needs to only generate an Easy *astrogation* total to plot a safe path. If the

Jedi fails the roll, the *astrogation* difficulty is automatically Very Difficult; if the roll is missed by more than five points, increase the difficulty to Heroic.^[17:159]

Life Detection

Sense Difficulty: Very Easy if the subject has Force skills or is Force-sensitive; Moderate if not. Modified by relationship.

This power may be kept “up.”

Effect: This power allows Jedi to detect live sentient beings who might otherwise remain hidden. When the power is activated, the Jedi knows the location of all sentients within 10 meters — if the power is kept “up,” the Jedi may know whenever a sentient is within 10 meters of him.

When approached by or approaching sentient creatures, the Jedi should make a *sense* roll; each creature makes an opposed *control* or *Perception* roll to avoid detection. (These rolls don’t count as actions, so there are no die code penalties except those caused by injury.)

The Jedi detects each being that she ties or beats. If the Jedi beats the target’s roll by 10 or more points, she is aware if this person has Force skills (yes or no), is Force-sensitive (yes or no), if she has met the person before (yes or no), and if yes, their identity.

Example: Ana has her *life detection* power “up.”

Bill, the gamemaster, knows that three Gamorreans are approaching Ana from behind. She rolls her *sense* to see if she can detect the beings — she rolls a 22.

The first Gamorrean’s roll is a 9; Ana’s roll beats his by 13 points. Ana knows the being is not Force-sensitive, doesn’t have Force skills; since Ana’s never met the being before, she doesn’t know its identity, not even its species.

The second Gamorrean rolls a 15 — Ana only knows about the existence and location of the second being.

Ana’s roll beats the third Gamorrean’s by 11 points, so she knows that this being is also not Force-sensitive and doesn’t have Force skills. However, Ana has met the creature before — she knows the third being is

Draughckt, a Gamorrean she met a few years earlier on the planet Seltos.^[17:159]

Life Sense

Sense Difficulty: Very Easy. Modified by proximity and relationship.

Required Powers: *Life detection*.

This power may be kept “up” to track a target.

Effect: The user can sense the presence and identity of a specific person for whom she searches. The user can sense how badly wounded, diseased or otherwise physically disturbed the target is.

A target may hide his identity from the Jedi using *life sense* by rolling his *control* skill and adding it to the difficulty.^[17:159]

Life Web

Sense Difficulty: See below: modified by proximity.

Note: The Force-user must choose one specific species as a specialization (see below).

Required Powers: *Life detection*, *life sense*, *sense Force*.

Time to Use: Two days (or more).

Effect: This power is used to detect large concentrations of members of a specific species

such as humans, Rodians, or Chadra-Fan. When the power is used successfully, the users sense the general direction toward the population. If the Jedi beats the difficulty by 10 or more, she knows the approximate distance to the population (i.e., hundreds or thousands of kilometers, or single tens, hundreds, or thousands of light-years).

The base difficulty to use this power depends upon the size of the nearest significant population (see table below):

Difficulty	Population Size
Very Easy	Tend of billions
Easy	Billions
Moderate	Hundreds of millions
Difficult	Tens of millions
Very Difficult	Millions
Heroic	Hundreds of thousands

This power may not be used to detect populations smaller than 100,000 individuals. When this power is selected, the Force-user must select a specific intelligent species to specialize in. A Force-user may select more *life web* species specializations at a cost of three Character Points per additional species. The Force-user must be familiar with the species — for example, Ulic Qel-Droma could specialize in *life web: Twi'lek* since he is familiar with Tott Doneeta's unique "Force presence," but he would not be able to select *life web: Rodian* until he spent time with a member of that species. This power may only be used to detect species that the Force-user has specialized in.

This power requires at least two days of continuous concentration.

For each additional two days of concentration, the Force-user may add +1D to his or her *sense* roll.^[17:159]

Magnify Senses

Sense Difficulty: Very Easy. Modified by proximity.

Time to Use: Three rounds.

Effect: This power allows a Jedi to increase the effectiveness of her *normal* senses to perceive things that otherwise would be impossible without artificial aids. She can hear noises beyond her normal hearing due to distance or softness (she can't hear beyond normal frequencies). Likewise, she can see normally visible things over distances that would require the use of macrobinoculars; she

can identify scents and odors that are normally too faint for human olfactory senses.^[17:160]

Mechu-Deru

Sense Difficulty: Very Easy for hand-held devices, Easy for droids and character-scale devices, Moderate for starfighters and speeder-scale vehicles and devices, Difficult for walkerscale vehicles and devices, Very Difficult for space transports, Heroic for capital-scale vehicles and devices.

Required Powers: *Absorb/dissipate energy, affect mind.*

Time to Use: Five minutes.

Effect: This is one of the few Force powers that involves manipulating machines. By using this power, a Jedi can gain an intuitive understanding of how circuitry, mechanical objects, and mechanical structures go together, allowing the Jedi to understand how their purpose, performance, and manner of construction.

In game terms, successful use of this power grants the user a temporary bonus on all repair, construction, vehicle piloting, and vehicle operation skills associated with the Mechanical and Technical attributes. The GM must consult the following table to determine the amount and duration of the bonus.

Roll \geq Difficulty By	Bonus	Duration
0-7	+1	4 rounds
8-13	+2	3 rounds
14-20	+1D	2 rounds
21+	+1D+1	1 round

A Jedi has the option of using postcognition with mechuderu, allowing the Jedi to sense how the previous user of the object handled the object. Doing this incurs the multiple action penalty; however, if successful, the Jedi receives an additional pip to the bonus, regardless of how successful the result is.

Note: This power cannot be used to control machines or droids. Some characters have been able to do so because of subelectronic converters implanted directly into their brains, allowing them to use the Force in ways it was never meant to in controlling machines and droids.^[18:12]

Merge Senses

Sense Difficulty: Moderate. Modified by proximity.

Time to Use: Three rounds.

Required Powers: *Magnify senses.*

Effect: This power allows a Force user to perceive things through the senses of another creature, one with animal intelligence or less. He can see through the eyes of the selected creature, enjoying the benefits of being bound by the restrictions of the creature's vision. He can hear through the creature's ears; smell what that creature smells; and physically feel whatever the creature is feeling. The Force user does not control the creature, but can make suggestions. The simpler or less threatening the request, the more likely it will be agreed to. If a suggestion goes against the nature of the creature or would put it in an obviously hazardous situation, the Force user must make a *sense* roll against the subject's *willpower*. Failure means the suggestion is ignored.

While the Force user's senses are merged with a creature's, the Force user's body is motionless, its senses unable to function until, of course, the meld is broken. Releasing the target creature requires a Moderate roll. The link with the creature is also broken by the death of either the creature or the Force user. If the creature suffers damage or dies during a meld, the Force user suffers one-half the amount of damage.^[17:160]

Postcognition

Sense Difficulty: Easy if seeing less than two hours into the past; Moderate for seeing more than two hours but less than a week into the past; Difficult for seeing more than a week but less than six months into the past; Very Difficult for seeing more than six months but less than a year into the past; Heroic for seeing more than a year but less than two years into the past; +10 for each additional year.

Required Powers: *Hibernation trance, life detection, sense Force.*

Time to Use: Five minutes; the time to use may be reduced by adding +10 for each minute cut. Minimum time to use of one minute.

Effect: *Postcognition* allows a Jedi to investigate the tenuous imprints of the Force left on objects when they are handled by living beings. The character must be able to handle the target object.

The Jedi must declare how far in the past is being reviewed prior to rolling *postcognition*. If the roll is successful, the Jedi can determine who has handled or touched the object and what events have transpired around it. The Jedi may "search" for specific incidents or simply review past events, somewhat like viewing a hologram.

If the *postcognition* roll is equal to or higher than three times the difficulty number, the character can witness events when the object was present as if she were there herself.

If the *postcognition* roll is greater than or equal to twice the difficulty number, the Jedi gains a good sensory impression of the event, but is limited in that the primary sense (the sense which gives the most information, usually sight) is obscured; the other sensory impressions come through clearly.

If the *postcognition* roll is simply greater than the difficulty number, then all sensory impressions are muffled, tactile sense is dulled, smells or tastes are indistinct or mixed. The Jedi receives a vague sense of who handled the object and what events transpired around it.

Example: Ana is going to use *postcognition* on a blaster to see if it was used to murder a Republic officer. She declares that she will search back a full year (a Very Difficult task) — her *postcognition* total is 24, which just barely beats the difficulty number. Ana gets several sensory impressions — blurry images of a woman grabbing the gun, a muffled scream as a man is shot and falls to the ground. Unfortunately, the images are so indistinct that Ana can't tell exactly who is using the gun and who was shot.

If Ana had limited her *postcognition* viewing to less than two hours — an Easy task — her roll of 24 would have been more than three times the difficulty. She would have seen any events with clarity.^[17:160]

Predict Natural Disaster

Sense Difficulty: Easy if the Jedi has lived in the area for more than a year. Moderate if the Jedi has been living within the area between six and 12 months. Difficult if the Jedi has been living within the area between one and six months. Very Difficult if the Jedi has been living within the area less than one month. Modified by severity of disaster (larger disasters are easier to predict) and degree to which the disaster could reasonably be predicted (gamemasters may decide that disasters are easier or harder to predict based on a multitude of factors).

Required Powers: *Danger sense, life detection, weather sense, magnify senses.*

Time to Use: 15 minutes. May be reduced in five-minute increments by increasing difficulty one level per five-minute increment (minimum time to use is one minute).

Effect: The Jedi can sense local meteorological and geological conditions and predict imminent disasters, such as earthquakes, volcanic eruptions, floods, landslides, avalanches, cave-ins, tornadoes, hurricanes (hurricanes can also be predicted with *weather sense*), etc. By opening his or her senses to the environment, the Jedi can predict these disturbances, much as animals can seemingly sense an earthquake hours or even days before it

happens. Like *weather sense*, this power does not lend itself to quick predictions. It customarily takes weeks for a Jedi to get to know local weather patterns and topography. The prediction is effective for 12 hours. The difficulty increases by one level for each additional 12-hour period by which the Jedi wishes to extend the prediction.^[17:160]

Receptive Telepathy

Sense Difficulty: Very Easy for friendly, non-resisting targets.

A resisting target makes a *Perception* or *control* roll to determine the difficulty. Modified by proximity and relationship.

Required Powers: *Life detection, life sense.*

This power may be kept “up” if the target is willing and the proximity modifier doesn’t increase.

Effect: A Jedi who makes the power roll can read the surface thoughts and emotions of the target. The Jedi “hears” what the target is thinking, but cannot probe for deeper information.

If the *sense* roll doubles the difficulty number, the Jedi can sift through any memories up to 24 hours old. A Jedi cannot sift through memories in the same round that contact is made — this process takes a full round.

A Jedi can read the minds of more than one person at a time, but each additional target requires a new *receptive telepathy* roll. This power may be used on creatures and other sentient species, although it cannot be used on droids.^[17:161]

Sense Force

Sense Difficulty: Moderate for an area; Difficult for sensing details or specific objects within the area. Modified by proximity.

Effect: This power is used to sense the ambient Force within a place. It cannot be used to specifically detect sentient beings, but there are many forms of life and many areas of the galaxy intertwined with the Force which can be sensed with this power.

Sense Force will tell a character the rough magnitude of the Force in an area or object (rich, moderate or poor in the Force), the rough type and quantity of life-forms (“many insects,” “only microbes and bacteria,” “teeming with plant and animal life, including higher predators”) and whether the area or object tends toward the dark side or the light (for example, the tree on Dagobah which Luke Skywalker entered is a “dark side nexus” rich in the negative energies of the dark side of the Force). An area rich in negative or positive energies may indicate past events or the activities of past inhabitants. The Jedi may also receive “vague premonitions” about the area, such as “I

sense something wrong,” or “I sense a great impending tragedy.”^[17:161]

Sense Force Potential

Sense Difficulty: Moderate for friendly, unresistant targets.

Moderate plus target’s *Perception* or *control* roll (whichever is higher) to determine the difficulty of the probe on an unwilling subject.

Required Powers: *Life detection, life sense, receptive telepathy, sense Force.*

Time to Use: Six rounds.

Effect: This power allows a Jedi to probe the mind of a target, and determine whether that person has the potential to be strong in the Force.

The deep subconscious of a Force-sensitive person is shielded by a protective barrier which prevents another Force wielder from penetrating his or her inner mind. This shield pushes violently back at an intruder, sending him or her stumbling back.

This “shield” is an involuntary defense mechanism maintained by every Force-sensitive person. It is one reliable way to determine which people might have the potential to become a Jedi.

The magnitude of the backlash generated by the shield depends on the character’s strength in the Force. A person who is merely Force sensitive will shove the intruder back several feet. Someone with actual Force skills will produce a more intense reaction. Those with little training will send the intruder reeling back across the room. Someone who is well-trained, or who has a great deal of raw talent in the Force, might actually send the intruder flying across the room.^[17:161]

Sense Path

Sense Difficulty: Moderate

Required Powers: *Emptiness, hibernation trance.*

This power can be kept “up”.

Effect: This power informs a character of the “path” he travels: whether his current actions are likely to lead him to the dark side, and whether any specified future actions are likely to do so (this power may be thought of as farseeing without *control*).

Bear in mind that without *control*, the Jedi does not have the ability to decide whether he sees the past, present, or a possible future. The visions he receives are more likely to be allegorical in nature. To receive specific details, the farseeing power must be used.

When giving the results of this power, be honest but obscure if the character has gained any Dark Side Points and is attempting to atone, this power will tell him how successful he has been within a game context.

The Jedi can choose to consciously use this power, or it can be a plot device. If the latter, at an appropriate point in the scenario, you may call for a roll on this power, and give the Jedi a vision if he succeeds. You may use this to tell the players how well they are doing, or to give them a premonition of doom just before a critical encounter to heighten the tension. You may use it to warn them (by showing the future of their current course), to encourage them (particularly when they have done the right thing but have no way of knowing), to provide hints, or to foreshadow upcoming events.

A vision from the Force should never be taken lightly by the players. It should give them something to think about, along with the attendant chances for good roleplaying. Bear in mind that different Jedi will tend to receive different renditions of the same scene, and consequently you should tailor the details you give to the fit character concerned. Instead, you might consider altering the way you describe the scenery; for the dark side, you might always describe rocky and barren terrain, or with a cold wind blowing, or it might always be night for the dark side and daytime or dawn for the light side. You can present these images in as contrary manner as you wish, provided you are consistent with the descriptions.

Another thing to bear in mind is that it is never easy to tell which is the right course to take (although the path of darkness may be clear enough, the path of the light may be far more elusive).

The Jedi must still be sure to follow the Jedi Code regardless of what his visions seem to be telling him, otherwise his own desires will encourage a less truthful vision and cause his downfall. And it is quite possible for a skilled Dark Jedi to twist the readings of this power to suit his own ends.

Example: “You are scrambling through a rocky landscape at night. The only light is a feeble flow ahead of you, coming from behind the next outcropping.

You are hurrying, trying to arrive in time to avert... something. When you pass the outcrop, the terrain falls away on all sides, and you find yourself on the edge of a gigantic precipice, like the inner rim of a volcano. Rock walls loom high on the opposite side of the pit. Standing, alone and vulnerable on a spike of rock scarcely half a meter wide at the tip, is your companion Tetsu. He is scared and crying. The column he is on is nowhere connected to the rim where you are standing; there is no way to reach him. A wind begins to howl up from below.”

Example: “You are walking along a path: the route is straight and wide... and as black as coal. On

your left is a second path, just as broad, just as straight, and shining brilliant white. You become aware of a presence walking along the second pathway matching you pace for pace. Ahead your paths cross, and the path that leads away from the point of intersection is twice as wide as your own... and of indeterminate color.”^[17:161]

Sense True Nature

Sense Difficulty: Moderate for friendly, unresistant targets.

Moderate plus target’s *Perception* or *control* roll (whichever is higher) to determine the difficulty of the probe on an unwilling subject.

Required Powers: *Life detection, life sense, receptive telepathy.*

Time to Use: Two rounds.

This power may be kept “up.”

Effect: This power allows a Jedi to probe the mind of a target, and determine the subject’s innermost desires and motivations.

A Jedi trained in this skill may use it superficially to divine whether a person is lying, or to read their emotional state. If used with more intent, however, the Jedi is able to read their deepest desires and intrinsic potential, including tendencies towards good or evil, heroism or betrayal - perhaps even traits that have yet to manifest themselves. In this way, the Jedi taps into the individual’s life force and “reads” both their true nature and the likely trajectory of that nature in future events.

Example: Jaesa is attempting to determine whether a room full of enemy troopers are as strong and unified as they appear. She activates *sense true nature* and reads each of the soldiers individually, overcoming each of their *Perception* rolls: most of her opponents are hardened infantrymen, but she detects doubts and a tendency to cowardice in two of the troopers who have been conscripted into service against their will. Targeting her attack on these soldiers will give her the best chance to rout her opponents and break their morale.

Note: As there has been only one occurrence of this power in recorded history, this might be a “wild” power and should therefore not be available for Jedi to learn under normal circumstances. This is Jaesa Wilsaam’s unique ability.

Shift Sense

Sense Difficulty: Moderate for simple phenomena (such as heat or simple scents); Difficult for more uncommon phenomena (such as comm frequencies, infrared radiation); Very Difficult for specific, complex phenomena (such as setting olfactory nerves to detect the presence of Tibanna gas).

This power may be kept “up.”

Required powers: *Magnify senses.*

Effect: The character may shift his or her senses as to detect phenomena of a different type than normal. Shifting eyesight to the infrared spectrum, hearing frequencies above or below normal range for his or her species, etc. This power counts as a “skill use” for determining die code penalties.

Please note that this power is exceptionally useful in some aspects, but fairly limited in others. For example, a Jedi may detect comm frequencies, but that does not mean that the Jedi can listen in on the transmission. The Jedi will be able to detect that a transmission is present, but may not necessarily be able to locate the signal’s source, and certainly will not be able to decode the information carried by the transmission.^[17:162]

Time Awareness

Sense Difficulty: Moderate.

Required Powers: Magnify senses, sense Force

Time to Use: One round

Effect: A rarely used power, a Jedi is able to sense how much time has passed since a previous incident or event. This allows a Jedi to synchronize his sense of timing such that when he or she will be able to perform a specific task at the right moment in time.

In GM terms, if the Jedi succeeds in making the required roll, he or she receives a bonus to a specific action in the next round. This bonus can only be applied to one specific action. The bonus depends on the results of the roll.

Roll \geq Difficulty By	Bonus
0-10	+1D
11-20	+2D
21+	+3D

Note: This power could be associated with the *sense Force* power, but there’s nothing in the description of said power that suggests a Jedi can use it to sense the passage of time. While a Jedi can learn this power from a teacher or a Holocron, it’s possible that with experience, a Jedi might discover this power on his or her own. It’s up to the GM to determine how a Jedi learns this power.

Example: Gnost-Dural reaches into the Force with *time awareness* and knows exactly when it is time to send the anonymous message.^[18:14]

Translation

Sense Difficulty: Moderate for humans or aliens. Difficult for droids. If the target is being purposely

cryptic add +5 to the difficulty, +20 if the language is written down.

This power may be kept “up.”

Required Powers: *Receptive telepathy, projective telepathy, life sense.*

Effect: The character may translate a language and speak it.

The Jedi may decipher body language, explore the spoken word, or translate ancient Sith texts, etc. In order for this to work, the character must first hear the target speak, or see the works in written form (such as an ancient text or document). It takes only one application of this power to “understand” a language.

As long as they all speak the same language and the power is up, the character need not roll for each individual talking.

Also because they also “speak” using beeps and whistles, droids may be communicated with using this power.

Note that the character does not *really* know the language.

Once this power is no longer in use, the Jedi is once again unable to understand or speak the language.^[17:162]

Weather Sense

Sense Difficulty: Easy if the Jedi has lived in the area for more than a year; Moderate if the Jedi has lived in the area between six and twelve months; Difficult if the Jedi has lived in the area between one and six months; Very Difficult if the Jedi has lived in the area less than one month. Modified for proximity and local meteorological conditions.

Required Powers: *Magnify senses.*

This power may be kept “up.”

Effect: This power allows the Jedi to attune himself to the workings of local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies, someone using this power can discern patterns in the weather, and so make limited predictions regarding the behavior of atmospheric phenomenon.

This power does not lend itself to quick predictions, however.

It usually takes weeks for a Jedi to become accustomed to local weather patterns and become familiar with unique features of the local topography that is possible to obtain accurate readings.

The prediction is effective for four hours. The difficulty increases if the Jedi wishes to make more extended forecasts.^[17:162]

ALTER POWERS

Force Whirlwind

Alter Difficulty: Moderate, or target's *Strength* roll (whichever is higher).

Required Powers: *Telekinesis*.

Warning: A character using this power to harm a living being gains a Dark Side Point.

Effect: The Jedi may call upon the Force to surround a target in a swirling vortex of Force energy. The whirlwind will lift the target approximately one meter into the air and buffet them with Force energy. In game terms, the target will be lifted into the air, and incapable of movement for the rest of the round.

However, the Force user may attempt to extend the whirlwind by spending one character point per round. When the whirlwind dissipates, the target falls prone. It counts as an action for the target to get back up again.

The Force user has the option of additionally doing damage equal to one third of his or her alter roll. If the character does so, then he or she gains an immediate Dark Side Point. ^[16:41,†20:51]

Force Bomb

Alter Difficulty: Very Difficult or opposed *dodge* roll.

Required Powers: *Combustion*.

Warning: A character who uses this power against a living being gains a Dark Side Point. Should a living being die as a result of this power, the character gains an additional Dark Side Point.

Effect: By using this offensive power, a Jedi can agitate the molecules in the air until it results in an explosion. When using this power, a Jedi agitates the air molecules in a four square meter area. The focal point of this power can be up to twenty meters away, but it must be within the line of sight of the user. Any opponent that happens to be within the affected area may make a *dodge* roll to escape from the affected area. Anyone caught within the explosion suffers 3D damage from the fire for the first round. The victim will also suffer an additional 2D worth of damage every round until the fire is extinguished.

In addition, the resulting explosion generates a shockwave that can knock back any individual or any creature that happens to be within ten meters of the point of explosion. All characters and creatures within this range may make an opposed *Strength* or *control* roll. If the opponent roll succeeds, then the opponent resists the shockwave and remains unmoved. Should the roll fail, then the opponent is knocked back two meters. For every 5 the roll fails, the opponent is knocked back another

meter. If the opponent collides with an object while being flung back, the opponent suffers 2D damage from the impact. ^[18:15]

Force Burst

Alter Difficulty: Varies.

Required Powers: *Concentration*, *Force blast*, *Force push*, *projected fighting*, *repulse*, *telekinesis*.

Time to Use: One to three rounds.

Effect: This power allows a Jedi to gather the Force into a sphere of energy of varying sizes and hurl it at a target. Once thrown, the sphere seeks out the target with great speed and accuracy.

The table below determines the time to gather the Force, the maximum strength of the burst, the diameter of the burst, and associated difficulty.

Time	Size	Damage	Difficulty
1 round	.25m	2D-4D	Difficult
1 round	.5m	2D-3D	Moderate
1 round	1m	2D	Easy
2 rounds	.25m	5D-6D	Very Difficult
2 rounds	.5m	4D-5D	Difficult
2 rounds	1m	3D-4D	Moderate
3 rounds	.25m	7D	Heroic
3 rounds	.5m	6D-7D	Very Difficult
3 rounds	1m	5D-7D	Difficult

The Jedi can choose the extent of the damage he or she wishes, the Force burst to inflict.

The Jedi can alternatively unleash this concentration into the ground, creating a shockwave that can knock opponents off their feet. The shockwave has a range of ten meters and inflicts 2D *stun* damage on each target. This requires a Moderate difficulty roll. When a Jedi performs this, the *Force burst* is semitransparent with a blue or green hue. When a Dark Jedi or a Sith performs this, the hue is red. The Jedi can protect himself or herself from this power by using *absorb/dissipate energy* or *lesser Force shield*. The Jedi can also use *Force push* or *grenade deflect* to deflect this power. The Jedi can even counter it with a *Force burst* of his or her own. ^[18:16]

Force Channel

Control Difficulty: Difficult

Alter Difficulty: Difficult

Effect: One of the few meditative battle stances taught amongst the Jedi, this power channels the Force through the Jedi, increasing the Jedi's connection to the Force. The increase manifests both offensively and defensively, since while this power is active, the Jedi receives a bonus to his or her saving throws against Force powers and increases the damage to his or her Force powers.

Roll \geq Difficulty By	Bonus to Opposed Throws and Damage	Duration
0-7	+1	4 rounds
8-13	+2	3 rounds
14-20	+1D	2 rounds
21+	+1D+1	1 round

This damage applies to the Force powers only; the bonus isn't applied to damage sustained from being hit by an object thrown by *telekinesis* or

to make an effort to evacuate the area before the eruption takes place. Success results in the target suffering no damage, while failure results in the target suffering 2D of damage from the eruption and 1D from the impact of landing on the ground.

Note: As there has been only one occurrence of this power in recorded history, this might be a "wild" power and should therefore not be available for Jedi to learn under normal circumstances. This is Nadia Grell's unique ability.^[18:16]

Force Flight

Alter Difficulty: Equal to the number of meters the Jedi wishes to move himself (20 meters maximum).

Required Powers: *Concentration, telekinesis.*

Effect: Using this power instead of walking, a Force-user can physically move himself a number of meters either horizontally or vertically. The difficulty of the *alter* roll for this ability is equal to



ballistakinesis, or from being slammed into a wall by *Force push*, projected fighting, or *repulse*.^[18:28]

Force Eruption

Alter Difficulty: Moderate; modified by proximity

Effect: This power allows a Jedi to gather the Force into his or her body, channel into the ground, and cause it to erupt at a specific location. Any target caught in the area where the eruption is about to take place is allowed to make a *dodge* roll

the number of meters that the Jedi wishes to move himself, but under no circumstances can the distance be greater than 20 meters. If the Force-user has not landed by the end of the round, he may suffer falling damage (at the gamemaster's discretion).^[19:34,†23:108]

Force Potency

Alter Difficulty: Very Difficult

Required Powers: *Empower Force.*

Warning: A character who uses this power to kill a living being gains a Dark Side Point.

Effect: One of the few meditative battle stances taught amongst the Jedi, this power channels the Force through the Jedi, increasing the Jedi's ability to strike others through the Force. By using this form, a Jedi can attack his or her opponent more powerfully. When this form is used, the damage inflicted by offensive Force powers, whether the damage is fixed or variable based on a die roll, is increased by one-half (multiply by 1.5, rounded down). This power must be activated in the same round as the related power. Multiple action penalties apply. This can only be used on one power at a time. After the Jedi uses this form, the Jedi will feel drained and will be unable to do anything for four rounds. However, the Jedi can make a *stamina* roll against the roll he made to use this power. If the Jedi succeeds in making the *stamina* roll, the recovery time will be shorter.

Roll \geq Difficulty By	Recovery Time
0-10	3 rounds
11-20	2 rounds
21+	1 round

Considering how this form increases the damage to attacks, and its potential for abuse, many Jedi frown upon this power, seeing it as a temptation to the dark side. Therefore, should a Jedi use this form to enhance an attack that leads to the death of a target, the Jedi receives a Dark Side Point as a result.

Note: Despite the inherent dangers, there are those who use this to decisively resolve a conflict should speed be an essential factor. Therefore, the gamemaster should exercise caution and restraint in allowing a Jedi to learn this power.^[18:16]

Force Push

Alter Difficulty: Target's *control* or *Strength* roll, +3 to difficulty for every 5 meters away from target, line of sight only.

Required Powers: *Concentration*, *life detection*, *telekinesis*.

Warning: A character who uses this power to kill a living being gains a Dark Side Point.

Effect: With this power, a Jedi may use the Force to push several adjacent targets backwards, knocking them prone or banging them against a wall. Each target past the first incurs a -1D penalty on the Jedi using the power (i.e., 1 target, no penalty; 2 targets, -1D penalty; 3 targets, -2D penalty; 4 targets, -3D penalty...).

Each target makes either a *control* or *Strength* roll to resist, and the acting Jedi's *alter* roll result is compared to each result in turn to determine the effects. A target that is knocked back into a wall or other solid object takes the listed damage. If a Jedi kills a living being as a result of this power he immediately receives a Dark Side Point; as such, he may roll less than his full *alter* score if he so chooses.^[17:162]

Alter Roll \geq Difficulty By	Target Pushed Back	Collision Damage
0-5	2 meters	2D
6-10	3 meters	3D
11-15	5 meters	4D
16-20	10 meters	5D
21+	15 meters	6D

Forcequake

Alter Difficulty: Moderate or Difficult, modified by proximity, but must be within line of sight

Required Powers: *Force whirlwind*, *telekinesis*.

Effect: The Force-user channels Force energy into the ground at a specific location, causing the ground to quake, tremble, and buckle as if an earthquake were occurring. The dust, dirt, and smoke churned up from the ground can also be channeled into whirlwinds capable of obscuring the vision of those caught within the affected area. When activated, this power affects an area with a ten-meter radius. Those caught within the affected area can make an opposed *Dexterity* roll to remain upright despite the tremor. Failure results in the target being knocked to the ground and unable to do anything for one round. Making the ground quake and tremble requires a Moderate *alter* roll. Channeling the kicked-up dust and dirt into obscuring whirlwinds requires a Difficult roll. If dusty whirlwinds are created by this power, opponents caught in the area can make an opposed *Perception* roll to keep from being blinded. Failure renders the opponent blind for the round. Regardless of how the user chooses to manifest this power, should the user's *alter* roll succeed by 10, the resulting tremor kicks up rocks that will inflict 2D damage to all opponents in the area.

This power also has the potential to knock over structurally weak structures. The gamemaster determines if this happens and the damage suffered by any target caught in the collapse. This power can be effective in hindering speeder-scaled or smaller wheeled or treaded vehicles, and on small walkers. This power has no effect on larger walkers

or vehicles, or on repulsorlifts. While any rocks churned up by this power won't inflict any damage on the vehicle, the driver and passengers are at risk of being harmed unless they're enclosed within the vehicle.^[18:17]

Inspire

Alter Difficulty: Very Difficult, modified for proximity.

This power may be kept "up."

Required Powers: *Affect mind, battle meditation.*

Effect: With successful use of this power, a Jedi can instill great confidence in one or more of his allies. This inspiration is reflected in a +1D bonus to all ability and skill rolls made by an affected ally, and last as long as the user desires to keep it up. The number of allies who gain the bonus is determined by the success level of the initiating *alter* roll:^[18:15:10]

Alter Roll ≥ Difficulty By	Number of Targets
0-5	1-10
6-10	11-100
11-15	101-1,000
16+	1,001-10,000

Kinetic Combat

Alter Difficulty: Difficult.

Required Powers: *Telekinesis.*

Effect: Once the Jedi has successfully activated this power, he may wield a melee weapon or lightsaber with the power of the Force at a distance up to 10 meters, as though the weapon were in his hands using his *melee weapons* or *lightsaber* skill respectively. Multiple action penalties apply. The first round, the Jedi can make only one attack. As his control improves, he may attack with the weapon as many times as possible (as determined by multiple action penalties).^[19:35,†22:42]

Telekinesis

Alter Difficulty: Very Easy for objects weighing one kilogram or less; Easy for objects weighing one to ten kilograms; Moderate for objects 11 to 100 kilograms; Difficult for 101 kilograms to one metric ton; Very Difficult for 1,001 kilograms to ten metric tons; Heroic for objects weighing 10,001 kilograms to 100 metric tons.

Object may be moved at 10 meters per round; add +5 per additional 10 meters per round. The target must be in sight of the Jedi.

Increased difficulty if object isn't moving in simple, straightline movement:

+ 1 to +5 for gentle turns.

+ 6 to +10 for easy maneuvers.

+11 to +25 or more for complex maneuvers, such as using a levitated lightsaber to attack.

Modified by proximity.

This power may be kept "up."

Warning: A character who uses this power to harm a living being gains a Dark Side Point.

Effect: This power allows the Jedi to levitate and move objects with the power of her mind alone. If used successfully, the object moves as the Jedi desires.

A Jedi can levitate several objects simultaneously, but each additional object requires a new *telekinesis* roll.

This power can be used to levitate oneself or others. It can be used as a primitive space drive in emergencies. When used to levitate someone against their will, the target may resist by adding her *Perception* or *control* roll to the difficulty number.

Levitated objects can be used to attack other characters, but this automatically gives the Jedi a Dark Side Point. Such objects do 1D damage if under a kilogram, 2D if one to ten kilos, 4D if 11 to 100 kilos, 3D speeder-scale damage if 101 kilos to one metric ton, 3D starfighter-scale damage if one to ten tons and 5D starfighter-scale damage if 11 to 100 metric tons.

Such attacks require an additional *control* roll by the Jedi, which acts as an attack roll against the target's *dodge*. If the target doesn't *dodge* the attack, the difficulty is Easy.^[17:163]

CONTROL AND SENSE POWERS

Farseeing

Control Difficulty: Very Easy, modified by proximity. Add +5 to +20 to the difficulty if the character wishes to see something in the past. Add +10 to +30 for the future.

Sense Difficulty: Very Easy if the target is friendly and doesn't resist. If the target resists, make a *control* or *Perception* total for the difficulty. Modified by relationship.

Required Powers: *Life sense.*

Time to Use: At least one minute.

Effect: The Jedi may see the person or place he wishes to see in his mind as the situation currently exists. The power can also be used to see the future or the past. The Jedi sees the immediate surroundings, for example, when a friend is in danger, or what happened on his home planet in his absence.

Farseeing requires calm conditions and at least one minute, but often takes a few minutes.

Farseeing cannot be done in the face of danger. The Jedi's vision may not be entirely accurate:

Power Roll \geq Sense Difficulty By	Past/Present	Future
0-10	50%	10%
11-20	75%	25%
21-30	90%	50%
31+	100%	75%

The past and present are set and it is merely a matter of the Jedi having correct perceptions. However, the future is always fluid, always in motion, never set until it becomes the present — therefore it is much harder to predict. The percentages on the chart are a rough measure of how much correct information the character receives in the vision.

For example, 10% means that the character will only be able to make out the most basic details of a situation, such as “My friends are in danger.” 25% means that the Jedi gets a somewhat accurate vision of what will transpire, but most major details will be missing from the vision. 50% means that the character's vision was about half right. 75% means that the character has an understanding of the critical happenings, but the character still has missed a major detail or two, which, of course, can complicate things. 90% means that the character has a very accurate and very detailed vision of what has transpired or will transpire. 100% means that the character's vision is even more accurate and detailed, complete with minor, almost trivial details.

When a character *farsees* into the future, the gamemaster has to make an honest effort to correctly represent what will happen: if the characters get a 75% result, the gamemaster must try to predict what he thinks the characters will do and what the outcome will be. Of course, since the future is so fluid, things are always subject to change. *Farseeing* is a great mechanic for the gamemaster to reveal part of the story — enough to tantalize the players, without ruining the story.^[17:164]

Life Bond

Control Difficulty: Moderate.

Sense Difficulty: See below. Modified by proximity.

Required Powers: *Life detection*, *life sense*, *magnify senses*, *receptive telepathy*.

This power can be kept “up”.

Warning: If a bonded character commits an evil act, the life-bonder gains a Dark Side Point.

Effect: A Jedi character may choose the *life bond* power to permanently form a mental link with one other individual, normally a mate (although sometimes siblings, parent and child, or even very close friends choose to *life bond*).

Detailed information can be learned by activating the power.

If both characters have the *life bond* power, reduce all sense difficulties by one level (although both characters must still roll for *life bond* to achieve the benefits listed below). The following benefits are only in effect when the characters are actively using the *life bond* power.

On an Easy *sense* roll, the Force-user is aware of the other's general location and general emotional state: whether the person is frightened, in pain, injured, happy, or experiencing some other strong emotion.

On a Moderate *sense* roll, the Force-user experiences the other's senses: he or she sees through the other's eyes, hears what the other hears, and smells, tastes, and feels what the other person is experiencing. However, at this level, the characters are affected by each other's experiences — both characters share pain, and if one character is injured, the other character suffers an injury one level lower.

On a Difficult *sense* roll, the Force-user is considered telepathically linked to the *life bond* partner and can read the surface thoughts of the other if the other is willing to share those thoughts.

On a Very Difficult *sense* roll, the Force-user can send thoughts to the *life bond* partner (as per the *projective telepathy* power), allowing the characters to carry on a telepathic conversation.

As an added benefit, the two characters can have premonitions about each other: for example, if one character is severely injured, his or her *life bond* partner will sense that something bad has happened. This aspect of the *life bond* power is modified by proximity only, as outlined below. Sensing premonitions is automatic of within 11,000 kilometers of each other. If on the same planet but more than 1,000 kilometers from each other, a

Very Easy *sense* roll is necessary to sense premonitions. If not on the same planet but in the same star system, and Easy *sense* roll is necessary to sense premonitions. If not in the same star system but within 10 light-years, a Moderate *sense* roll is required.

If more than 10 light-years but less than 100 light-years away, a Difficult *sense* roll is necessary. If more than 100 light-years away from each other, a Very Difficult *sense* roll is necessary.

Life-bonded characters may not share skills, attributes, Force Points, or Character Points. However, since the characters do have such a close bond, the actions of one can affect the other.

If a life-bonded character commits an evil action, the Jedi partner receives a Dark Side Point even though these actions were not the Jedi's fault. Obviously, life bonding is an exceedingly serious commitment, and not to be taken lightly.

Both characters must agree to the *life bond* for the power to work and a character may only *life bond* with one other individual.

Life bonding takes 1D weeks to complete (as the Jedi becomes accustomed to the background Force presence of the *life bond* partner). During that time, the Jedi's *control* is -1D.

The *life bond* power may not be activated until the bond is completely formed.

Death is the only means of severing the *life bond*. If one member of the life-bonded couple is killed, the surviving partner enters a near-catatonic state of shock for 1D days. After reawakening, the partner grieves and readjusts to a solitary existence; all die codes are reduced by -1D for the same amount of time it took to forge the *life bond*.

Any attempt to forge a *new life bond* in the future requires a much longer period of adjustment: 2D weeks for a second bond, 3D weeks for a third bond, and so forth.^[17:164]

Lifemerge

Control Difficulty: Difficult.

Sense Difficulty: Difficult.

Effect: A Jedi may attempt to activate this power at his death. At the moment the Jedi knows death is imminent (just after a fatal wound, or just before it), the Jedi calms his mind and body (Difficult *control* roll), preparing to surrender his mortal shell. The Jedi then reaches out with his mind, tracing the ebb and flow of the Force around him and through him (Difficult *sense* roll).

Upon succeeding at both rolls, the Jedi's spirit exits his body and becomes one with the Force, while still retaining his original identity. His body fades into nothingness, but the Jedi who passes in this fashion will not completely die.

The Jedi can make a number of visitations to his close friends and associates equal to the number of Force Points he had upon death. In this fashion, a player who knows his character is about to die can ensure that death will mean something, as he can manifest to important persons in later sessions and warn them of impending disaster, or offer wisdom and teaching.

At the gamemaster's discretion, and based on the power level of the Jedi when he died, only Force-sensitive characters may witness the

visitation. After death, the Jedi cannot influence the material world in any way.^[17:165]

Lightsaber Combat

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept "up."

Effect: Jedi use this power to wield this elegant but difficult-to-control weapon while also sensing their opponents' actions through the Force.

This power is called upon at the start of a battle and remains "up" until the Jedi is stunned, wounded or worse; a Jedi who has been injured or stunned may attempt to bring the power back "up."

If the Jedi is successful in using this power, she adds her *sense* dice to her *lightsaber* skill roll when attacking and parrying.

The Jedi may add or subtract part or all of her *control* dice to the lightsaber's damage; players must decide how many *control* dice they are adding or subtracting when the power is activated.

Example: Ana is entering combat: she has a *lightsaber* skill of 4D, a *control* of 5D and a *sense* of 4D+2. She activates *lightsaber combat* by making her Moderate *control* roll and her Easy *sense* roll; she decides to keep the power "up." Since she is making both the *control* and *sense* rolls in the same round, each suffers a -1D penalty.

She adds her *sense* of 3D+2 (4D+2-1D) to her *lightsaber* skill roll of 4D, for a total *lightsaber* of 7D+2. She adds her *control* of 4D (5D-1D) to her *lightsaber*'s damage of 5D, for a total of 9D.

When Ana attacks in a round, that's another action, for an additional -1D to all actions (total penalty of -2D): she'd only roll 6D+2 to attack and would roll 8D for damage.

A Jedi who *fails* when trying to activate *lightsaber combat* may only use the *lightsaber* skill for the duration of combat.

Finally, the Jedi may use *lightsaber combat* to parry blaster bolts as a "reaction skill."

The Jedi may also attempt to control where deflected blaster bolts go; this is a "reaction skill" and counts as an additional action. (The Jedi cannot *full parry* when trying to control deflected bolts.)

If the Jedi tries to control the blaster bolt, she makes a *control* roll: the difficulty is the range of the target (use the original weapon's ranges) or the target's *dodge* roll. The blaster bolt's damage stays the same.

Example: Ana decides to parry a blaster bolt and control where it goes. This is two more actions in a round, which means a total of four actions (don't forget the *control* and *sense* to keep the power "up"), for a penalty of -3D: Ana's *lightsaber* skill is

5D+2, and her lightsaber's damage is 7D. Ana's attacker has a blaster pistol that causes 4D damage.

First, Ana makes her parry roll with her *lightsaber*: her parry roll of 18 is higher than the attacker's *blaster* roll of 13, so Ana parries the bolt.

Now, Ana tries to control the blaster bolt. Her target is 20 meters away — that's a Moderate difficulty

for the blaster pistol. Ana rolls a 14 with her *control* — just barely good enough to hit. The blaster bolt bounces off Ana's lightsaber blade and hits another enemy, causing 4D damage.^[17:165]

Projective Telepathy

Control Difficulty: Very Easy. Increase difficulty by +5 to +10 if the Jedi cannot verbalize the thoughts she is transmitting (she is gagged or doesn't want to make a sound). Modified by proximity.

Sense Difficulty: Very Easy if target is friendly and doesn't resist. If target resists, roll *Perception* or *control* to determine the difficulty. Modified by relationship.

Required Powers: *Life detection, life sense, receptive telepathy.*

Effect: If the Jedi successfully projects her thoughts, the target "hears" her thoughts and "feels" her emotions. The Jedi can only broadcast feelings, emotions and perhaps a couple of words — this power *cannot* be used to send sentences or to hold conversations.

The target understands that the thoughts and feelings he is experiencing are not his own and that they belong to the user of the power. If the Jedi doesn't "verbally" identify herself, the target doesn't know who is projecting the thoughts. This power can only be used to communicate with other minds, not control them.^[17:166]

CONTROL AND ALTER POWERS

Accelerate Another's Healing

Control Difficulty: Very Easy. Modified by relationship.

Alter Difficulty: Very Easy.

Required Powers: *Control another's pain, control pain.*

Time to Use: One minute.

Effect: The target is allowed to make extra healing rolls, as outlined in *accelerate healing*. The Jedi must be touching the character whenever she activates this power.^[17:166]

Control Another's Disease

Control Difficulty: Very Easy, as modified by relationship.

Alter Difficulty: Same as *control disease*.

Required Powers: *Accelerate healing, control disease.*

Time to Use: 30 minutes to several uses over the course of several weeks.

Effect: This power allows a Jedi to heal another character, using the same rules and conditions as outlined in *control disease*.

The Jedi must be touching the character to be healed.^[17:166]

Control Another's Pain

Control Difficulty: Very Easy. Modified by relationship.

Alter Difficulty: Easy for *wounded* characters; Moderate for *incapacitated* characters; Difficult for *mortally wounded* characters.

Required Powers: *Control pain.*

Effect: This power allows a Jedi to help another character control pain, under the same rules and conditions outlined in the *control pain* power. The Jedi must be touching the character to use this power.^[17:166]

Control Breathing

Control Difficulty: Moderate.

Alter Difficulty: Very Difficult.

Required Powers: *Concentration, hibernation trance, telekinesis.*

This power may be kept "up."

Effect: This power allows a Jedi to control the amount of oxygen flowing into his or her body. The Jedi takes control of the surrounding atmosphere, pulling oxygen molecules through the skin into the lungs. With this power the Jedi can effectively breathe underwater, and conversely, a water breather could survive on land. In game terms, this power negates the need for a breath mask, mechgill, or any rebreather gear.

In the cold of space or a hard vacuum, however, this power would be of little use. Even if the Jedi could somehow survive the drastic changes in pressure or the extreme temperatures, there is not enough oxygen in these environments for the Jedi to "grab."

The power will remain up until the character either takes incapacitating damage or willfully drops it.^[17:166]

Detoxify Another's Poison

Control Difficulty: Very Easy, modified by relationship.

Alter Difficulty: Very Easy for a very mild poison (such as alcohol); Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

Required Powers: *Accelerate healing, accelerate another's healing, control pain, control another's pain, detoxify poison.*

Time to Use: Five minutes.

Effect: This power allows a Jedi to remove or detoxify poison from a patient's body faster than is normally possible. While using this power, the Jedi must remain in physical contact with the patient. As long as the Jedi is in contact with the target, that person is considered immune to the effects of the poison.

both offensively and defensively, since while this power is active, the Jedi receives a bonus to his or her saving throws against Force powers and increases the damage to his or her Force powers.

Roll \geq Difficulty By	Bonus to Opposed Throws and Damage	Duration
0-7	+1	4 rounds
8-13	+2	3 rounds
14-20	+1D	2 rounds
21+	+1D+1	1 round

This damage applies to the Force powers only; the bonus isn't applied to damage sustained from



Failure to make the required *control* and *alter* difficulty checks or breaking physical contact during the use of the power causes the patient a wound.^[17:166]

Force Channel

Control Difficulty: Difficult.

Alter Difficulty: Difficult.

Effect: One of the few meditative battle stances taught amongst the Jedi, this power channels the Force through the Jedi, increasing the Jedi's connection to the Force. The increase manifests

being hit by an object thrown by *telekinesis*, or from being slammed into a wall by *Force push*, *projected fighting*, or *repulse*.^[18:22]

Force Weapon

Control Difficulty: Equal to the melee weapon's base difficulty (ie, a knife is Very Easy).

Alter Difficulty: Moderate.

Required Powers: *Concentration.*

Warning: A character who uses this power to injure or kill a helpless being gains a Dark Side Point.

Effect: A Force user with this power can temporarily imbue a non-powered melee weapon (such as a club, knife, staff, etc.) with the Force. This power can only be used on the Force user's personal weapon, and only while he uses the weapon himself. The power lasts for five rounds, after which time it must be activated again. The amount by which the *alter* skill roll exceeds the difficulty determines how much extra damage the weapon inflicts on a successful hit. Note that this damage will allow a weapon to exceed its listed maximum damage (if any).^[19:38,†23:55]

Alter Roll ≥ Difficulty By	Damage Increase
0-8	+1
9-16	+2
17-24	+1D
25+	+1D+1

Force Jump

Control Difficulty: Easy.

Alter Difficulty: Easy.

Required Powers: *Enhance attribute, telekinesis.*

Control Roll ≥ Difficulty By	Jumping Increase
1-3	+1D
4-8	+2D
9-15	+3D
16-25	+4D
26-37	+5D
38+	+6D

If the Jedi fails any Force skill roll, the power is not activated and the character is left to use his normal jumping ability (and there are certain situations where you can't back out of a jump because your power failed). At the gamemaster's discretion, a failed *climbing/jumping* roll might mean the Jedi fails to achieve the desired height/distance, fails to properly cushion his landing and suffers normal falling damage, or both.

Multiple action penalties apply. The *climbing/jumping* roll is a *third* action in that round, whether the power is successful or not.

Height Jumped	Jumping Difficulty
0-1m	Very Easy
1-2m	Easy
3-4m	Moderate



Effect: A Jedi uses this power to increase his jumping ability in order to perform impossibly high leaps. If both Force skill rolls are successful, the character uses his normal *climbing/jumping* skill to perform the jump, but he uses the special table below to determine difficulties. If the *control* roll exceeds the difficulty, the character gains an immediate bonus to his *climbing/jumping* roll.

5-8m	Difficult
9-15m	Very Difficult
16-20m	Heroic

Add +5 to the difficulty for every additional 5 meters. If the character is simply jumping downwards, with no upwards movement, reduce

jumping difficulty by one level. Add +1 to the difficulty per meter of horizontal distance jumped.

Example: Daru has a *control* skill of 5D, *alter* of 3D+2, and a *climbing/jumping* skill of 4D, and wants to perform a *Force jump* across a chasm to a ledge above. He rolls 1D+2 for *alter* (3D+2 subtracting -2D for multiple action penalties), and gets a 7, making his *alter* difficulty. Next he rolls his *control* of 3D, and gets a 11 (which exceeds the difficulty by 4). This adds +2D to his *climbing/jumping* roll, canceling out the multiple action penalty.

The ledge on which he wants to jump is 4 meters up and the chasm is 3 meters across, thus the difficulty is Moderate +3. Daru rolls his 4D *climbing/jumping* (4D-2D+2D), and gets a 16, making the difficulty and using the Force to leap safely on top of the ledge.^[17:167]

Overload Saber

Control Difficulty: Moderate.

Alter Difficulty: Moderate.

Required Powers: *Concentration, Force weapon.*

Time to Use: One round

Effect: Possibly derived from *Force weapon* and the ancient power *activate Forcesaber*, with this power a Jedi can channel the Force through his or her lightsaber, yielding one of two results. If the lightsaber's energy cell is low or depleted, the Jedi is able to send enough energy into the lightsaber so that the energy beam is at full strength, thus enabling the user to inflict normal damage from a lightsaber. If the energy cell is fully charge, the additional energy results in the lightsaber blade inflicting an addition +1D of damage. In either case, the Jedi must be holding the lightsaber, and the effect lasts only fifteen seconds. A Jedi can use this power on two lightsabers or a double-bladed lightsaber with both beams activated; however, using this power on the second energy beam counts as an additional action, and as such the penalty for multiple actions applies.^[18:25]

Place Another in Hibernation Trance

Control Difficulty: Very Easy. Modified by the target's relationship.

Alter Difficulty: Difficult.

Required Powers: *Hibernation trance.*

Time to Use: Five minutes.

Effect: This power allows a Jedi to put another character into a hibernation trance. The affected character must be in physical contact with the power's user and must agree to be shut down — the power cannot be used as an “attack” to knock others unconscious.

This power can be used to bring another character out of a hibernation trance, but the alter difficulty is increased by +10.^[17:168]

Redirect Energy

Control Difficulty: Difficult.

Alter Difficulty: Very Difficult or target's *dodge* roll.

Required Powers: *Absorb/dissipate energy.*

Effect: If the Jedi is the target of a Force energy attack (such as *force lightning*) he may attempt to send the energy back at the attacker. After the Jedi has successfully absorbed the Force energy attack using *absorb/dissipate energy*, he may hold the energy (Difficult *control* roll), and then redirect the energy in the direction he chooses (Very Difficult *alter* roll). If the Jedi fails the *alter* roll, then the energy will be sent wildly off target (as determined by the grenade scatter diagram). If the bolt hits any sentient being other than the original attacker, the Jedi receives one Dark Side Point. The energy is not sent off target if it is merely dodged.^[17:168]

Remove Another's Fatigue

Control Difficulty: Easy.

Alter Difficulty: Moderate. Modified by relationship.

Required Powers: *Accelerate healing, accelerate another's healing, control pain, control another's pain, remove fatigue.*

Effect: This power allows the Jedi to remove the effects of effects of fatigue in another. The affected character must be in physical contact with the power's user. Unlike the basic power, the Jedi must wait until the target is actually fatigued, before offering assistance. Hence the penalties for failing a *stamina* check can be counteracted, but must be addressed as they occur.^[17:168]

Return Another to Consciousness

Control Difficulty: Easy. Modified by relationship.

Alter Difficulty: Easy for *incapacitated* characters; Difficult for *mortally wounded* characters.

Required Powers: *Remain conscious, control pain.*

Effect: The target returns to consciousness. The target has the same restrictions as imposed by the *remain conscious power*, and must be touching the Jedi.^[17:168]

Slow

Control Difficulty: Easy.

Alter Difficulty: Moderate, or target's *control* or *Perception* roll.

Required Powers: *Accelerate healing, accelerate another's healing, control pain, control another's pain, remove fatigue, remove another's fatigue.*

Effect: This power allows a Jedi to fill another person with the feeling of a heavy burden and a great fatigue, preventing them from moving and acting effectively.

In game terms, the Jedi can decrease the movement rating of a target. The debilitating effect of the encumbrance lasts for 2D rounds. See chart below to determine the reduction of movement: [16:41,†20:52]

Difficulty	Movement Reduced By
Moderate	1/3
Difficult	½
Very Difficult	2/3
Heroic	Paralyzed

Stasis

Control Difficulty: Moderate.

Alter Difficulty: Target's *control, Perception, or willpower*, modified by proximity.

Required Powers: *Concentration, control another's pain, control pain, dim another's senses, enhance another's attribute, enhance attribute, Force stun, telekinesis, transfer Force.*

Effect: This allows the Jedi to deaden the senses of a target, inducing a near catatonic state and effectively freezing the target in place.

The Jedi makes an *alter* roll against the target's *control, Perception, or willpower*. If the Jedi beats the opposing roll by less than five, the target is frozen for a moment or two, but is able to break through the effects of *stasis*. This power can be used on more than one target. In such a case, the Jedi rolls against the target with the highest *control, Perception, or willpower* to affect all the targets, but you must add +5 to the highest *control, Perception, or willpower* for each additional target after the target with the highest *control,*

Perception, or willpower. Every round, the Jedi must make this roll, and every round the target or targets may make an opposed roll, with the results being the same as above. This power has no effect on droids and other nonorganic beings. [18:26]

Transfer Force

Control Difficulty: Easy. Modified by relationship.

Alter Difficulty: Moderate.

Required Powers: *Control another's pain, control pain.*

Time to Use: One minute.

Effect: This power will save a *mortally wounded* character from dying because the Jedi is transferring her life force to the target. The target character remains *mortally wounded* but will not die unless injured again. The injured character is in hibernation and will stay alive in this state for up to six weeks. The Jedi must be touching the target character when the power is activated.

When this power is used, the Jedi must spend a Force Point (this is the life force that is transferred to the target). This use is always considered heroic, so the Jedi will get the Force Point back at the end of the adventure.

The recipient of this power must be willing. [17:168]

SENSE AND ALTER POWERS

Dim Another's Senses

Sense Difficulty: Easy, modified by proximity.

Alter Difficulty: Target's *control or Perception*.

The attribute and skills are reduced as long as the power is kept "up".

Effect: This power greatly reduces the *Perception* of the target character. If successful, reduce the character's *Perception* and all *Perception* skills, depending upon the result:

Alter Roll ≥ Control or Perception By	Reduce Perception
0-5	-1
6-10	-2
11-15	-1D
16-20	-2D
21+	-3D

The power may be used on more than one target at a time, with an increase of +3 to the *sense* difficulty for each additional target; the target with the highest *control or Perception* rolls for the entire group. [17:168]

Force Breach

Sense Difficulty: Easy.

Alter Difficulty: Target's opposed *control* roll.

Required Powers: *Affect mind, dim another's senses, sense Force.*

Effect: If this power is successfully activated, it allows the Jedi to select a single opponent and bring down any Force powers the target currently has up. The target may attempt to activate their Force powers the following round with no penalties. This power does not affect Force powers such as *Force lightning, or bolt of hatred* that have a single, instantaneous effect.



Example: Ambelled Daru finds himself in combat with the Sith Lord, Darth Arius. Darth Arius is currently keeping *lightsaber combat* and *control pain* up. Ambelled rolls his *sense* dice and gets a 12, easily making the difficulty. Ambelled makes his *alter* roll and receives an 18. Darth Arius now makes his *control* roll, and receives an 11. Darth Arius now drops his *lightsaber combat* and *control pain*. Though he may attempt to activate them again next round.^[19:45]

Force Blinding

Sense Difficulty: Easy, modified by proximity.

Alter Difficulty: Difficult, or target's *Perception* or *control* roll.

Required Powers: Dim another's senses.

Effect: This power allows the Jedi to temporarily blind a target. Using the Force, the Jedi overloads the target's vision, causing them to see little but a brilliant blinding light. All of the target's skills that require vision are reduced to 1D for three rounds. The effects of *Force blinding* can be counteracted by *sense surroundings*, or a *blindfighting* special ability or skill.^[19:45]

Greater Force Shield

Sense Difficulty: Difficult.

Alter Difficulty: Very Difficult.

Required Powers: *Absorb/dissipate energy*, *concentration*, *magnify senses*, *telekinesis*, *lesser force shield*.

This power may be kept "up."

Effect: When a Jedi successfully activates this power, he creates a protective shield around his body. This shield is effective against both energy and physical attacks. The strength of the shield is equal the character's *alter* roll divided by three, rounded down. For example, if the Jedi has 9D in *alter*, he may add 3D to his *Strength* roll to resist damage. If the Jedi exceeds the *alter* difficulty by +10, he may extend the *greater force shield* to another character if he has direct contact with that character.^[17:168]

Lesser Force Shield

Sense Difficulty: Easy.

Alter Difficulty: Moderate.

Required Powers: *Absorb/dissipate energy*, *concentration*, *magnify senses*, *telekinesis*.

This power can be kept "up."

Effect: This power allows the Jedi to surround his body with a Force-generated shield. The shield can be used to repel energy and physical matter away from the Jedi's body, down to the molecular level.

The shield acts as STR+1D armor to all energy and physical attacks made against the Jedi, including non-directional attacks such as gas clouds and grenade blasts. The shield is not particularly strong, but can sometimes be just enough to protect the Jedi from serious injury.^[17:169]

CONTROL, SENSE AND ALTER POWERS

Affect Mind

Control Difficulty: Very Easy for perceptions; Easy for memories; Moderate for conclusions. Modified by proximity.

Sense Difficulty: The target's *control* or *Perception* roll.

Alter Difficulty: Very Easy for slight, momentary misperceptions, minor changes to distant memories, or if the character doesn't care one way or another. Easy for brief, visible phenomena, for memories less than a year old, or if the character feels only minor emotion regarding the conclusion he is reaching. Moderate for short hallucinations, for memories less than a day old, or if the target has strict orders about the conclusion. Difficult for slight disguises to facial features, hallucinations which can be sensed with two senses (sight and sound, for example), for memories less than a minute old, or if the matter involving the conclusion is very important to the target. Very Difficult for hallucinations which can be sensed by all five senses, if the memory change is major, or if the logic is clear and coming to the wrong conclusion is virtually impossible.

Effect: The target character's perceptions are altered so that he senses an illusion or fails to see what the user of the power doesn't want him to see. This power is used to permanently alter a target character's memories so that he remembers things incorrectly or fails to remember something. This power can also be used to alter a character's conclusions so that he comes to an incorrect conclusion.

Before making skill rolls, the Jedi must describe *exactly* what effect she is trying to achieve. The power is normally used on only one target; two or more targets can only be affected if the power is used two or more times.

The target character believes he is affected by any successful illusions — a character who thinks he is struck by an illusory object would feel the blow. If he thought he was injured, he would feel pain, or if he thought he had been killed, he would go unconscious. However, the character suffers no true injury.

This power cannot affect droids or recording devices. ^[17:169]

Battle Meditation

Control Difficulty: Varies based on the number of targeted individuals. See table below:

Sense Difficulty: Varies based on the number of targeted individuals. See table below:

Alter Difficulty: Varies based on the number of targeted individuals.

See table below:

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

This power can be kept "up".

Time to Use: Five minutes.

Effect: *Battle meditation* has two possible effects. The Jedi can force her adversaries to abandon their assault and turn on each other, or she can alter the tide of the battle, strengthening her allies and at the same time weakening her enemies. Before initiating the power the Jedi must state which effect she wishes to use.

The targets of this power must have initiated combat for the effects to take hold. In game terms, a Jedi may only use this power effectively on or after the first round of combat, not before. Enemies are defined as those who seek to oppose the Jedi's immediate goal (rescuing a prisoner, defeating a group of dark Jedi, etc.); allies are defined as those who seek to uphold and forward the Jedi's goal.

When attempting to turn attackers each other, the Jedi's highest skill roll (*control*, *sense*, or *alter*) to activate the skill becomes the difficulty the targets must beat to avoid the effect. Otherwise they immediately see their allies as the "true" enemy and attack. The Jedi must maintain the effect each round for the combatants to continue fighting. Once the power is dropped, its effects wear off instantly.

On a successful roll to change the balance of the battle in the Jedi's allies' favor (the power's second function), the Jedi's

enemies lose 1D for every 4D she has in her best Force skill, in an attribute determined by the Jedi (i.e., *Strength*, *Dexterity*, etc.) to a minimum of 1D, while her allies receive a bonus of the same value to an attribute of her choosing.

Example: Nomi Sunrider and three of her Jedi

Knight companions are battling a dozen Sith minions.

Seeing the tide of the engagement turning in the dark siders' favor, Nomi decides to use her *battle meditation* power to help her allies overcome their enemies. Since she has a *control* of 1D+1, a *sense* 2D+1, and an *alter* 1D, she may increase one attribute of all of her companions (she chooses

Dexterity in this case) by 2D+1 (the highest of the three), and decrease one attribute of that of her opponents by 2D+1 (She chooses *Strength*), to a minimum of 1D, until she drops the power. While Nomi continues to maintain the power, her allies all have a 2D+1 bonus to *Dexterity* (and all of its skills) and all her enemies have a 2D+1 penalty to *Strength* (and all of its skills).^[17:169]

Balance of the Force

Control Difficulty: Moderate if the user was initially a servant of the Light Side; Difficult if the user was initially a minion of the Dark Side.

Sense Difficulty: Moderate.

Alter Difficulty: Target's *control* or *Strength* roll, line of sight only.

Required Powers: *Sense Force*.

Warning: A character who uses this power and fails their *control* roll gains a Dark Side Point.

Effect: This was a very radical application of the Force through which a Jedi could draw on both sides of the Force – Light and Dark – and release the accumulated Force energy in its purest form as a flash of light. Accompanying this flash of light is a wave of Force which can knock back any unsuspecting opponent two meters. Any opponent who makes the opposed *control* or *Strength* roll isn't knocked back.

To perform this unique power, the Jedi must have mastery of the light side and the dark side of the Force. Since this power involves the use of the dark side, there's a great risk that the user of this power could receive a Dark Side point by tapping into the dark side. When a Jedi performs this power, the Jedi must make a successful *control* roll to resist the temptation of the dark side. While failing this roll doesn't affect the success or failure of this power, failure does result in the Jedi being tainted by the dark side and receiving a Dark Side Point. The *control* difficulty is determined by the path the Jedi takes in mastering both sides of the Force. If the Jedi started as a servant of the light, fell to the dark side, and was later redeemed, the *control* difficulty is Moderate. If the Jedi was originally a servant of the dark side who eventually sought redemption, the difficulty is Difficult because the latter case has less experience with the Light Side than the former case.

Note: To date, the only Jedi who could use this power was Revan due to his unique mastery of both sides of the Force. There have been three other Jedi in recorded history that had the potential to learn this power. In light of these instances, the gamemaster is urged to exercise strong judgment before deciding whether or not a Jedi can learn this power.^[18:31]

Beast Control

Control Difficulty: Very Easy for perceptions; Easy for memories; Moderate for commands. Modified by proximity.

Sense Difficulty: Target's *Perception* roll.

Alter Difficulty: Very Easy for shifting a creature's attention, making minor changes to the creature's memories, or if the creature doesn't care one way or another; Easy for brief visible phenomena or emotions; Moderate for short hallucinations or to make a creature act against training; Difficult to make creature act against its instincts.

Required Powers: Affect mind, life detection, life sense, sense Force

This power may be kept "up."

Warning: A character who uses this power in a way which results in the death of the creature gains a Dark Side Point.

Effect: This allows the Jedi to influence an animal's mind just as *affect mind* allows the Jedi to influence a sapient's mind. With this, a Jedi can shift an animal's attention to another target, to make an animal forget something, or to make an animal follow his commands. In using this power to pursue the third option, the Jedi must exercise great care, as the Jedi could use it to make the creature do something it normally wouldn't do, like make it remain still even though it has picked up the scent of a predator and should be running. Such an act could open the path the dark side. If the Jedi performs such an act, and the creature is injured or killed as a result, the Jedi receives a Dark Side Point as a consequence of his action.

Note: *Affect mind* and *control mind* work on sentient beings, yet, there have been many examples of a Force-user using the Force to control the actions of an animal, and such uses go beyond *beast languages*.^[18:31,†20]

Crush Opposition

Control Difficulty: Moderate, modified by proximity.

Sense Difficulty: Moderate, modified by proximity.

Alter Difficulty: Target's *control* or *willpower*, modified by proximity.

Required Powers: *Affect mind, battle meditation, control another's pain, control pain, enhance another's attribute, enhance attribute.*

Warning: A character who uses this power gains a Dark Side Point.

Effect: With this power, a dark Jedi can sap the willpower of every opponent around him and her. The gamemaster should consult the following table to determine the effect of this power on the targets.

Alter Roll > Target's Control or Willpower By	Penalty to Target's Willpower
0-5	-1
6-10	-2
11-15	-1D
16-20	-1D-1
21+	-1D-2

The loss to the target's *willpower* is only temporary. The target will regain the lost *willpower* at a rate of one pip per day.^[18:48]

Enhanced Coordination

Control Difficulty: Moderate, as modified by proximity.

Sense Difficulty: Difficult.

Alter Difficulty: Dependent upon the number of people affected by the power.

Number of Individuals Affected	Difficulty
1-10	Very Easy
11-100	Easy
101-500	Moderate
501-5,000	Difficult
5,001-50,000	Very Difficult
50,001-500,000	Heroic (31+)

Effect: This power allows the Jedi to coordinate a group at the subconscious level to perform certain tasks more efficiently.

The Emperor often used this power to increase the fighting ability of his troops, mentally driving them on and supplementing their will to fight. This power can only be used on individuals who are in agreement with the intent of the Jedi, and it in no way grants the Jedi mental control over the troops affected.

Instead, it links the troops on a subconscious level, allowing them to fight more proficiently and with better organization. If the power is successfully called upon, the Jedi picks three specific skills. The skills must be the same for the entire group. For every 3D (round down) that individuals in the group have in those skills they receive a +1D bonus.

The power may be kept up, but if new troops join the battle, the Jedi must make a new roll. Likewise the Jedi must make a new roll if the individuals' skills are affected or changed. This power can only affect *Dexterity*, *Technical*, and *Strength* skills.^[17:171]

Force Harmony

Control Difficulty: Difficult. Modified by proximity.

Sense Difficulty: Difficult. Modified by relationship.

Alter Difficulty: Moderate.

Required Powers: *Life detection*, *life sense*, *receptive telepathy*, *projective telepathy*.

This power can be kept "up".

Effect: This power allows several willing Jedi to manifest the power of the light side. As long as this power is operating, it bathes the users in the celestial illumination that is of the light side. It can act as a shield against the powers of the dark side, giving +5D for each Force user involved to resist the effects of powers called upon by dark side servants. This bonus is not as great as it appears since a Jedi will receive a -2D penalty for calling on this power. The number of Force-users linked in this power is limited by the number of dice that the power's imitator has in *control* or *sense*, whichever is lower.

For example, if Leia, who has a *control* of 5D+1 and a *sense* of 4D+2, used Force harmony she would be able to link only four people (including herself).

When acting as a shield against the dark side, if both *control* and *sense* rolls exceed the target's roll of the dark side power used (if the power requires multiple rolls, then the highest roll), the dark side power is interrupted. All powers being kept "up" by the target are interrupted as if the user were stunned. It *doesn't* cancel out the presence of the dark side, but *can* distract its servants and make their actions more difficult.^[17:172]

Force Mastery

Control Difficulty: Difficult.

Sense Difficulty: Difficult.

Alter Difficulty: Difficult.

Required Powers: Extend Force, Force channel

Effect: One of the few meditative battle stances taught amongst the Jedi, this power allows a Jedi to appear more powerful than he or she actually is. Using this form has several effects. First, it allows a Jedi to increase the duration of those Force powers that have an effect that expires after a certain time, (*combat sense* or *enhance attribute*, for example) by half (multiply by 1.5, rounded down). This also establishes the duration of this form. The Jedi must successfully activate *Force mastery* in the same round as the Force power it is meant to extend. Multiple action penalties apply. Force powers that are not affected by duration or an expiration time are not affected by this power.

Second, this power incurs a penalty on the opponent's saving throws against Force powers. However, this form is not without its drawbacks. First, this power also decreases the user's ability to defend himself or herself against Force attacks made on his or her person. What's worse is that this penalty is twice the penalty afflicted on the target. To determine the penalties that result from this power, the gamemaster must consult the following table

Alter Roll \geq Difficulty By	Penalty to Target's Rolls	Penalty to Jedi's Rolls
0-7	-1	-2
8-13	-2	-1D-1
14-20	-1D	-2D
21+	-1D-1	-2D-2

As with *Force potency*, after the Jedi uses this form, the Jedi will feel drained and will be unable to do anything for four rounds. However, the Jedi can make a *stamina* roll against the roll he made to use

this power. If the Jedi succeeds in making the *stamina* roll, the recovery time will be shorter. ^[18:34]

Roll \geq Difficulty By	Recovery Time
0-10	3 rounds
11-20	2 rounds
21+	1 round

Illusion

Control Difficulty: Moderate, modified by proximity.

Sense Difficulty: Moderate, modified by proximity.

Alter Difficulty: Target's *control* or *Perception* roll.

Required Powers: *Affect mind, dim another's senses, life detection, life sense, projective telepathy, receptive telepathy, sense Force.*

This power may be kept "up."

Effect: Characters with the power of Illusion can



manifest images that seem completely real to those who perceive them. These illusions cannot cause physical harm, though they might cause others to make mistakes if they do not realize their true nature. The maximum range for an illusion is 10,000 meters from the user. Maintaining an illusion takes complete concentration.^[19:41,†24:15]

Machine Meld

Control Difficulty: Moderate.

Sense Difficulty: Difficult.

Alter Difficulty: Difficult for a single computer terminal, *speeder*-scale, and *walker*-scale vehicles, Very Difficult for a ship's system, Heroic for a *starfighter*-scale starship, Heroic +10 for a *capital*-scale ship.

Required Powers: *Absorb/dissipate energy, affect mind, concentration, mechu-deru, technometry.*

Effect: A very unconventional power, and one that traditional Jedi from the Old Jedi Order would probably have deemed taboo and/or forbidden, a Jedi using this can actually merge his or her consciousness and life force with the computer, allowing the Jedi direct and exert even greater control over the computer than the Jedi would with *technometry*. However, the Jedi must maintain physical contact with the computer terminal.

This power can be used in a number of ways. First, the Jedi can use this to commune with the computer in a way that friends or allies of the Jedi using the computer gains a bonus equal to that of the Jedi's *sense* die code. This bonus extends to the entire crew should the Jedi use this power for a ship's system or the entire ship, and is applied to *astrogation, capital ship gunnery, capital ship piloting, capital ship shields, sensors, space transports, starfighter piloting, starship gunnery, and/or starship shields* accordingly.

Second, the Jedi can exert enough influence over the computer or ship system to override any preprogramming or any command imputed by the operator or the crew. If using this power to override any preprogramming, the Jedi needs to make the appropriate *alter* roll. If the Jedi uses this to override the command of an operator or crew, the Jedi must make an *alter* roll against the operator's skill roll. Success means the Jedi has overridden the operator's command.

There are risks associated with this power. First, failing to make the associated rolls to activate this power inflicts 1D damage to the Jedi. Second, using this power requires total concentration, so the Jedi must make the associated rolls each round. Failure inflicts the aforementioned damage.

Third, when a Jedi stops using this power, either voluntarily or from failing to make the required rolls, the Jedi suffers a -2D penalty to all Force skills

for 1D hours for each round the Jedi spent using this power. If the Jedi spends more than an hour using this power, the penalty is -4D and lasts 1D days for each hour the Jedi spent using this power. The Jedi can recover faster by spending the same number of rounds or hours in *emptiness*, depending on the penalty. A consequence of the second risk is that the Jedi's body is considered helpless and unaware of his or her surroundings; thus, unable to make any rolls to avoid taking damage. In addition, the Jedi's body is extremely vulnerable to the *transfer life* power. A Dark Jedi or Sith trying to use *transfer life* to possess a Jedi's body while the Jedi is using *machine meld* treats the body as a recently dead body, making the associated *alter* difficulty Moderate.

In addition, should the Jedi's body die, be destroyed, or be possessed via the *transfer life* power, the Jedi's spirit loses the connection with the physical body and is trapped within the computer or ship system. The Jedi should be considered dead unless the Jedi knows the *transfer life* power, in which case unless the computer or ship is destroyed, there's always a chance the Jedi can use *transfer life* to possess a new body; however, not only does the Jedi receive the associated number of dark side points, the Jedi has unknowingly turned to the dark side and can only use any known Force powers by calling upon the dark side.

Note: To date, only five individuals have demonstrated using this power, notably the Sith Lord Darth Karrid, formerly Jedi Knight Kana Tarrid, who was killed at the Battle of Duro during the Galactic War.

Restricted: While it is unclear whether Darth Karrid learned this power while she was a Jedi Knight named Kana Tarrid or after she turned to the dark side, it is highly likely that this power might have been available for either Jedi or Sith. As such, it is up to the gamemaster to decide whether to restrict how a Jedi should learn this power.^[18:35]

Projected Fighting

Control Difficulty: Difficult.

Sense Difficulty: Difficult.

Alter Difficulty: Moderate. Modified by proximity.

Required Powers: *Concentration, telekinesis.*

The target must be within the Jedi's line of sight.

This power can be kept "up".

Warning: A character who uses this power to wound gains a Dark Side Point.

Effect: *Projected fighting* allows the user to strike at an opponent, inflicting damage without physically touching the target. Use of this power is more than a little risky; in many cases projected fighting is simply using the Force for attack.

However, the Jedi attempting to use projected fighting can elect to cause stun damage only, and even then should only attempt to use this power if it is to protect innocent life from immediate danger. A Jedi who uses *projected fighting* for any other reason, or causes anything more serious than stun damage, receives a Dark Side Point.

After successfully using the power, the user makes a *brawling* skill roll. If attacking a Force-sensitive, the target may use the *brawling parry* skill to avoid the attack. Otherwise, the target cannot deflect the Jedi's blows. If the *brawling* roll is successful, the user rolls his or her full *Strength* versus the target's *Strength*. The user may target a specific portion of the body, but must subtract an additional -1D from his *brawling* skill. Be sure to add any armor bonuses that the target may have.

This power can be kept "up" as long as the distance between the user and the target remains the same. Should the target move significantly or the user wish to select a new target, the power must be rerolled.^[17:172]

Technometry

Control Difficulty: Easy.

Sense Difficulty: Moderate.

Alter Difficulty: Moderate (or opposed Perception roll for droids).

Required Powers: *Absorb/dissipate energy, affect mind.*

Effect: This power allows the Force user to reach out through the Force to gain a greater sense of a computer or droid, and in some cases exercise control over it. If the Jedi is attempting to gain access to a computer or modify a droid, she may choose to extend herself through the Force to feel and understand that system. She then gains a +2D to her computer programming/repair, droid programming, or droid repair rolls. This effect lasts for three rounds.

Alternatively, the Jedi may reach out through the Force to jam a droid's senses for three rounds. During that time, the droid will take a -2D to all Perception rolls to detect the presence of the Jedi (assuming the Jedi is attempting to sneak by or avoid detection), also the droid takes a -2D to all offensive and defensive rolls. In some cases, the jamming may confuse the droid and cause it to flee, until the effects have dissipated.^[7]

Teleport

Control Difficulty: Difficult.

Sense Difficulty: Difficult, modified by familiarity of destination.

Alter Difficulty: Difficult, modified by distance to destination.

Required Powers: *Concentration, farseeing, hibernation trance, instinctive astrogation, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis.*

Time to Use: Five minutes.

Effect: This power allowed the user to move almost instantaneously from place to place by creating a temporary wormhole between the point of departure and the point of arrival. The user temporarily bends and folds the fabrics of space and the Force to create this passage. Once the user is through, the distortion ends. Since the user exerts total control over maintaining the passage, the passage is neither dangerous nor volatile, so there is no danger associated with the Dark Side. However, only the user can use this passage. Trying to bring another being through the passage is too taxing for the user.

The location of the destination and the user's familiarity with the destination are important factors in the success of this power. As such, the gamemaster should consult the following tables when determining the modifier to the *sense* and *alter* difficulties.

Sense Modifiers:

Destinaton Is	Add to Difficulty
Very familiar (home)	+4
Fairly familiar (friend's home), or within clear sight	+8
Visited once, or partially visible	+12
Never visited, but well reproduced visually	+16
Never visited, but carefully described	+30

Destination Is	Add to Difficulty
In line of sight	+2
Not in line of sight, but 1-100 meters away	+5
101 meters to 10 km away	+7
11-1,000 km away	+10
Same planet but more than 1,000 km away	+15
Same star system but not on same planet	+20
Not in the same star system	+30

Though a rather rare power, Jedi who favor using the Force over the lightsaber have been known to use this power. This power takes more time to master and requires more energy to utilize; therefore, a Jedi's *sense* and *alter* die should both be at least 7D before Jedi can learn this power.^[18:39]

DARK SIDE POWERS

CONTROL POWERS

Channel Rage

Control Difficulty: Easy.

This power may be kept “up.”

Warning: A character who uses this power gains a Dark Side Point.

Effect: This power, when used, channels the character’s anger and rage into a berserk fury, which increases his prowess in battle. Game effects include a temporary +2D bonus to *Strength*, and a -1D penalty to all defensive skill rolls. Raging characters are unable to perform any action or Force power that requires patience and/or concentration. When use of channel rage ends, the user loses two pips from his *Strength* die code for every round the power was kept up (reducing his *Strength* die code to a minimum of 1D).^[19:32]

posses them. Any character in *rage* will appear lifeless. The Force-user is amplifying the negative aspects of his personality, leaving his face clenched in a rictus of horror and fear.

A character must determine how long he wishes to stay in *rage* when he enters it. Barring an attack or arrival of a specific person (as explained below) the dark Jedi remains in the trance for the duration. Every four hours, the character must make a

Difficult *control* roll or he will come out of the trance. When the Jedi leaves this state, he receives a +10 modifier to all Force skill rolls for a period equal to that spent in rage. After the bonus has subsided, the character takes one die of damage for every two hours he was in the trance.

Like *emptiness*, *rage* makes characters oblivious to their surroundings; they are rendered immobile. Unlike *emptiness* the character will strongly exude the dark side. This internal focusing even provides some protection against others using the Force to manipulate them in some way. Add the *rage control* roll to the difficulty of the Force power employed



Rage

Control Difficulty: Difficult.

Required Powers: *Hibernation trance*.

Warning: A Jedi who uses this gains one Dark Side Point.

Note: This power can only be used by characters who have been consumed by the dark side of the Force.

Effect: *Rage* allows a character to feel the influence of the dark side. It is a counterpart to *emptiness*.

The character must tense himself completely, and allow the mindless rage of the dark side to

by the “attacking” character.

Characters also dehydrate and hunger twice as fast as normal in *rage* and are more susceptible to damage (-1D to *Strength* when resisting damage from physical and energy attacks while in this state). Characters who plan an extended trance require intravenous nourishment.

In *rage*, the character is less oblivious to his surroundings than a Jedi in *emptiness*. For example, any physical contact by a living being is made may revive the character in *rage* (for which the Jedi will need to make a Moderate *control* roll) and it will provoke an instant berserker-like attack, regardless of who the other character is. The

character then must make a Difficult *control* roll to cease the attack before the “offending” character is killed.

A character using *rage* can choose to anticipate the arrival of a foe, using a Difficult *sense* roll (modified by relationship) with the *life sense* power at the time they enter *rage*. This will allow them to instantly awaken (an Easy *control* roll) if the expected person comes within five meters of the person in *rage*.

This power may be used in a preparation ritual for the *transfer life* power. When a raged person uses *transfer life*, their original body is completely consumed by the dark side, often bursting into blue flames. For every three points by which the *control* roll exceeded the rage difficulty, the body does 1D damage upon the explosion (three-meter blast radius).^[19:25]

ALTER POWERS

Ball Lightning

Alter Difficulty: Moderate.

Required Powers: Absorb/dissipate energy, control pain, Force lightning, Force shot, inflict pain, injure/kill, life detection, life sense, sense Force.

Warning: A character who uses this power gains a Dark Side Point.

Effect: Derived from *Force lightning*, a Dark Side Force user is able to summon *Force lightning* to his or her hand and compress it into a ball and then throw it towards a target within his or her line of sight.

After making the alter roll to create the *ball lightning*, the user must make a thrown weapons roll to launch the *ball lightning* at the target. Unlike a standard grenade or *bolt of hatred*, however, the user can use the Force to guide the *ball lightning* to the target in question, even if the target is hidden or concealed to some degree. When guiding the *ball lightning*, the gamemaster adds the following modifiers to the difficulty:

- +1 to +5 for gentle turns
- +6 to +10 for easy maneuvers
- +11 to +25 or more for complex maneuvers,

When the *ball lightning* strikes the target, the target suffers 1D damage for every 2D of *alter* the user has, rounded down. However, the user can choose to reduce the damage inflicted by the *ball lightning*, with the minimum being 1D. The target can make an opposed *dodge* roll to avoid the attack. Furthermore, since the attack is a mass of Force energy, the target can use *absorb/dissipate energy*, *lesser Force shield*, or *redirect energy* to protect himself or herself from the attack.

Note: This power was created during the time of the Je’daii on Tython by Je’daii Journeyer Sek’nos Rath created this power. The Rakatan known as Soa the Infernal One also used this power, and it appeared during the Cold War. Though it has yet to appear in any other era, the decision to have this power available for Jedi characters to learn is at the discretion of the gamemaster.^[18:43]

Bolt of Hatred

Alter Difficulty: Moderate.

Warning: A character who uses this power gains a Dark Side Point.

Note: This power is a Sith discipline.

Effect: The Force-user creates in his had a radiant sphere of pure hatred which he can hurl at any target within his line of sign. After a successful *alter* roll to initiate the effect, the Force-wielder makes a *thrown weapons* roll with a 2D bonus to launch the bolt of energy at his target. Characters hit by the sphere suffer 6D damage and automatically lose a Character Point.^[19:25]

Crushing Darkness

Alter Difficulty: Moderate.

Required Powers: *Control pain*, *inflict pain*, *life detection*, *life sense*, *telekinesis*.

Warning: A character who uses this power gains a Dark Side Point.

Effect: With this power, a Sith can summon a dark cloud of energy around his or her enemy. Once engulfed, the cloud begins to bear down and crush anything caught within it, inflicting alter die damage to the target. Any target caught in the cloud can make a *stamina* roll to resist the pressure and escape being harmed long enough to attempt to flee the area.^[18:51]

Dark Side Web

Alter Difficulty: Difficult.

Warning: A character who uses this power gains a Dark Side Point.

This power may be kept “up.”

Note: This power is a Sith discipline.

Effect: When successfully initiated, this power summons strands of dark side power that wrap around the Force-user’s target, ensnaring him in a mesh of brilliance. The lattice of energy severs the connection between the Force and the trapped individual and saps the strengths from his body.

In game terms, the target of the *dark side web* loses a number of Force skill dice up to the number of Force skill dice up to the number of Force-wielder’s *alter* dice. For example, if King Ommin had 6D in *alter*, he could lower any one of Master Arca’s Force skills by six dice; or, he could break up

those six dice across all three of Arca's Force skills (*control*, *sense*, and *alter*), lowering each skill each by 2D (or in any combination as long as the total number of dice removed totals 6D).

If the Force-user desires, he may include the *Strength* attribute in the reduction, thereby given him the option of temporarily removing dice from *control*, *sense*, *alter*, and *Strength* in any combination of dice that adds up to his *alter* skill.^[19:26]



Injure/Kill

Alter Difficulty: Target's *control* or *Perception* roll.

Required Power: *Life detection*, *life sense*.

Warning: A character who uses this power gains a Dark Side Point.

Effect: An attacker must be touching the target to use this power. In combat, this means making a successful *brawling* attack in the same round that the power is to be used.

Devastating Force

Alter Difficulty: Difficult or Very Difficult.

Required Powers: *Empower Force*.

Warning: A character who uses this power gains a Dark Side Point.

Effect: This power allows the user to make the damage from any offensive far more devastating for the target. If the user makes a successful Difficult roll, the damage from the Force power is increased by half. If the user makes a Very Difficult roll, the damage from the Force power is doubled. The user must first declare by how much he or she intends to increase the damage.

This power must be activated in the same round as the power it is attempting to affect. Multiple action penalties apply.^[18:44,†20,†25]

When the power is activated, if the attacker's *alter* roll is higher than the character's resisting *control* or *Perception* total, figure damage as if the power roll was a damage total and the *control* or *Perception* roll was a *Strength* roll to resist damage.

Example: A Dark Jedi grabs Ana by the shoulder and uses *injure/kill* on her. The Dark Jedi's *alter* roll is 15; Ana's *control* roll is an 8. That's a difference of seven, which on the damage chart means Ana is *wounded*. Ana falls to the ground, clutching her shoulder.^[17:163]

CONTROL AND ALTER POWERS

Aura of Uneasiness

Control Difficulty: Easy. Modified by proximity, but limited to line of sight.

Alter Difficulty: Easy.

Warning: A character who uses this power gains a Dark Side Point.

Note: This power is a Sith discipline.

Effect: This power allows a Sith to project a field of vague discomfort and unease around him, which causes non-sentient creatures to avoid him. ^[19:26]

Drain Energy

Control Difficulty: Very Easy for simple devices (datapads, holorecorders, droid callers); Easy for power packs (such as blasters); Moderate for energy cells (lightsabers, force pikes, vibro weapons); Difficult for portable generators (E-Web repeating blasters, droids).

Alter Difficulty: Easy if the target is a non-sentient piece of equipment. If the target is a droid, the *alter* difficulty is the droid's *Strength* roll.

Required Powers: *Absorb/dissipate energy*.

Warning: A character who uses this power gains a Dark Side Point.

Effect: Use of this power allows a Jedi to drain the energy from power packs, energy cells, and similar power sources. This can render powered and electric equipment useless until the power source is replaced or recharged. Power generators larger than a portable generator, such as a fusion generator (used in power droids, vehicles, and ships) are too large to be drained by this ability. Using this power takes a full round. It can affect a single target within the character's line of sight up to 10 meters away. Due to the fact that this power uses dark side energy to siphon power, it grants the user a Dark Side Point. ^[19:38,†24:14]

Electronic Manipulation

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

Alter Difficulty: Easy for slight alteration; Moderate for significant changes in programming; Difficult for major reprogramming.

Required Powers: *Absorb/dissipate energy*, *affect mind*

Warning: A character who uses this power gains a Dark Side Point.

Note: This power is a Sith discipline.

Effect: This power allows a Sith to channel his anger into the electronic circuits of a computer, droid, or machine, and reprogram it by manipulating its physical and electrical components. The reprogramming can only restore original reprogramming which has been altered, not actually rewrite a computer's programming.

Since this Sith power can only be evoked in a state of rage, the Jedi have long avoided using it. ^[19:26]

Fear

Control Difficulty: Target's opposing control or *Perception* roll.

Alter difficulty: Moderate.

Required Powers: *Aura of uneasiness*.

Warning: A character who uses this power gains a Dark Side Point.

Effect: This power targets the psychological vulnerabilities of a target and uses a powerful wave of the Dark Side to fill them with a paralyzing fear. In game terms, the Force user can so fill them with fear that it will limit how many actions they may take on the target's next turn. The limit is dependent on how much the Force user's roll beats the target's opposed roll. ^[16:41,†20:50]

Control Roll \geq Target Roll By	Maximum Number of Actions Next Turn
1-4	3 actions
5-9	2 actions
10-14	1 action
15+	0 actions

Feed on Dark Side

Control Difficulty: Moderate when activated, Very Easy each round thereafter.

Alter Difficulty: Moderate when activated; no rolls required for subsequent rounds.

Required Powers: *Sense Force*.

Warning: A character who uses this power gains a Dark Side Point.

This power can be kept "up".

Effect: This power allows a Jedi to feed on the fear, hatred, or other negative emotions of others to make himself more powerful. It does not matter to the dark side why the others are filled with dark emotions; the feelings alone suffice.

In game terms, in any round in which a character using this power is in the presence of a light side Force-sensitive who gains a Dark Side Point, the character gains a Dark Side Point and a Force Point. If multiple characters gain Dark Side Points in the same round, the character gains multiple Force Points. These Force Points must be spent within five minutes of being received.

Dark Jedi use this power to gain power from the anger and hatred they create in their foes. For player characters who are quick to anger, it is impossible to die-roll their way out of this situation. The only way to stop a Jedi from gaining extra Force Points from this power is to resist the dark side. This can be extremely difficult, particularly since there is nothing to prevent the Dark Jedi from doing everything in his power to provide these

negative emotions. This might include deception, the butchering of innocents, taunts, insults, threats against the characters, their friends, families, home planets or bases, and anything else likely to make them call on the dark side.

Players who fail to devise a better way of defeating a Dark Jedi other than by brute force are very likely to be destroyed if faced with this power.

Warning: Gamemasters should avoid overusing this power, since it can severely disrupt game balance if not used in moderation.^[17:166]

Force Lightning

Control Difficulty: Difficult, modified by proximity, limited to line of sight.

Alter Difficulty: Target's *control* or *Perception* roll.

Warning: A character who uses this power gains a Dark Side Point.

Effect: This power is a corruption of the Force. When used, it produces bolts of white or blue energy that fly from the user's fingertips like lightning. The bolts tear through their target, causing painful wounds. Since this power is Force-generated it can be Force-repelled using *absorb/dissipate* energy.

Force lighting courses over and into its target, convulsing the target with serious pain, and eventually killing him. Armor does not protect a character from *Force lightning*. *Force lightning* causes 1D of damage for each 2D of *alter* the user has (rounded down: a character with an *alter* of 5D would cause 2D of damage).^[17:167]

Hatred

Control Difficulty: Moderate.

Alter Difficulty: Target's *control* or *Perception* roll.

Required Powers: *Control pain, inflict pain, injure/kill, life detection, life sense, hibernation trance, rage, waves of darkness*.

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: This power is similar to *Force scream*, but is used voluntarily. The character using this power releases his hatred into a blast of Force energy. Successful use of this power deals 3D damage to all targets within ten meters of the character, and gives each one a -1D penalty to all rolls for the remainder of the round. The effects of this power last a single round, though the duration can be increased by spending character points – for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.^[19:39,†24:18]

Inflict Pain

Control Difficulty: Very Easy. Modified by proximity.

Alter Difficulty: Target's *control* or *Perception*. Modified by proximity.

Required Powers: *Control pain, life sense*.

Warning: A character who uses this power gains a Dark Side Point.

Effect: The target experiences great agony. The user causes damage by rolling her *alter* skill, while the target resists damage with their *control*, *Perception*, or *willpower*. Damage is figured as a *stun* attack, although if the target suffers any damage at all, they are so crippled by pain that they are incapable of acting for the rest of the round and the next round.^[17:167]

Waves of Darkness

Control Difficulty:

Area of Effect	Difficulty
1-2 meters	Moderate
3-10 meters	Difficult
11-20 meters	Very Difficult
21-30 meters	Heroic

Alter Difficulty:

Area of Effect	Difficulty
1-2 meters	Moderate
3-10 meters	Difficult
11-20 meters	Very Difficult
21-30 meters	Heroic

Warning: A character who uses this power gains a Dark Side Point.

This power may be kept "up."

Note: This power is a Sith discipline.

Effect: The user delves into the darkness of her own spirit and dredges up the feelings of hatred, jealousy, greed, and rage that linger in the shadowed recesses. Using the Force as a power source, she expels these vile emotions in waves of dark side energy that radiate outward in an expanding sphere. Anyone caught in the disturbance suffers immediate confusion, and a few seconds later, feels fear.

In game terms, those entering the area infested by the dark side waves must make a *willpower* or *control* roll against the Force-user's *control* total for initiating the effect. Anyone who fails the roll cannot take his next action (in this combat round

or the next) and must flee on the successive round. Anyone who succeeds becomes confused and can take no more than one action each combat round until he exits the field of dark side energy.^[19:27]

CONTROL AND SENSE POWERS

Sith Sorcery

Control Difficulty: Difficult.

Sense Difficulty: Moderate.

Required Powers: *Enhance attribute, feed on dark side, life detection, life sense, sense Force.*

Warning: A character who uses this power gains a Dark Side Point.

Effect: Sith sorcery is used to channel the spirits of dead Sith lords into a character's body, augmenting his own natural abilities at the risk of possession. If successful, this power grants bonuses to attacks, resistance rolls, Strength (to resist damage only), and any use of dark side Force powers (ie, any powers that give Dark Side Points when used). The extent of the bonus and the power's duration are determined by the amount the Jedi's control roll exceeds the difficulty. The duration can be increased by spending character points – for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.

Control Roll ≥ Difficulty By	Bonus	Duration
0-6	+2	4 rounds
7-12	+1D	4 rounds
12-18	+1D+1	3 rounds
19-24	+1D+2	3 rounds
24+	+2D	2 rounds

Special: Whenever *Sith sorcery* is used, in addition to receiving a Dark Side Point, the character opens himself up to possession by Sith spirits. He must immediately succeed in a Moderate *willpower* skill check, with the difficulty increased by the amount of the bonus received. For example, a Dark Jedi beats his *control* roll difficulty by 8 points, gaining a +1D bonus. When the power fades, he must make a *willpower* roll with a difficulty of Moderate +1D. If the skill roll succeeds, there are no complications. If it fails, however, the character is possessed by a dark side spirit.^[19:37,†24:18]

Sith Sword Combat

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept “up.”

Effect: This power works in a manner similar to that of the *lightsaber combat* power, but centers on defense. If a character successfully uses this power, he adds his sense rating to his *melee parry* skill rolls while using a Sith Sword, and is able to add (but not subtract) part or all of his *control* dice to the Sith Sword's damage.

Additionally, blaster bolts can be deflected, and the system is the same as the one listed in *lightsaber combat*.^[19:37,†24:18]

SENSE AND ALTER POWERS

Force Wind

Sense Difficulty: Moderate

Alter Difficulty: Moderate to affect 5 meters; Difficult to affect 10 meters; Very Difficult to affect 15 meters.

Required Powers: *Magnify senses, shift sense, telekinesis*

This power may be kept “up.”

Warning: A character who uses this power gains a Dark Side Point.

Note: This power is a Sith discipline.

Effect: This power allows the Sith to manipulate and channel air currents to form powerful and destructive tornadoes that can lift people into the air and fling them about. The cyclone does the Sith's *alter* code in damage to all within its range.^[19:28]

CONTROL, SENSE AND ALTER POWERS

Consume Essence

Control Difficulty: Heroic.

Sense Difficulty: Heroic.

Alter Difficulty: Heroic.

Required Powers: *Accelerate another's healing, affect mind, control another's pain, control mind, control pain, dim another's senses, drain life energy, drain life essence, enhance another's attribute, enhance attribute, farseeing, feed on dark side, hibernation trance, injure/kill, life detection, life sense, magnify senses, place another in hibernation trance, projective telepathy, receptive telepathy, sense Force, Sith sorcery, telekinesis, transfer Force.*

Time to Use: 10 minutes.

Effect: Perhaps the most complex and potent Sith ritual ever known, this allows the user to devour the life force of all life on a planet; plant or animal, sentient or not, Force-sensitive or not. Once complete, the influx of such a massive amount of life force is enough to grant the recipient



immortality. The user will never age, and thus is incapable of dying from old age. However, the user isn't invulnerable; thus the user can still die from injury or illness.

This ritual, however, is not without price or side effect. Though the individual gains immortality through this power, the body will be wracked with constant pain. This pain will last for the rest of the recipient's natural, or in this case unnatural, life; thus, the recipient must learn to tolerate the pain. At first, the recipient must make a Strength or stamina roll every time he or she wishes to move, with success granting the individual the chance to make even the slightest movement. Over the years, the individual will learn to tolerate the pain to the point whereby the Strength or stamina roll will become unnecessary. In fact, the individual will become so used to the pain that his physical senses will become numb, making him unable to feel anything at all. When this happens, unless the recipient receives an injury that is instantly fatal, the individual will continue to function despite how far along the character damage chart the individual is. In addition, the individual can't be *stunned* or *incapacitated*.

Another side effect of the ritual is that all droids on the planet will suffer an overload that will shut them down and wipe their minds. Droid characters that are caught on the planet when this ritual is performed will be unable to make any saving throws to avoid this. The droids caught by this effect can be repaired and recharged, but they won't have any memories. Any droid or droid character that goes to the surface after the ritual has been completed will be safe.

There is one more side effect of this power. Since this power drains all life from the planet on which it was cast, it also makes the planet absent in the

Force. Those who can sense the Force will feel this absence. In addition, should the Force-sensitive go to the surface, the individual will feel as if the Force were trying to rip him or her apart. Any plant life that isn't Force-sensitive will be dead in a week. Any animal life, sentient or non-sentient, must make a *Strength* or *stamina* roll to resist the effect. If the animal or sentient is

Force sensitive, they can use their *control* die to resist the effect. If the animal or sentient fails the roll, this power removes one point from the following in order: Dark Side Points, Force Points, and Character Points. Once all these points are gone, the next time the animal or sentient fails the roll, the victim will fall unconscious and a minute later, die. There is no way to save the creature or character at this point.

It is possible for one to use this power to grant immortality to another individual, but the character performing the ritual must add +10 to all difficulty rolls.

Anyone using this power receives two Dark Side Points. Anyone using this power to make someone else immortal will receive three Dark Side Points.

Note: One might consider it fortunate that the only individual who ever knew and performed this ritual was the one known as Tenebrae, who went on to become Lord Vitiante and later the Sith Emperor after the Great Hyperspace War.

With his death, the knowledge of this power is presumed lost for eternity. But this is not a certainty. This ritual might be within a Sith holocron or some other teaching device created by the Sith Emperor. While the odds are extremely high against it, there is a chance one who knows Sith lore and Sith sorcery might discover this ritual through experimentation.

The galaxy can only hope that this never happens again. Unfortunately, another legacy of this ritual – Nathema – still exists. The planet is still incapable of supporting or bearing life, and its absence in the Force is still present. It is unlikely that these conditions will ever be remedied. Unless or until the absence of the Force on the planet has been corrected, life will be unable to flourish on the planet. Any attempt to establish a living colony will

end in disaster; the life force of the colonists will be drained by the absence until all the colonists are dead. Only droids can function on the planet safely at this time. ^[18:59]

Control Mind

Control Difficulty: Moderate, as modified by relationship. Targets with an affinity for the Force (i.e., have Force skill or Force Points) may make an opposed *control* or *Perception* rolls, selecting either their roll or the base difficulty to resist.

Sense Difficulty: Easy for a Jedi who has turned to the dark side, as modified by proximity. Moderate for a Jedi who is of the light side, as modified by proximity.

Alter Difficulty: Variable, depending on the number of targets being controlled and whether or not they are willing. Targets with an affinity for the Force may make opposed rolls, choosing either their roll or the difficulty, whichever is higher.

For a Jedi who has turned to the Dark Side:

Number	Willing	Unwilling
1	Very Easy	Easy
2	Easy	Moderate
3	Moderate	Difficult
4-5	Difficult	Very Difficult
6-8	Very Difficult	Heroic (31+)

For a Jedi who is of the light side:

Number	Willing	Unwilling
1	Moderate	Difficult
2	Difficult	Very Difficult
3	Very Difficult	Heroic (31+)

This power may be kept “up.”

Warning: Any Jedi who uses this power gains a Dark Side Point, plus an additional Dark Side Point for every evil action she forces a victim of this power to undertake.

Note: The difficulties of this power are significantly decreased for those who have fallen to the dark side.

Effect: The use of this power allows a Jedi to take control of another person turning him into a puppet who must obey the Jedi’s will. When used successfully a Jedi can control the actions of others, making them serve his will like automations. The power may be kept up to allow the user to maintain control of his target’s mind – the Jedi must make a new roll if a new target is to be added.

Characters versed in the ways of the Force (with any Force skills) can actively resist by rolling a *control* or *Perception* total. A character with an

inherent affinity for the Force may resist by rolling a *Perception* total. The character may choose either the difficulty for the power use or his own roll. If the Jedi attempts to control more than one such Force-sensitive character at the same time, for all characters beyond the first, add +1 for each die code of *Perception* or *control* (as per “Combining Rules”). The Jedi must make a new power roll whenever he attempts to take over a new target. Targets may be released without a roll.

Control mind cannot be used to control droids or computers. ^[19:28]

Death Field

Control Difficulty: Target’s *Perception* or *control* roll

Sense Difficulty: Difficult

Alter Difficulty: Target’s Strength roll.

Required Powers: *Accelerate another’s healing, accelerate healing, affect mind, concentration, control another’s pain, control mind, control pain, dim another’s senses, drain life, drain life energy, drain life essence, farseeing, hibernation trance, injure/kill, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, telekinesis, transfer Force.*

Warning: A character who uses this power gains a Dark Side Point.

Effect: By using this power, a Sith can create a sphere of dark side energy ten meters in radius around himself or herself. Any target caught in the field automatically dies, and the Sith absorbs the life energy of the plants and animals and the life essence of any individual caught in the field. In game terms, if the Sith is wounded in any way, his or her wound level is reduced by one for every 2D of *Strength* the user drains from the targets.

If the target has any Force points, these Force points are collected into a “temporary” pool. The user has an option in keeping the power “up”, and there are two ways to do this. First, the Sith can make the required rolls to keep the power up. Second, the Sith can spend two Force Points from the “temporary” pool each round to keep the power up. The Sith can also use the Force Points from the “temporary pool” for other uses as well. However, should the Sith run out of Force points in the “temporary” pool when the round is over, unless the Sith gains more Force Points in the following round, the power will automatically end.

This power is very powerful and very dangerous. Before the Sith can learn this power, the user must be a Sith Lord with at least 8D in each of the Force skills. ^[18:52]

Doppelganger

Control Difficulty: Very Difficult.

Sense Difficulty: Very Difficult.

Alter Difficulty: Heroic.

Required Powers: *Control pain, emptiness, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, projective telepath, control another's pain, transfer Force, affect mind, dim another's senses.*

This power must be kept "up".

Warning: A character who uses this power gains a Dark Side Point.

Time to Use: Five minutes.

Effect: This power creates a doppelganger of the Force-user.

Though the doppelganger is merely an illusion, but it will interact with people and appear to be real. The user can sense all normal senses through the doppelganger, including a "feel" of normal substances. Doppelgangers also register normally on all droids' audio and video sensors.

Those with the doppelganger believe it to be a real person.

The doppelganger acts with half the skill dice of the person that created it. Every five minutes, the user must roll again to maintain the doppelganger. If the user stops using the doppelganger or it is fatally injured, it simply fades into nonexistence.^[17:171]

Drain Life / Wither

Control Difficulty: Target's *Perception* or *control* roll.

Sense Difficulty: Difficult.

Alter Difficulty: Target's *Strength* roll

Warning: A character who uses this power gains a Dark Side Point.

Required powers: *Drain life essence, control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, control another's pain, transfer Force, affect mind, control mind, dim another's senses, accelerated healing, accelerate another's healing, injure/kill.*

Effect: When the Force user has suffered a wound, the Dark Side offers a swift way to preserve her life at the expense of another. The Force user draws the life force from a victim to have a surge of power to aid her own body. In game terms, a character that has a *wounded* status or worse may attempt to use this power to move up one more wound levels. First, if in combat, the Force user must make a successful *brawling* roll to make contact. Next, the Force user must make a *control* roll against the target's *Perception* or *control* roll. If the roll succeeds, the Force user rolls her *alter* skill as damage. If the Force user inflicts a *wound* then she may recover one *wound* status; if she

manages to inflict a damage of *incapacitated* then she may recover two *wound* status levels, and so on. The character may not draw life away from the target unless the character is at least *wounded*. While using this power, the character must be in physical contact with the target.^[19:46]

Drain Life Energy

Control Difficulty: Easy.

Sense Difficulty: Easy. Modified for proximity.

Alter Difficulty: Easy.

This power may be kept "up."

Warning: A character who uses this power gains a Dark Side Point.

Note: This power is a Sith discipline.

Effect: This power allows a Sith to draw power from nearby non-sentient beings to boost his ability to go without sleep. As long as this power is kept up, the Sith will not fatigue or require sleep. Use of the power depends on a ready supply of nearby insects, small rodents, birds, and so on to draw energy from. This power may not be used to draw energy from sentient beings.^[19:29]

Drain Life Essence

Control Difficulty: Very Difficult, inversely modified by relationship.

For example, a close relative would add +30 to difficulty, while a total stranger of an alien species would add nothing.

Sense Difficulty:

Number of Victims	Difficulty
1-5	Very Easy
6-50	Easy
51-1,000	Moderate
1,001-50,000	Difficult
50,001-1 million	Very Difficult
1 million-10 million	Heroic

Alter Difficulty: Easy for willing, worshipful subjects. Difficult for ambivalent or apathetic individuals. Heroic for enemies. Add +10 to the difficulty if individuals are imbued with the light side of the Force.

Required Powers: *Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, control another's pain, transfer Force, affect mind, control mind, dim another's senses.*

This power may be kept "up."

Warning: A character who uses this power gains a Dark Side Point.

Effect: This power allows a Jedi to draw life energy from those around him and channel the negative effects of the dark side into those victims.

All living things are a part of and contribute to the Force; even those with no awareness of the Force are affected by and are a part of it. Many beings go through their daily lives wasting much of their life energy. This power draws that life energy from beings, allowing a Jedi to use that energy to further his or her own ends.

To draw this energy the Jedi must roll this power once a day.

This power is considered up at all times and thus die penalties apply.

The amount of energy the Jedi draws depends on the number of individuals affected by the power and the length of time they have been drained.

For individuals who have been drained for less than one week or longer than one month:

Number of Victims	Force Points Acquired
1-5	One Force Point per week
6-50	One Force Point per five days
51-1,000	One Force Point per three days
1,001-50,000	One Force Point per three days
50,001-1 million	One Force Point per day
1 million-10 million	One Force Point per 12 hours

For individuals who have been drained longer than one week and less than one month:^[17:171]

Number of Victims	Force Points Acquired
1-5	One Force Point per five days and +1D to all Force skills
6-50	One Force Point per three days and +2D to all Force skills
51-1,000	One Force Point per two days and +3D to all Force skills
1,001-50,000	One Force Point per day and +3D+2 to all Force skills
50,001-1 million	One Force Point per 12 hours and +4D to all Force skills
1 million-10 million	One Force Point per 6 hours and +4D+2 to all Force skills

Force Walk

Control Difficulty: Very Difficult.

Sense Difficulty: Difficult.

Alter Difficulty: Difficult.

Required Powers: *Accelerate another's healing, accelerate healing, affect mind, control another's pain, control mind, control pain, dim another's senses, drain life essence, enhance attribute, farseeing, feed on dark side, hibernation trance, injure/kill, life detection, life sense, magnify senses, projective telepathy, receptive telepathy, sense Force, Sith sorcery, telekinesis, transfer Force.*

Time to Use: Ten minutes.

Effect: This application of Sith sorcery allows a Sith to bind the restless spirits of deceased Sith to himself, allowing the user to draw upon the bound spirits' power and channeling it to increase his or her own power.

In game terms, every time the user successfully uses this power to bind a spirit, the user gains the Force points possessed by the spirit. In addition, the user can spend a Force point to draw on the power of the bound spirits. When this occurs, the user adds one half of the accumulated die codes assigned to the Force skills of the bound spirits to his or her own Force skills. This boost lasts for one round.

However, there are dangerous side effects to this power. Spirits do not like being bound to the user by this power, so they will fight to free themselves by inflicting harm on the user's body and attempting to drive the user insane. Once a day, the user must make a *willpower* and *stamina* roll to stave off the detrimental effects of the spirits' influence. The difficulty depends on the number of spirits bound to the user by this power.

Number of Spirits Bound	Difficulty
1	Moderate
2	Difficult
3	Very Difficult
4	Heroic

For every spirit after the fourth, add +5 to the difficulties.

Should the user fail to make the *willpower* roll, the user's *willpower* drops by 1D. Once the willpower drops to 0D, the user suffers an incurable sanity.

Should the user fail to make the *stamina* roll, the user's, *stamina* drops by 1D. Once the *stamina* drops to the Strength die code, the user's health is at risk. On subsequent failed rolls, the user's health status becomes fixed at *wounded*, *wounded twice*,

and *mortally wounded*. If the user fails the next roll while the health status is *mortally wounded*, the user dies, and the bound spirits are freed. The physical detriment can be undone by a combination of bacta or kolto immersion and using the Force to heal himself or herself.

Anyone who uses this power to bind a Sith spirit gains a Dark Side Point. Whenever anyone draws on the power of the bound Sith spirit(s) to boost his or her own power, he or she gains a Dark Side Point.

Note: This is a very powerful spell which has the potential to unbalance the game. However, the side effects associated with this spell should keep it in check. As an additional reassurance, this power is available only during the time period of *The Old Republic*. After this time period, the power is considered lost. The only way for one to learn this power would be to find a Sith Holocron detailing this power. ^[18:60]

Memory Wipe

Control Difficulty: Moderate.

Sense Difficulty: Target's *Perception* or *control* roll. Modified by relationship.

Alter Difficulty: Target's *Perception* or *control* roll. Modified by relationship.

Required Powers: *Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, affect mind, control mind, dim another's senses.*

Note: This power is a Sith discipline.

Warning: A character who uses this power gains a Dark Side Point.

Effect: This dreadful power allows a Sith to sift through a person's mind and destroy all knowledge of specific events or learned skills. Use of the skill requires direct contact with the target, and only one specified objective can be perused per session. ^[19:30]

Telekinetic Kill

Control Difficulty: Easy, modified by proximity.

Sense Difficulty: Easy, modified by proximity.

Alter Difficulty: Target's *control* or *Perception* roll.

Required Powers: *Control pain, inflict pain, injure/kill, life sense.*

Warning: A character who uses this power gains a Dark Side Point.

Effect: This power is used to telekinetically injure or kill a target. The user makes his *alter* roll against the target's *control* or *Perception* total to determine damage. The exact method used to kill the target varies: collapse of the trachea, stir in the

brain, squeeze the heart, or any number of methods. ^[17:172]

Transfer Life

Control Difficulty: Heroic, modified by relationship. If the victim is unwilling, increase the difficulty by +15.

Sense Difficulty: Heroic, modified by proximity. If the target is unwilling, increase the difficulty by +15.

Alter Difficulty: Variable, depending on willingness and Force affinity.

Circumstances	Difficulty
Specially prepared clone host body	Easy
Recently dead body	Moderate
Live willing host	Very Difficult
Live unwilling host	Heroic

Those that are Force sensitive may make an opposed *alter* or *willpower* roll, selecting either the roll or the difficulty, whichever is higher.

Required Powers: *Absorb/dissipate energy, accelerate healing, control pain, emptiness, detoxify poison, hibernation trance, reduce injury, remain conscious, resist stun, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, injure/kill, farseeing, projective telepathy, receptive telepathy, accelerate another's healing, control another's pain, feed on dark side, inflict pain, return another to consciousness, dim another's senses, transfer Force, affect mind.*

Warning: Any Jedi using this power receives two Dark Side Points. If attempting to possess an unwilling host, the Jedi receives four Dark Side Points.

Effect: This power allows character to transfer his or her life energy into another body. The key to immortality itself, this is one of the most difficult and evil of all dark side powers. To overcome a spirit already residing in a body is nearly impossible.

This is why the power is nearly useless without the ability to clone host bodies.

Though theoretically possible, it is not yet known what the effect on an unborn fetus would be. Fortunately, there is almost no history of this power being used successfully. It is believed that if the user's body perishes as an attempt fails, the user's life energy is lost, dispersed to the void. ^[17:172]

Note: In one known case, that of Darth Zash attempting to possess the body of her live, unwilling apprentice, the Sith Lord was physically interrupted by the Dashade Khem Val, causing a

momentary corruption of the power. In this rare instance, instead of possessing her target, Zash's essence was merged with that of the attacker Khem Val within the Dashade's body, both spirits coexisting in a difficult equilibrium. At different times, either being could exert an opposed *willpower* roll to obtain control of the Dashade's body and submerge the other consciousness for a short while, but neither possessed full, permanent control.

As this is an exceptional occurrence, the gamemaster is advised to use it sparingly and with great care.

SPECIAL POWERS

Force Scream

Note: This is an involuntary power that may be activated when a Dark Jedi loses control of her temper.

Effect: The dark side of the Force is seductive, offering tremendous power to lure the weak-willed into its grip. Fear, anger, and jealousy are the ties that bind the servants of the dark side, and by tapping into such emotions, the Dark Jedi are capable of unleashing untold devastation.

The power to destroy, however, does little to improve control of these abilities. Dark Jedi who have become angered sometimes lose control of their emotions. This can trigger shock waves that ripple through the Force, devastating the Dark Jedi and those unfortunate enough to be in close proximity.

The *Force scream* has been called “a wave of hatred amplified and fueled by the dark side, that is capable of smashing through mental and physical defenses with ease.” A number of references to Dark Jedi in Old Republic archives often mention the Dark Jedi losing control, violently, in the final moments of battle with the Jedi of the light side of the Force.

In game terms, a *Force scream* is a reflex, usually occurring when Dark Jedi are provoked into losing their tempers. A Dark Jedi must make a Difficult *willpower* roll whenever angered to the point of rage; if the roll fails, the Jedi releases the *Force scream*. All of the Dark Jedi's die codes are reduced by 2D for one hour, and he must rest for one hour or suffer an additional -2D penalty until rested (penalties are cumulative).

The Force scream causes damage equal to the Dark Jedi's *alter* skill to all beings within 50 meters, including the Dark Jedi who unleashed this mental energy. Force-sensitive characters roll their *alter* dice to resist damage (those without the *alter* skill use *Strength*).^[17:173]

VOSS MYSTIC POWERS

Voss Healing Ritual

Control Difficulty: Easy. Modified by relationship.

Sense Difficulty: Easy. Modified by proximity.

Alter Difficulty: Very Easy. Modified by relationship.

Required Powers: *Accelerate another's healing, control another's pain, control pain, life detection, life sense, projective telepathy, receptive telepathy, transfer Force.*

Time to Use: One minute.

Effect: This technique allows a Voss Mystic to draw on the strength of others to heal an injured patient. The Voss Mystic first draws on the Force and establishes a link with every individual from whom he or she is drawing strength from. The user then channels the strength from the links into the patient, allowing the patient to make two natural healing rolls for the current day twelve hours apart.

The patient normally gets a +2 modifier to both *Strength* rolls to heal. However, because of the link the Voss Mystic establishes with other participants, for every two individuals with whom the Voss Mystic establishes a link, the patient receives an additional +1 modifier to both *Strength* rolls to heal.

Note: The Sith Lord Fulminiss learned how to perform this ritual, and later corrupted the ritual into a version of *summon fears* or *fear* that allowed him to drive individuals mad across great distances. This doesn't necessitate the formation of a new power.

Restriction: This power is generally restricted to the Voss Mystics, though members of other Force-using traditions can and have learned it. However, this power has only appeared during *The Old Republic's* video game, Cold War and Second Great Galactic War.^[18:141]

Power Modifiers:

User and Target Are	Add to Difficulty
Touching	+0
Line of sight (not touching)	+2
Not line of sight, at 1-100 meters	+5
101 meters to 10 km	+7
11-1,000 km	+10
Same planet more than 1,000 km	+15
Same star system, different planet	+20
Not in same star system	+20

Relationship Modifiers:

User and Target Are	Add to Difficulty
Close relatives (married, siblings, parent and child, etc.)	+0
Close friends	+2
Friends	+5
Acquaintances	+7
Slight acquaintances	+10
Met once	+12
Never met, but known by reputation	+15
Complete strangers	+20
Complete strangers and not of same species	+30

CHAPTER NINE: STARSHIPS

Welcome, citizen! I'm General Garza of the Republic military. As leader of the Republic Special Forces, I know our ground troops depend on the support and firepower of our Republic fleet. Without these starships, our great society would be forever planetbound - limited by the horizon of whatever rockball we're born on.

However, with the wonders of modern technology, our horizons are endless. The only thing that can hold us back is our own fear; with starships we are travelers among a sea of stars.

CAPITAL SHIPS

Azalus-Class Dreadnought

The Azalus-class dreadnoughts were first commissioned by the Hutts centuries ago.

The Azalus-class was designed and built by the Hutt Cartel as an enforcement ship. These massive warships are also used by the Mandalorians. One of these vessels was turned into the mobile space station Port Nowhere and has served as a gathering point for various criminals, while another is owned by Mandalore the Vindicated.™

■ Azalus-Class Dreadnought

Craft: Ubrikkian Industries Azalus-class Dreadnought
Affiliation: Hutt Cartel / Mandalorians / general
Type: Dreadnought
Scale: Capital
Length: 500 meters
Skill: Capital ship piloting: Azalus Dreadnought
Crew: 220, gunners: 80
Passengers: 300
Cargo Capacity: 12,300 metric tons

Consumables: 2 years
Cost: 450,000 (new), 150,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x17
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 4D+2
Shields: 1D+1

Sensors:
Passive: 10/0D
Scan: 30/1D

Weapons:

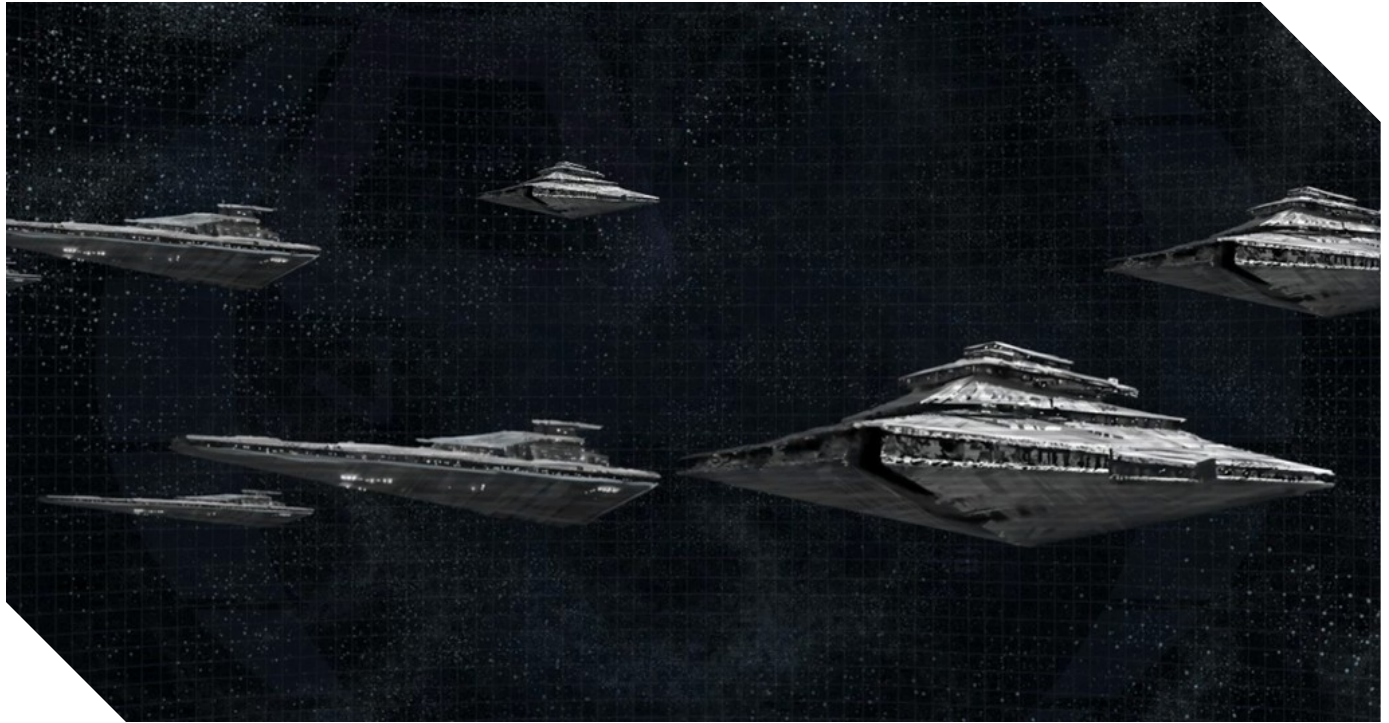
6 Medium Turboaser Cannons

Fire Arc: 3 left, 3 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-10/20/40
Atmosphere Range: 6-20/40/80 km
Damage: 4D+2

3 Laser Cannons

Fire Arc: 1 front, 1 left, 1 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D





2 Concussion Missiles Launchers

Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D+1
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 5D

BSX-5 Dreadnought

The BSX-5 Dreadnought is a modified version of the legendary *Harrower*-class dreadnought.

The most notable BSX-5 Dreadnought served as the personal flagship of Sith Lord and Dark Council member Darth Jadus which was named the *Dominator*.[™]

■ BSX-5 Dreadnought

Craft: Taerab Starship Manufacturing BSX-5 Dreadnought
Affiliation: Sith Empire
Type: Dreadnought
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: BSX-5 Dreadnought
Crew: 2,000, gunners: 100
Passengers: 1,500
Cargo Capacity: 12,000 metric tons
Consumables: 2 years
Cost: 22 million (new), 9 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D+1
Space: 4
Hull: 4D

Shields: 2D+1

Sensors:

Passive: 10/1D
Scan: 50/1D+2
Search: 80/2D

Weapons:

30 Medium Turboaser Cannons

Fire Arc: 15 port, 15 starboard
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-10/20/40
Atmosphere Range: 6-20/40/80 km
Damage: 4D+2

10 Quad Laser Turret Batteries (fire-linked)

Fire Arc: Turret (5 port, 5 starboard)
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D

5 Concussion Missiles Launchers

Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D+1
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 5D

Starship Complement:

65 Mk. VI Supremacy-class starfighters
 12 B-28 Extinction-class bombers
 5 Imperial shuttles
 various support craft

Delta-Class Carrier

The Delta-class carrier is a medium-sized support vessel built and used by the Sith Empire.

The most notable of the Delta-class line was the *Extempus* commanded by Moff Nezzor. In 3,641 BBY Moff Nezzor carried out a successful attack on the Agriworld Ruan, but a few months later the *Extempus* was destroyed by the Republic Navy at the Battle of Duro.[™]

■ Delta-Class Carrier

Craft: Dromund Kalakar Shipyard Delta-class Carrier

Affiliation: Sith Empire

Type: Warship

Scale: Capital

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D+1 (Ion)

5 Proton Torpedo Tubes

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 6D against planetary shields, 3D against other vessels

5 Concussion Missiles Launchers

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D+1

Space Range: 2-12/30/60



Length: 430 meters

Skill: Capital ship piloting: Delta Carrier

Crew: 900, gunners: 100

Passengers: 3,300 (troops)

Cargo Capacity: 9,000 metric tons

Consumables: 8 months

Cost: 1 million (new), 650,000 (used)

Hyperdrive Multiplier: x3

Hyperdrive Backup: x13

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 3D+1

Shields: 1D+2

Sensors:

Passive: 10/0D

Scan: 50/1D

Weapons:

10 Medium Turboaser Cannons

Fire Arc: 5 left, 5 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-10/20/40

Atmosphere Range: 6-20/40/80 km

Damage: 4D+2

2 Ion Cannons

Fire Arc: Front

Crew: 1

Skill: Capital ship gunnery

Atmosphere Range: 200-1.2/3/6 km

Damage: 5D

Starship Complement:

12 Mk. VI Supremacy-class Starfighters

Gage-Class Transport

Resembling the larger, more heavily armed Terminus-class destroyer, the *Gage*-class transport trades the destroyer's numerous turbolaser banks for cargo space and troop barracks. Where the *Gage* does resemble its cousin, however, is its heavy armor—the *Gage* isn't built for speed or combat, but to get its cargo to a destination intact. Captaincy of a *Gage* is often a first step for Imperial naval officers seeking greater responsibilities, but it can also be a punishment for an officer who's drawn the ire of his superiors. In one famous case during the last war, a disgraced captain took advantage of the *Gage*'s armor in an act of redemption—ramming the ship into a Republic battle station, tearing through deck after deck before the *Gage* was destroyed.[™]

The *Gage*-class is often deployed to transport troops to a planet for battle.



During the Cold War, the Gage-class transport *Black Talon* found itself pressed by Grand Moff Rycus Kilran into an engagement with the Republic Thranta-class warship *Brentaal Star*. With the help of elite operatives procured by Kilran, and in spite of being obviously outclassed, the *Black Talon* secured all its objectives and escaped before Republic reinforcements arrived.¹⁶

■ Gage-Class Transport

Craft: Dromund Kalakar Shipyard Gage-class Transport

Affiliation: Sith Empire

Type: Transport

Scale: Capital

Length: 500 meters

Skill: Capital ship piloting: Gage Transport

Crew: 120, gunners: 100

Passengers: 350

Cargo Capacity: 13,000 metric tons

Consumables: 2 years

Cost: 650,000 (new), 350,000 (used)

Hyperdrive Multiplier: x3

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 2D+1

Space: 6

Hull: 4D+2

Shields: 2D+2

Sensors:

Passive: 10/1D

Scan: 30/2D

Weapons:

6 Medium Turboaser Cannons

Fire Arc: 3 left, 3 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-10/20/40

Atmosphere Range: 6-20/40/80 km

Damage: 4D+2

5 Laser Cannons

Fire Arc: 3 front, 2 left, 2 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

2 Ion Cannons

Fire Arc: 1 left, 1 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D+1 (Ion)

2 Concussion Missiles Launchers

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D+1

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 5D

Starship Complement:

8 Mk. VI Supremacy-class starfighters

3 Imperial shuttles

Hammerhead-Class Cruiser

The *Hammerhead*-class cruiser became well known as the main workhorse for the Galactic Republic during the Great Sith War, Mandalorian Wars and Jedi Civil War.

The Hammerhead-class cruiser was originally commissioned to serve the Galactic Republic just before the onset of the Great Sith War, and proved itself a very successful warship. When the Mandalorian Wars broke out the ship was again favored by the Republic Navy and was instrumental in winning many great victories for the Republic. As the Jedi Revan went rogue, causing much pain for the Galactic Republic, the Hammerhead cruisers and their crews went to battle against his Sith Empire and defeated it. When the Sith Empire returned to wage the Great Galactic War against the

Republic, the new advanced version of the Hammerhead-class cruiser returned to the front lines to defend the Republic.¹⁶



■ Hammerhead-Class Cruiser

Craft: Rendili Hyperworks Hammerhead-class Cruiser

Affiliation: Galactic Republic

Type: Battle frigate

Scale: Capital

Length: 315 meters

Skill: Capital ship piloting: Hammerhead Frigate

Crew: 300, gunners: 224

Crew Skill: All skills 4D

Passengers: 400

Cargo Capacity: 4,000 metric tons

Consumables: 8 months

Cost: Not available for sale (estimated 10 million)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 3D+1

Shields: 2D+2

Sensors:

Passive: 30/0D

Scan: 50/1D

Weapons:

20 Light Turbolaser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 5

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

10 Medium Turbolaser Cannons

Fire Arc: 5 front, 2 left, 2 right, 1 back

Crew: 5

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

10 Laser Cannons

Fire Arc: 4 front, 2 left, 2 right, 2 back

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

8 Tractor Beam Projectors

Fire Arc: 1 front, 3 left, 3 right, 1 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-100/30/60 km

Damage: 4D

Carried Craft:

12 Aurek Tactical Strikefighters

2 Ministry-class Orbital Shuttles

various support craft ^[16:20]

Harrower-Class Dreadnought

The epitome of Imperial destructive power, the Harrower-class dreadnought is the largest and best-armed ship currently in production by the Imperial military. Its wedge-shaped design is typical of Imperial warships going back to the founding of Dromund Kaas, but its technology is strictly state-of-the-art. The Harrower is capable of holding its own against starfighter fleets or multiple smaller warships but is best used as the backbone of an Imperial fleet-coordinating attacks, absorbing damage and launching devastating volleys where needed. The energy and material cost of building a single Harrower is roughly equivalent to ten years' output of a major planetary mining colony. The loss of a Harrower is enough to pain logistics operators across the Empire.¹⁶

The design was developed under the supervision of Odile Vaiken, the first Grand Moff of the Sith Empire, in the decades after the founding and resettlement of Dromund Kaas. The first ships were assembled in orbital shipyards while Vaiken plotted his build-up and estimated that they and the rest of the military would not reach their goals of challenging the Republic within his lifetime.

They were the most numerous capital ships of the Imperial Navy during the Great Galactic War, and remain so during the Cold War, serving alongside the Oppressor-class battlecruiser and Mk. VI Supremacy-class starfighter. Ships of this class participated in the Sacking of Coruscant and the bombardment of the city-wide planet.¹⁶

■ Harrower-Class Dreadnought

Craft: Taerab Starship Manufacturing Harrower-class Dreadnought

Affiliation: Sith Empire

Type: Dreadnought

Scale: Capital



Length: 800 meters
Skill: Capital ship piloting: Harrower-class
Crew: 2,400, gunners: 300
Passengers: 7,300
Cargo Capacity: 17,000 metric tons
Consumables: 4 years
Cost: 35 million (new), 11 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 4D+1
Shields: 2D+2
Sensors:
Passive: 10/1D
Scan: 50/1D+2
Search: 80/2D

Weapons:**30 Medium Turboaser Cannons**

Fire Arc: 15 port, 15 starboard
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-10/20/40
Atmosphere Range: 6-20/40/80 km
Damage: 4D+2

25 Quad Laser Turret Batteries (fire-linked)

Fire Arc: Turret (10 port, 10 starboard, 5 ventral)
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km
Damage: 6D

4 Ion Cannons

Fire Arc: 1 port, 1 starboard, 1 dorsal, 1 ventral
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D+1 (Ion)

15 Proton Torpedo Tubes

Fire Arc: 10 front, 5 ventral
Crew: 4
Skill: Capital ship gunnery
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 6D against planetary shields, 3D against other vessels

10 Concussion Missiles Launchers

Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D+1
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 5D

Starship Complement:

95 Mk. VI Supremacy-class starfighters
 32 B-28 Extinction-class bombers
 35 Imperial shuttles
 various support craft

Keizar-Volvec Bulk cruiser

The Keizar-Volvec bulk cruiser is a capital ship used by the Imperial Armada throughout the Cold War. The ship is massive, is armed with several turbolaser batteries and can hold wings of starfighters.

The *Paramount* was a bulk cruiser of this kind, used as a command ship by the Sith Lord Darth Chratis during the Independent Operation Sebaddon.

■ Keizar-Volvec Bulk Cruiser

Craft: Keizar-Volvec H-117R Bulk cruiser
Affiliation: Sith Empire
Type: Light Cruiser
Scale: Capital
Length: 350 meters
Skill: Capital ship piloting: Keizar-Volvec Cruiser
Crew: 200, gunners: 120
Crew Skill: All skills 4D
Passengers: 40
Cargo Capacity: 2,000 metric tons
Consumables: 3 months
Cost: 850,000
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 2D
Shields: 2D+1
Sensors:
Passive: 30/0D
Scan: 50/1D
Weapons:
30 Twin Laser Cannons (fire-linked)
Fire Arc: 10 front, 10 left, 10 right
Crew: 5
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D

Carried Craft:

13 Mk. VI Supremacy-class Starfighters

Mayc'el-Type Mandalorian Cruiser

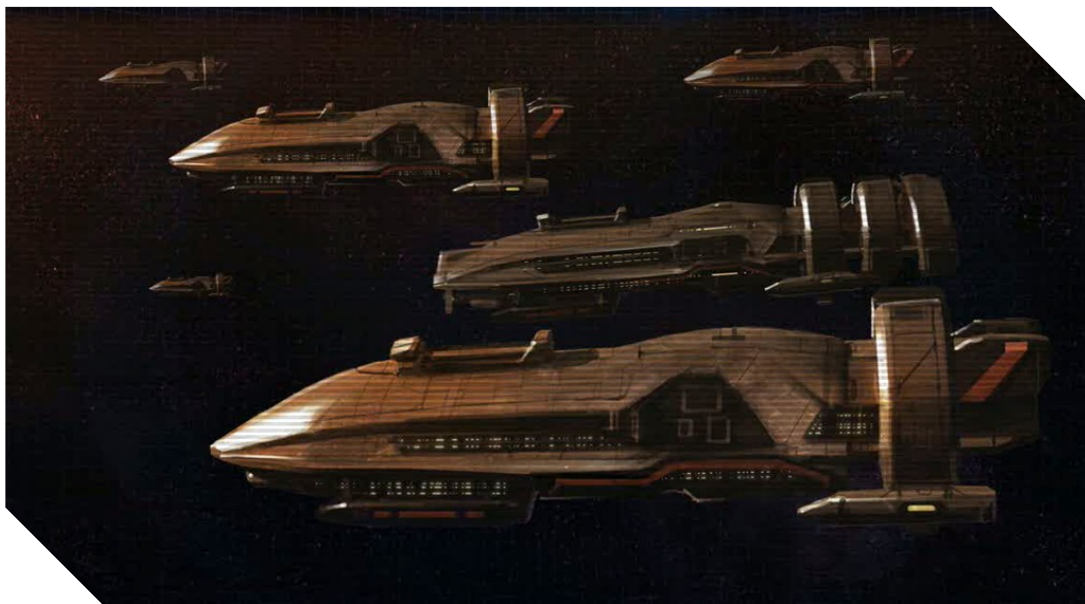
The May'cel-type Mandalorian Cruiser was used by the Mandalorians chiefly during the Great Galactic War, though some may still be found in service.

During the Great Galactic War, the Mandalorians used their cruisers to blockade the vital Hydian Way, a hyperspace lane critical to the flow of Republic Military forces to and fro throughout the core worlds and mid rim as the Mandalorians strangled the Galactic Republic, riots broke out Coruscant, and the capitol fell into anarchy. The Republic was then saved by a horde of profiteering smugglers led by the dashing Hylo Vizs.[™]

■ Mayc'el-Type Mandalorian Cruiser

Craft: Mayc'el-type Mandalorian Cruiser
Affiliation: Mandalorians
Type: Heavy Cruiser
Scale: Capital
Length: 250 meters
Skill: Capital ship piloting: Mayc'el-type
Crew: 500, gunners: 35
Passengers: 600
Cargo Capacity: 4,000 metric tons
Consumables: 1 year
Cost: 650,000 (new), 210,000 (used)
Hyperdrive Multiplier: x2.5
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Hull: 4D+1

Shields: 1D
Sensors:
Passive: 10/1D
Scan: 50/1D+2
Search: 80/2D
Weapons:
6 Medium Turboaser Cannons
 (fire-linked)
Fire Arc: 3 left, 3 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-10/20/40
Atmosphere Range: 6-20/40/80 km
Damage: 4D+2
5 Quad Laser Turret Batteries
 (fire-linked)
Fire Arc: Turret (front)
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km



Damage: 6D

3 Proton Torpedo Tubes

Fire Arc: Bottom

Crew: 4

Skill: Capital ship gunnery

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 6D against planetary shields, 3D against other vessels

S-Class Cruiser

The S-class is a cruiser in use throughout the Imperial Navy.

The S-class cruiser has been in use by the Sith Empire since before the Cold War. It was regarded as "out dated" by the Galactic Republic in the time leading up to the Battle of Sebaddon.¹⁶

■ S-Class Cruiser

Craft: Taerab Starship Manufacturing S-class Heavy Cruiser

Affiliation: Sith Empire

Type: Heavy cruiser

Scale: Capital

Length: 850 meters

Skill: Capital ship piloting: S-class Cruiser

Crew: 2,500, gunners: 250

Passengers: 5,500

Cargo Capacity: 45,000 metric tons

Consumables: 2 years

Cost: 25 million (new), 10.5 million (used)

Hyperdrive Multiplier: x3.5

Hyperdrive Backup: x17

Nav Computer: Yes

Maneuverability: 1D+1

Space: 4

Hull: 4D+1

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 30/1D

Weapons:

20 Medium Turboaser Cannons

Fire Arc: 10 port, 10 starboard

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-10/20/40

Atmosphere Range: 6-20/40/80 km

Damage: 4D+2

10 Quad Laser Turret Batteries (fire-linked)

Fire Arc: Turret (5 port, 5 starboard)

Crew: 5

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

5 Concussion Missiles Launchers

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D+1

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 5D

Starship Complement:

22 Mk. VI Supremacy-class starfighters
various support craft

Terminus-Class Destroyer

Unlike the Empire's other ship designs, the Terminus-class destroyer is built for speed over firepower, although it still outguns most Republic ships of similar size. Like the Harrower-class dreadnought, the Terminus also relies on a wedge-like shape to minimize its forward profile while maximizing forward firepower. Coupled with the ship's powerful engines, the Terminus is the perfect design for interdiction and pursuit missions. Service on a Terminus is often the first capital ship assignment for new naval officers and crewmen, giving them an opportunity to prove their mettle before transitioning to larger ship classes like the Harrower.¹⁶

Used primarily by Sith Empire as a escort and defensive vessel, the Terminus was also capable of performing attack roles in major fleet operations, heavy armor plating focused forward to support aggressive attack maneuvers while powerful maneuvering thrusters greatly enhanced combat agility. Dual sensor towers allowed long-range



tracking of enemy targets, enabling its weapon systems to perform with maximum effect.^[1]

■ Terminus-Class Destroyer

Craft: Dromund Kalakar Shipyard Terminus-class Destroyer

Affiliation: Sith Empire

Type: Destroyer

Scale: Capital

Length: 700 meters

Skill: Capital ship piloting: Terminus Destroyer

Crew: 520, gunners: 75

Passengers: 285

Cargo Capacity: 11,000 metric tons

Consumables: 2 years

Cost: 950,000 (new), 550,000 (used)

Hyperdrive Multiplier: x3

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Hull: 3D+1

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 30/1D

Weapons:

5 Medium Turboaser Cannons

Fire Arc: 3 front, 2 left, 2 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-10/20/40

Atmosphere Range: 6-20/40/80 km

Damage: 4D+2

5 Laser Cannons

Fire Arc: 3 front, 2 left, 2 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

3 Ion Cannons

Fire Arc: 1 front, 1 left, 1 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D+1 (Ion)

5 Concussion Missiles Launchers

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D+1

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 5D

Starship Complement:

14 Mk. VI Supremacy-class starfighters

2 B-28 Extinction-class bombers

3 Imperial shuttles

Thranta-Class Corvette

The workhorse of the Republic fleet, the Thranta-class corvette is a light warship that has seen decades of iteration and refinement. Swift, formidable in combat and possessed of an impressive crew and cargo capacity, the Thranta's flexibility has ensured its continuing use. The corvette does have its drawbacks, however, lacking the firepower to go toe-to-toe with Imperial dreadnoughts or penetrate planetary defenses. The Thranta was designed and is manufactured by Corellia StarDrive, but its inspiration can be found in Republic warship designs going back centuries.

Discussions of a revamped successor model frequently arise, but no prototype has been publicly revealed.⁶

■ Thranta-Class Corvette

Craft: Corellia StarDrive CR-12 Thranta-class Corvette

Affiliation: Galactic Republic

Type: Light frigate

Scale: Capital

Length: 450 meters

Skill: Capital ship piloting: Thranta

Crew: 350, gunners: 45

Crew Skill: All skills 4D

Passengers: 400 (troops)

Cargo Capacity: 500 metric tons

Consumables: 2 months

Cost: 600,000 (new), 350,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 2D

Space: 4

Hull: 2D+1

Shields: 2D+2

Sensors:

Passive: 30/0D

Scan: 50/1D

Weapons:

2 Heavy Twin Turbolaser Cannons

(fire-linked)

Fire Arc: 1 left, 1 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

3 Laser Cannons

Fire Arc: 1 front, 1 left, 1 right



Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D

Ion Cannon

Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D+1 (Ion)

2 Concussion Missiles Launchers

Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D+1
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 5D

2 Tractor Beam Projectors

Fire Arc: 1 front, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-100/30/60 km
Damage: 4D

Starship Complement:

14 Liberator-class starfighters
 3 Rampart Mark Four Bombers
 4 Fortitude-class assault shuttles
 Boarding Pods
 various support craft

Valor-Class Cruiser

The largest and most heavily armed warships in Republic use, Valor-class cruisers generally serve as the flagships of their assigned fleets. Like the Thranta-class corvette, the Valor is unusually quick for its size, though the design's extremely high production cost has resulted in these valuable ships being resigned largely to defensive operations. Due to their relative rarity and strategic importance, Valor-class cruisers are manned almost exclusively by veteran crews with many years of combat experience. Many joke that being assigned to one of these ships is a sure sign of advancing age. ¹⁶



■ Valor-Class Cruiser

Craft: Rendili Hyperworks Valor-class Cruiser
Affiliation: Galactic Republic
Type: Warship
Scale: Capital
Length: 500 meters
Skill: Capital ship piloting: Valor-class
Crew: 1,900, gunners: 100
Passengers: 5,000 (troops)
Cargo Capacity: 11,000 metric tons
Consumables: 3 years
Cost: 15 million (new), 7.5 million (used)
Hyperdrive Multiplier: x2.5
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+2
Space: 5
Hull: 4D
Shields: 2D+1
Sensors:

Passive: 10/1D

Scan: 50/2D
Search: 80/2D+1

Weapons:
20 Medium Turboaser Cannons

Fire Arc: 6 left, 6 right, 4 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-10/20/40
Atmosphere Range: 6-20/40/80 km
Damage: 4D+2

20 Quad Laser Turret Batteries (fire-linked)

Fire Arc: Turret (6 left, 6 right, 4 back)
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D

2 Ion Cannons

Fire Arc: 1 left, 1 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D+1 (Ion)

5 Proton Torpedo Tubes

Fire Arc: Front
Crew: 4 *Skill:* Capital ship gunnery
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 6D against planetary shields, 3D against other vessels

10 Concussion Missiles Launchers

Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D+1
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 5D

Starship Complement:

110 Liberator-class Starfighters
40 Rampart Mark Four Bombers
25 shuttles
various support craft

Wanderer-class Transport

The Wanderer-class transport is the name given to a series of modified vessels that served the Galactic Republic during the Great Galactic War and are still in service during the Cold War.

The Wanderer-class transports were stripped-down variants of the Thranta-class corvettes. The *Daybreaker* served as a medical frigate in the Republic Navy, while the *Esseles* was a civilian transport that was used by the Twi'lek ambassador Vyn Asara.¹⁶

■ Wanderer-class Transport

Craft: Corellia StarDrive CR-12B Wanderer-class Corvette
Affiliation: Galactic Republic
Type: Light frigate

Scale: Capital
Length: 450 meters
Skill: Capital ship piloting: Thranta
Crew: 350, gunners: 45
Crew Skill: All skills 4D
Passengers: 400 (troops)
Cargo Capacity: 500 metric tons
Consumables: 2 months
Cost: 600,000 (new), 350,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Hull: 2D+1
Shields: 2D+2
Sensors:

Passive: 30/0D
Scan: 50/1D

Weapons:
3 Laser Cannons

Fire Arc: 1 front, 1 left, 1 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D

SPACE TRANSPORTS

Ajuur-class Heavy Transport

The Ajuur-class heavy transport is a transport ship used by the Hutt Cartel.

Ajuur-class transports are the favored starships of the Hutt Cartel during the Cold War, and whole fleets of these transports were used during the Cartel's annexation of neutral star systems. Over thirty Ajuur-class transports were used to blockade the Makeb system when the Hutts seized the planet Makeb.¹⁷

Affiliation: Hutt Cartel / General
Type: Transport
Scale: Starfighter
Length: 83.5 meters
Skill: Space transports: Ajuur Transport
Crew: 8, gunners: 5
Passengers: 15 (or 2 Hutts)
Cargo Capacity: 1,500 metric tons
Consumables: 2 months
Cost: 250,000 (new), 95,000 (used)
Hyperdrive Multiplier: x3.5
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D+1
Shields: 1D
Sensors:

Passive: 10/0D
Scan: 30/1D

Weapons:
5 Light Turbolaser Cannons

Fire Arc: Front

Crew: 5
Skill: Starship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D

BT-7 Thunderclap

"Welcome aboard the Rendili Hyperworks BT-7 Thunderclap: a rapid assault craft designed especially for Republic Special Forces at enormous taxpayer expense."

—C2-N2

The BT-7 Thunderclap is the Republic's largest and most elite rapid assault ship—streamlined for fast deployment in combat situations. Upgrades requested by Republic Special Forces ensure reliable performance and durability: state-of-the-art armor plating and heavy laser cannons provide exceptional combat capability, modular shield systems protect the Thunderclap from enemy fire, and the ship's design deflects blaster fire away from crucial components in the event of shield failure.

Despite its efficient military design, the Thunderclap is outfitted with all manner of interior improvements. The main deck contains a high-tech command center and briefing room, a secure armory, and a fully-outfitted medical bay. Personal bunk space is above average, and recreational facilities are available for increased quality of life for the squad during extended missions.^[2]



The BT-7 is state of the art for its era, the armor plating, heavy laser cannons and modular shield systems being the best available. It has lodgings for several troops and contained a command center, a briefing room, a very spacious cargo bay, a medical bay and an armory. There is also room for recreational activities.^[1]

"Get in the house, Arra!"

—Zeerid Korr to his daughter Arra upon seeing a BT-7 Thunderclap

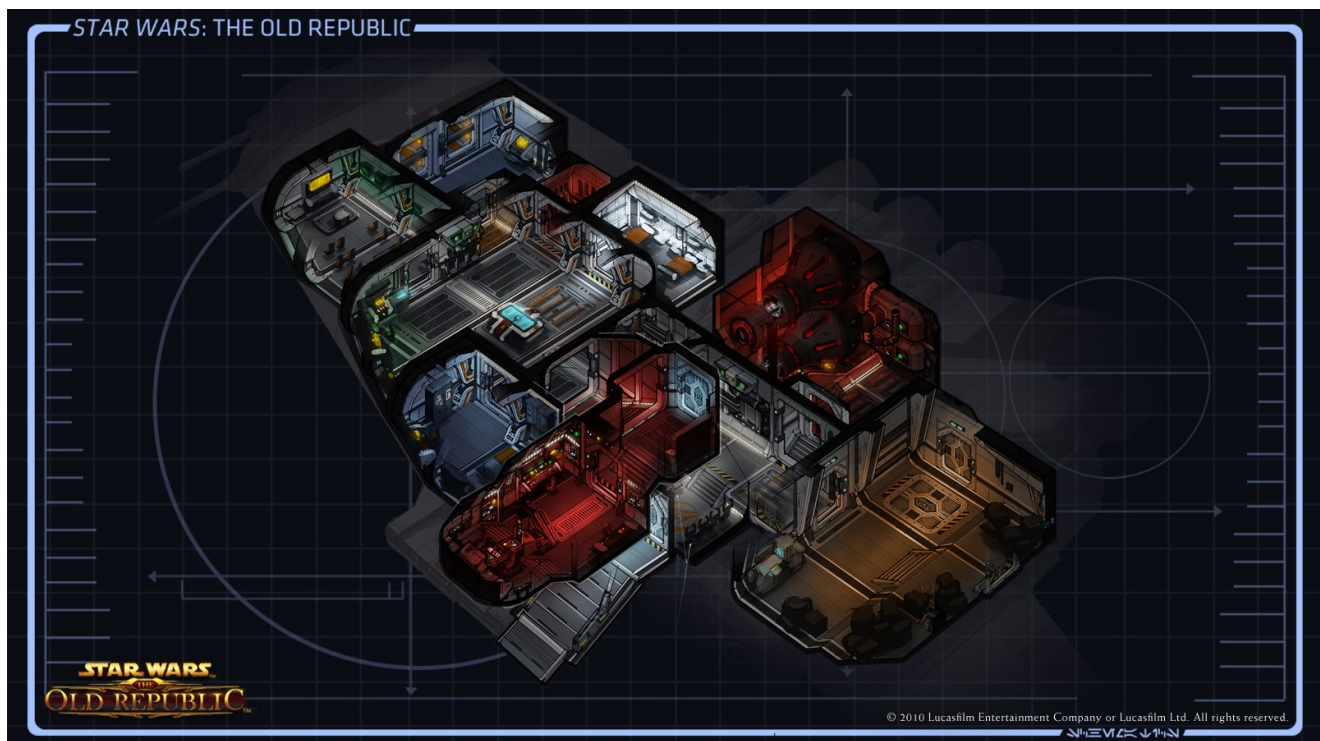
■ BT-7 Thunderclap

Craft: Rendili Hyperworks BT-7 Thunderclap

Affiliation: Galactic Republic

Type: Rapid assault ship

Scale: Starfighter





Length: 28.5 meters
Skill: Space Transports: BT-7 Thunderclap
Crew: 4; 2 pilot/co-pilot, 1 gunner, 1 navigator
Passengers: 16 (quarters provided for 6)
Cargo Capacity: 50 metric tons
Consumables: 6 months
Cost: 200,000 credits (new), 120,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 5D
Shields: 2D+2
Sensors:
Passive: 30/1D
Scan: 50/1D+2
Search: 70/2D+2

Weapons:
4 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D ^[10]

D5-Mantis

A rare, best-in-class vessel, the D5-Mantis is an alpha predator in the cold depths of space. Designed to meet the hefty demands of a much

larger interdiction vessel, the Mantis has a compact frame and above all - is built to fight. By employing three retractable weapon foils with independent power supplies, the Mantis is capable of safely utilizing armament intended for larger class vessels, as well as reducing its profile significantly in order to be packed tightly into carrier ships with a surprising number of other Mantis crafts.

To mitigate what would otherwise be an extremely cramped interior, the engineers of the D5-Mantis make efficient use of vertical space and minimized bulkheads to provide more open areas and ensure ease of access for maintenance. Due to the prohibitive cost of building a completely independent, long-range picket ship, the Mantis has never seen large-scale production. Spotting one in use is a very rare sight, and a mark of exceptional means.^[2]





Other ship amenities include a command center/briefing room, a medical bay, and an armory.

■ D5-Mantis

Craft: Kuat Drive Yards KDY D-5 Mantis Patrol Craft

Affiliation: Neutral

Type: Light freighter

Scale: Starfighter

Length: 25 meters

Skill: Space Transports: D5-Mantis Patrol Craft

Crew: 4; skeleton 1/+20

Passengers: 8

Consumables: 12 months

Cargo Capacity: 30 metric tons

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: x20

Nav Computer: Yes

Space: 5

Atmosphere: 295; 850 kmh

Maneuverability: 2D

Hull: 5D

Shields: 1D

Sensors:

Passive: 25/0D

Scan: 40/1D

Search: 55/2D+1

Focus: 2/3D+2

Weapons:

3 Heavy Laser Cannons

Scale: Starfighter

Fire Arc: Turret

Fire Control: 1D+1

Space: 1-5/8/20

Atmosphere Range: 100-500/800/2 km

Damage: 5D

3 Ion Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Turret

Fire Control: 3D

Space: 1-10/16/30

Atmosphere Range: 100-1000/1.6/3 km

Damage: 3D

2 Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Fire Control: 2D+1

Space: 1-5/8/20

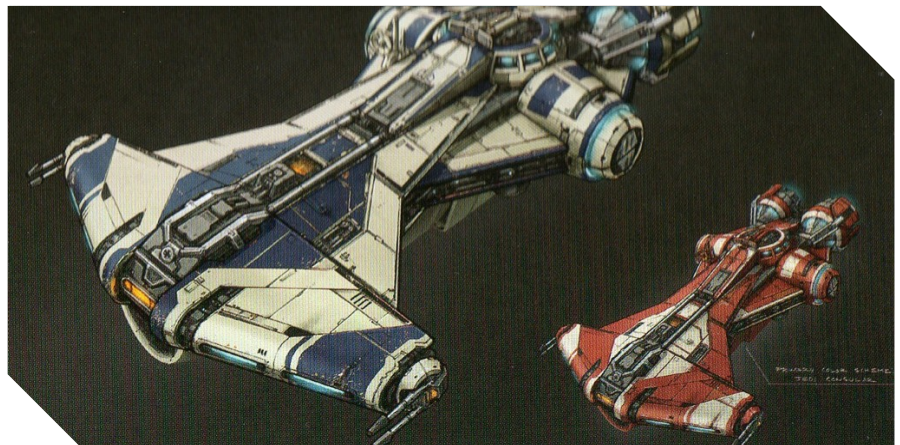
Atmosphere Range: 100-500/800/2 km

Damage: 4D

Game Notes: The D5 is capable of mounting a single capital-scale weapon. However, this reduces the ship's Speed by 2 and its Maneuverability by 1D.^[11]

Defender-Class Light Corvette

Developed at the height of the Great War, the Defender was custom-built for the Jedi Order. The Jedi Council commissioned the starship after determining that Republic military vessels were not



well-suited to the Jedi's more specialized missions. The Defender's exterior design is based on the consumer model corvette, but it has been outfitted with countless customized upgrades. The starship includes two levels. The formal upper level features diplomatic meeting rooms and an elegant conference room at the ship's center.

The conference room contains a unique Holocom system for secure communications with the Jedi Council. The Defender's lower level includes a cargo hold, a medical bay, and a small private space in which the Jedi can retreat for meditation. Despite the Jedi Order's commitment to peace, the ship is battle-ready. If circumstances warrant, the Defender is engineered with high-powered shields and twin turbo lasers to engage the enemy.^[2]

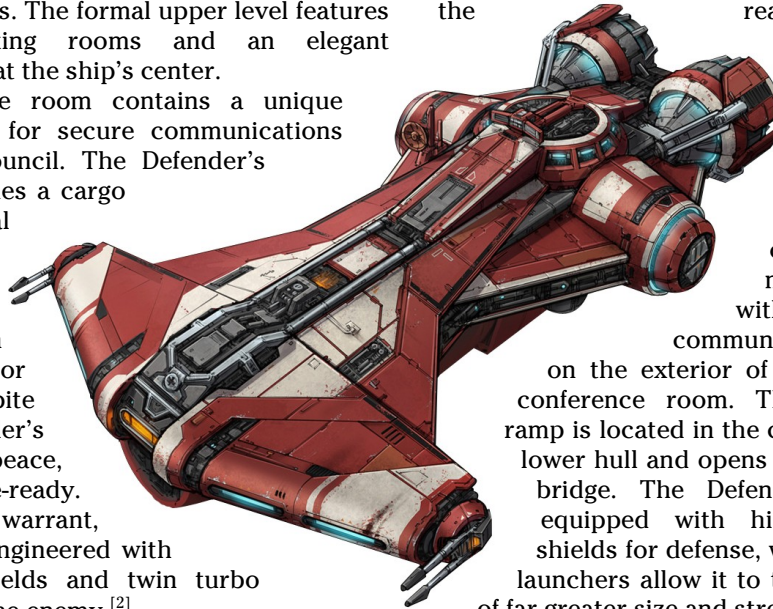
"Welcome aboard this Corellian Defender-class Light Corvette. It was custom-built to offer a Jedi both first-rate combat performance and meditation amenities."

—C2-N2

The Defender-class is the product of the Rendili Vehicle Corporation. Manufactured on Corellia, the Defender-class light corvette was modeled after a similar consumer corvette that was inspired by the Republic Military's Thranta-class corvette, but the Defender-class was modified specifically for use by Jedi as a mobile operations base and a capable starfighter in its own right. The corvette could be flown by a single pilot, and it was equipped with heavy shielding, two sets of dual laser cannons, and missiles. The Defender-class has seen use by the Jedi throughout the Cold War and the Galactic War with the Empire, and several of the Order's greatest heroes have flown Defender-class corvettes on their adventures across the galaxy. Rendili specifically designed the vessel's color scheme of red and white to create a vessel that would inspire fear in the Republic's enemies and instantly announce the presence of a Jedi on battlefields across the galaxy.

Measuring seventy-nine meters wide and ninety-four meters long, the Defender-class is twenty-nine meters tall when resting on its four landing gear. The frontal hull of the corvette is curved at an angle that deflects enemy laser fire easily, and two sets of twin laser cannons are situated at either end of the

bow, while the corvette's bridge is located in the center between the ship's main running lights. The main body of the ship is roughly in the shape of a triangular figure-eight, with the rear of the ship sporting



two access hatches on either side and the corvette's twin thrusters situated at the end of the vessel. The access hatches are situated on either side of the main conference room, with the sensor array and communications dish located on the exterior of the vessel above the conference room. The primary boarding ramp is located in the center of the corvette's lower hull and opens out beneath the ship's bridge. The Defender-class corvette is equipped with high-powered deflector shields for defense, while the ship's missile launchers allow it to take on enemy vessels of far greater size and strength.

Intended as a mobile operations center for the members of the Jedi Order, the Defender-class corvette's bridge could be manned by a maximum of five crew members or a minimum of one, and the ship's holographic navicomputer is situated in the center of the bridge for easy access and visibility. The smaller conference room and the living chambers are located on either side of the bridge, and the central chamber provides access to the lower level, single escape pod, and the other rooms of the upper level. The conference room itself is equipped with the ship's primary holocomm system, the centerpiece of the spacious room. The second level is laid out in four rooms: a medical bay, a cargo hold, engine room, and a central access chamber. Each Defender-class corvette also features a C2-N2 factotum droid, which served as the vessel's steward and ensures that the ship remains in good condition.

The Defender-class light corvette was intended to serve as a base of operations for Jedi on assignment throughout the galaxy, and as such the vessel can fill a variety of roles. The starship's amenities and conference rooms allow a Jedi to carry out important diplomatic negotiations between parties on neutral ground, and the Defender-class's powerful weapons and defense systems allow it to serve as a starfighter, in which skilled pilots can take on far larger capital ships.

"I already have one of our best starships waiting for you at the spaceport. Your astromech droid is prepping it for takeoff."

—General Suthra

The Defender-class corvette was first developed by the Rendili Vehicle Corporation at the Jedi Order's request during the Great Galactic War. The prototype, the *Vanguard*, was entering flight-test stage around 3660 BBY on the planet Corellia, and a human Jedi pilot was sent to Rendili's corporate facility to test the vessel when the ship was stolen by the Mirialan smuggler Hylo Viz. Viz's ship, the *Crimson Fleece*, had just been pilfered by her traitorous crew, and the Mirialan managed to sneak aboard the *Vanguard* and knock out the Jedi pilot before the human noticed her presence. Viz escaped with the vessel and continued to use it throughout the rest of the Great Galactic War, leading a contingent of smugglers to break the Imperial-sponsored Mandalorian blockade of the Hydian Way trade route at the helm of the *Vanguard*. Despite that setback, the Defender-class corvettes went into production on Corellia by the time of the Cold War.

In 3643 BBY, Republic General Var Suthra arranged for a Defender-class corvette to be delivered to Docking Bay 74 of the Coruscant Spaceport on the Republic's capital of Coruscant. The ship was a gift to a Jedi Knight, the former apprentice of Jedi Master Orgus Din, for use during the military crisis that had arisen when the Sith Lord Darth Angral declared war on the Republic using stolen superweapons in order to avenge the death of his son, Tarnis, at the hands of that Jedi Knight. The Knight and the astromech droid T7-O1, accompanied by the Jedi's new Padawan, Kira Carsen, utilized the vessel to travel the galaxy and foil Angral's plans, and the trio continued to use the ship as the Galactic War broke out with the Sith Empire—by which time the Knight was known as the Hero of Tython.

Around the same time, Jedi Master Syo Bakarn requested another Defender-class, which he gave to a Jedi Consular, the former student of Master Yuon Par, so that the Consular could investigate the recent string of Force-induced plagues of madness that had been afflicting Jedi Masters across the galaxy. After the resolution of that crisis, the Consular was made a Jedi Master and given the title of Barsen'thor, or Warden of the Order.

The Barsen'thor's vessel later became the host of the head representatives of the Rift Alliance, a splinter government that Supreme Chancellor Dorian Janarus was attempting to convince to rejoin the Republic. The Barsen'thor played host to the Rift Alliance's representatives while aiding their

planets as the war with the Empire began anew, and later utilized it during a hunt for the mysterious agents of the Sith Emperor known as the Children of the Emperor. At the same time, the Hero of Tython and crew utilized their Defender-class corvette on their mission to capture the Emperor, though the group's mission later changed to preventing the Emperor's agents from beginning a dark side ritual that would consume all life in the galaxy.

The Jedi Padawan Jaesa Willsaam flew a model of corvette similar to the Defender-class, though her ship was twice as large and featured a far more simplified layout.^[4]

■ Defender-Class Light Corvette

Craft: Rendili Vehicle Corporation Defender-class Light Corvette

Type: Light Corvette

Scale: Starfighter

Length: 94 meters

Skill: Space Transports: Defender-class Light Corvette

Crew: 1 pilot; 1 co-pilot

Passengers: 6

Cargo Capacity: 75 metric tons

Consumables: 4 months

Cost: 270,000 Credits (new), 160,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Atmosphere: 365; 1050 kmh

Hull: 5D+1

Shields: 2D+2

Sensors:

Passive: 30/1D

Scan: 50/2D

Search: 75/3D

Weapons:

2 Twin Turbolaser Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Fortitude-Class Shuttle

The Fortitude-class assault shuttle has been in use by the Galactic Republic since the Great Galactic War.

The Fortitude-class was the successor of the Rendaran-class assault shuttle used during the Great Galactic War, though the Fortitude-class is slightly smaller it was largely identical to its predecessor.¹¹

■ Fortitude-Class Shuttle

Craft: Corellia StarDrive Fortitude-class Shuttle

Affiliation: Galactic Republic



Type: Shuttle
Scale: Capital
Length: 20 meters
Skill: Space transports: Fortitude Shuttle
Crew: 2
Passengers: 10
Cargo Capacity: 50 metric tons
Consumables: 1 month
Cost: 50,000 (new), 28,000 (used)
Hyperdrive Multiplier: x2.5
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Weapons:
2 Twin Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Fury-Class Imperial Interceptor

Featuring an advanced hyperdrive and state-of-the-art sublight engines, the Fury is the most versatile starship in the Imperial fleet. Though initially designed for high-priority military missions, the Fury has become a favorite among Sith Lords and the latest models have been engineered accordingly. The Fury's angular design combines the maneuverability of smaller Imperial fighters like the Interceptor with impressive armament that rivals some of the Empire's larger military vessels.

The Fury also features a newly designed set of 'strike foils' that remain down for travel but can be expanded in short range combat to maximize the ship's agility and range of firepower. On the

interior, adjustments have been made to match to the luxury and aesthetics demanded by the Sith. No expenses have been spared.^[2]

"The hammer that will shatter the rib cage of the Republic."

—Darth Mekhis

Fury-class transports are commonly utilized by prominent Sith Warriors and Sith Inquisitors as their bases of operations throughout important missions. For this the interior includes a large communications room with a holoprojector, as well as cabins for the ship's crew and a conference room.

The bridge is located in the center at the front of the ship. It features numerous computer panels as well as seats for the pilot and co-pilot, all overlooked by the commanding officer's seat in the center of the bridge. The weaponry of the Imperial interceptor includes four high powered laser cannons and missiles to inflict a large amount of damage in a short time along with military grade shielding in order to survive space battles and starfighter combat situations. The Imperial Interceptor is also easily upgradable for a variety of situations, from destroying an enemy shuttle to stripping the weaponry of the larger Republic warships in order to lessen damage for the allied forces.

At least three of these transports were present when the Empire retook Korriban in the early years of the Great Galactic War, one of them carrying Vindican and his apprentice, Malgus, to the space station near the planet. The transports were stationed in the hangars of Imperial battlecruisers and used by personnel within the Empire. One such owner was Teneb Kel, who used his Fury-class transport during his hunt for Exal Kressh.

The Fury-class Imperial Interceptor was widely produced and used regularly within the Imperial Armada during the reconquest of Ord Radama. A force of four Harrower-class dreadnoughts, 45 Fury Imperial Interceptors and 192 ISF interceptors was present and under the command of Darth Malgus prior to an assault on the Core Worlds during the Great Galactic War.

Around the beginning of the Cold War, another Fury-class ship was given to a Sith Inquisitor by the newly promoted Darth Zash in order to find the lost artifacts of Tulak Hord that would help Zash steal her apprentice's body for her own. After the death of Zash in the aftermath of the a battle between the master and the apprentice that the inquisitor used the ship as their mobile base of operation to fight against Darth Thanaton and in the search of Force ghosts to gain more power to defeat him.

Late in the Cold War, another ship of this class was given to a promising young Sith Lord under the apprenticeship of Darth Baras, known as the Emperor's Wrath. They would use the ship as a transport to numerous worlds in order to do his master's bidding until Qesh where the Wrath was betrayed. The ship would later become the mobile base for the Wrath and their allies leading up to the events that would have him defeat his former master.^[5]

The interior aesthetic is sleek and functional, arranged in the traditions of the Sith Academy on Korriban. Military-grade computers and communications equipment are integrated into the ship's hardware, and hidden security devices make sabotage extremely difficult and dangerous.^[1]

■ Fury-Class Imperial Interceptor

Craft: Dromund Kaas Shipwrights Fury-class Imperial Interceptor
Type: Space Transport
Scale: Starfighter
Length: 32.2 meters
Skill: Space Transports: Fury-class Imperial Interceptor
Crew: 3; 1 commander, 1 pilot, 1 co-pilot/gunner
Passengers: 3
Cargo Capacity: 45 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x2.5
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D+2
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 25/1D+1
Scan: 45/1D+2



Search: 65/2D+2

Weapons:

2 Double Laser Cannons (fire-linked)

Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

2 Concussion Missile Launchers

Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700 m
Damage: 8D^[10]

Gormegan-1

The technologically-advanced Gormak have constructed countless machines of war, but their relentless conflict against the Voss has distracted them from their aspirations of space flight. Now, under the guidance of their new leader, the Gormak have begun salvaging equipment from the Empire and Republic to construct a starship capable of interstellar flight. This vessel is destined to free the warlike Gormak from Voss and usher them into a new era.[™]

Gormegan-1 is a vessel under construction by the Gormak on the Planet Voss.



After being exposed to galactic society, the Gormak gained access to new technologies, now some Gormak have turned their efforts toward the construction of Starships. And while the Gormak shamans toil night and day to perfect their first starship, the Gormak enthusiasm to wage war on the Voss has not been dampened.⁶⁶

Despite their incredible affinity for technology, the Gormak are still a backward species in many ways. Although they are capable of repairing, modifying and improving tech created by more advanced cultures, they are mired in a pre-spaceflight culture and confined to their homeworld.

Now, under the guidance of Jokull—a visionary warrior who has risen up to lead his people—the Gormak are approaching the dawn of a new age. Hidden away inside Gorma-Koss, dozens of tribes have united to build a starship capable of interstellar flight. Using pieces and equipment salvaged from the Empire, the Republic and even the Voss, they have made slow but steady progress, marching towards the future. Should the Gormak successfully complete the vessel, it will forever alter the destiny of their people by making them a force within greater galactic culture. The long-term consequences of such a radical breakthrough are difficult to predict, but the Gormak firmly believe their first starship is the key to their ultimate survival.⁶⁶

■ Gormegan-1

Craft: Gormak Shamans Gormegan-1 Prototype Ship
Affiliation: Gormak
Era: Old Republic (Great Galactic War)
Type: Prototype ship
Scale: Starfighter
Length: 41.3 meters
Crew: 5
Skill: Space Transports: Gormegan Prototype
Passengers: 10
Cargo Capacity: 100 metric tons

Consumables: 25 days

Cost: Unique; not available for sale (estimated 30-35,000 to collectors)

Hyperdrive Multiplier: x13

Nav Computer: No

Maneuverability: 1D+1

Space: 3

Atmosphere: 260, 750 kmh

Hull: 1D+1

Game Notes: The Gormegan-1 does not have the common amenities of modern technologically-advanced starships: it has no interstellar communications, limited artificial gravity, and relies only on visual and electromagnetic sensors.

Gray Secant

The mysterious Gree starship known as Gray Secant carries a long and unclear history. According to the Gree, this fully-automated vessel was launched by their ancestors at some point in the distant past, though conventional sensor technology has been unable to determine the ship's precise age or even its composition. As a result, there is no way to know the ancient starship's capabilities for certain, though most experts believe its technological sophistication to be well beyond contemporary Republic and Imperial science. Among the Gree themselves, Gray Secant carries an almost religious significance. The ship was sent out from the Gree Enclave to explore and analyze the rest of the galaxy over the course of many millennia; getting to see one of their ancient legends at work firsthand is understandably exciting for the Gree.⁶⁶

■ Gray Sceant

Affiliation: Unknown / Gree

Type: Automated research vessel

Scale: Starfighter

Length: 83.5 meters

Skill: Space Transports: Ajuur Transport

Crew: None (automated)



Crew Skill: Droid brain, all skills 5D
Passengers: None
Cargo Capacity: Unknown
Consumables: None
Cost: Unique; not available for sale (estimated 30 million to collectors)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 3D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D+1
Shields: 2D+2
Sensors:
Passive: 40/0D
Scan: 75/1D
Search: 90/3D
Focus: 5/5D
Weapons:
 Unknown

Kolareth-Class CY-1 Imperial Military Transport

The Kolareth-class Imperial Military transport was used by the Imperial Military during the Great Galactic War, Cold War, and Second Great Galactic War.

This class was utilized during the Sacking of Coruscant. It was used to perform bombing runs on the Jedi Temple and surrounds. During the Cold War, Havoc Squad tracked down one of these transports in the eastern Jundland Wastes on Tatooine, where it was said to have transported a SIS operative. Havoc Squad successfully rescued the agent and destroyed the vessel in the process. The Republic Special Forces Colonel Laren Omas owned one of these transports and used it as his personal shuttle during the Great Galactic War.¹¹

■ Kolareth-Class CY-1 Imperial Military Transport

Craft: SoroSuub Kolareth-class CY-1 Imperial Military Transport
Affiliation: Sith Empire
Type: Transport
Scale: Starfighter
Length: 22 meters
Skill: Space transports: Kolareth Transport
Crew: 2
Passengers: 7
Cargo Capacity: 150 metric tons
Consumables: 1 month
Cost: 200,000 (new), 75,000 (used)
Hyperdrive Multiplier: x2.5
Nav Computer: Yes
Maneuverability: 1D+2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 2D+1

Shields: 2D+2

Sensors:

Passive: 10/0D

Scan: 30/1D

Weapons:

2 Light Turbolaser Cannons

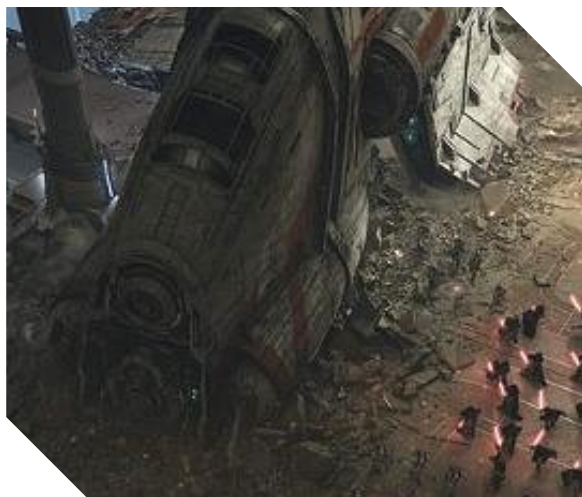
Fire Arc: Front

Skill: Starship gunnery

F



Range: 3-15/35/75
 Atmosphere Range: 6-30/70/150
 km
 Damage: 4D



NR2 Gully Jumper

The NR2 gully jumper, also known as the NR2 light transport, was a vessel produced by Celestial Industries and used by the Galactic Republic during the Great Galactic War.

A larger version of the similar Rendaran-class assault shuttle, the NR2 gully jumper was a long-range shuttle used throughout the war effort. The boarding ramp was located in the "chin" of the craft.

When the Sith Empire launched an attack on the Republic capital world of Coruscant, they crashed a stolen gully jumper through the Jedi Temple Main Entrance. When the shuttle came to a stop, the boarding hatch opened to reveal a horde of Sith Warriors, led by Lord Adraas, who proceeded to engage the Jedi in a pitched battle that left the temple in ruins.¹¹

■ NR-2 Gully Jumper

Craft: Celestial Industries NR-2 Light Transport
Affiliation: Galactic Republic
Type: Shuttle
Scale: Starfighter
Length: 45 meters
Skill: Space transports: Rendaran Shuttle
Crew: 2
Passengers: 50
Cargo Capacity: 120 metric tons
Consumables: 2 months
Cost: 110,000 (new), 60,000 (used)
Hyperdrive Multiplier: x2.5
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D



Shields: 2D+1
Sensors:
 Passive: 30/0D
 Scan: 50/1D
Weapons:
2 Twin Laser Cannons (fire-linked)
 Fire Arc: Front
 Skill: Starship gunnery
 Fire Control: 2D
 Space Range: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5 km
 Damage: 4D

Rendaran-Class Assault Shuttle

A smaller version of the NR2 gully jumper, the Rendaran-class assault shuttle was a long-range shuttle used by the Galactic Republic during the Great Galactic War. It has a roughly inverted "V" shape with two downward sloping wings that fold upwards when in landing configuration. Its propulsion system consists of two drive engines and it is armed with at least two forward-mounted laser cannons.

The *Lucky Lancer* was a Rendaran-class that was widely celebrated for having survived over one hundred combat missions throughout the Great Galactic War.

After the signing of the Treaty of Coruscant, the Jedi Master Orgus Din and Lieutenant Harron Tavus were dispatched on a diplomatic mission to Balmorra. They used a Rendaran-class shuttle for their voyage and while en route, stumbled upon a drifting escape pod with Jedi Knight Satele Shan and the droid SP-99 on board. A ship of Mandalorian raiders was bearing down on the pod at the same time, but the shuttle was able to salvage the escape pod first, and destroy the much larger battleship.¹²

■ Rendaran-Class Assault Shuttle

Craft: Celestial Industries Rendaran-class Assault Shuttle
Affiliation: Galactic Republic

Type: Shuttle
Scale: Starfighter
Length: 30 meters
Skill: Space transports: Rendaran Shuttle
Crew: 2
Passengers: 30
Cargo Capacity: 90 metric tons
Consumables: 2 months
Cost: 90,000 (new), 50,000 (used)
Hyperdrive Multiplier: x2.5
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Shields: 2D+2
Sensors:
Passive: 30/0D
Scan: 50/1D
Weapons:
2 Twin Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Rovanti-Class R-17 Republic Transport

The Rovanti-class Republic Transport ship was used by the Galactic Republic during the Great Galactic War as a multi purpose vessel. These transports are oblong in shape with a rounded hull, painted grey with blue accent markings. A defensive turbolaser cannon is mounted on the dorsal surface of the ship and large viewports run along both sides of the vessel. The propulsion system consists of two large drive engines.

In the days before the opening of the Great Galactic War, Harrower-class dreadnoughts appeared on the edge of the Tingle Arm. Not knowing the origin of the warships, the Republic sent a diplomatic convoy led by a Rovanti transport ship with a small starfighter escort to investigate the fleet. The vessels, belonging to the resurgent Sith Empire, held position as the Sith Emperor wanted the Republic and the Jedi to know the full extent of his military might before he attacked. The diplomats aboard the transport had just enough time to send disturbing images back before they were killed and their ship destroyed.

One of these transport ships belonging to the Republic military was carrying stealth field generators when it was shot down in 3,665 BBY

during the Battle of Hoth, crashing in the region later known as the Starship Graveyard.

After the Treaty of Coruscant came into effect, Jedi Master Dar'Nala and Jedi Knight Satele Shan were sent to Korriban to oversee the withdrawal of Republic troops. After passing through the Kuat sector of the Core Worlds, the Rovanti transport they were traveling in, the *Envoy*, came under attack by an Oppressor-class battlecruiser. After seeing Master Dar'nala captured by Sith forces, Shan fled the ship, with Imperial droid SP-99 in an escape pod.⁶⁶



■ Rovanti-Class Republic Transport

Craft: Rendili Hyperworks Rovanti-class R-17 Republic Transport
Affiliation: Galactic Republic
Type: Transport
Scale: Starfighter
Length: 85 meters
Skill: Space transports: Rovanti Transport
Crew: 8, gunners: 5
Crew Skill: All skills 4D
Passengers: 20
Cargo Capacity: 1,000 metric tons
Consumables: 2 months
Cost: 300,000
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 1D+1
Shields: 2D+1
Sensors:
Passive: 10/0D
Scan: 30/1D
Weapons:
Light Turbolaser Cannon
Fire Arc: Front
Crew: 5
Skill: Starship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D



Trindel-Class Republic Dropship

The Republic Transport is a type of transport ship used by the Republic Military throughout the Cold War.

The Trindel-class has a large hangar bay on either side of its main hull. These vessels saw action on the planet Alderaan, and they were also used on the moon Oricon, on which one of them crashed.[™]

■ Trindel-Class Republic Dropship

Craft: Rendili Hyperworks Trindel-class Light Corvette

Affiliation: Galactic Republic

Type: Light Corvette

Scale: Starfighter

Length: 110 meters

Skill: Space transports: Trindel Corvette

Crew: 20, gunners: 15

Crew Skill: All skills 4D

Passengers: 7

Cargo Capacity: 1,000 metric tons

Consumables: 2 months

Cost: 300,000

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 1D+1

Space: 6

Atmosphere: 300; 950 kmh

Hull: 2D+2

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 50/1D

Weapons:

3 Twin Laser Cannons (fire-linked)

Fire Arc: 1 front, 1 left, 1 right

Crew: 5

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

Carried Craft:

15 speeder bikes

TZ-2 Transport

The TZ-2 transport was a model of transport ship used by the Galactic Republic before the Great Galactic War. Sometime after the war broke out, these vessels were phased out of the Republic Navy, however, their legacy lives on in the similar but smaller TZ-24 Enforcer.[™]

■ TZ-2 Transport

Craft: Czerka Corporation TZ-2 Transport

Affiliation: Galactic Republic/ General

Type: Transport

Scale: Starfighter

Length: 20 meters

Skill: Space transports: TZ-2

Crew: 2

Passengers: 3



Cargo Capacity: 90 kilograms
Consumables: 2 weeks
Cost: 150,000 (new), 90,000 (used)
Maneuverability: 2D+1
Space: 6
Atmosphere: 300; 950 kmh
Hull: 3D
Shields: 1D+1
Sensors:
Passive: 10/0D
Scan: 20/1D

Weapons:

Twin Laser Cannon (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Atmosphere: 295; 850 kmh
Hull: 3D
Shields: 1D+2
Sensors:
Passive: 30/0D
Scan: 50/1D

Weapons:

2 Twin Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Concussion Missiles Launcher

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D+1
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 5D

Venitran-Class Imperial Assault Shuttle

The Venitran-class Imperial Assault Shuttle was used by the Sith Empire during the Great Galactic War, Cold War, and Second Great Galactic War.

The Imperial Assault shuttle uses two wings in a "V" configuration while in flight. These wings can be folded up when the shuttle has landed, allowing it take up less space in hangar bays. A larger variation of these shuttles exists, however, the Imperial Assault Shuttles are used more frequently than their larger counterparts.

A Venitran was used by an Imperial strike team from the *Black Talon* to board the *Brentaal Star*. When war broke out for a second time, an Imperial Assault Shuttle was used by another Imperial strike team to board the long missing superdreadnought *Voidstar*. An Imperial Assault Shuttle is also displayed in the Corellian Museum of Starships, and a clever Jedi Knight used the shuttle to infiltrate the Korvalus Tower, Tyrelli Habitat, and Gowix Corporation building to destroy the Firestorm Turbolasers during the Battle of Corellia.[™]

■ Venitran-Class Imperial Assault Shuttle

Craft: Tandankin Shipyards Venitran-class Imperial Assault Shuttle
Affiliation: Sith Empire
Type: Shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Venitran Shuttle
Crew: 2
Passengers: 10
Cargo Capacity: 50 metric tons
Consumables: 1 month
Cost: 70,000 (new), 35,000 (used)
Hyperdrive Multiplier: x2.5
Nav Computer: Yes
Maneuverability: 2D+1
Space: 5

Vurel-Class Imperial Transport

The Vurel-class Imperial Transport is a medium-scale troop carrier often used to move troops from orbiting Harrower-class Dreadnoughts to planetside engagements, capable of carrying 40 troopers, 20 speeder bikes, and a full supply of weapons and support gear. Such a transport was used to ferry a large number of Sith troopers and Sith Warriors to the site of a battle at a planetary defense cannon on the planet Alderaan during the current Cold War.[™]

■ Vurel-Class Imperial Transport

Craft: Tandankin Shipyards Vurel-class Imperial Transport
Affiliation: Sith Empire
Type: Transport
Scale: Starfighter
Length: 120 meters
Skill: Space Transports: Vurel Transport
Crew: 10, gunners: 10
Passengers: 40
Cargo Capacity: 1,400 metric tons
Consumables: 2 months
Cost: 550,000
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 2D+1
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 30/1D

Weapons:
3 Twin Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 5
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25



Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Complement:
20 speeder bikes



VX-3 Imperial Shuttle

The VX-3 Imperial Shuttle was used for transporting personnel and equipment to and from the occupied planet of Coruscant at the end of the Great Galactic War. The Sith Emperor owns a personal shuttle that is kept in Kaas City for his private use. A slightly smaller variant of the shuttle, the Venitran, also exists which is more commonly used.¹⁶

■ VX-3 Imperial Shuttle

Craft: Tandankin Shipyards VX-3 Imperial Shuttle
Type: Shuttle
Scale: Starfighter
Length: 22 meters
Skill: Space transports: VX-3 Shuttle
Crew: 2
Passengers: 5
Cargo Capacity: 25 metric tons
Consumables: 1 month
Cost: 60,000 (new), 35,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D+2
Space: 6
Atmosphere: 300; 950 kmh
Hull: 3D+1
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 50/2D
Weapons:
2 Twin Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

X-70B Phantom Transport

The starships of the Imperial Navy are the product of centuries of military research and development. The Empire designed its fleet to destroy the Republic as quickly and efficiently as possible. During the years of the Great War, however, the Empire refined its design strategies. Co-opting newly discovered technologies and revising blueprints according to lessons learned, Imperial engineers built a new generation of starships.

First among these, Imperial Intelligence commissioned the X70B-Phantom—the most low-profile, high-tech starship the galaxy has ever known. From its radar-resistant sleek exterior paneling to the next-generation navigation systems, the Phantom is so far ahead of its time that mass production would never be possible. More likely, the experimental prototypes built so far will be designated for critical Intelligence missions, and entrusted only to the most professional and responsible Imperial Agents.^[2]



X-70B Phantoms are elite vessels bestowed upon only the most trusted intelligence agents for the most vital missions to the Empire. The ships are coated with a sensor-resistant exterior and equipped with the most sophisticated equipment and weapons.

Exal Kressh, Sith apprentice to the Sith Emperor, piloted an X-70B prototype when she defected from the Emperor's service. She first traveled in her ship to an unidentified planet in the Peragus system, before she was pursued by a fellow Sith apprentice, Teneb Kel. She then used it to escape from the destroyed Lenico Colony Blue and return to Korriban in the Horuset system shortly before the Republic.

Another of these ships would be given to be used as the personal ship of an Imperial Agent named Cipher Nine in order to travel across the galaxy on

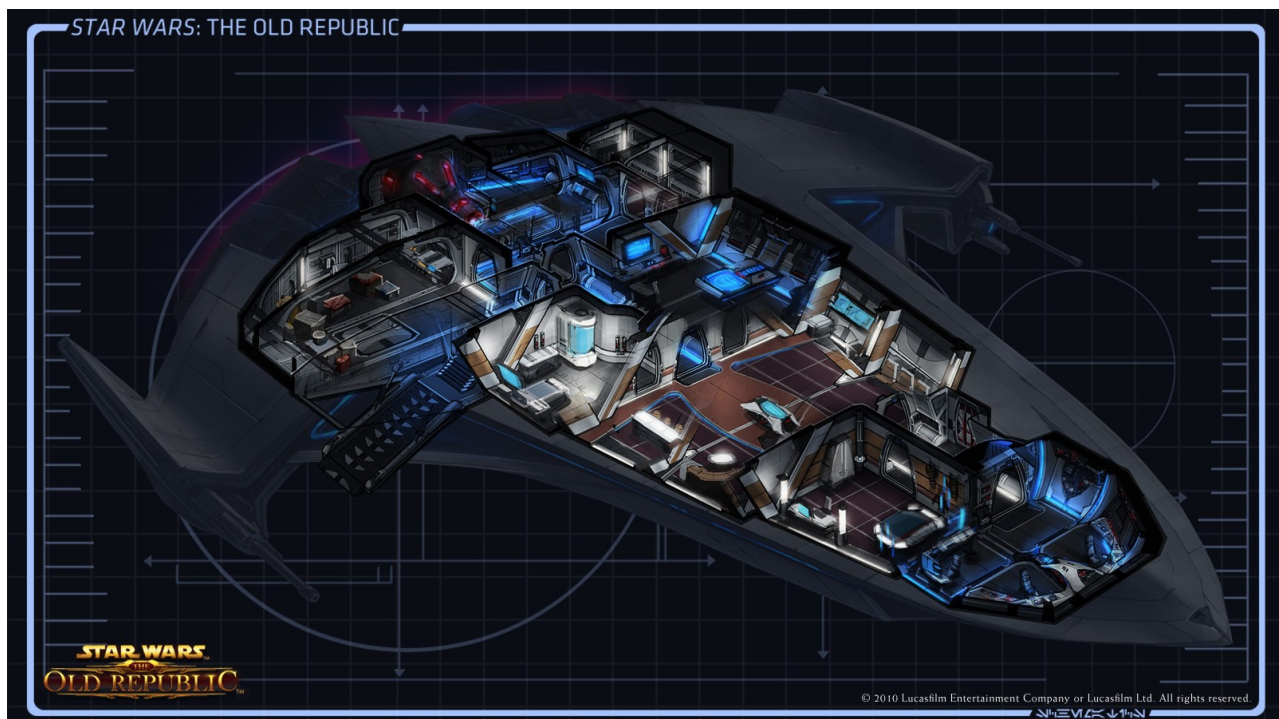
various operations.

Darth Serevin used an X-70B during the Battle of Ilum where he oversaw Darth Malgus's New Empire forces. His ship was captured during the battle and used to deliver a strike force to Malgus' space station, which eliminated the false emperor.^[5]

One of the most sophisticated lightweight starships in the galaxy, the X-70B Phantom is an experimental model designed to resemble a

luxury shuttle while possessing the combat capacity of a heavy starfighter. Beneath the sleek metal exterior and the interior wood paneling is an unmatched density of sophisticated circuits, wires, cooling systems and other components, many never before used in a starship of this size.

The X-70B shields its military-grade hardware



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THE
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from virtually all scanners, allowing it to travel unnoticed among civilian vessels. Its own sensor capabilities are formidable, and although not normally equipped with a cloaking device (due to heat and power concerns), the ship can be refitted with such a module for short-term missions. Maintenance work on the X-70B is extraordinarily difficult and expensive due to the super-compressed nature of its mechanics, making the Phantom-class an unlikely candidate for wide-scale production. This difficulty is only aggravated by the fact that Imperial Intelligence refuses to share its ship specifications with the Imperial military.^[4]

Other ship features include a recreational lounge, medical bay, conference room, small cargo hold, and operations/tactical room.

■ X-70B Phantom Transport

Craft: Sith Imperial Intelligence Engineering X-70B Phantom Transport

Affiliation: Sith Empire / Imperial intelligence

Type: Special/ clandestine operations transport

Scale: Starfighter

Length: 33.5 meters

Skill: Space Transports: X-70B Phantom

Crew: 4; 1 pilot, 1 co-pilot, 1 navigator, 1 sensor operator

Passengers: 8

Cargo Capacity: 80 metric tons

Consumables: 3 months

Cost: Not available for sale (estimated 650,000)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 3D

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 6D

Shields: 3D

Sensors:

Passive: 35/1D

Scan: 55/2D

Search: 85/3D

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

2 Ion Cannons

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-2/6/12

Atmosphere Range: 100/600/1.2 km

Damage: 4D (ion)

Game Notes:

Prototype: The X-70B Phantom is a prototype transport manufactured in limited quantities by Sith Imperial Intelligence Engineering. As such, spare parts are rare

and in short supply. Systems are also substantially more difficult to maintain in optimal working order. Characters must add +10 to the difficulty of any skill rolls to modify or repair the X-70B Phantom.

Sensor-Resisting Structure: Ships attempting to detect the X-70B Phantom must add +2D to the difficulty of a *sensors* roll. Players targeting the X-70B must add +5 to the difficulty of a *starship gunnery* roll to hit it.^[10]

XS Stock Light Freighter

"She's not pretty, but she's tough."

—Nico Okarr

The Corellian Engineering Corporation is one of the largest civilian starship manufacturers in the galaxy. Known for building ships that are fast, sturdy and highly customizable, their vessels essentially serve as blank slates for an owner's modifications. CEC is also known for its unsupported short runs of certain products, when an engineer gets "creative" and supplies customers with uniquely tuned equipment. Luck can be important when buying from CEC. The XS Stock



Light Freighter came into service almost twenty years ago. Larger and more versatile than its predecessors, and featuring a variety of optional upgrades that can make it one of the most nimble ships in the galaxy, the model has seen more than its share of use. Rigged with an oversized cargo hold, passenger quarters, multiple laser turrets and a thick armor layer, the XS is an old favorite of captains traveling through dangerous space. The XS has one other feature not widely advertised: its maintenance compartments can be rearranged and concealed to serve as ideal hiding spots for contraband cargo. Even security officers aware of this trick can be stumped by the work of an imaginative owner.^[4]

The classic freighter has advanced by leaps and bounds since the Dynamic-class freighters from the days of the Jedi Civil War. The XS-class freighter is more modifiable than its predecessors, and also features a variety of significant upgrades that make it one of the fastest and most nimble ships in the galaxy. In addition to an enlarged cargo hold, the XS's secret compartments located throughout the ship can be used for transporting contraband and anything else the captain would prefer to keep hidden. Or, if the captain prefers to simply avoid being boarded, the XS has proven itself to be fully capable.

In addition to the standard laser and torpedo batteries, the starship is designed with upper and lower turrets that can be controlled manually or remotely from the cockpit. Captains of these freighters typically live on board, so the XS Freighter has all the creature comforts anyone could ask for, from a recreational lounge to extra sleeping quarters. It's no wonder that it inspires such loyalty in its owners.^[2]

■ XS Stock Light Freighter

Craft: Corellian Engineering Corporation XS Stock Light Freighter

Type: Light freighter

Scale: Starfighter

Length: 35 meters

Skill: Space transports: XS Stock Light Freighter

Crew: 2; 1 pilot, 1 co-pilot; 2 gunners (optional)

Passengers: 5

Cargo Capacity: 85 metric tons

Consumables: 3 months

Cost: 115,000 (new), 76,000 (used)

Hyperdrive Multiplier: x2.5

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 10/1D

Scan: 25/1D+2

Search: 40/2D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+2

2 Double Laser Turrets

Fire Arc: Turret (ventral and dorsal)

Crew: 1

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

2 Proton Torpedo Launchers (6 torpedoes; 3 each launcher)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 100/300/700 m

Damage: 9D

Game Notes:

Easy to Modify: The XS Stock Light Freighter is designed for easy modification and repair. Characters receive a +2 bonus to any skill rolls to modify or repair the XS Stock Light Freighter.^[10]





CHAPTER TEN: STARFIGHTERS

Atten-SHUN, star pilots! Republic Major Bren Audet here. You're about to learn about the deadliest weapons ever to be unleashed on the galaxy. No, I'm not talking about lightsabers - I'm talking about something that can make even a Jedi quiver in his boots. Something fast. Something deadly.

I'm talking about starfighters.

If you're here thinking starfighters are just another class of spaceship, deserving to be lumped in with slowpokes like the XS-class or the BT-7 Thunderclap, then I've got news for you. Starfighters are an entirely different game. They're fast. They're lethal. And if you don't respect 'em, you'll be so much space dust faster than you can say Seven Sith in a Saber Spat.

The Dogs of the Sky

Starfighters are the faster, leaner, meaner cousins of the starship family. Space transports are good for ferrying things from place to place, and enduring long hauls across the spacelanes. Shuttle and troop transports are used to get people and materiel from one point to another. Capital ships are the war engines of the sky, providing a link between the spaceside generals and their ground forces. But starfighters are the true soldiers of space. When there's warring to be done, they're the ones to do it, fighting tooth and nail against their similarly-armed opponents to determine the true superiority of space.

Starfighters come in four classifications: scout, strike fighter, gunship, and bomber. Put succinctly, scouts are fast and nimble. Strike fighters are balanced. Gunships are long-range fortresses, and bombers are up-close powerhouses. Each one will be covered in more detail in this chapter.

Due to the lengthy period of war that has gripped the galaxy, there are currently a surprising number of starfighter models in service. Most are designed to suit a specific purpose, but between the major starship manufacturers more than a few knock-off or variant versions exist. Some information is spotty, but will be noted where possible.

STRIKE FIGHTERS

Strike fighters are ships designed to take on both stationary objectives and other starships, balancing firepower and maneuverability. Strike fighters rely on the ability to equip and swap between either two primary or two secondary weapons depending on the specific class of ship prior to each mission. Weapon systems include quad lasers and ion cannons, as well as secondary weapons such as cluster missiles and concussion missiles. Some strike fighters also feature directional shields, which can be toggled to specific directions; the primary threat to a strike fighter is being disabled by an interdiction drive or sabotage probe from enemy scouts and gunships. Some strike fighters are capable of carrying two different types of missiles, making them particularly versatile.^[2]

The two primary strike fighter production lines – the Dromund Kalakar F-T series and the Rendili StarDrive FT-series – while different designs, share not only naming similarities but functional specifications as well, as the two lines were developed in parallel as part of the initial arms race of the Great Galactic War.

F-T2 Quell

Capsule: Tradition is as important as innovation at the Dromund Kalakar shipyards, and each new design must also honor the past.



THE STRIKE FIGHTER

Republic Pilot Bren Audet:

No doubt about it, strike fighters are some of the most versatile and important ships to ever fly for either the Empire or the Republic. Equally effective against both stationary objectives and other ships, strike fighters have made the difference in galactic warfare for generations.

The ships that comprise the strike fighter role represent a perfect balance of firepower and maneuverability. Strike fighters are able to keep up with the deft maneuvers of all but the most skilled scout pilots and even a heavily armored gunship can't hold up under their ballistics barrage for long. The primary attribute of the strike fighter is its balance between offensive strength, maneuverability, and durability. This gives the strike fighter a level of versatility that's difficult to rival. While flying either the FT-8 Star Guard or F-T6 Rycer many pilots like to use a combination of Quad Lasers and Ion Cannons. While both of these blasters are somewhat slower and drain more blaster power than some of their counterparts, they allow a pilot to deliver a one-two punch that no other ship in the sky can match.

By using Ion Cannons to quickly drain an enemy's shields, followed by Quad Lasers and a volley of Cluster Missiles to slam their hull, most targets don't ever know what hit them.

The strike fighter isn't just about dog fighting though. The firepower that these ships bring to the battle is also excellent against stationary objectives such as satellite defense turrets. With Concussion Missiles and Directional Shields equipped the strike fighter can easily boost headlong toward a satellite's defenses, toggle shields to double-front, and unleash a powerful warhead that'll soon leave the satellite defenseless and ready for capture.

Whether taking a front line or support stance, the strike fighter's only real fear is being disabled. Scout and gunship systems like the Interdiction Drive and Sabotage Probe can quickly strip away a strike fighter's advantage. Like an asharl panther, the strike fighter needs to keep moving and anything that can slow or stop it should be eliminated before it becomes a serious impediment.

If you're a pilot for whom intense dogfighting and dealing constant damage is your idea of starfighter heaven, then the strike fighter may be the ship for you.^[2]

The F-T2 Quell brings an old name to a fresh exemplar of strike fighter design, possessing speed, maneuverability and good defenses coupled with twin secondary weapon systems that can be switched over mid-combat. This flexibility enables a Quell to carry (for example) both ship-to-ship missiles and torpedoes, allowing it to take on both enemy vessels and stationary objectives.^[4]

■ F-T2 Quell

Craft: Dromund Kalakar Shipyard F-T2 Quell Strike Fighter
Affiliation: Sith Empire
Type: Strike Fighter
Scale: Starfighter
Length: 14.5 meters
Skill: Starfighter piloting: F-T2 Quell
Crew: 2
Passengers: None
Cargo Capacity: 60 kilograms (10 metric tons upgrade capacity)
Consumables: 1 week



Cost: 250,000 (new), 130,000 (used)
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 2D+1
Sensors:
Passive: 25/1D
Scan: 50/2D

Weapons:
2 Twin Laser Cannons (fire-linked)
Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Concussion Missile Launcher
Scale: Starfighter
Ammo: 3

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 9D



F-T3C Imperium

Capsule: Although its design is derived from the FT-2 Quell, the Dromund Kalakar-built FT-3C Imperium lacks some of its counterpart's speed and maneuverability. Instead, the Imperium carries heavy defenses, state-of-the-art sensors and command-and-control systems—it is the pivot around which a squadron turns, bolstering and coordinating allies while under fire. Its secondary weapons are oriented toward eliminating armored objectives instead of dogfighting; Imperium pilots are conquerors first and warriors second.^[4]

■ F-T3C Imperium

Craft: Dromund Kalakar Shipyard F-T3C Imperium Strike Fighter
Affiliation: Sith Empire
Type: Strike Fighter
Scale: Starfighter
Length: 14 meters
Skill: Starfighter piloting: FT-3C Imperium
Crew: 2
Passengers: None
Cargo Capacity: 60 kilograms (10 metric tons upgrade capacity)
Consumables: 1 week
Cost: 250,000 (new), 130,000 (used)
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 2D+1
Sensors:
Passive: 25/1D
Scan: 55/2D

Weapons:

2 Twin Laser Cannons (fire-linked)
Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Rocket Pod

Scale: Starfighter
Ammo: 10
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 0D
Fire Rate: 3
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 6D



F-T6 Rycer

Capsule: The ultimate Imperial dogfighter, the F-T6 Rycer (named for an ace Imperial pilot of the last war) is a product of the Dromund Kalakar shipyards. The Rycer can be fitted with two primary blasters from an arsenal of options, including multiple laser and ion cannons; properly equipped, it can destroy or disable foes at any range. The Rycer is even more maneuverable than most strike fighters, but its defenses are less formidable—a fair trade, according to its pilots.^[4]

■ F-T6 Rycer

Craft: Dromund Kalakar Shipyard F-T6 Rycer Strike Fighter
Affiliation: Sith Empire
Type: Strike Fighter
Scale: Starfighter
Length: 14.1 meters
Skill: Starfighter piloting: F-T6 Rycer
Crew: 2
Passengers: None

Cargo Capacity: 40 kilograms (10 metric tons upgrade capacity)

Consumables: 2 days

Cost: 220,000 (new), 120,000 (used)

Maneuverability: 3D+2

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 2D

Shields: 1D+2

Sensors:

Passive: 10/0D

Scan: 20/1D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

Rocket Pod

Scale: Starfighter

Ammo: 10

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 0D

Fire Rate: 3

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 6D



FT-5A Honor Guard

Capsule: The FT-5A Honor Guard is a mid-range starfighter in the FT-series produced by Rendili StarDrive for the Galactic Republic. Due to its success in early campaigns, the FT-5A was later redesigned into the FT-8 Star Guard, though many of the earlier models remain in service.^[5]

■ FT-5A Honor Guard

Craft: Rendili StarDrive FT-5A Honor Guard Strike Fighter

Affiliation: Galactic Republic / General

Type: Strike Fighter

Scale: Starfighter

Length: 15 meters

Skill: Starfighter piloting: FT-5A Honor Guard

Crew: 2

Passengers: None

Cargo Capacity: 95 kilograms (10 metric tons upgrade capacity)

Consumables: 2 weeks

Cost: 180,000 (new), 90,000 (used)

Maneuverability: 1D+2

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 3D+1

Shields: 2D+2

Sensors:

Passive: 10/0D

Scan: 20/1D

Weapons:

2 Twin Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

Proton Torpedoes

Scale: Starfighter

Ammo: 4

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Fire Rate: 1/2

Space Range: 1/5/9

Atmosphere Range: 100/500/900

Damage: 8D+1

Game Notes: This weapon ignores shields and armor bonuses.

FT-6 Pike

Capsule: Well-armed, well armored, and with the speed and maneuverability pilots expect from a strike fighter, the Rendili FT-6 Pike carries two sets of secondary weapons along with its primaries, allowing it (when properly equipped) to swap between ship-to-ship missiles and torpedoes mid-combat. This makes the Pike a versatile fighter, able to eliminate enemy ships and armored objectives in the same attack run. Some starfighter pilots are specialists, but Pike pilots are ready for anything.^[4]



■ **FT-6 Pike**

Craft: Rendili StarDrive FT-6 Pike Strike Fighter
Affiliation: Galactic Republic
Type: Strike Fighter
Scale: Starfighter
Length: 15.1 meters
Skill: Starfighter piloting: FT-6 Pike
Crew: 2
Passengers: None
Cargo Capacity: 55 kilograms (10 metric tons upgrade capacity)
Consumables: 1 week
Cost: 300,000 (new), 150,000 (used)
Maneuverability: 2D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D+1
Shields: 2D
Sensors:

Passive: 10/0D

Scan: 20/1D

Weapons:

4 Laser Cannons (fire-linked)

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D

Concussion Missile Launcher

Scale: Starfighter
Ammo: 3
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 9D

Proton Torpedoes

Scale: Starfighter
Ammo: 4
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1/2
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 8D+1
Game Notes: This weapon ignores shields and armor bonuses.

FT-7B Clarion

Capsule: The Rendili FT-7B Clarion lacks the weapon capacity of other strike fighters, instead possessing a powerful array of sensors and command-and-control systems that boost overall squadron effectiveness; if a typical strike fighter is a squadron's fist, the Clarion is a squadron's mind and voice. The Clarion also sacrifices a degree of speed and maneuverability in return for heavier defenses, and its secondary weapons are oriented

toward eliminating stationary targets and armored objectives.^[4]



■ **FT-7B Clarion**

Craft: Rendili StarDrive FT-7B Clarion Strike Fighter
Affiliation: Galactic Republic
Type: Strike Fighter
Scale: Starfighter
Length: 15.7 meters
Skill: Starfighter piloting: FT-7B Clarion
Crew: 2
Passengers: None
Cargo Capacity: 55 kilograms (10 metric tons upgrade capacity)
Consumables: 1 week
Cost: 350,000 (new), 170,000 (used)
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D+2
Shields: 2D+2
Sensors:

Passive: 25/1D

Scan: 55/2D

Weapons:

Rapid-fire Laser Cannon

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/5/8
Atmosphere Range: 1-300/500/800
Damage: 3D

Ion Cannon

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/10/20
Atmosphere Range: 1-300/500/800
Damage: 3D (Ion)

FT-8 Star Guard

Capsule: Rendili has been producing Republic starfighters for centuries, and the FT-8 Star Guard is the company's latest achievement—a complete redesign of the FT-5A Honor Guard model. The Star Guard carries two primary blasters and gains



maneuverability over other strike fighter-class ships at the cost of defensive strength. The Star Guard can support an array of laser and ion cannons that allow it to engage foes at multiple distances, but its lack of heavy ordnance makes it less effective against armored objectives. When it comes to dogfighting, however, there may be no finer ship in the galaxy.^[4]

■ FT-8 Star Guard

Craft: Rendili StarDrive FT-8 Star Guard Strike Fighter
Affiliation: Galactic Republic
Type: Strike Fighter
Scale: Starfighter
Length: 15.7 meters
Skill: Starfighter piloting: FT-8 Star Guard
Crew: 2
Passengers: None
Cargo Capacity: 50 kilograms (10 metric tons upgrade capacity)
Consumables: 1 week
Cost: 300,000 (new), 150,000 (used)
Maneuverability: 2D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 2D+1
Sensors:
Passive: 25/1D
Scan: 50/2D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Ion Cannon

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/10/20
Atmosphere Range: 1-300/500/800

Damage: 3D (Ion)

Ion Cannon

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/10/20
Atmosphere Range: 1-300/500/800
Damage: 3D (Ion)

Plug-6 Heavy Fighter

Capsule: The Plug-6 heavy fighter designed by Czerka is a heavy starfighter that commonly doubles as a light freighter. While used mainly by smugglers and crime syndicates, the Mandalorians also make use of the fighter's heavy armament and spacious interior. The Plug-6 is similar in design and appearance to the Republic's TZ-24 Enforcer, sharing many systems and construction methods with the more specialized starfighter.[™]

■ Plug-6 Heavy Fighter

Craft: Czerka Corporation Plug-6 Heavy Starfighter
Affiliation: Galactic Republic / General
Type: Strike Fighter
Scale: Starfighter
Length: 15.3 meters
Skill: Starfighter piloting: Plug-6
Crew: 2
Passengers: 3
Cargo Capacity: 150 kilograms (11 metric tons upgrade capacity)
Consumables: 3 weeks
Cost: 100,000 (new), 75,000 (used)
Maneuverability: 2D
Space: 6
Atmosphere: 300; 950 kmh
Hull: 3D
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 20/1D

Weapons:

Twin Laser Cannon

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D



Strike Fighter Simulator

Capsule: The Kalakar-designed ST-3A Strike Fighter Simulator is a training vessel designed and built at the behest of the Republic Naval Academy. Due to a rash of training-related accidents involving live-fire incidents with their fighter cadets, the Navy commissioned the weaponless ST-3A to perform all of the combat maneuvers and squadron techniques without the risk of losing prospective pilots and – more importantly – their expensive craft. The ST-3A uses simulated weapon strikes, using low-powered optical lasers and a network of visual sensors positioned over the craft to create a near-combat environment with little to no actual risk to the being inside.

A small number of Simulators have found their way onto the secondary market, occasionally found as single-pilot pleasure craft or personal luxury speeders, though their use is more of a novelty than anything else. In addition, some of these black-market craft have had their nonfunctional weaponry replaced with live ordnance, making for an unexpectedly nimble – and cheap – fast-attack craft that has the benefit of being both unassuming and unanticipated.

■ Strike Fighter Simulator

Craft: Kalakar ST-3A Strike Fighter Simulator
Affiliation: Galactic Republic
Type: Strike Fighter
Scale: Starfighter
Length: 4.5 meters
Skill: Starfighter piloting: Strike Fighter Simulator
Crew: 1
Passengers: None
Cargo Capacity: 60 kilograms (0.5 metric tons upgrade capacity)
Consumables: 1 week
Cost: 40,000 (new), 15,000 (used)
Maneuverability: 3D
Space: 6
Atmosphere: 300; 950 kmh
Hull: 1D+2
Shields: None
Sensors:
Passive: 25/0D
Scan: 15/1D

TZ-24 Enforcer

Capsule: Designed before the start of the Great Galactic War, the TZ-24 Enforcer remains a highly popular design, and serves as the mainstay of dozens of planetary defense forces throughout the Republic. The ship's designers took great pride in the rugged simplicity of their design, hoping it

would provide long years of use even in the galaxy's most remote sectors. Given its extended history of service with minimal need for upgrades, the model



has surely lived up to its designers (and buyers) expectations.

As a venerable starfighter design sold to security forces on many of the worlds conquered by the Empire, uncountable thousands of TZ-24 Enforcers – renamed Gladiators – have fallen into Imperial hands over the years. Adapted from the larger TZ-2 transport, the Enforcer was designed to serve as a rugged, no-frills combat fighter for long campaigns in remote regions. The Empire has done little to alter the model given its excellent performance record, and regularly fields the Gladiator alongside its standard starfighter complements.

The TZ-24 – either the Enforcer or the Gladiator – shares many design specifications with the earlier Plug-6 heavy fighter commonly used by smugglers and fringe groups. [5]



■ TZ-24 Enforcer

Craft: Czerka Corporation TZ-24 Enforcer Strike Fighter

Affiliation: Galactic Republic / Sith Empire / General

Type: Strike Fighter

Scale: Starfighter

Length: 22.5 meters

Skill: Starfighter piloting: TZ-24 Enforcer

Crew: 2

Passengers: None

Cargo Capacity: 90 kilograms (10 metric tons upgrade capacity)

Consumables: 2 weeks

Cost: 280,000 (new), 140,000 (used)

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 3D+2

Shields: 2D+2

Sensors:

Passive: 10/0D

Scan: 20/1D

Weapons:

3 Dual Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D

SCOUTS

Scouts have high speed, high maneuverability, a boost ability, and possess Rocket Pods in addition to their blaster cannons. Team-oriented Scout ships such as the Republic's default NovaDive or the Empire's default S-12 Blackbolt can use a number of devices, such as a Slicing Device to scramble an enemy's navigation systems and tag their location, or a Sensor Beacon to help track the enemy's movements. Other Scout ships, such as the Flashfire and the S-13 Sting, are designed for ship-to-ship combat. They exchange some of their maneuverability and speed for heavier firepower—they feature Rapid-Fire Laser Cannons and Cluster Missiles to overwhelm the shields of enemy fighters, and have access to the Blaster Overcharge and Booster Recharge systems. Another Scout model is the IL-5 Ocula, also known as the IL-5 Skybolt for the Republic.^[2]

Flashfire

Capsule: When Corellia StarDrive appeared on the verge of losing its military contract, the company refocused on a new scout model—one that would trade away sensor and communications range along with specialized sensor tech in return for more powerful laser cannons, mid-range missiles and stronger defenses across the board. The result is the Flashfire, combining other scouts'



speed with deadly offensive capabilities. A Flashfire may not compete head-on against a strike fighter, but its maneuverability may be the edge a skilled pilot needs.^[5]

Flashfire

Craft: Corellia Stardrive Flashfire Scout Starfighter

Affiliation: Galactic Republic

Type: Scout Starfighter

Scale: Starfighter

Length: 15.2 meters

Skill: Starfighter piloting: Flashfire

Crew: 1

Passengers: None

Cargo Capacity: 20 kilograms (6 metric tons upgrade capacity)

Consumables: 1 day

Cost: 145,000 (new), 75,000 (used)

Maneuverability: 3D+1

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 2D+2

Shields: 1D+2

Sensors:

Passive: 10/0D

Scan: 20/1D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

Rocket Pod

Scale: Starfighter

Ammo: 10

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 0D

Fire Rate: 3

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 6D



THE SCOUT

Republic Pilot Brey Hof:

Scouts, as the fastest of all starfighters, are often the vanguard of any battle. Their light-weight hulls and moderate shield projectors allow them to be lightning quick, getting them to objectives before their enemies. A scout can make a quick strike and be gone to a safe range before their targets even know what hit them. In a dogfight, a opponent or their powerful thrusters to escape to fight another day. Their top-of-the-line sensor systems allow them to locate enemies and communicate their locations to their allies.

Although all scout class ships share the qualities we just went over, they are not all the same. Some, like the Republic NovaDive or the Imperial S-12 Blackbolt, are built to maximize their speed and maneuverability. They have unmatched speed that allows them boost to a target and quickly wreak havoc with a deadly combination of Rocket Pods and blaster fire. They can then easily boost away from any strike fighters or make themselves nearly unhittable for gunships using their maneuverability and speed. More team-oriented pilots can play a supporting role by using the bevy of communications toys at their fingertips, like firing a Slicing Device to scramble an enemy's navigation systems and tag their location. Or, if they prefer, they can drop a Sensor Beacon that can help to track the movements of the opposition.

Conversely, the Republic Flashfire and the Imperial S-13 Sting are built for ship-to-ship combat. They exchange some of their speed and communications systems in favor of more powerful weaponry and defenses. A savvy pilot can use these crafts' excellent maneuverability to get the advantage over a strike fighter and tear through their shields with Rapid-Fire Laser Cannons and quick-locking Cluster Missiles. Additionally, these tough little ships have advanced systems that most strike fighters don't have access to. Some, like the Blaster Overcharge system, allows a ship to fire faster and have more blaster power. While, other systems, like the Booster Recharge, allow a ship to boost their speed for longer to maximize their speed advantage.

Regardless of the ship variant, a scout class starfighter is the perfect craft for pilots who value speed and maneuverability above all.^[2]

IL-5 Ocula

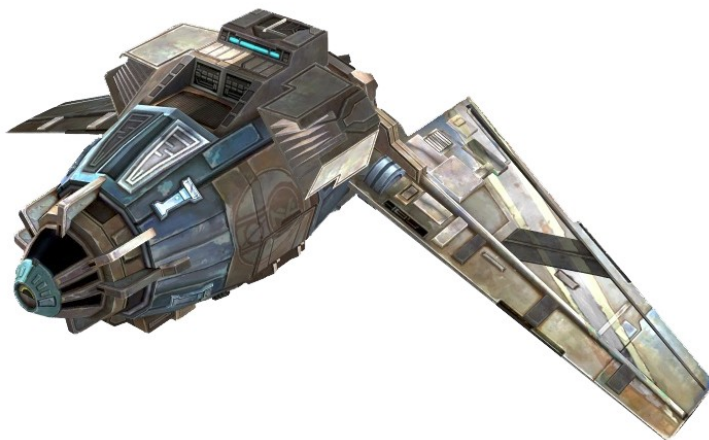
Capsule: The Czerka IL-5 Ocula was the company's first entry into the modern scout starfighter field, and utilizes a number of proprietary miniaturization techniques to ensure that nearly all popular internal components can be accommodated. Imperial military officials have shown a particular fondness for the design, ordering thousands of the craft through intermediaries while Czerka executives turn a blind eye. Imperial pilots often employ the craft on long-range reconnaissance missions into territories where their standard scout ships would be quickly recognized. Although the Republic military officially passed on Czerka's IL-5 Ocula in favor of designs from Corellia StarDrive, a

number of regional governors and "flexible" fleet admirals have made the craft a common sight on Republic fleet decks nonetheless, dubbing it the Skybolt. Flight crews have a great appreciation for the ease of installing a huge variety of aftermarket components (a rare feature from Czerka), and many pilots have come to favor the design over their standard-issue scout models.^[4]

■ IL-5 Ocula

Craft: Czerka Corporation IL-5 Ocula Scout Starfighter
Affiliation: Galactic Republic / Sith Empire / General
Type: Scout Starfighter

Scale: Starfighter
Length: 14.4 meters
Skill: Starfighter piloting: IL-5
Crew: 1
Passengers: None
Cargo Capacity: 20 kilograms (6 metric tons upgrade capacity)
Consumables: 2 days
Cost: 180,000 (new), 120,000 (used)
Maneuverability: 3D
Space: 9



Atmosphere: 400; 1,150 kmh**Hull:** 2D+1**Shields:** 1D+1**Sensors:***Passive:* 5/0D*Scan:* 15/1D**Weapons:****2 Laser Cannons** (fire-linked)*Scale:* Starfighter*Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1-5/10/17*Atmosphere Range:* 100-500/1/1.7 km*Damage:* 3D**Cluster Missile Launcher***Scale:* Starfighter*Ammo:* 10*Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 3D+1*Fire Rate:* 3*Space Range:* 1/3/5*Atmosphere Range:* 100/300/500*Damage:* 5D*Game Notes:* This weapon's quick lock-on time gives a +2 to each additional shot fired per round.

Liberator-Class

Capsule: The TR-16 Liberator (also known as the “Talon” fighter) is the forerunner of the TT-17R NovaDive in Corellia StarDrive’s scout starfighter line. The Republic’s primary starfighter leading up to and during the Great Galactic War and

subsequent Civil War, it has only recently begun to be replaced by the more advanced NovaDive. Functionally, the two designs are nearly identical, with the Liberator being identified by its slightly stubbier nose, straighter wings, and longer weapon struts. Though it is slowly being phased out in favor of newer, more specialized craft, the Liberator is nonetheless still a mainstay of the Republic fleet and the primary weapon of most engagements.

■ Liberator-Class

Craft: Corellia Stardrive TR-16 Liberator-class Scout Starfighter**Affiliation:** Galactic Republic**Type:** Scout Starfighter**Scale:** Starfighter**Length:** 14.2 meters**Skill:** Starfighter piloting: Liberator-class**Crew:** 1**Passengers:** None**Cargo Capacity:** 25 kilograms (5 metric tons upgrade capacity)**Consumables:** 2 days**Cost:** 145,000 (new), 90,000 (used)**Maneuverability:** 3D**Space:** 10**Atmosphere:** 415; 1,200 kmh**Hull:** 2D+1**Shields:** 1D+1**Sensors:***Passive:* 25/1D*Scan:* 50/2D**Weapons:****2 Laser Cannons** (fire-linked)*Scale:* Starfighter*Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1-5/10/17*Atmosphere Range:* 100-500/1/1.7 km*Damage:* 3D

Mk. VI Supremacy-Class

Capsule: The Mk. VI Supremacy-class starfighter - also known as the ISF interceptor or the Mk. VI interceptor - is the primary mainstay of the Imperial forces. The Mk. VI was heavily relied on when the Sith attacked the Republic shipyards in the Sluis sector and in the Battle of Alderaan. Darth Malgus used these fighters during the Battle of Zist and the Sacking of Coruscant. While the Mk. VI lacks shielding, and is lightly armed, it compensated for these short falls with its powerful engines, rapid fire laser cannons and complex swarm tactics.^[1]



As the basis for the Tandankin-produced Sith Imperial fighter fleet, the successful design of the Mk. VI was quickly incorporated into the later S-SC4 Bloodmark. While that later fighter was more effective on the battlefield, however, the Mk. VI's more bare-bones systems and cheaper manufacture have kept it on the frontlines of the majority of Imperial engagements.

■ Mk. VI Supremacy-Class

Craft: Tandankin Shipyards Mk. VI Supremacy-class Scout Starfighter

Affiliation: Sith Empire

Type: Scout Starfighter

Scale: Starfighter

Length: 11.9 meters

Skill: Starfighter piloting: Mk. VI Supremacy-class

Crew: 1

Passengers: None

Cargo Capacity: 25 kilograms (6 metric tons upgrade capacity)

Consumables: 2 days

Cost: 130,000 (new), 85,000 (used)

Maneuverability: 3D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 2D

Shields: 0D

Sensors:

Passive: 25/1D

Scan: 55/2D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

NovaDive

Capsule: The centerpiece of Corellia StarDrive's scout ship line, the NovaDive is designed to provide the ideal balance of reconnaissance and offensive capabilities. Advanced sensor and communications suites allow NovaDive pilots to quickly spot enemy craft and relay their positions to allies, while mountings for short- and mid-range laser cannons and rocket pods ensure that the craft can hold its own against enemy fighters and even strike at armored objectives. Unfortunately, defensive systems are meager at best; veteran pilots have learned to rely more on the NovaDive's speed and maneuverability than its shields or armor to survive tough engagements. ^[5]

■ NovaDive

Craft: Corellia StarDrive TT-17R NovaDive Scout Starfighter

Affiliation: Galactic Republic

Type: Scout Starfighter

Scale: Starfighter

Length: 15.4 meters

Skill: Starfighter piloting: NovaDive

Crew: 1

Passengers: None

Cargo Capacity: 25 kilograms (7 metric tons upgrade capacity)

Consumables: 2 days

Cost: 175,000 (new), 100,000 (used)

Maneuverability: 3D+2

Space: 11

Atmosphere: 435; 1,250 kmh

Hull: 2D+1

Shields: 1D+2

Sensors:

Passive: 25/1D

Scan: 50/2D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D



Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Concussion Missile Launcher

Scale: Starfighter
Ammo: 3
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 9D



S-12 Blackbolt

Capsule: The Imperial Tandankin shipyards produce a small number of elite scout craft used for both reconnaissance and lightning strikes. The S-12 Blackbolt combines extraordinary speed, maneuverability and strafing capacity with powerful sensors and communications rigs. Enemies can be spotted early and their locations relayed to allies—or a Blackbolt pilot can take foes on directly with short- and mid-range laser cannons. Stationary objectives are prime targets for the Blackbolt's rockets. The Blackbolt has only bare-bones defenses, however, with weak shields and a thin, unarmored hull. For that reason, Blackbolt pilots often earn reputations as thrill-seekers or suicidal fools (or sometimes both).^[4]

■ S-12 Blackbolt

Craft: Tandankin Shipyards S-12 Blackbolt Scout Starfighter
Affiliation: Sith Empire
Type: Scout Starfighter
Scale: Starfighter
Length: 11.9 meters
Skill: Starfighter piloting: S-12 Blackbolt
Crew: 1
Passengers: None
Cargo Capacity: 15 kilograms (7 metric tons upgrade capacity)
Consumables: 6 hours
Cost: 120,000 (new), 55,000 (used)
Maneuverability: 3D+2

Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 1D+1
Shields: 1D
Sensors:
Passive: 25/1D
Scan: 55/2D

Weapons:**2 Laser Cannons** (fire-linked)

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Concussion Missile Launcher

Scale: Starfighter
Ammo: 3
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 9D

S-13 Sting

Capsule: The shipyards of Tandankin have served the Imperial war machine for decades, specializing in experimental designs. With its array of laser cannons, ship-to-ship missiles, and hardened armor and shields, the Tandankin-built S-13 Sting barely qualifies as a scout, but it maintains considerable sensor and communications range diminished only in comparison to other scout-class vessels. Its weapons and defenses still don't match those of a full strike fighter, but it can be just as deadly in the right hands.^[4]



■ **S-13 Sting**

Craft: Tandankin Shipyards S-13 Sting Scout Starfighter
Affiliation: Sith Empire
Type: Scout Starfighter
Scale: Starfighter
Length: 6.8 meters
Skill: Starfighter piloting: S-13 Sting
Crew: 1
Passengers: None
Cargo Capacity: 10 kilograms (6 metric tons upgrade capacity)
Consumables: 6 hours
Cost: 120,000 (new), 55,000 (used)
Maneuverability: 3D+2
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 2D+1
Shields: 1D
Sensors:

Passive: 20/0D

Scan: 40/1D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

Ion Missiles

Scale: Starfighter

Ammo: 5

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Fire Rate: 2

Space Range: 1/5/9

Atmosphere Range: 100/500/900

Damage: 0D+2 (physical) /7D (Ion)



Spearpoint

Capsule: Outsourcing dozens of components to sensor manufacturers previously focused on the scientific market, Corellia StarDrive managed to assemble the Spearpoint scout ship—a vessel whose sensors and communications equipment outperform practically every other ship on the market, including other scouts. The Spearpoint also possesses auxiliary systems designed to coordinate and support an entire squadron, offering fellow pilots a clear view of the battlefield. These enhancements come at the cost of some of the scout class's traditional maneuverability and speed, however, and also sacrifices some internal storage space.^[4]

■ **Spearpoint**

Craft: Corellia StarDrive Spearpoint Scout Starfighter
Affiliation: Galactic Republic
Type: Scout Starfighter
Scale: Starfighter
Length: 15.8 meters
Skill: Starfighter piloting: Spearpoint
Crew: 1
Passengers: None
Cargo Capacity: 10 kilograms (6 metric tons upgrade capacity)
Consumables: 1 day
Cost: 180,000 (new), 120,000 (used)
Maneuverability: 3D
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 2D+1
Shields: 1D+1
Sensors:

Passive: 25/1D

Scan: 55/2D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

Rocket Pod

Scale: Starfighter

Ammo: 10

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 0D

Fire Rate: 3

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 6D

S-SC4 Bloodmark

Capsule: Imperial starfighter squadrons drill relentlessly so that their pilots fly and fight with a single mind. For ultimate coordination, the Tandankin shipyards S-SC4 Bloodmark is

practically a necessity. Sacrificing some speed and maneuverability along with ship-to-ship missiles in exchange for some of the galaxy's best sensors and communications technology, the Bloodmark also possesses unique subsystems for improved battlefield awareness. A squadron containing an expert Bloodmark pilot can act with greater efficiency than any other. ^[4]



■ S-SC4 Bloodmark

Craft: Tandankin Shipyards S-SC4 Bloodmark Scout Starfighter
Affiliation: Sith Empire
Type: Scout Starfighter
Scale: Starfighter
Length: 11.9 meters
Skill: Starfighter piloting: S-SC4 Bloodmark
Crew: 1
Passengers: None
Cargo Capacity: 30 kilograms (6 metric tons upgrade capacity)
Consumables: 2 days
Cost: 150,000 (new), 90,000 (used)
Maneuverability: 3D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 2D
Shields: 1D+1
Sensors:
Passive: 25/1D
Scan: 55/2D
Weapons:
2 Laser Cannons (fire-linked)
Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Rocket Pod
Scale: Starfighter
Ammo: 10
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 0D
Fire Rate: 3

Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 6D

Stardrive Flash

Capsule: The success of Corellia StarDrive's Flashfire production led to a variety of civilian and nonmilitary options. Stripped of weaponry or offensive equipment, the Stardrive Flash series rejuvenated Corellia StarDrive's civilian sales and reinforced their focus on noncombat lines, leaving them considering demilitarized versions of their other popular starfighter designs.



■ Stardrive Flash

Craft: Corellian Engineering Corporation Stardrive Flash
Affiliation: Galactic Republic
Type: Scout Starfighter
Scale: Starfighter
Length: 6.5 meters
Skill: Starfighter piloting: Stardrive Flash
Crew: 1
Passengers: None
Cargo Capacity: 10 kilograms (0.5 metric tons upgrade capacity)
Consumables: 1 week
Cost: 50,000 (new), 38,000 (used)
Maneuverability: 2D+2
Space: 6
Atmosphere: 300; 950 kmh
Hull: 2D
Shields: 0D+2
Sensors:
Passive: 25/1D
Scan: 50/2D

■ Stardrive Stealth

Craft: Corellian Engineering Corporation Stardrive Stealth
Affiliation: Galactic Republic
Type: Scout Starfighter
Scale: Starfighter
Length: 6.5 meters
Skill: Starfighter piloting: Stardrive Flash
Crew: 1
Passengers: None
Cargo Capacity: 10 kilograms (0.5 metric tons upgrade capacity)
Consumables: 1 week

Cost: 60,000 (new), 55,000 (used)
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 2D
Shields: 1D
Sensors:
Passive: 25/1D
Scan: 50/2D
Equipped With: Sensor jamming equipment



Orbital Lifter

Capsule: The KDY OR-17 Orbital Lifter is a common sight among the starports and transit freighters throughout the galaxy. Used to load and unload medium-sized cargo, a single OR-17 can transfer the cargo of a stock light freighter – approximately 100 metric tons – in less than two hours.



Orbital Lifter

Craft: Kuat Drive Yards OR-17 Orbital Lifter
Affiliation: Galactic Republic
Type: Scout Starfighter
Scale: Starfighter
Length: 5 meters
Skill: Starfighter piloting: Orbital Lifter

Crew: 1
Passengers: None
Cargo Capacity: 100 kilograms (external; 1 metric ton upgrade capacity)
Consumables: 1 day
Cost: 10,000 (new), 4,000 (used)
Maneuverability: 1D+1
Space: 3
Atmosphere: 260, 750 kmh
Hull: 2D
Shields: None
Sensors: None
Equipped With: Two manipulator arms (Lifting 8D), two welding/cutting torches (4D damage)



SF-3 Scout Transport

Capsule: The Rendili SF-3 scout transport is a medium-quality, single person transport often used to ferry personnel to and from orbital stations and freighters. Lacking the frills and amenities of a Corellia StarDrive transport, the SF-3 is nevertheless a common standard among the grimy starports of the galaxy, though very few are to be found in full working condition.

SF-3 Scout Transport

Craft: Rendili SF-3 Scout Transport
Affiliation: Galactic Republic
Type: Scout Starfighter
Scale: Starfighter
Length: 6.6 meters
Skill: Starfighter piloting: Rendili SF-3
Crew: 1
Passengers: None
Cargo Capacity: 150 kilograms (2 metric ton upgrade capacity)
Consumables: 1 week
Cost: 65,000 (new), 30,000 (used)
Maneuverability: 2D
Space: 3
Atmosphere: 260, 750 kmh
Hull: 3D+2
Shields: 1D+1
Sensors:
Passive: 10/0D
Scan: 20/1D

GUNSHIPS

Gunships are the heaviest class of starfighter, and each gunship commonly features at least one long-distance Railgun with a zoom firing mode available. Some gunships can swap between different Railguns: the Ion Railgun drains the enemy's power, the Plasma Railgun inflicts heavy damage over time, and the Slug Railgun penetrates enemy shields. Gunships survive best when they remain hidden, as they cannot move when using the Railgun, though they can still turn and strafe. Gunships can use a variety of shields as well—the Feedback Shield charges the ship's shields with energy and releases it upon enemies when hit, and the Fortress Shield can double a ship's shields but render them motionless. The Rotational Thrusters allow gunships to quickly rotate under fire, and the Interdiction Drive boosts a ship's speed and cripples the enemy's speed to allow for getaways.^[2]

GSS-3 Mangler

Capsule: After the Empire's conquest of Sullust, Imperial engineers put several local SoroSuub factories to work creating starfighter parts. The SoroSuub-built GSS-3 Mangler sports two kinds of swappable railguns, strafes relatively rapidly and has an augmented communications range. Its defenses are more than acceptable, while its weaknesses—unimpressive sensors, speed, and turning rate—are standard for the class. Rumor has it that one Mandalorian clan even requested Manglers for payment when the Empire bought its services.^[4]

■ GSS-3 Mangler

Craft: SoroSuub Corporation GSS-3 Mangler Gunship
Affiliation: Sith Empire
Type: Gunship
Scale: Starfighter
Length: 18.6 meters
Skill: Starfighter piloting: GSS-3 Mangler
Crew: 2
Passengers: None
Cargo Capacity: 100 kilograms (20 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 480,000 (new), 200,000 (used)
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 3D+2



Sensors:

Passive: 5/0D

Scan: 15/1D

Weapons:

4 Twin Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Slug Railgun

Scale: Starfighter

Ammo: 30

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Fire Rate: 1/3

Space Range: 3-5/30/100

Atmosphere Range: 200-

500/3 km/5 km

Damage: 10D

Game Notes: This weapon must be charged for two rounds before firing.

GSS-4Y Jurgoran

Capsule: Despite numerous delays caused by local insurgencies, SoroSuub continues production of the

GSS-4Y Jurgoran—a gunship designed for survivability on battlefields where keeping foes at a distance isn't feasible. Along with its basic railgun, the Jurgoran can switch to ship-to-ship missiles in mid-combat and unleash volleys from enhanced close-range laser cannons. Additional speed, maneuverability and equipment options over the GSS-3 Mangler make the Jurgoran ready and able to finish off damaged foes or escape from enemies who may be closing in.^[4]

■ GSS-4Y Jurgoran

Craft: SoroSuub Corporation GSS-4Y Jurgoran Gunship
Affiliation: Sith Empire
Type: Gunship





THE GUNSHIP

Imperial Pilot Cres Semet:

As you race across the battlefield, the path is clear in front of you. You're boosting along to try and reach your objective and—WHAM! Suddenly, your engine power is drained. Again—WHAM! Critical hit on your hull! By the time you find the culprit, you are already severely damaged. Now you've closed the gap on this sniper, and have her in your sights. But without warning, you see a bright flash of light as she boosts away while somehow rendering your ship too slow to catch up. What just happened?

You have just met the gunship.

The gunship pilot has a few unique role-defining options that can create some truly powerful impacts in a dogfight scenario. First and foremost, each gunship is commonly equipped with at least one Railgun, a powerful long-range weapon that allows you to damage enemies from a safe distance. Railguns have a long-range targeting computer that allows a pilot or gunner to zoom in on the action from a great distance and prowl for their next victim. But make sure and charge your shots fully to inflict maximum damage!

Some gunships can be mounted with a second Railgun, allowing them to swap between different functions while in battle, giving you even more options. Would you rather ruthlessly drain energy from your enemy's power pools with the Ion Railgun, deliver the most deadly amount of damage, but spread over time with the Plasma Railgun, or just go right for your enemy's shields with the penetrating Slug Railgun? Regardless of what you choose, staying hidden and moving in and out of sight may be your best chance at survival. Once you're in Railgun firing mode, you cannot move, but you can still turn and strafe to fine-tune your aiming.

The Gunship offers a great advantage to a sniper-style ace adept at picking off enemies at great range, combined with enough tricks to get out of a sticky situation at close range. Enemies are hit with instant panic when they see a gunship charging up her railgun.^[2]

Scale: Starfighter
Length: 18.8 meters
Skill: Starfighter piloting: GSS-4Y Jurgoran
Crew: 2
Passengers: None
Cargo Capacity: 95 kilograms (20 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 460,000 (new), 185,000 (used)
Maneuverability: 1D+1
Space: 6
Atmosphere: 300; 950 kmh
Hull: 3D+1
Shields: 3D+2
Sensors:
Passive: 10/0D
Scan: 20/1D
Weapons:
2 Laser Cannons (fire-linked)
Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Slug Railgun
Scale: Starfighter
Ammo: 30
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1/3
Space Range: 3-5/30/100

Atmosphere Range: 200-500/3 km/5 km
Damage: 10D
Game Notes: This weapon must be charged for two rounds before firing.

Concussion Missile Launcher

Scale: Starfighter
Ammo: 3
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 9D

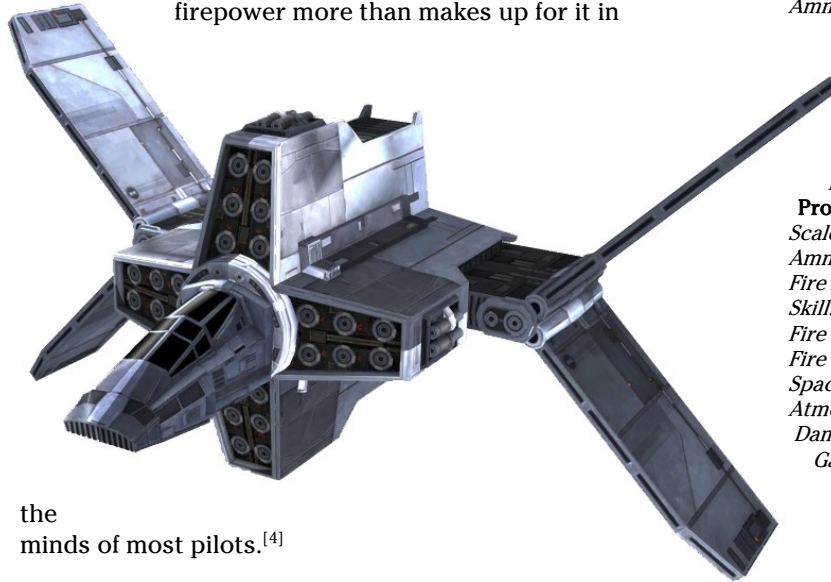
Proton Torpedoes

Scale: Starfighter
Ammo: 4
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1/2
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 8D+1
Game Notes: This weapon ignores shields and armor bonuses.

GSS-5C Dustmaker

Capsule: The G-2A gunship razed whole cities on Sullust when the Empire conquered that planet. Therefore, Sullustan manufacturer SoroSuub was

given the honor of designing the G-2A's successor. The GSS-5C Dustmaker gunship carries only a basic railgun but can equip heavy lasers and proton torpedoes to enact devastation from afar. While its defenses are less formidable than those of other gunships, the Dustmaker's unmatched firepower more than makes up for it in



the minds of most pilots.^[4]

■ GSS-5C Dustmaker

Craft: SoroSuub Corporation Dustmaker Gunship
Affiliation: Sith Empire
Type: Gunship
Scale: Starfighter
Length: 18.4 meters
Skill: Starfighter piloting: GSS-5C Dustmaker
Crew: 2
Passengers: None
Cargo Capacity: 95 kilograms (20 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 450,000 (new), 180,000 (used)
Maneuverability: 1D+2
Space: 6
Atmosphere: 300; 950 kmh
Hull: 3D+2
Shields: 3D+1
Sensors:
Passive: 10/0D
Scan: 20/1D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Slug Railgun

Scale: Starfighter
Ammo: 30
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1/3

Space Range: 3-5/30/100
Atmosphere Range: 200-500/3 km/5 km
Damage: 10D
Game Notes: This weapon must be charged for two rounds before firing.

Concussion Missile Launcher

Scale: Starfighter
Ammo: 3
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 9D

Proton Torpedoes

Scale: Starfighter
Ammo: 4
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1/2
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 8D+1
Game Notes: This weapon ignores shields and armor bonuses.

K-52 Strongarm

Capsule: Republic forces have increasingly recruited additional support from privateers, mercenaries, and other nonmilitary sources. These "free spirited" individuals often take great pride in their personal craft, with the Hyrotii K-52 Strongarm being one of the most popular. After seeing the gunship in action, Republic officials have been quite impressed, and authorized the ships as a valid alternative for individuals or squadrons that can manage to afford them.^[4]

■ K-52 Strongarm

Craft: Hyrotii K-52 Strongarm Gunship
Affiliation: Galactic Republic
Type: Gunship
Scale: Starfighter
Length: 15.7 meters
Skill: Starfighter piloting: K-52 Strongarm
Crew: 2
Passengers: None
Cargo Capacity: 100 kilograms (20 metric tons upgrade



capacity)
Consumables: 2 weeks
Cost: 350,000 (new), 170,000 (used)
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 3D
Sensors:

Passive: 5/0D
Scan: 15/1D

Weapons:

Laser Cannon

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 2D

Slug Railgun

Scale: Starfighter
Ammo: 30
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1/3
Space Range: 3-5/30/100
Atmosphere Range: 200-500/3 km/5 km
Damage: 10D
Game Notes: This weapon must be charged for two rounds before firing.

Concussion Missile Launcher

Scale: Starfighter
Ammo: 3
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 9D

SGS-41B Comet Breaker

Capsule: For pilots who want an armory packed into a starfighter, Sienar offers the SGS-41B Comet Breaker (so named after an accidental weapons discharge during testing). The Comet Breaker lacks the multiple railgun types of the Quarrel, but can equip heavy laser cannons and proton torpedoes to deal extra damage at range. Its defenses are also slightly reduced from the gunship baseline—but for Comet Breaker pilots, worrying about defense misses the whole point.^[4]



SGS-41B Comet Breaker

Craft: Sienar Fleet Systems SGS-41B Comet Breaker Gunship
Affiliation: Galactic Republic
Type: Gunship
Scale: Starfighter
Length: 21.9 meters
Skill: Starfighter piloting: SGS-41B Comet Breaker
Crew: 2
Passengers: None
Cargo Capacity: 95 kilograms (20 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 400,000 (new), 190,000 (used)
Maneuverability: 1D+2
Space: 6
Atmosphere: 300; 950 kmh
Hull: 2D+2
Shields: 3D+1
Sensors:

Passive: 5/0D
Scan: 15/1D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Ion Missile Launcher

Scale: Starfighter
Ammo: 5
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 2
Space Range: 1/5/9
Atmosphere Range: 100/500/900

Damage: 0D+2 (physical) /7D (ion)

Proton Torpedoes

Scale: Starfighter
Ammo: 4
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1/2
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 8D+1
Game Notes: This weapon ignores shields and armor bonuses.

SGS-45 Quarrel

Capsule: The Sienar SGS-45 Quarrel carries swappable models of long-range railguns, giving it versatility as well as firepower. Its speed and

maneuverability sit at the unimpressive gunship baseline, but it can strafe quickly and it has an impressive communications range. Hotshot dogfighters occasionally sneer at the Quarrel's "workmanlike" build—until they see a skilled gunner devastate an enemy squadron without taking a single hit.^[4]

■ SGS-45 Quarrel

Craft: Republic Siemar Systems SGS-45 Quarrel Gunship

Affiliation: Galactic Republic

Type: Gunship

Scale: Starfighter

Length: 21.9 meters

Skill: Starfighter piloting: SGS-45 Quarrel

Crew: 2

Passengers: None

Cargo Capacity: 100 kilograms (20 metric tons upgrade capacity)

Consumables: 2 weeks

Cost: 450,000 (new), 180,000 (used)

Maneuverability: 1D+1

Space: 5

Atmosphere: 295; 850 kmh

Hull: 2D+2

Shields: 3D+2

Sensors:

Passive: 10/0D

Scan: 20/1D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

Slug Railgun

Scale: Starfighter

Ammo: 30

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

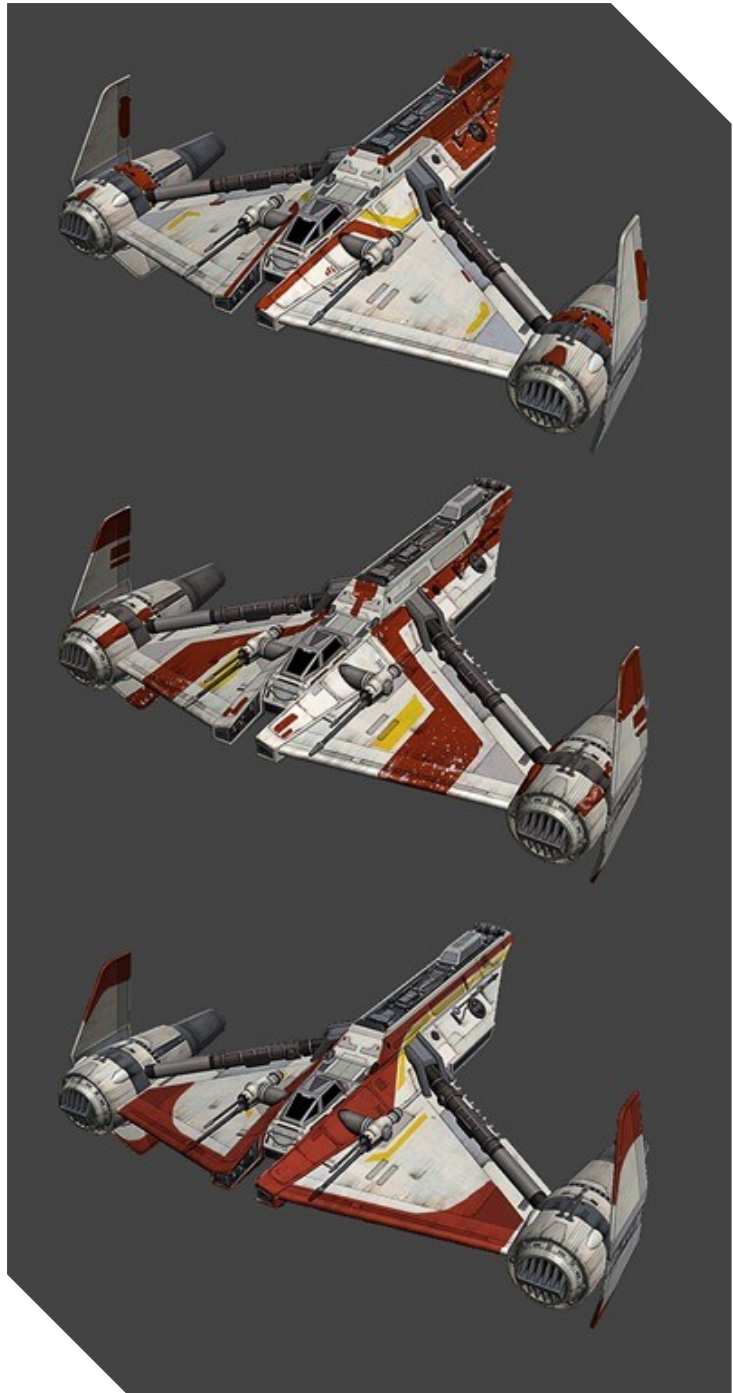
Fire Rate: 1/3

Space Range: 3-5/30/100

Atmosphere Range: 200-500/3 km/5 km

Damage: 10D

Game Notes: This weapon must be charged for two rounds before firing.



SGS-S1 Condor

Capsule: Siemar spent a decade perfecting the SGS-S1 Condor before introducing it to the Republic Navy. The result is a gunship with survivability and limited close-combat capability—while its sensor range and ammunition capacity is less than that of similar ships, it can switch its secondary weapon to dogfighting missiles and has access to more powerful short-range laser cannons. The Condor is also faster and more maneuverable than its

counterparts and can equip a variety of shields and engines. While it's still not built for prolonged dogfights, it can effectively finish off damaged foes or escape to safety when an enemy squadron closes in.^[4]

■ SGS-S1 Condor

Craft: Republic Siemar Systems SGS-S1 Condor Gunship

Affiliation: Galactic Republic

Type: Gunship



Scale: Starfighter
Length: 19.1 meters
Skill: Starfighter piloting: SGS-S1 Condor
Crew: 2
Passengers: None
Cargo Capacity: 90 kilograms (20 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 480,000 (new), 200,000 (used)
Maneuverability: 1D+2
Space: 6
Atmosphere: 300; 950 kmh
Hull: 3D
Shields: 3D+1
Sensors:
Passive: 10/0D
Scan: 20/1D

Weapons:

2 Laser Cannons (fire-linked)
Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Slug Railgun

Scale: Starfighter
Ammo: 30
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1/3
Space Range: 3-5/30/100
Atmosphere Range: 200-500/3 km/5 km
Damage: 10D
Game Notes: This weapon must be charged for two rounds before firing.

VX-5 Ricker

Capsule: The precursor to the VX-9 Mailoc, the VX-5 Ricker still sees extensive action in service to the Sith Empire as well as the various criminal

elements it has been sold to. Designed by Dromund Kalakar, the ship has a rectangular body with a triangular underside and similarly triangular cockpit, and two wings at the rear that angle up and away from the body.^[5]

■ **VX-5 Ricker**

Craft: Dromund Kalakar Shipyard VX-5 Ricker Gunship
Affiliation: Hutt Cartel / General
Type: Gunship
Scale: Starfighter
Length: 14.75 meters
Skill: Starfighter piloting: VX-5 Ricker
Crew: 2
Passengers: None
Cargo Capacity: 95 kilograms (20 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 350,000 (new), 170,000 (used)
Maneuverability: 1D+2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D
Shields: 3D
Sensors:
Passive: 5/0D
Scan: 15/1D

Weapons:

2 Laser Cannons (fire-linked)
Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Slug Railgun

Scale: Starfighter
Ammo: 30
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1/3
Space Range: 3-5/30/100
Atmosphere Range: 200-500/3 km/5 km
Damage: 10D
Game Notes: This weapon must be charged for two rounds before firing.





VX-9 Mailoc

Capsule: Although it is no longer fielded as widely as newer designs, the VX-9 Mailoc gunship is still produced at Dromund Kalakar shipyards, and remains a favorite of many veteran Imperial pilots.

The ship has certainly distinguished itself in combat against Republic forces. After Republic pilots first encountered the Empire's VX-9 Mailoc gunship in battle, their first request was that their superiors get them "a ship like that!" The Strategic Information Service volunteered to do just that, undertaking the lengthy and complex operation to infiltrate the Dromund Kalakar shipyards and acquire the Mailoc's design specifications. The mission was a complete success, and Republic pilots have gladly employed the Redeemer against its original designers in battle ever since. Unfazed by the loss, Imperial Mailoc pilots take great pride in targeting the enemy's "knockoff" fighters whenever possible.^[4]

■ VX-9 Mailoc

Craft: Dromund Kalakar Shipyard VX-9 Mailoc Gunship
Affiliation: Sith Empire
Type: Gunship
Scale: Starfighter
Length: 15.2 meters
Skill: Starfighter piloting: VX-9 Mailoc
Crew: 2
Passengers: None
Cargo Capacity: 100 kilograms (20 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 500,000 (new), 260,000 (used)
Maneuverability: 2D
Space: 6
Atmosphere: 300; 950 kmh
Hull: 3D+2
Shields: 3D+2
Sensors:
Passive: 5/0D

Scan: 15/1D

Weapons:

2 Laser Cannons (fire-linked)

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

Slug Railgun

Scale: Starfighter

Ammo: 30

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Fire Rate: 1/3

Space Range: 3-5/30/100

Atmosphere Range: 200-500/3 km/5 km

Damage: 10D

Game Notes: This weapon must be charged for two rounds before firing.

BOMBERS

Bombers are the heavy hitters of the starfighter family. Designed to approach a target forcefully and demolish it utterly with heavy payloads, the bomber class is typically heavily armored, slow and lumbering, and packs a serious wallop with its various armaments. Though not quick enough to outrun the more springtly scout or strikefighter classes, the bomber is nevertheless quite deadly should it acquire a target lock. Fortunately for most other pilots, the bomber's focus is usually on ground or capital targets.

The Empire's B-4D Legion and Republic's Warcarrier both carry a drone turret and missiles, while the Empire's M-7 Razorwire and Republic's Rampart Mark Four are designed as minelayers.^[1]

B-28 Extinction-class

Capsule: The Serpnidal shipyards' The B-28 Extinction-class bomber, also referred to as the B-28, was first used by the Sith Empire during the Great Galactic War.

The bomber saw extensive use during the Sacking of Coruscant, wherein squadrons of the vessels devastated much of the Coruscant cityscape. During the Cold War, the Keizar-Volvec bulk cruiser *Paramount* carried several B-28s and used them to bombard the planet Sebaddon during Independent Operation Sebaddon.^[5]

Though they have seen overall design improvement in the form of the M-7 Razorwire, the B-28 is still the de facto frontline assault bomber for the Imperial forces, being the standard compliment for nearly all dreadnoughts and carriers.



■ **B-28 Extinction-class**

Craft: Imperial Sernpidal Shipyards B-28 Extinction-class Bomber
Affiliation: Sith Empire
Type: Bomber
Scale: Starfighter
Length: 14.7 meters
Skill: Starfighter piloting: B-28 Extinction-class

Crew: 2
Passengers: None
Cargo Capacity: 45 kilograms (15 metric tons upgrade capacity)
Consumables: 1 week
Cost: 250,000 (new), 190,000 (used)
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+1
Shields: 2D+2
Sensors:
Passive: 5/0D
Scan: 15/1D
Weapons:
Heavy Laser Cannon
Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 6D

Concussion Missile Launcher
Scale: Starfighter
Ammo: 3
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1

THE BOMBER



Imperial Pilot Jas Atar:

A bomber is a big target, not fast or maneuverable enough to be very effective in a one-on-one dogfight, but never make the mistake of thinking it's easy prey. Getting into range to shoot it usually involves threading through a deadly field of mines. If you do get in range you'll find the bomber can absorb a tremendous amount of punishment, and you'll probably be taking fire from a nearby sentry drone as you try to whittle down its shields. Finally, if the bomber starts to run, following too closely will likely lead to an explosive meeting with a mine.

Bombers are massive starfighters, protected by powerful shields and heavy armor, and bristling with a dizzying array of specialized weaponry. In addition to the cannons, missiles and torpedoes found on most fighters, they can also be

loaded out with a variety of mines, drones and other systems, giving their pilots a huge toolbox of combat abilities, both deadly to enemies and helpful to friends.

Mines are explosive devices that the bomber drops in space. After a few seconds their proximity sensors activate, and when an enemy gets too close they detonate, damaging all nearby foes. Bombers can equip basic damage-dealing mines like concussion mines or seismic mines, drain shields and power from enemies with ion mines, or slow foes with interdiction mines. the bomber can also equip seeker mines, which launch themselves at enemies from a fair distance away.

Drones are stationary AI-controlled ships that serve a variety of functions. Sentry drones are armed, and automatically attack nearby foes, allowing them to defend control points and other important areas. There are several different varieties of sentries, armed with laser cannons, concussion missiles, railguns, or an interdiction field. Repair drones deploy probe droids that restore the hull of nearby ships, and can be upgraded to recharge shield reactors or refill spent munitions.

The bomber has a few other unique abilities, in addition to the mines and drones. It can use a Shield Projector to protect nearby ships, or deploy a hyperspace beacon to give its hyperdrive-equipped squadmates quick access to the battlefield.

So... if you enjoy tactical dogfighting, supporting your team and laying traps for unsuspecting foes, the bomber is the ship for you!^[2]

Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 9D

Seismic Mines

Scale: Starfighter
Ammo: 4
Blast Radius: 1/3/5 (Space), 100/300/500 (Atmosphere)
Damage: 9D/7D/3D*
Game Notes: When deployed, a mine acts as a triggered explosive. A pursuing starship must make a Moderate *sensors* roll to detect it. If triggered, the mine causes decreasing levels of damage with distance. The deploying vessel has until the end of the round in which it was deployed to clear the blast radius; after that, the mine does not distinguish between friend and foe.

B-4D Legion

Capsule: The Sernpidal shipyards' B-4D Legion bomber utilizes drone technology at every turn. The Legion's drones can be used to strike at foes, reinforce and repair allies, and offer new battlefield strategies, turning the bomber into a versatile and devious wildcard. In addition to its basic laser cannons, the Legion can equip either a missile or mine as a secondary weapon, giving it further means of destroying foes.^[4]

**■ B-4D Legion**

Craft: Imperial Sernpidal Shipyards B-4D Legion Bomber
Affiliation: Sith Empire
Type: Bomber
Scale: Starfighter
Length: 14.7 meters
Skill: Starfighter piloting: B-4D Legion
Crew: 2
Passengers: None
Cargo Capacity: 50 kilograms (15 metric tons upgrade capacity)
Consumables: 1 week

Cost: 500,000 (new), 260,000 (used)

Maneuverability: 1D+2

Space: 5

Atmosphere: 295; 850 kmh

Hull: 3D+1

Shields: 3D+2

Sensors:

Passive: 5/0D

Scan: 15/1D

Weapons:

Heavy Laser Cannon

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 6D

Concussion Missile Launcher

Scale: Starfighter

Ammo: 3

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Fire Rate: 1

Space Range: 1/5/9

Atmosphere Range: 100/500/900

Damage: 9D

Seismic Mines

Scale: Starfighter

Ammo: 4

Blast Radius: 1/3/5 (Space), 100/300/500 (Atmosphere)

Damage: 9D/7D/3D*

Game Notes: When deployed, a mine acts as a triggered explosive. A pursuing starship must make a Moderate *sensors* roll to detect it. If triggered, the mine causes decreasing levels of damage with distance. The deploying vessel has until the end of the round in which it was deployed to clear the blast radius; after that, the mine does not distinguish between friend and foe.

G-X1 Firehailer

Capsule: A common joke suggests that GSI only produces the Firehailer because it encourages additional sales of their many explosive munitions, but there are very few bomber pilots in the Republic who would turn down the chance to fly one on any given mission.

The design has been quick to impress everyone who's taken it for a spin, and GSI's sales projections have only gone up as word for the Firehailer's capabilities has spread among the Republic brass.

A relatively new addition to Imperial starfighter complements, the GSI-produced G-X1 Firehailer – renamed the Oslaught – is already earning a stellar reputation among first-run pilots. Bulk purchases of military hardware from outside the Empire's own manufacturing centers are incredibly rare, but rumors persist that the Ministry of War plans to

make the Onslaught a common sight among Imperial bomber squadrons in years to come, suggesting that the ship is even more capable than its enthusiastic marketing materials suggest.^[4]

■ **G-X1 Firehailer**

Craft: Czerka Corporation G-X1 Firehailer Bomber
Affiliation: Galactic Republic
Type: Bomber
Scale: Starfighter
Length: 15.5 meters
Skill: Starfighter piloting: G-X1 Firehailer



Crew: 2
Passengers: None
Cargo Capacity: 100 kilograms (15 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 480,000 (new), 200,000 (used)
Maneuverability: 2D+1
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D
Shields: 3D
Sensors:
Passive: 10/0D
Scan: 20/1D

Weapons:

Heavy Laser Cannon

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 6D

Thermite Torpedoes

Scale: Starfighter
Ammo: 7
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1
Space Range: 1/5/9
Atmosphere Range: 100/500/900

Damage: 3D against shields, 9D otherwise
Game Notes: A successful hull hit inflicts a second damage roll against the hull the following round, with a damage of 3D. This occurs even if the shields are active by this time.

Seismic Mines

Scale: Starfighter
Ammo: 4
Blast Radius: 1/3/5 (Space), 100/300/500 (Atmosphere)
Damage: 9D/7D/3D*
Game Notes: When deployed, a mine acts as a triggered explosive. A pursuing starship must make a Moderate *sensors* roll to detect it. If triggered, the mine causes decreasing levels of damage with distance. The deploying vessel has until the end of the round in which it was deployed to clear the blast radius; after that, the mine does not distinguish between friend and foe.

M-7 Razorwire

Capsule: The M-7 Razorwire is the ultimate Imperial minelayer, built in the Serpidual shipyards and loaded with some of the most dangerous ordnance in the galaxy. The Razorwire carries multiple sets of mines and possesses expanded ammunition capacity, allowing it to deploy deadly traps and barricades wherever required. A moderate sensor range and long-range communications systems allow Razorwire pilots to coordinate with allies, but as with other bombers, its dogfighting capability is poor.^[4]

■ **M-7 Razorwire**

Craft: Imperial Serpidual Shipyards M-7 Razorwire Bomber
Affiliation: Sith Empire
Type: Bomber
Scale: Starfighter
Length: 15 meters



Skill: Starfighter piloting: M-7 Razorwire
Crew: 2
Passengers: None
Cargo Capacity: 90 kilograms (15 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 550,000 (new), 275,000 (used)
Maneuverability: 2D
Space: 6
Atmosphere: 300; 950 kmh
Hull: 3D+1
Shields: 3D+1
Sensors:
Passive: 5/0D
Scan: 15/1D

Weapons:**2 Laser Cannons** (fire-linked)

Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Concussion Mines

Scale: Starfighter
Ammo: 4
Blast Radius: 1/3/5 (Space), 100/300/500 (Atmosphere)
Damage: 9D/7D/3D*
Game Notes: When deployed, a mine acts as a triggered concussive device. A pursuing starship must make a Moderate *sensors* roll to detect it. If triggered, the mine causes decreasing levels of damage with distance. The deploying vessel has until the end of the round in which it was deployed to clear the blast radius; after that, the mine does not distinguish between friend and foe.
 Concussion mines do not cause explosive damage, but rather generate a power energy field capable of cracking a ship's hull. Roll ship

damage as usual, but convert all explosive damage to concussive damage:
Shields Ionized - no effect
Lightly damaged - Atmospheric microfractures. The ship will gradually lose atmosphere within 2D hours.
Heavily damaged - Significant Hull rupture. The ship is venting atmosphere and will lose pressure in 2D minutes.
Severely damaged - Extreme hull fracture. Space is visible between the hull plates. Complete depressurization in 1D rounds. Occupants begin to suffer vacuum exposure.
Destroyed - The hull has been completely torn open. All internal volumes are exposed to space.

Seismic Mines

Scale: Starfighter
Ammo: 4
Blast Radius: 1/3/5 (Space), 100/300/500 (Atmosphere)
Damage: 9D/7D/3D*
Game Notes: When deployed, a mine acts as a triggered explosive. A pursuing starship must make a Moderate *sensors* roll to detect it. If triggered, the mine causes decreasing levels of damage with distance. The deploying vessel has until the end of the round in which it was deployed to clear the blast radius; after that, the mine does not distinguish between friend and foe.

Rampart Mark Four

Capsule: Elsinore-Cordova's Rampart Mark Four bomber is a minelayer first and foremost. With extended ammunition caches and two distinct types of mines, the Rampart is capable of laying down barricades any squadron would fear to penetrate. Its defenses and primary weapons match the bomber baseline, while it has a moderate



sensor range and excellent communications systems.[4]

■ **Rampart Mark Four**

Craft: Elsinore-Cordova Rampart Mark Four Bomber
Affiliation: Galactic Republic
Type: Bomber
Scale: Starfighter
Length: 13.8 meters
Skill: Starfighter piloting: Rampart Mark Four
Crew: 2
Passengers: None
Cargo Capacity: 100 kilograms (15 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 500,000 (new), 260,000 (used)
Maneuverability: 2D+2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D
Shields: 3D+2
Sensors:
Passive: 10/0D
Scan: 20/1D

Weapons:

2 Laser Cannons (fire-linked)
Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Seismic Mines

Scale: Starfighter
Ammo: 4
Blast Radius: 1/3/5 (Space), 100/300/500 (Atmosphere)
Damage: 9D/7D/3D*
Game Notes: When deployed, a mine acts as a triggered explosive. A pursuing starship must make a Moderate *sensors* roll to detect it. If triggered, the mine causes decreasing levels of damage with distance. The deploying vessel has until the end of the round in which it was

deployed to clear the blast radius; after that, the mine does not distinguish between friend and foe.

■ **Missile Sentry Drone**

Hull: 2D
Weapons:
Missile Launcher
Scale: Starfighter
Ammo: 3
Fire Arc: Turret
Fire Control: 4D
Fire Rate: 1
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 9D
Game Notes: When deployed, a drone acts as a sentry turret controlled by the gamemaster. A pursuing starship must make a Moderate *sensors* roll to detect it. The drone will avoid targeting friendly ships with weapons fire so long as they were identified before launch, or the drone maintains a communications link with the deploying faction.

Warcarrier

Capsule: The Elsinore-Cordova Warcarrier is designed to carry and deploy automated drones to strike at enemies, assist allies and reshape the field of battle. Its basic laser cannons can be augmented by secondary missiles or mines, but while it possesses the bomber class's usual resilience, its ship-to-ship combat abilities remain limited. When properly utilized, a Warcarrier can bring a terrifying range of technologies into play, leaving enemies scrambling to adjust.[4]

■ **Warcarrier**

Craft: Elsinore-Cordova Warcarrier Bomber
Affiliation: Galactic Republic
Type: Bomber
Scale: Starfighter
Length: 15.7 meters
Skill: Starfighter piloting: Warcarrier
Crew: 2
Passengers: None
Cargo Capacity: 100 kilograms (15 metric tons upgrade capacity)
Consumables: 2 weeks
Cost: 480,000 (new), 200,000 (used)
Maneuverability: 2D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+1
Shields: 3D+1
Sensors:
Passive: 10/0D
Scan: 20/1D

Weapons:

2 Laser Cannons (fire-linked)
Scale: Starfighter
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17



Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Seismic Mines

Scale: Starfighter
Ammo: 4
Blast Radius: 1/3/5 (Space), 100/300/500 (Atmosphere)
Damage: 9D/7D/3D*
Game Notes: When deployed, a mine acts as a triggered explosive. A pursuing starship must make a Moderate *sensors* roll to detect it. If triggered, the mine causes decreasing levels of damage with distance. The deploying vessel has until the end of the round in which it was deployed to clear the blast radius; after that, the mine does not distinguish between friend and foe.

Missile Sentry Drone

Hull: 2D
Weapons:
Missile Launcher
Scale: Starfighter
Ammo: 3
Fire Arc: Turret
Fire Control: 4D
Fire Rate: 1
Space Range: 1/5/9
Atmosphere Range: 100/500/900
Damage: 9D
Game Notes: When deployed, a drone acts as a sentry turret controlled by the gamemaster. A pursuing starship must make a Moderate *sensors* roll to detect it. The drone will avoid targeting friendly ships with weapons fire so long as they were identified before launch, or the drone maintains a communications link with the deploying faction.

**B-6 Decimus**

Capsule: Named for the Sith Lord who commissioned it, the Sermpidal-built B-5 Decimus was banned by the Treaty of Coruscant for its

frequent use against civilians. The new B-6 Decimus design was rededicated to combat, can equip either missiles or torpedoes as secondaries, and has access to a limited selection of auxiliary mines and drones. The Decimus is more maneuverable than other bombers but has a somewhat weaker hull.^[4]

■ B-6 Decimus

Craft: Imperial Sermpidal Shipyards B-5 Decimus Bomber

Affiliation: Sith Empire

Type: Assault Bomber

Scale: Starfighter

Length: 14.3 meters

Skill: Starfighter piloting: B-5 Decimus

Crew: 2

Passengers: None

Cargo Capacity: 50 kilograms (12 metric tons upgrade capacity)

Consumables: 1 week

Cost: 500,000 (new), 260,000 (used)

Maneuverability: 2D+2

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 3D

Shields: 2D+2

Sensors:

Passive: 10/0D

Scan: 20/1D

Weapons:

Heavy Laser Cannon

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 6D

Seismic Mines

Scale: Starfighter

Ammo: 4

Blast Radius: 1/3/5 (Space), 100/300/500 (Atmosphere)

Damage: 9D/7D/3D*

Game Notes: When deployed, a mine acts as a triggered explosive. A pursuing starship must make a Moderate *sensors* roll to detect it. If triggered, the mine causes decreasing levels of damage with distance. The deploying vessel has until the end of the round in which it was deployed to clear the blast radius; after that, the mine does not distinguish between friend and foe.

Concussion Missile Launcher

Scale: Starfighter

Ammo: 3

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Fire Rate: 1

Space Range: 1/5/9

Atmosphere Range: 100/500/900

Damage: 9D

Sledgehammer

Capsule: Designed primarily for destroying satellites, bunkers and similar armored or immobile objectives, the Elsinore-Cordova Sledgehammer is more maneuverable than other bombers but possesses a somewhat weaker hull. The Sledgehammer can carry either missiles or torpedoes and can be equipped with mines and drones as auxiliary systems; in addition, it can utilize heavy laser cannons. While not an ideal ship for dogfighting, very few structures can survive a fully armed Sledgehammer bearing down.^[4]

■ Sledgehammer

Craft: Elsinore-Cordova Sledgehammer Bomber
Affiliation: Galactic Republic
Type: Assault Bomber
Scale: Starfighter
Length: 13.8 meters
Skill: Starfighter piloting: Sledgehammer
Crew: 2
Passengers: None
Cargo Capacity: 55 kilograms (12 metric tons upgrade capacity)

Consumables: 1 week

Cost: 550,000 (new), 275,000 (used)

Maneuverability: 2D+1

Space: 6

Atmosphere: 300; 950 kmh

Hull: 3D

Shields: 3D

Sensors:

Passive:

10/0D

Scan: 20/1D

Weapons:

Heavy

Laser

Cannon

Scale: Starfighter

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 6D

Seeker Mines

Scale: Starfighter

Ammo: 3

Blast Radius: 1/3/5 (Space), 100/300/500

(Atmosphere)

Damage: 9D/7D/3D*

Game Notes: When deployed, a mine acts as a triggered explosive. A pursuing starship must make a Moderate *sensors* roll to detect it. Seeker mines function the same way as standard Seismic Mines, but are equipped with lateral thrusters that attempt to target any vessel within their 8 space unit detection radius. They have a Space rating of 5, and a Maneuverability of 2D+2. If

triggered, the mine causes decreasing levels of damage with distance. The deploying vessel has until the end of the round in which it was deployed to clear the blast radius; after that, the mine does not distinguish between friend and foe.

Concussion Missile Launcher

Scale: Starfighter

Ammo: 3

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Fire Rate: 1

Space Range: 1/5/9

Atmosphere Range: 100/500/900

Damage: 9D



STARFIGHTER COMBAT TACTICS

According to Brendar Tallon's *An Analysis of Starfighter Techniques*, starfighter combat can be broken up into five stages.

Detection: The first stage is detection (and its opposite, avoidance of detection). Starfighters can be detected by two methods — visual and

electronic. These are the keys to identification — the main objective in detection.

Closing: The second phase of starfighter combat is called closing. The objective during this stage is to reach an advantageous position from which to attack the enemy.

Attack: The third, and most decisive stage is attack.

Maneuver: Maneuver is the fourth and most glamorous stage of starfighter combat. Its importance is often overrated, however. A successful attack stage renders maneuver academic.

Disengagement: Finally, there is the fifth and most underrated stage, disengagement. New pilots often take this stage for granted — usually to their dismay.^[26]

Stage One: Detection and Identification

Starfighter combat begins thousands of kilometers before the ships are within weapons range, a silent, deadly battle of machine versus machine. Given the tremendous speed which starfighters are able to attain, early and accurate detection is vital if a threat is to be met in time.^[26]



Sensors

Successful interception of an enemy fighter is dependent on early detection and positive identification. Individual Republic ships are generally better equipped for long-range scanning than their Imperial counterparts; a lone NovaDive is very likely to spot a lone Mk. VI Supremacy well before it spots him. However, according to Imperial tactical doctrine, Sith fighters are supposed to stay well within sensor range of their base or capital ship — and a starfighter's sensors cannot match those aboard larger vessels or bases.

After a target is detected, it must be positively identified. For Republic pilots, this is handled by the starfighter's data-sorting computers directly linked to the sensor suite. After examining profile, heat, and electromagnetic signature, these identify all craft within range, assigning threat levels to each and displaying the information on the starfighter's video display.

The Empire's starfighters tend to rely on flight controllers for this information. After the craft have been identified by the ground or ship-based sensors and computers, the flight controllers assign targets to individual Sith fighters, relaying the

information about the target's course and speed directly to the fighter's combat computer.

This system is generally as effective as the flight controller; a good, imaginative controller can judge the ebb and flow of a battle and send the Sith fighters to the appropriate sectors before the enemy can react; a mediocre controller who does everything "by the numbers" can severely hamper the fighters' ability to respond quickly and intelligently to events.^[26]

Visual Scanners

If a fighter's electronic sensors are jammed, the pilot must rely on visual scanners. This is a short-range sensor resembling a video camera with a telescopic lens, giving the pilot visual contact with the enemy craft long before it can be seen by the naked eye. These sensors are almost impossible to jam, though cloaking devices are effective against them.^[26]

Visual Contact

The last, and most reliable, means of identification is actual visual contact. Despite their sophisticated array of long-range detection devices, Republic pilots depend the most on their own eyes.

Eyes cannot easily be jammed, altered, or otherwise interfered with.^[26]

Surprise

A detailed analysis of recordings that have been registered during starfighter victories reveals that four out of every five starfighters shot down in dogfights never saw their assailant. In battle, the key to a quick victory is to surprise the enemy. The key to avoiding a quick defeat is to avoid being surprised.

The perfect way to achieve surprise would be to render your vessel completely invisible — not only to the naked eye, but to highly-sophisticated sensors as well. A very small number of larger ships are equipped with quite effective cloaking devices; however, the equipment required for cloaking is simply too massive and expensive to fit into a starfighter.

Rendering your ship "invisible" by keeping out of close sensor range and using long-range weapons is generally an ineffective battle tactic. Lasers lose coherency and thus "punch" over long range; concussion missiles and other extreme range weapons are easily tracked by starfighters' sensor equipment, allowing an excellent change of evasion. It is for these reasons that starfighter combat most often takes place within visual range.

The most effective method of achieving surprise is to drop in close to your enemy from hyperspace. This tactic is commonly employed by Republic pilots, and it is both extremely rewarding and extremely dangerous.

Sensors cannot operate from out of hyperspace to scan the intended target. Therefore, when Republic ships employ this tactic, they are attacking "blind," relying on intelligence reports of the enemy's position, course, and composition. If

intelligence reports are accurate, and the attacking Republic squadron achieves the desired surprise, the raid can be devastating. But, if the Imperials are prepared for such an attack or have changed course or position, the result could be disastrous for the Republic.^[26]

Scanning In Formation

There was an age old saying among pilots of the Great Galactic War: "The first to spot the enemy wins." While this may be a slight exaggeration, spotting the enemy first does give the pilot the initiative. In battle, initiative is everything.

To improve their chances of first detection and thus winning the initiative, starfighters fly in formations which allow their sensors to work together in the most efficient manner possible.

In formation, the pilot has two tasks. The first is to monitor his own detection systems, and the second is to keep a visual lookout for any enemy ships which may be evaded the formation's detection net.^[26]

Deciding To Attack

When a formation of fighters is detected, a decision must be made whether or not to attack. Ideally, this decision is made by a flight controller, who should have a better overall picture of the battle's tactical situation than the pilots.

For a controller, the battle is a game of probabilities: he knows the tactical situation; he knows his ships' capabilities and can make good guesses about his opponents'. He judges the odds of success and the price of failure; if the odds are in his favor and the price of failure acceptable, he sets up his ships in the most advantageous position he can and lets them go.

For the pilot or wing commander without a flight



controller and therefore without a clear picture of the battle, the decision is not so clear-cut. When his sensors pick up an enemy, he has to answer some difficult questions very quickly: Does the contact pose an immediate threat? What are his squadron's chances of surviving an engagement with the contact? What support is available?

Getting any of these questions wrong can mean not only the pilot's personal death, but also make him cause the deaths of his comrades.^[26]

Stage Two: Closing

If the decision to engage is made, the pilot must attempt to gain an advantageous position for his attack run. This stage of battle is known as "closing."^[26]

Speed And Concealment

The two essential elements to a successful closing are speed and concealment. Both aid in limiting the amount of time the opponent has to react to the attack. High speed is useful for another reason, as well. It increases the energy available to the fighter for maneuver combat or disengagement, should either become necessary.

Because of the sophistication of Imperial sensor equipment, concealment is very difficult to achieve. Sensor jamming is usually attempted, but it screws up the jamming starfighter's equipment even more than its target, and the pilot has no idea how effective it is. Further, while it may blur the starfighter's exact location, it will alert everyone within a light year that there is an unfriendly starfighter somewhere in the area.^[26]

Deception

Assuming that, as usual, concealment fails, there are other ways to surprise your opposition and maintain the initiative. Of these, deception is the most important.

Essentially, the pilots have to fool their opponents into believing that the attacker's objectives are different from what they really are, that there are more or fewer attackers than there really are, that the main assault is really a feint, that a feint is really the main assault, and so forth. The attackers must do the unexpected. For instance:

The starfighters make their approach in a dangerously tight formation, which, for a while at least, appears as a single blip on an enemy's sensor screen. The formation stays together until the last possible moment — until they reach visual scanning range of the targets. Only then does the formation break up into individual ships. If carried off well (and no ship blunders into its wingmate)

the enemy finds themselves facing much larger numbers of starfighters than they are prepared for.

Attack in two wings, forcing the opposition to split up to meet both threats. When the enemy gets in range of one of the wings, they discover that it consists entirely of drone starfighters — completely harmless. The other wing has all the real ships in it, and the opposition suddenly finds itself for a short time very badly outnumbered.

Send in one very large attack force to engage the enemy's starfighters. Once the ships are locked in battle and all of the enemy's reserve ships thrown in, send in a small force at top speed to make a run against the undefended battle control ship.

Break your attack into three separate components. The first begins jamming the enemy's transmissions as soon as they are within range, drawing a great deal of attention to themselves by doing so. The second component goes in quietly, attacking from the other direction, using visual scanners only. The third waits.

The enemy must decide which threat is more dangerous, and split his forces accordingly. The attacker he chooses to concentrate upon turns tail and runs, and the third attacking component joins the other force, once more hopefully gaining local superiority.

The possibilities are literally endless, particularly when you realize that the enemy can and will also be simultaneously trying to deceive you.^[26]

Stage Three: Attack

The attack stage accounts for four out of every five starfighter kills. It is thus the single most decisive stage of starfighter combat.

Two factors affect the attack: the tactical situation and the capabilities of the vessels involved. Taking both of these into account, the attack must be launched from the best possible position at the best possible moment. If the attack is launched correctly, the attacker has a tremendous advantage. If not, he is in grave peril.

The head-on attack will result in a quick, decisive victory — for one pilot or the other, usually the one with the best ship and steadiest nerves. There is no subtlety in this attack, no finesse: both starships can fire at each other, both are relatively easy targets, and the one who gets in the first telling shot wins.

The best place from which to attack is astern (behind) your opponent. Your opponent cannot return fire, and, as there is little lateral movement, he is an easy target. This is a difficult posture to attain during the attack stage, unless the attacker has achieved a high level of tactical surprise during his closing run.^[26]

MANEUVERS IN THE GAME

When maneuvering, attackers and defenders roll opposed piloting skill rolls (normally starfighter piloting, but some vessels do use other skills) with their craft's maneuverability dice added. The ship with the higher number gains or retains the better attack position. For each maneuver described below, a difficulty modifier is shown.

When attempting a maneuver, deduct the modifier from the skill roll for the participant listed (defender or attacker). If the number is still greater than the opponents, the maneuver is successful. Success results are also listed, and are given as modifiers to the current round's combat rolls or the next round's maneuverability rolls.^[26]

Deception In Attack

It is essential to the success of any attack to positively identify the type of enemy formation a pilot has encountered. If a lone ship is spotted, where is his wingman? A favorite Imperial ploy is to have one fighter trail some distance behind his wingman, waiting for an enthusiastic young Republic pilot to jump in behind the front Sith fighter to attack it from the rear. If he does so, the Republic pilot has unknowingly lined himself up for a devastating attack by the trailing fighter.

Republic pilots often use a somewhat more complicated strategy of deception, known as the "feint and backstab." In this technique, a decoy formation attacks in order to distract the enemy from the true attack.

For example: one flight of starfighters forms up for a head-on run in full view of enemy sensor surveillance, while a second flight skirts around behind the enemy, remaining outside sensor range. The first flight closes as if to attack, but breaks away before close range is reached. At the same time, the other flight closes from an advantageous position, ready to take advantage of the enemy's confusion. The diversionary flight stands by, ready to re-enter the fight if needed.

If they survive their first battle, pilots quickly learn never to take anything for granted.^[26]

Stage Four: Maneuver

The maneuver stage of combat occurs only when an attack fails and the starfighters begin jockeying for position. During maneuver combat, the experienced pilot will strive to deny his adversary the initiative. He knows that dogfights are more often lost than they are won; that is, the first pilot

who makes a mistake loses. The pilot who holds the initiative can keep his opponent under constant pressure. The longer the pressure continues, the greater the stress on the defending pilot. Stress breeds mistakes.

The maneuver stage begins as soon as a pilot realizes that he is about to come, or is already under attack. His first priority is simple survival; turning the tables is secondary. The opening moves of the maneuver are defensive, with the attacker attempting to defeat the defender's evasive actions. If the defender is able to "shake" his attacker, he can then either break off the engagement or attempt to turn the tables; if the attacker can hang on, it is merely a matter of time until he destroys his opponent.

Most successful attacks during maneuver combat are from astern. The closer an attacker angles in to the intended target's stern, the better shot he will get. Brendar Tallon refers to this vulnerable target area as the "prime target cone."

Each maneuver has a counter-maneuver. It is the execution of the maneuver which is most important, not necessarily the quality of the starfighter itself. The most technically advanced fighter in the galaxy is only as good as its pilot.^[26]

SINGLE-FIGHTER MANEUVERS

The Break

This maneuver is used when an attacker is first detected as attempting to close in, or is already in the defender's prime target cone. Its purpose is to spoil the attacker's aim and cause his fighter to "overshoot" (move out in front of you, thus allowing you to move in behind him and into his prime target cone). To execute the break, the pilot turns his starfighter and cuts in his reverse thrusters.

The break is always made toward the direction of attack. Both the turn itself and the loss of speed forces the attacker to either overshoot or compensate by turning inside, which takes him out of the prime target cone.

The break does present the attacker with an opportunity to fire just as the defender sweeps across his sights, but this is a difficult shot and allows no sustained fire.

Game Notes:

Modifier: -5 for defender.

Success: Attacker's difficulty to hit defender increased by +5 and attacker's difficulty to reacquire target increased by +5.^[26]

The Scissors

This is a series of sharp turn reversals performed in an attempt to get the attacker out in front of the defender and into a position of disadvantage.

The initial turn reversal is made after the attacker has overshoot (perhaps after a successful break). Timing is critical when performing a scissors maneuver. If one fighter turns too quickly, the other ship may drift wide more slowly and come up behind him.

This maneuver may become a stalemate, with neither fighter ending up behind the other. The winner in a scissors contest is usually the fighter which can reduce its forward velocity the most while making the sharp turn reversals, thus ending up behind his opponent.

Game Notes:

Modifier: -10 for defender.

Success: Defender becomes attacker, but difficulty to hit target is increase by +5 for next round. ^[26]

Jinking

This is a defensive strategy designed to throw off the aim of an attacker who has achieved an excellent attack position (in the prime target cone). It is a series of random turns, slips, waggles, and dives which will hopefully prevent the attacker from getting a target lock.

While the attacker is still able to retain his excellent advantage, the longer he is forced to concentrate on shooting at the opponent, the less aware he will become of what is going on around him, making him a prime target for other defending starfighters in the area.

Game Notes:

Modifier: -5 for defender.

Success: Attacker's difficulty to hit defender increases by +5. ^[26]

The Koiogran Turn

A Koiogran turn, or drop-kick Koiogran turn, was a combat maneuver developed by Kendra Novar that was eventually utilized by other starfighter pilots to escape pursuit. By pushing the throttle forward with one hand and twisting the control stick with the other, the pilot loses all forward momentum and loop-rolls in another direction. ^[5]

The effect of a Koiogran Turn can be difficult to visualize in two dimensions, but by pulling back on the stick, the pilot performs a full loop while rolling the ship 180 degrees. The end effect is that the starfighter reverses its course to face in the opposite direction from their previous heading. This dangerous maneuver has caused many head-on collisions in combat arenas, as the two

starfighters - one evading, one pursuing - quickly find themselves racing toward each other.

Game Notes:

Modifier: -5 for defender.

Success: Defender reverses course and changes direction.

If the direction is away from the attacker, attacker's difficulty to hit defender is increased by +5.

If the direction is toward the attacker, both pilots immediately make Moderate *starfighter piloting* rolls to avoid a head-on collision.

The Reverse Throttle Hop

This maneuver is a way of retaining the advantage when the target breaks. As the defender goes into his break, the attacker pulls up above his opponent and decelerates. As the defender finishes his break, the attacker drops back down behind the defender, having performed a sort-of exaggerated "hop."

This is a very difficult maneuver to perform well. It requires split-second timing, precise execution, and a bit of intuition. If it is started too early, the defender will simply loop back and follow the defender up, giving himself the advantage. If it is started too late, the attacker is in danger of overshooting and once again ending up in front of his opponent.

Game Notes:

Modifier: -15 for attacker.

Success: Attacker keeps up with defender, difficulty to hit defender reduced by -5. ^[26]

The Slip Roll

This difficult maneuver is performed when the attacker becomes aware that he is going to overshoot a breaking defender. He comes level, pulls his nose hard up, then rolls away from the direction of the turn. This three-dimensional maneuver is completed by sliding in astern of the target. Effectively, this maneuver alters the angle of approach to the target without losing speed or distance. It is difficult for a defender to counter the roll, as it takes place entirely behind him and in his blind spot.

The difficulty of the maneuver is the roll itself. It is easy to become disoriented while in a roll and an unskilled attacker can easily overshoot, taking himself out of the fight completely and putting himself at the mercy of the defender.

Note: In later eras, this will come to be known as the *Tallon Roll*.

Game Notes:

Modifier: -10 for attacker.

Success: Attacker keeps up with defender, difficulty to hit defender reduced by -5. ^[26]

The Snap Turn

The snap turn is the less flamboyant answer to the Koiogran Turn. A starfighter pilot pulls a hard left or right on the stick while dropping the throttle and pulling about 180 degrees, then stomps on the throttle.

The effect leaves the starfighter facing the reverse of its previous course without rolling.

Game Notes:

Modifier: -5 for defender.

Success: Defender reverses course 180 degrees.

Attacker's difficulty to hit defender is decreased by -5. Both pilots immediately make Moderate *starfighter piloting* rolls to avoid a head-on collision.

The Power Dive

The power dive is a strong evasion maneuver in which the pilot pushed the throttle to full, rolls 180 degrees, and changes direction in a sharp 90 degree turn. It effectively leaves them facing 90 degrees downward with their cockpit's "up" vector facing the direction from which they have just come.

Game Notes:

Modifier: -10 for defender.

Success: Defender turns straight down and rotates 180 degrees.

Attacker's difficulty to hit defender is increased by +15.

The Barrel Roll

The barrel roll is a longstanding starfighter maneuver. The more aggressive answer to jinking, it is similarly used to evade an excellent attack position. The pilot rolls the ship while slipping slightly sideways in a long, wide corkscrew motion.

Game Notes:

Modifier: -10 for defender.

Success: Attacker's difficulty to hit defender

increases by +10.

MANEUVERING IN PAIRS

A single starfighter in a hostile environment is extremely vulnerable. Alliance starfighters operate in elements of two. "Battle spread" is the most commonly used pairs formation. In it, the two fighters fly side by side with a minimal distance between them.

A pair, working as a team, has the potential to be far more effective than two single starfighters each operating on its own. The guard each others' blind spots and hunt together as a coordinated unit.

Following are two of the more effective maneuvers for starfighters operating in pairs.^[26]

The Trap

The trap is the oldest, simplest, and still most effective trick in the book. If either fighter is attacked from behind, he turns hard in either direction. If the attacker follows, he is trapped by the second man.

The most effective defense against this maneuver is for the attacker to feint, pretending to follow the first man. As the second man slots in behind the attacker, he performs a full-throttle hop or a slip roll, forcing the second man to overshoot him. This leaves both defending fighters in front of the attacker.

Game Notes:

Modifier: -5 for defenders.

Success: Second defender's attack difficulty reduced by -5.

The Under Split

This maneuver involves some danger for the lead man, and should only be attempted if the lead starfighter can take a bit of punishment. In it, the lead man shoots out ahead of his wingman in full view of a pair of enemy fighters. As the enemy ships turn toward the lead man, his wingman crosses under unobserved and pulls up hard for a belly shot.

Trainee pilots are always taught to keep a sharp lookout for this type of decoy move. Unfortunately, in the heat of battle, the chance of a quick kill against an outnumbered opponent often drives out this training, leaving the starfighters at deadly peril.

Game Notes:

Modifier: -10 for attacker.

Success: Second defender's to hit



difficulty reduced by -5.^[26]

Stage Five: Disengagement

This is the final stage in starfighter combat. Brendar Tallon's comments on the subject are rather strong: "It is rarely given adequate attention. The inexperienced pilot frequently believes that following an attack pass, particularly a successful one, the engagement is over and he can relax. This is dangerous nonsense."

Diminished vigilance at this final stage of combat is a recipe for disaster — particularly for Republic pilots. This is because we almost always find ourselves outnumbered. In a typical quick-strike attack, the pilots cannot afford to dally, for fear of giving the Imperials too much time to regroup or gather reinforcements. If a pilot cannot disengage, he cannot make a clean jump into hyperspace. The longer he stays in the combat area, the more vulnerable he is to being swarmed by superior numbers of Imperial fighters.

The ideal way to disengage is, of course, to destroy all of the enemy. This is not always possible. A plan for disengagement should be considered before an attack is commenced. Angling-off at full-throttle following a full-throttle attack is the simplest method, and is effective if the attacker has not become engaged in a dogfight.

Getting free from a dogfight is much more difficult because the timing must be perfect. The best moment to break off from maneuver combat is when the situation is neutral, with neither starfighter having the positional advantage.

The words of Brendar Tallon once again: "If a pilot is under enemy attack and manages to recover to a neutral position and disengage, he has won the engagement. If he is the assailant and his target manages to attain a more neutral position, he

should immediately disengage and find easier prey. If he remains engaged, he risks becoming disadvantaged himself."

Lifesaving Techniques

There are several crucial elements to any disengagement. First and foremost, the pilot must have speed. It is far easier for a pilot to disengage when travelling at full-throttle, particularly when the combatants are not on parallel courses. Full-throttle puts a great deal of distance between a pilot and an adversary attempting to turn and catch him.

To make sure that the disengagement is clean, a pilot must attempt to maintain visual contact with his opponent. Attempting to disengage while unsure of an enemy's position could easily result in the opponent gaining a position of advantage.

If a pilot loses sight of his opponent while in a turning contest (such as the scissors), he should continue turning until he regains contact. If seeking to disengage while under attack, the pilot should always turn toward the enemy. In this way, he can meet his assailant with the best chance of angling-off and escaping after the attacker has taken his shots. If the pilot flies away from his opponent, he risks allowing the opponent to get on his tail. This is doom.^[26]



CHAPTER ELEVEN: VEHICLES

Welcome, citizen. I'm Republic troop commander Jace Malcom, and I'm here to talk to you about vehicles. As soldiers, my men and I rely just as often on our assault cannons and armor as we do on our vehicles, and often those vehicles make the difference between a resounding victory and a costly defeat.

While they may just be giant buckets of durasteel, polymer, and repulsor grilles, there's nothing more worthy of your respect than the vehicle you ride - or the one that rides in to rescue you when the tide turns grim. Whether its a military walker armed to the teeth or a souped-up civilian swoop, our vehicles are a part of our lives, and are just as important as anything with a hyperdrive and a navicomputer.

VEHICLES IN THE GALAXY

There are as many different types of vehicles as there are possible uses for them. From airspeeders, to swoops, to sail barges, there are countless models, variants and modifications for any expected vehicle use. There are many forms of propulsion, from the common repulsorlift, to fuel burning combustion engines to fusion. Likewise, the purpose of a given vehicle can vary dramatically, from fast, light combat assault vehicle to heavy duty cargo transport. The Old Republic introduces countless new vehicles, giving a glimpse into the latest in cutting edge technology and its uses on the modern battlefield.^[13]

The vehicles in this section cover a wide range of manufacturers. Although only a few models are listed here, each manufacturer of vehicles commonly produces multiple variants of each model. Occasionally a variant shows a marked

change in equipment or performance, but much more commonly they are simple aesthetic variations intended for sale in different parts of the galaxy, to capitalize on the differing wants and desires of various worlds.

FLITTERS

■ Longspur Elite

Type: Personal flitter

Scale: Speeder

Length: 1.9 meters

Skill: Repulsorlift operation

Crew: 1

Passengers: None

Cargo Capacity: None

Cover: 1/4



Altitude Range: Ground level-1 kilometer
Cost: 8,300 (new), 1,200 (used)
Maneuverability: 2D+1
Move: 80; 230 kmh
Body Strength: 1D
Variants: Outrider, Pacer, Ranger, Recon, Scout, Sportster



■ Longspur STAP

Type: Personal fliiter
Scale: Speeder
Length: 1.7 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: None
Cargo Capacity: None
Cover: 1/4
Altitude Range: Ground level-1 kilometer
Cost: 9,300 (new), 1,600 (used)
Maneuverability: 2D



Move: 87; 250 kmh
Body Strength: 1D+1
Variants: STAP Executive, STAP Royal

■ Rendili Fliiter

Type: Personal fliiter
Scale: Speeder
Length: 2 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-1 kilometer
Cost: 6,500 (new), 2,000 (used)
Maneuverability: 1D+1
Move: 80; 230 kmh
Body Strength: 3D
Variants: OutriderFireball, Nightshade, Protector, Shadow, Solar, Watchman

■ Ubrikki DR-1 Fliiter

Type: Personal fliiter
Scale: Speeder
Length: 1.8 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: None
Cargo Capacity: None
Cover: 1/4
Altitude Range: Ground level-800 meters
Cost: 8,000 (new), 1,000 (used)
Maneuverability: 3D+2
Move: 150; 475 kmh
Body Strength: 1D
Variants: Sand Devil, Crimson Claw, Crimson Skull, Talon, War-rider, Hunter, Raider, Striker



HOVERCHAIRS

■ Command Hoverchair

Type: Hoverchair
Scale: Speeder
Length: 3 meters
Skill: Repulsorlift operation: hoverchair
Crew: 1
Passengers: None
Cargo Capacity: 5 kilograms
Cover: 1/4
Altitude Range: Ground level-1 meter
Cost: 20,000 (custom-made)
Maneuverability: 0D
Move: 14; 40 kmh
Body Strength: 1D+2



■ **Gree Sphere**

Type: Hover platform
Scale: Speeder
Length: 3.5 meter diameter
Skill: Repulsorlift operation: Gree sphere
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-3 meters
Cost: 100,000 to collectors
Maneuverability: 1D
Move: 35; 100 kmh
Body Strength: 1D+2
Variants: Blue Sphere, Cyan Sphere, Helix Hyperpod, Red Sphere, Solus Secant (note - each of these are worth varying amounts to collectors)



■ **Hoverchair**

Type: Hoverchair
Scale: Speeder
Length: 2 meters
Skill: Repulsorlift operation: hoverchair
Crew: 1
Passengers: None
Cargo Capacity: 10 kilograms
Cover: 1/4
Altitude Range: Ground level-2 meters
Cost: 8,000 (new), 2,000 (used)
Maneuverability: 1D
Move: 14; 40 kmh
Body Strength: 2D

SWOOPS

■ **Adno A-R6**

Type: Swoop
Scale: Speeder
Length: 4.4 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilog ram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 9,500 (new), 3,000 (used)
Maneuverability: 4D
Move: 175; 500 kmh
Body Strength: 1D



Variants: Firewasp (tan), Locust (green), Saberwasp (chrome), Windscorpion (red)

Amzab ZB-7

Type: Swoop

Scale:

Speeder

Length: 4.1 meters

Skill: Swoop operation

Crew: 1

Passengers:

None

Cargo

Capacity: 1

kilogram

Cover: 1/4

Altitude Range: Ground level-35 meters

Cost: 7,500 (new), 1,000 (used)

Maneuverability: 2D+2

Move: 225; 650 kmh

Body Strength: 2D+2

Variants: Breeze (sky blue), Glory (gold), Renegade (red)



Aratech Basic

Type: Swoop

Scale: Speeder

Length: 4 meters

Skill: Swoop operation

Crew: 1

Passengers: None

Cargo Capacity: 1

kilogram

Cover: 1/4

Altitude Range: Ground level-35 meters

Cost: 8,500 (new), 1,600 (used)

Maneuverability: 2D+2

Move: 210; 600 kmh

Body Strength: 2D+1



Aratech Lux

Type: Swoop

Scale: Speeder

Length: 4 meters

Skill: Swoop operation

Crew: 1

Passengers: None

Cargo Capacity: 1 kilogram

Cover: 1/4

Altitude Range: Ground level-35 meters

Cost: 9,800 (new), 2,000 (used)

Maneuverability: 2D+1

Move: 210; 600 kmh

Body Strength: 2D+1

Shields: 1D+2

Game Notes: The Lux series uses shielding to protect the

body of the speeder in place of paneling. This shielding does not protect the driver or the engine exhaust.

Variants: Blur (blue shielding), Rose (pink shielding)



Aratech Eclipse

Type: Swoop

Scale: Speeder

Length: 4 meters

Skill: Swoop operation

Crew: 1

Passengers: None

Cargo Capacity: 1 kilogram

Cover: 1/4

Altitude Range: Ground level-35 meters

Cost: 9,500 (new), 1,900 (used)

Maneuverability: 2D+2

Move: 210; 600 kmh

Body Strength: 3D

Variants: Coral (pink), Dagger (tan), Fire (red), Ghost (mottled beige), Ice (blue), Lancer (gold), Nethian (black), Nightscythe (dark gray), Scythe (gray), Techno (blue and green), Verdant (dark green)

Czerka Hoverbike

Type: Swoop

Scale: Speeder

Length: 3 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 6,000 (new), 1,000 (used)
Maneuverability: 1D
Move: 175; 500 kmh
Body Strength: 2D



■ **Exchange Bandit**

Type: Swoop
Scale: Speeder
Length: 4.6 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 7,500 (new), 1,000 (used)
Maneuverability: 2D+2
Move: 242; 700 kmh
Body Strength: 2D+2
Variants: Duster, Manta, Nexu, Racer, Razor, Stinger, Thunderbolt, Torch



■ **GSI EMP-03 Explor**

Type: Swoop
Scale: Speeder
Length: 4 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 6,000 (new), 1,000 (used)
Maneuverability: 1D
Move: 175; 500 kmh
Body Strength: 2D



■ **GSI HMF-03 Exploiter**

Type: Swoop
Scale: Speeder
Length: 2.5 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 5,000 (new), 800 (used)
Maneuverability: 1D
Move: 80; 230 kmh
Body Strength: 2D+2



■ **GSI PMP-06 Pleasure Speeder**

Type: Swoop
Scale: Speeder
Length: 3.4 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 5,700 (new), 1,100 (used)
Maneuverability: 1D
Move: 175; 500 kmh
Body Strength: 2D

■ Gurian Blasterbolt

Type: Swoop
Scale: Speeder
Length: 1.4 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4



Altitude Range: Ground level-35 meters
Cost: 6,000 (new), 1,000 (used)
Maneuverability: 1D
Move: 175; 500 kmh
Body Strength: 2D
Variants: Cyclone, Emerald, Hammer, Lightning, Rose, Royale, Scorpion, Shadow, Starfire, Tornado, Volcano

■ Hyrotii YH-99

Type: Swoop
Scale: Speeder
Length: 4 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 9,000 (new), 2,500 (used)
Maneuverability: 2D
Move: 210; 600 kmh
Body Strength: 2D
Variants: Racer, Scrapper, JA-3
Note: This model is based on the GSI EMP-series speeder. Most parts are interchangeable for repairs.

■ Ikas XK-13

Type: Swoop
Scale: Speeder
Length: 4 meters

Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 8,300 (new), 1,200 (used)
Maneuverability: 2D
Move: 210; 600 kmh
Body Strength: 2D+1
Variants: Falchion, Firestarter, Flamethrower, Shark, Spear, Stingray, XK-7 (Move: 175; 500 kmh / 7,700 credits)

■ Ikas XK-9

Type: Swoop
Scale: Speeder
Length: 4.7 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 9,300 (new), 2,200 (used)



Maneuverability: 2D
Move: 225; 650 kmh
Body Strength: 2D+1

■ Irakie Hawk

Type: Swoop
Scale: Speeder
Length: 3.8 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 7,500 (new), 1,000 (used)
Maneuverability: 2D
Move: 225; 650 kmh
Body Strength: 3D+2
Variants: Renegade, Vulture



■ **Meirm Badger**

Type: Sloop
Scale: Speeder
Length: 2.3 meters
Skill: Sloop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 5,000 (new), 1,200 (used)
Maneuverability: 1D+2
Move: 242; 700 kmh
Body Strength: 2D
Variants: Bandingo, Bullfrog, Dark Wolf, Hyacinth, Iguana

■ **Morlinger NG-9**

Type: Sloop
Scale: Speeder
Length: 3.9 meters
Skill: Sloop operation
Crew: 1
Passengers: None
Cargo Capacity: 5 kilograms



Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 9,000 (new), 3,300 (used)
Maneuverability: 4D
Move: 225; 650 kmh
Body Strength: 2D
Variants: Imperator, Nighthawk, Raptor, Slipstream



■ **Orlean LE-5**

Type: Sloop
Scale: Speeder
Length: 3.4 meters
Skill: Sloop operation
Crew: 1
Passengers: None
Cargo Capacity: 10 kilograms
Cover: 1/4
Altitude Range: Ground level-1 kilometer
Cost: 6,500 (new), 2,000 (used)
Maneuverability: 2D+2
Move: 225; 650 kmh
Body Strength: 3D+2
Variants: Lucky-77, Flyrry, Fortune Hunter, BX-7, Patriot, Rebel
Note: This model is based on the GSI PMP-series speeder. Most parts are interchangeable for repairs.



■ **Praxon Aero**

Type: Sloop
Scale: Speeder
Length: 3.5 meters
Skill: Sloop operation
Crew: 1
Passengers: None
Cargo Capacity: 15 kilograms
Cover: 1/4
Altitude Range: Ground level-1.5 kilometers
Cost: 9,500 (new), 3,200 (used)
Maneuverability: 3D
Move: 125; 360 kmh
Body Strength: 2D+2
Variants: Aether, Bloodline, Echo, Firaxa, Pyroclast, Strato, Trackmaster, Xeno



■ Rark K-1A

Type: Sloop
Scale: Speeder
Length: 4.3 meters
Skill: Sloop operation
Crew: 1
Passengers: None
Cargo Capacity: 5 kilograms
Cover: 1/4
Altitude Range: Ground level-50 emters
Cost: 7,700 (new), 3,000 (used)
Maneuverability: 2D+2
Move: 190; 550 kmh
Body Strength: 3D+1



■ Razalon FC-1

Type: Sloop
Scale: Speeder
Length: 2.3 meters
Skill: Sloop operation
Crew: 1
Passengers: None
Cargo Capacity: 30 kilograms
Cover: 1/4
Altitude Range: Ground level-250 meters
Cost: 4,600 (new), 1,200 (used)
Maneuverability: 1D
Move: 125; 360 kmh
Body Strength: 3D+2



■ Rark K-21X

Type: Sloop
Scale: Speeder
Length: 3.2 meters
Skill: Sloop Operation
Crew: 1
Passengers: None
Cargo Capacity: 5 kilograms
Cover: 1/4
Altitude Range: Ground level-50 emters
Cost: 6,700 (new), 2,500 (used)
Maneuverability: 2D+2
Move: 125; 360 kmh
Body Strength: 3D+1
Variants: Lavish, Marathon, Sprinter



■ Tion SY-3

Type: Sloop
Scale: Speeder
Length: 4.4 meters
Skill: Sloop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-35 meters
Cost: 8,000 (new), 1,200 (used)
Maneuverability: 2D+2
Move: 210; 600 kmh
Body Strength: 2D+1

■ **Tion SY-4**

Type: Swoop
Scale: Speeder
Length: 4 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 10,000 (new), 3,000 (used)
Maneuverability: 3D
Move: 288; 825 kmh
Body Strength: 2D



Cover: 1/4
Altitude Range: Ground level-50meters
Cost: 8,000 (new), 1,200 (used)
Maneuverability: 3D
Move: 190; 550 kmh
Body Strength: 2D
Variants: Magnus, Opus, TM-22 Volo (Move: 210; 600 kmh / 9,200 credits)



■ **Tobus Cruiser**

Type: Swoop
Scale: Speeder
Length: 4.1 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-20 meters
Cost: 7,500 (new), 1,000 (used)
Maneuverability: 4D
Move: 210; 600 kmh
Body Strength: 2D



■ **Walkhar IV-7**

Craft: Walkhar IV-7
Type: Swoop
Scale: Speeder
Length: 3.1 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 10 kilograms
Cover: 1/4
Altitude Range: Ground level-205 meters
Cost: 6,500 (new), 1,000 (used)
Maneuverability: 1D+2
Move: 225; 650 kmh
Body Strength: 2D
Variants: Auspice, Harbinger, Prophecy

■ **Vectron JM-13 Torrens**

Type: Swoop
Scale: Speeder
Length: 3.8 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram

SPEEDERS

■ Czerka Executive Cruiser

Craft: Czerka TRX-7 Executive Cruiser
Type: Sport landspeeder
Scale: Speeder
Length: 5.2 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 80 kilograms
Cover: 3/4
Altitude Range: Ground level-2 meters
Cost: 5,500 (new), 3,000 (used)
Maneuverability: 1D+2
Move: 35; 100 kmh
Body Strength: 3D
Variants: Desert Special (+1D to resist desert conditions / 6,000 credits), Invader, Patroller



■ Dessler DA-5

Craft: Dessler DA-5
Type: Sport landspeeder
Scale: Speeder
Length: 4.5 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 80 kilograms
Cover: 3/4
Altitude Range: Ground level-2 meters
Cost: 4,500 (new), 2,000 (used)
Maneuverability: 2D+2
Move: 35; 100 kmh
Body Strength: 2D
Variants: Avenger, Explorer, Nomad, Turbo (Move: 80; 230 kmh / 6,500 credits)

■ Droid Officer Transport

Craft: Dessler UBP-I Droid Officer Transport
Type: Landspeeder
Scale: Speeder
Length: 3.5 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 35 kilograms
Cover: 1/2
Altitude Range: Ground level-10 meters
Cost: 5,500 (new), 1,000 (used)
Maneuverability: 1D
Move: 80; 230 kmh
Body Strength: 2D



■ Droid Sidecar

Craft: Dessler QB-III Droid Officer Sidecar
Type: Landspeeder
Scale: Speeder
Length: 3.1 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 35 kilograms
Cover: 1/2
Altitude Range: Ground level-10 meters
Cost: 4,500 (new), 950 (used)



Maneuverability: 1D+1
Move: 30; 90 kmh
Body Strength: 1D

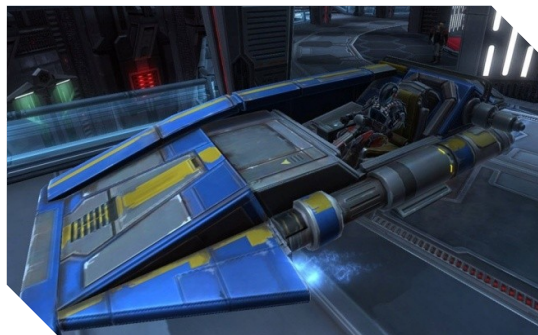


■ **Manta Landspeeder**

Craft: Manta RRL-18 Landspeeder
Type: Landspeeder
Scale: Speeder
Length: 4.3 meters
Skill: Swoop operation
Crew: 1
Passengers: None
Cargo Capacity: 35 kilograms
Cover: 3/4
Altitude Range: Ground level-2 meters
Cost: 7,500 (new), 3,000 (used)
Maneuverability: 2D
Move: 87; 250 kmh
Body Strength: 2D

■ **Korrealis KL-9Z**

Craft: Korrealis KL-9Z
Type: Landspeeder
Scale: Speeder
Length: 4.6 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: None
Cargo Capacity: 80 kilograms
Cover: 1/2 (left side), full (right side and back)
Altitude Range: Ground level-2 meters
Cost: 6,500 (new), 3,000 (used)
Maneuverability: 2D
Move: 80; 230 kmh
Body Strength: 2D+2
Variants: Baron, Commander, Countess, Duke, Prince, Sovereign, KL-8A (Cargo Capacity: 100 kilograms / 7,300 credits)



■ **Korrealis KL-9Z-SE**

Craft: Korrealis KL=9Z-E
Type: Landspeeder
Scale: Speeder
Length: 5.1 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 40 kilograms
Cover: 1/2, full (back)
Altitude Range: Ground level-2 meters
Cost: 10,500 (new), 4,000 (used)
Maneuverability: 2D
Move: 80; 230 kmh
Body Strength: 2D+2
Variants: Count, Duke SE, KL-8A-SE (Cargo Capacity: 70 kilograms / 11,300 credits)

■ **Tirsa Champion**

Craft: Tirsa 6-GLL Champion
Type: Landspeeder
Scale: Speeder
Length: 5.6 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: None
Cargo Capacity: 60 kilograms
Cover: 1/2 (left side), full (right side and back)
Altitude Range: Ground level-2 meters
Cost: 7,700 (new), 4,000 (used)
Maneuverability: 2D+2
Move: 150; 475 kmh
Body Strength: 2D
Variants: Contender, Elite, Paramount, Prime, Victor

PODRACERS



■ Czerka CR-17 Incendia

Craft: Czerka CR-17 Incendia
Type: Podracer
Scale: Speeder
Length: 7 meters
Skill: Repulsorlift operation: pod racer
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/4
Altitude Range: Ground level-80 meters
Cost: 16,500 (new), 11,500 (used)
Maneuverability: 2D
Move: 288; 825 kmh
Body Strength: 2D

■ Kurtob Alliance

Craft: Kurtob Alliance YL-55
Type: Podracer
Scale: Speeder
Length: 3 meters
Skill: Repulsorlift operation: pod racer



Crew: 1
Passengers: None
Cargo Capacity: 5 kilograms
Cover: 1/2
Altitude Range: Ground level-250 meters
Cost: 15,500 (new), 10,500 (used)
Maneuverability: 1D+1
Move: 272; 781 kmh
Body Strength: 3D+2



■ Sienar PR-3

Craft: Sienar PR-3
Type: Podracer
Scale: Speeder
Length: 8 meters
Skill: Repulsorlift operation: pod racer
Crew: 1
Passengers: None
Cargo Capacity: 5 kilograms
Cover: 1/2
Altitude Range: Ground level-1,050 meters
Cost: 17,000 (new), 12,000 (used)
Maneuverability: 2D+1
Move: 125; 360 kmh
Body Strength: 1D+2

■ Czerka Sky Cruiser

Craft: Czerka SS-99 Sky Cruiser
Type: Podracer
Scale: Speeder
Length: 7.3 meters
Skill: Repulsorlift operation: pod racer
Crew: 1
Passengers: None
Cargo Capacity: 1 kilogram
Cover: 1/2
Altitude Range: Ground level-80 meters
Cost: 16,000 (new), 9,500 (used)
Maneuverability: 2D
Move: 140; 400 kmh
Body Strength: 2D+1





■ **Vectron BL-37 Zephyr**

Craft: Vectron BL-37 Zephyr
Type: Podracer
Scale: Speeder
Length: 8.1 meters
Skill: Repulsorlift operation: pod racer
Crew: 1
Passengers: None
Cargo Capacity: 5 kilograms
Cover: 1/2
Altitude Range: Ground level-100 meters
Cost: 18,500 (new), 13,500 (used)
Maneuverability: 4D+1
Move: 325; 945 kmh
Body Strength: 2D+2

SKIFFS

■ **SoroSuub F-9 Hoverskiff**

Craft: SoroSuub F-9 Hoverskiff
Type: Hoverskiff
Scale: Speeder
Length: 7.5 meters
Skill: Repulsorlift operation
Crew: 1
Passengers: 5 (or cargo)
Cargo Capacity: 300 metric tons
Cover: 1/4
Altitude Range: Ground level-1 meter
Cost: 12,000 (new), 3,000 (used)
Maneuverability: 0D
Move: 35; 100 kmh
Body Strength: 1D



SUBMERSIBLES

■ **Mana-D5 Submersible**

Craft: Mana-D5 Personal Submersible
Type: Submersible
Scale: Speeder
Length: 3 meters
Skill: Repulsorlift operation: submarine
Crew: 1
Passengers: None
Cargo Capacity: 50 kilograms
Cover: Full
Altitude Range: 5 kilometers below surface
Cost: 22,000 (new), 8,000 (used)
Maneuverability: 1D+2
Move: 70; 200 kmh
Body Strength: 1D



TANKS

■ **Avalanche Heavy Tank**

Craft: Czerka Avalanche AA-71R Heavy Tank
Type: Light repulsortank
Scale: Speeder
Length: 4.5 meters
Skill: Repulsorlift operation: Avalanche repulsortank
Crew: 1, gunners: 1
Passengers: None
Cargo Capacity: 100 kilograms
Cover: Full
Altitude Range: Ground level-1 meter
Cost: 70,000 (new), 23,000 (used)
Maneuverability: 1D
Move: 45; 130 kmh
Body Strength: 4D+2
Weapons:
 4 Light Laser Cannons (fire-linked)
 Fire Arc: Front
 Crew: 1



Skill: Vehicle blasters
Fire Control: 2D
Range: 50-200/500/1 km
Damage: 3D+2

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 25-50/100/250
Damage: 8D

Length: 22.2 meters long, 13.6 meters tall

Skill: Walker Operation: A3-AAT
Crew: 2, gunners: 1, skeleton: 1/+10
Passengers: 3
Cargo Capacity: 250 kilograms
Cover: Full
Cost: 450,000 (new), 200,000 (used)
Maneuverability: 1D
Move: 25; 75 kmh
Body Strength: 3D+2
Weapons:

2 Heavy Laser Cannons

Scale: Walker
Fire Arc: Front
Crew: 1 (pilot)
Skill: Vehicles blasters
Fire Control: 1D
Range: 50-100/1/1.7 km
Damage: 6D

2 Laser Cannons

Scale: Walker
Fire Arc: Rear
Crew: 1 (gunner)
Skill: Vehicles blasters
Fire Control: 1D
Range: 50-100/1/2 km
Damage: 4D



■ **Titan 6 Containment Vehicle**

Craft: Desler Titan 6 Containment Vehicle
Type: Light repulsortank
Scale: Speeder
Length: 4.1 meters
Skill: Repulsorlift operation: Avalanche repulsortank
Crew: 1
Passengers: None
Cargo Capacity: 10 kilograms
Cover: 3/4
Altitude Range: Ground level-1 meter
Cost: 63,000 (new), 33,000 (used)
Maneuverability: 0D+1
Move: 30; 100 kmh
Body Strength: 4D
Weapons:

Heavy Laser Cannons

Fire Arc: Front
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 25-50/100/250
Damage: 7D

WALKERS

■ **Axion-Class A3-AAT
 Armored Transport**

Type: Medium assault walker
Scale: Walker

■ **Basilisk War Droid**

Craft: Basilisk War Droid
Type: Mandalorian mount droid
Scale: Walker
Length: 8 meters
Skill: Repulsorlift operation: Basilisk war droid
Crew: 1 plus droid brain
Crew Skill: Droid brain: Brawling 5D, missile weapons 3D, perception 3D, repulsorlift operation 4D, vehicle blasters 3D





Cargo Capacity: 100 kilograms
Consumables: 1 day
Cover: 1/2
Altitude Range: Ground level-space
Cost: Not available for sale (estimated 70,000)
Maneuverability: 2D
Move: 190; 550 kmh
Space: 2
Body Strength: 4D
Weapons:
2 Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D+2
Space Range: 1-2/8/15
Atmosphere Range: 50-300/800/1.5 km
Damage: 5D
2 Concussion Missile Launchers (2 missiles each)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/200/700
Damage: 8D
Pulse-Wave Cannons
Fire Arc: Front
Scale: Speeder

Skill: Vehicle blasters
Fire Control: 2D
Range: 50-75/300/750
Damage: 5D

Space Mine Layer (2 mines)

Fire Arc: Rear
Scale: Starfighter
Skill: Missile weapons
Fire Control: 1D
Blast Radius: 1/2/4; 100/200/400
Damage: 6D/4D/2D

2 Heavy Brawling Claws

Fire Arc: Turret
Skill: Brawling (droid brain)/powersuit operation (pilot)
Fire Control: 1D
Range: 3 meters
Damage: 3D+2 ^[6:6, †20:202]

■ **FA-1 Command Walker**

Type: Personal walker
Scale: Speeder
Length: 6 meters tall
Skill: Walker operation
Crew: 1
Passengers: None
Cargo Capacity: 10 kilograms
Cover: 1/2
Altitude Range: 0
Cost: 40,000 (new), 24,000 (used)
Maneuverability: 2D
Move: 21; 60 kmh
Body Strength: 2D+2
Weapons:

Light Laser Cannon

Fire Arc: Front
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-200/500/1 km
Damage: 3D



4 Laser Cannons (fire-linked)*Fire Arc:* Front*Crew:* 1*Skill:* Vehicle blasters*Fire Control:* 1D*Range:* 25-50/100/250*Damage:* 4D**Variants:** ST-7 Recon Walker (no weapons / 13,000 credits), FA-5 Recon Walker (no weapons / 15,000 credits)■ **GZ-4 Command Walker****Type:** Personal walker**Scale:** Speeder**Length:** 6 meters tall**Skill:** Walker operation**Crew:** 1**Passengers:** None**Cargo Capacity:** 10 kilograms**Cover:** 1/2**Altitude Range:** 0**Cost:** 40,000 (new), 24,000 (used)**Maneuverability:** 2D**Move:** 21; 60 kmh**Body Strength:** 2D+2**Weapons:****Light Laser Cannon***Fire Arc:* Front*Crew:* 1*Skill:* Vehicle blasters*Fire Control:* 2D*Range:* 50-200/500/1 km*Damage:* 3D**4 Laser Cannons** (fire-linked)*Fire Arc:* Front*Crew:* 1*Skill:* Vehicle blasters*Fire Control:* 1D*Range:* 25-50/100/250*Damage:* 4D**Variants:** GZ-2 Recon Walker (no weapons / 14,500 credits)■ **MAJ RD0-M0 Hutt Walker****Type:** Personal walker**Scale:** Walker**Length:** 13 meters long, 12.7 meters tall**Skill:** Walker Operation: MAJ RD0-M0**Crew:** 1 (Hutt)**Passengers:** None**Cargo Capacity:** 100 kilograms**Cover:** 1/2**Cost:** 600,000 (new), 270,000 (used)**Maneuverability:** 1D+2**Move:** 21; 60 kmh**Body Strength:** 2D+2**Weapons:****Mining Laser***Fire Arc:* Front*Scale:* Character*Crew:* 1 (pilot)*Skill:* Vehicle blasters*Fire Control:* 1D*Range:* 2-5/7/10*Damage:* 6D**2 Missile Launchers** (4 missiles each launcher)*Fire Arc:* Front*Scale:* Walker*Skill:* Missile weapons*Fire Control:* 2D*Range:* 5-10/30/100*Damage:* 3D■ **TR-17AA Walker****Type:** Medium assault walker**Scale:** Walker**Length:** 11.2 meters long, 10.3 meters tall**Skill:** Walker Operation: TR-17AA**Crew:** 2, gunners: 1, skeleton: 1/+10**Passengers:** None**Cargo Capacity:** 250 kilograms**Cover:** Full**Cost:** 400,000 (new), 190,000 (used)**Maneuverability:** 1D+2**Move:** 25; 75 kmh**Body Strength:** 3D

Weapons:

2 Heavy Laser Cannons

Scale: Walker
Fire Arc: Front
Crew: 1 (pilot)
Skill: Vehicles blasters
Fire Control: 1D
Atmosphere Range: 50-100/1/1.7 km
Damage: 6D

Cost: 550,000 (new), 320,000 (used)

Maneuverability: 0D+1

Move: 30; 90 kmh

Body Strength: 5D



■ **TR2 Armored Transport**

Type: Troop transport
Scale: Walker
Length: 22.2 meters long, 8.6 meters tall
Skill: Walker Operation: 4V-AAT
Crew: 2, skeleton: 1/+8
Passengers: 15
Cargo Capacity: 5 metric tons
Cover: Full

■ **Ventra-Class 4V-AAT Armored Transport**

Type: Assault walker
Scale: Walker
Length: 21.6 meters long, 9 meters tall
Skill: Walker Operation: 4V-AAT
Crew: 2, gunners: 1, skeleton: 1/+10
Passengers: 12
Cargo Capacity: 1 metric ton
Cover: Full
Cost: 670,000 (new), 300,000 (used)
Maneuverability: 0D+2
Move: 20; 60 kmh
Body Strength: 4D+1
Weapons:

2 Heavy Laser Cannons

Scale: Walker
Fire Arc: Front
Crew: 1 (pilot)
Skill: Vehicles blasters
Fire Control: 1D+2
Range: 50-100/1/2 km
Damage: 6D



CHAPTER TWELVE: WEAPONS & EQUIPMENT

I'm Shae Vizla. As a bounty hunter, my life and survival are dependent on two things: luck and gear. An amateur hunter will think they can rely on skill and connections to catch their quarries and stay one step ahead of the competition. However, skill can be bested, and connections can (and usually do) turn on you - the only thing you can really rely on at the end of the day is the technology you carry with you. That's your survival guarantee.

Out there on the Rim, your tech is often the difference between good - and dead.

THE TECHNOLOGY OF WAR

During the period of the Cold War, the galaxy is a dangerous place. Conflict and danger run rampant throughout the known systems, and any location - no matter how peaceful - can easily devolve into a deadly combat zone with little or no warning.

Unlike much later time periods in the Star Wars universe - namely, the Clone Wars and Rebellion eras - finding regular citizens equipping themselves with combat armor and military-grade weapons is not uncommon during this time. Many people view the owning and maintenance of combat armor or defensive weapons as simply good common sense. In addition, something of a subculture has arisen surrounding armor, its design, sale, and customization. Unique armor designs and modifications are a mark of pride among many galactic citizens, and a strong secondary marketplace has arisen for the sale and modification of this protective gear.

A TASTE OF THE GALAXY

*A note to Star Wars Roleplaying Game players: the weapons and equipment listed here are merely a sampling of the myriad types of blasters, armor, and gear available to characters during the Cold War. Be sure to check back soon for the complete, expanded collection with *Hylo Viz's Guide to Old Republic Weapons and Gear!**

WEAPONS

Melee Weapons

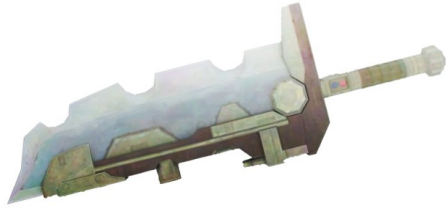
■ Vibroknife

Model: Coronex BR-36 Vibroknife
Type: Melee weapon
Scale: Character
Skill: Melee combat: vibroblade
Cost: 250
Availability: 2, F
Difficulty: Easy
Damage: STR+2D (maximum: 4D)^[7]



■ Vibrosword

Model: Syndicet X-12 Energy Blade
Type: Melee weapon
Scale: Character
Skill: Melee combat: vibroblade
Cost: 750
Availability: 2, F
Difficulty: Moderate
Damage: STR+3D (maximum: 6D)^[7]



■ **Electrostaff**

Model: Aratech MD-5 Electrostaff
Type: Powered melee weapon
Scale: Character
Skill: Melee combat: electrostaff
Cost: 150
Availability: 2
Difficulty: Easy
Damage: STR+2D+1
Game Notes: Characters with the electrostaff specialization gain a +5 bonus to melee parry rolls. This weapon can parry lightsabers without taking damage.



■ **Techblade**

Model: Aratech B-30 Battle Tech Staff
Type: Powered melee weapon
Scale: Character
Skill: Melee combat: electrostaff
Cost: 400
Availability: 3, F
Difficulty: Moderate
Damage: STR+3D (maximum: 6D+2, STR+1 if unpowered)
Game Notes: Characters with the electrostaff specialization gain a +5 bonus to melee parry rolls. This weapon can parry lightsabers without taking damage.



■ **Training Lightsaber**

Type: Melee weapon
Scale: Character
Skill: Lightsaber
Cost: 800
Availability: 3
Difficulty: Moderate
Damage: STR+1D (stun)
Game Notes: If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's parry total), the character has injured himself with the training lightsaber blade. Apply normal damage to the character wielding the training lightsaber. A training lightsaber uses a low-powered stun field and cannot cause lethal damage, nor can it cut through anything. A training lightsaber does not block a true lightsaber blade.



■ **Lightsaber**

Type: Melee weapon
Scale: Character
Skill: Lightsaber
Cost: 5,000-10,000
Availability: 3, R
Difficulty: Difficult
Damage: 5D
Game Notes: If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's parry total), the character has injured himself with the lightsaber blade. Apply normal damage to the character wielding the lightsaber. [7]



■ **Double-bladed Lightsaber (Lightstaff)**

Type: Melee weapon
Scale: Character
Skill: Lightsaber: double-bladed lightsaber
Cost: 9,000-15,000
Availability: 4, R
Difficulty: Very Difficult
Damage: 5D
Game Notes: If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's parry total), the character has injured himself with the lightsaber blade. Apply normal damage to the character wielding the lightsaber. A character wielding a double-bladed lightsaber may make a free parry action without penalty due to the weapon's size. [11]

Ranged Weapons



■ **Assault Cannon**

Model: Gra'tl Industries A-405 Wraith Projector
Type: Assault Cannon
Scale: Character
Skill: Blaster: assault cannon

Ammo: 100 (or power generator)
Cost: 1,500
Availability: X
Fire Rate: 5
Range: 3-75/200/500
Damage: 7D+2



■ **Blaster Pistol**

Model: Czerka Industries D-200 Military Enforcer
Type: Blaster Pistol
Scale: Character
Skill: Blaster
Ammo: 100
Cost: 750 (power packs: 25)
Availability: 1, F, R, or X
Range: 3-10/30/120
Damage: 3D



■ **Sonic Blaster Pistol**

Model: Gra'tl Industries V-187 Colicoid Sonic Interceptor
Type: Sonic Blaster Pistol
Scale: Character
Skill: Blaster: sonic pistol
Ammo: 30
Cost: 3000
Availability: 2, F
Range: 3-10/40/60
Damage: 5D+2
Game Notes: An empty power pack may be recharged in lieu of purchasing additional ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.

■ **Slugthrower**

Model: GSI E-500 Heavy Sonic Needler
Type: Slugthrower
Scale: Character
Skill: Firearms: slugthrower pistol
Ammo: 12
Cost: 400 (ammo clip: 30)
Availability: 3, R
Fire Rate: 3



Range: 5-20/40/60
Damage: 3D
Game Notes: As with other slugthrowers, this one loses -1D from its damage against any target that is wearing (or otherwise equipped with) armor.



■ **Repeating Blaster Pistol**

Model: Core World Arms M-912 Repeating Blaster
Type: Repeating Blaster Pistol
Scale: Character
Skill: Blaster: repeating blaster pistol
Ammo: 50
Cost: 500 (power packs: 25)
Availability: 1, F
Range: 2-8/20/80
Damage: 4D
Game Notes: On constant-fire mode the blaster fires a burst of 6 blasts per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.



■ **Heavy Blaster Pistol**

Model: Blas'Chel Z-10 Heavy Blaster Pistol
Type: Heavy Blaster Pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 900 (power packs: 25)
Availability: 2, R or X
Range: 3-5/20/40
Damage: 6D+1

Game Notes: Weighted Stabilizers: This weapon has a +2 difficulty to draw, but adds +2 to each additional shot fired per round. Extended Barrel: At long range, the character receives an additional +5 to blaster.



■ Sonic Disruptor

Model: Tlas'Chel R-406 Heavy Sonic Disruptor

Type: Sonic Disruptor

Scale: Character

Skill: Blaster: sonic disruptor pistol

Ammo: 30

Cost: 3000

Availability: 3, R

Range: 2-10/15/35

Damage: 3D+2

Game Notes: Scope: If used for one round of aiming, the character receives and additional +1D to blaster. An empty power pack may be recharged in lieu of purchasing additional ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.



■ Pulse-Wave Slugthrower

Model: Tlas'Chel B-200 Pulse-Wave Needler

Type: Pulse-Wave Slugthrower

Scale: Character

Skill: Firearms: pulse-wave slugthrower pistol

Ammo: 20

Cost: 600 (power packs: 35)

Availability: 4, X

Range: 3-10/20/50

Damage: 5D

Game Notes: As with other slugthrowers, this one loses -1D from its damage against any target that is wearing (or otherwise equipped with) armor.

■ Holdout Blaster Pistol

Model: Tlas'Chel T-788 Holdout Blaster

Type: Holdout Blaster Pistol

Scale: Character

Skill: Blaster: holdout blaster

Ammo: 6

Cost: 825 (power packs: 25)



Availability: 2, R or X

Range: 3-5/10/20

Damage: 3D+1



■ Disruptor

Model: Tlas'Chel H-103 Field Survival Disruptor

Type: Disruptor

Scale: Character

Skill: Blaster: disruptor

Ammo: 10

Cost: 4000 (power pack: 100)

Availability: 4, X

Range: 0-3/5/7

Damage: 5D+2



■ Blaster Rifle

Model: Gra'tl Industries N-416 Rampage-X Enforcer

Type: Blaster Rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 300

Cost: 1,000 (power packs: 25)

Availability: 2, R or X

Range: 3-30/100/300

Damage: 5D+1



■ Republic Trooper Blaster Rifle

Model: GSI D86 Mark II Republic Trooper blaster rifle
Type: Blaster Rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 300
Cost: 900 (power packs: 25)
Availability: 2, R
Range: 3-30/100/300
Damage: 5D



■ Imperial Trooper Blaster Rifle

Model: Systech R-77 Imperial Trooper blaster rifle
Type: Blaster Rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 250
Cost: 1,100 (power packs: 25)
Availability: 3, R
Range: 3-50/120/350
Damage: 5D



■ Repeating Blaster Rifle

Model: Czerka Industries V-201 Heavy Repeating Rifle
Type: Repeating Blaster Rifle
Scale: Character
Skill: Blaster: repeating blaster rifle

Ammo: 100
Cost: 1,300 (power packs: 25)
Availability: 1, R
Range: 3-20/30/45
Damage: 5D+1
GameNotes: On constant-fire mode the blaster fires a burst of 6 blasts per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.



■ Disruptor Rifle

Model: Tlas'Chel U-56 Rancor Disruptor
Type: Disruptor Rifle
Scale: Character
Skill: Blaster: disruptor rifle
Ammo: 7
Cost: 1,500
Availability: 4, X
Range: 1-10/50/100
Damage: 8D



■ Blaster Carbine

Model: Tlas'Chel Z-1 Huntsman Carbine
Type: Blaster Carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 300
Cost: 1,500 (power packs: 25)
Availability: 3, F or R
Range: 2-8/20/80
Damage: 5D+2



■ Sonic Blaster Rifle

Model: Gra'tl Industries V-281 Colicoid Heavy Sonic Rifle
Type: Sonic Blaster Rifle
Scale: Character
Skill: Blaster: sonic rifle

Ammo: 30
Cost: 1,300 (power packs: 25)
Availability: 4, X
Range: 4-40/120/350
Damage: 5D+2
Game Notes: An empty power pack may be recharged in lieu of purchasing additional ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.



■ **Bowcaster**
Model: Aratech Y-147 Collapsible Bowcaster Grek
Type: Bowcaster
Scale: Character
Skill: Bowcaster
Ammo: 6 (quarrels; power packs can make 50 shots before being replaced)
Cost: 900 (not commonly sold to non-Wookiees)
Availability: 2, X
Fire Rate: 1
Range: 2-4/8/12
Damage: 5D
Game Notes: If a character wants to fire the weapon more than once in a round, he must make an Easy Strength roll to be able to aim the weapon (this is a “free action”). Reloading the weapon with new quarrels requires a Moderate Strength roll.



■ **Sniper Blaster Rifle**
Model: Tlas'Chel H-758 Athiss Deadeye's Exterminator
Type: Sniper Blaster Rifle
Scale: Character
Skill: Blaster: sniper blaster rifle
Ammo: 50
Cost: 4,500 (power packs: 25)
Availability: 3, R
Fire Rate: 1
Fire Control: 1D
Range: 3-40/120/350
Damage: 5D

■ **Blaster Scattergun**
Model: Tlas'Chel MK-1 Shotgun
Type: Blaster Scattergun
Scale: Character
Skill: Blaster: scattergun

Ammo: 30
Cost: 1,100 (power packs: 70)
Availability: 2, F
Fire Rate: 1
Fire Control: 0D+2/1D/2D
Range: 2-8/20/50
Damage: 5D/4D/3D+2
Game Notes: The scattergun's blast spreads out at distance. Its fire control increases with range, but the damage dealt decreases. At long range, targets standing within 2 meters of each other are both able to be hit by a single blast.

■ **Flamethrower**
Model: Czerka K-86K Burndown Flamethrower Unit
Type: Flamethrower
Scale: Character
Skill: Flamethrower
Ammo: 30
Cost: 400
Availability: 2, X
Range: 10 meters
Damage: 3D
Game Notes: Flame does 3D damage each round until extinguished

Grenades

■ **Cryo Grenade (or Cryoban Grenade)**
Model: Aratech V-17 Cryogenic Grenade
Type: Explosive
Scale: Character
Skill: Grenade
Cost: 500
Availability: 1, R
Range: 2-6/20/40
Blast Radius: 0-2/4/6/10
Damage: 4D+1/3D+2/3D/2D+1
Game Notes: Cryoban grenades issue a blast of below freezing temperatures. It causes serious pain and immobility when it comes in contact with a target. Anyone taking damage from a Cryo grenade has his or her movement reduced to 4 until the end of his or her next turn.^[16]

■ **Sticky Grenade**
Model: Czerka GL-99 Sticky Grenade
Type: Explosive
Scale: Character
Skill: Grenade
Cost: 200
Availability: 1, R
Range: 3-7/20/40
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D
Game Notes: Adhesive grenades are intended to immobilize, rather than destroy a target. By issuing a splatter of a sticky solution, the grenade can effectively trap a target in place. Once hit by the glue, a character must roll his Strength to resist. If the grenade damage is higher, than instead of taking damage, the character remains trapped in place for 3 rounds. If the character succeeds in making the Strength roll, then he need not

make any other rolls while moving through the blast radius. ^[16]

ITEMS

■ Adrenal Stim Pack

Model: Starfront Health Corporation AMP-7 Stim Dispenser

Cost: 250

Availability: 2, R

Game Notes: A stim dispenser is a sonic syringe, utilizing single disposable stim packs which are discarded after each use. A character using a stim pack must roll 1D each time they administer one. If the result is equal to or higher than the number of stims they have used within 24 hours, they suffer no ill effects. Otherwise, they have become addicted; they receive -1D (nullifying the stim's bonus) to each skill or attribute they have used stims to modify (unless they receive further stims) for 1D days, at which point the effects pass. A stim's effects last for 1 hour of non-combat time, or 10 rounds of combat (due to increased metabolic and cardiovascular activity). Droids, synthetics, or aliens with noticeably different nonhumanoid physiology may not benefit from stims, nor may species lacking liquid blood flow. It is up to the gamemaster to determine whether a species may benefit from a stim, be harmed by it, or have no response.

Stims:

Triage Adrenal: +2 to *Strength* and related rolls to heal (Cost: 50)

Absorb Adrenal: +2 to *Strength* and related rolls to resist damage (Cost: 50)

Attack Adrenal: +2 to *Strength* and related rolls to cause damage (Cost: 80)

Alacrity Adrenal: +2 to *Dexterity* and related rolls (Cost: 70)

Awareness Adrenal: +2 to *Perception* and related rolls (Cost: 80)

Cognitive Adrenal: +2 to *Knowledge* and related rolls (Cost: 60)

Force Adrenal: +2 to Force rolls (if Force-sensitive, Cost: 200) Note: Use of this stim is unnatural and brings the character dangerously close to the Dark Side. It is up to the gamemaster to determine whether the character's actions warrant a Dark Side Point, even if the unaided act would not.

■ Carbonite Gauntlet

Model: Kez'del Systems freeze gauntlet

Type: Specialized carbonite gauntlet

Scale: Character

Skill: Armor weapons: carbonite gauntlet

Ammo: 20

Cost: 1,200 (power packs: 50)

Availability: 2, F

Range: 3-5/10/20

Damage: 5D+2 (stun)

Game Notes: Calculating damage on a carbonite gauntlet attack is similar to that of calculating stun damage. However, instead of a target being rendered unconscious, the target is caught by the quickly freezing and hardening stream that the gauntlet emits, and is then rendered immobilized. An immobilized target cannot make any actions or use any skills that are based on movement. ^[16:34,†20:68]

ARMOR

■ Padded Clothing

Type: Personal armor

Scale: Character

Cost: 300 (+150 for custom fitting)

Availability: 1

Game Notes: +1D to resist physical damage^[16]

■ Light Armor

Type: Personal armor

Scale: Character

Cost: 3,500

Availability: 2, R

Game Notes: +1D to resist energy and physical, -1D to all *Dexterity* rolls. ^[16]

■ Medium Armor

Type: Personal armor

Scale: Character

Cost: 6,000

Availability: 3, X

Game Notes: +2D to resist physical, and +1D to resist energy, -1D to all *Dexterity* rolls. ^[16]

■ Heavy Armor

Type: Personal armor

Scale: Character

Cost: 9,000

Availability: 3, X

Game Notes: +2D+2 to resist physical, and +1D+1 to resist energy, -1D+1 to all *Dexterity* rolls. ^[16]



■ Republic Trooper Armor

Model: Republic Armor Systems TH Mark 16A trooper armor

Type: Military armor

Scale: Character

Cost: 6,000

Availability: 3, R or X

Game Notes: +2D to resist physical, and +1D to resist energy, -1D to all *Dexterity* rolls. Integrated comlink (Range: 1 km), ion photon grenade (4D), 2 days worth of rations

■ Imperial Trooper Armor

Model: Dromund Kalakar ST Series III Imperial Trooper armor

Type: Military armor

Scale: Character

Cost: 5,500

Availability: 3, R or X

Game Notes: +2D to resist physical, and +1D to resist energy, -1D to all *Dexterity* rolls. Sealed helmet and integrated life support system, 6 ion photon grenades, backpacks with comlink transmitter and E66 battle link computer (100 km transmission range), 1 day worth of rations



CHAPTER THIRTEEN: CURRENCY & ECONOMY

Salutations! I am C-22-C, and it tingles my pleasure circuits to be your guide to the intergalactic finance, economic, and gaming sectors. While the military generals, Jedi, Sith, and soldiers are what make the daily headlines on the HoloNet, the true power behind the might of the enduring galactic civilization is the cold hard credit. Like it or not, money is what makes the galaxy spin, greasing the servos of its billions of individual components, and allows for the formation or destruction of entire worlds – not through war, but through the far more powerful effects of trade and commerce.

Read on, my dear organic, and begin to grasp the many-spoked wheel that is the true power which binds the galaxy together....

CURRENCY Republic Credits

The Galactic Republic Standard Credit, or simply “Credit” for short, is the accepted galactic currency for nearly all transactions that do not involve the direct trade of goods of equivalent value.

Backed by the InterGalactic Banking Clan, or IGBC, the Credit has been the galactic standard for millennia. Founded in 25,053 BBY, the IGBC has been and remains one of the Republic’s most powerful and influential commerce guilds. It was originally a union of the planet Muunilinst’s ruling Council of Banking Clans and several other banking powers. Its name likely referred to its extragalactic influence – it was known that the Banking Clan

controlled assets as far as halfway between the galaxy and its nearest satellite galaxy.^[5]

The founding of the IGBC dates back to the creation of the Galactic Republic, where it dictated the flow of wealth between the Core Worlds and the Outer Tim Territories. It was the Banking Clan that funded governments, supported settlements, and bankrolled countless commerce guilds, trade corporations, and shipping cartels.^[5]

The InterGalactic Banking Clan operates by helping control incredible amounts of credits, data, and other forms of currency that flows through the galaxy. This ancient institution’s ventures are controlled by key representatives of the old banking families. It extends its financial services to

many of the major commerce guilds in the galaxy. The IGBC has its own data server that allows clients to access the Banking Clan’s datacom-net.^[5]

As a result of its long history with the Republic, the IGBC’s Galactic Standard Credit has been a

remarkably stable currency for generations. Unlike younger currencies, whose value is often intrinsically tied to the stability of an issuing government and therefore is known to vascillate wildly due to economic, military, and resource stress, the IGBC has largely maintained a position of neutrality throughout the history of its existence, allowing the mature currency to remain largely untouched by even the most seismic galactic events.



It is due to this that the value of a single credit is much the same at any major point in galactic history, from the Old Republic era to the Rebellion era. Though the prices of certain items, valuable assets, or precious resources may rise and fall, the standard value of the credit and its place in galactic commerce remains largely the same from century to century.

It is specifically because of this stability that the Galactic Standard Credit remains just that – the galactic standard. Even among worlds of the Sith Empire, the Republic credit is still the standard unit of economic trade. While the Sith may be mortal enemies of the Republic, even they are smart enough to acknowledge that an economic disruption or currency displacement at a time of conflict would be a hindrance – rather than a benefit – to their Empire. However, while the credit remains the accepted form of currency even within the Seat of the Empire, it is recommended to visitors that they refer to the currency simply as “credits” or “creds,” rather than the full “Republic credit” to avoid undue strife while within Sith borders.



Cartel Coins

The only other standardized form of currency commonly in use throughout the galaxy is the infamous “Cartel Coin.” Officially known as Untraceable Commerce Currency, or UCCs, the so-called Cartel Coin is a specially-minted physical unit of currency designed and implemented by the Hutt Clans and used with impunity throughout their territory.

Unlike the Galactic Standard Credit, which is often stored in digital form, the Cartel Coin remains a throwback physical currency, and is only traded as such. Because of this, it can be very bulky to transport, and is often prone to loss – or worse, piracy.

The physical coin itself is made of a blend of gold ore, durasteel, and Mandalorian Iron. For that

alone, it’s metallurgical value is rather high for a unit of currency. However, its value comes from an embedded chip within the body of the coin that contains its unique, encrypted 77-digit identification code. This technology, put in place by dedicated Hutt-funded computer engineers, is virtually unsliceable, and is designed to magnetically erase itself if it detects any attempt to decode or alter its information. The Hutt system is specifically designed to record and maintain only the unique identifier of each coin, but not its transaction history – thus the moniker “untraceable.” Such Cartel Coins are widely known for their common use in a variety of unsavory acts or transactions, owing largely to their inability to be sourced back to their buyer or seller.

When using a Cartel Coin, it is a common practice to carry a “sniffer,” or a portable verification scanner. The sniffer is a handheld device that is passed over an amount of Cartel Coins, automatically reading the amount by virtue of the standardized percentage of metal contained in each coin. It then checks the amount against the unique 77-digit verification codes of each coin, alerting the user with a loud beep if any of the codes are forgeries (unlikely), or if any of the coins do not possess valid codes (more likely, considering the ease of procuring “slugs,” or solid metal dummy coins).

The intrinsic value of the Cartel Coin is undisputed, however rumors persist to this day as to what the currency is actually based on. It is suggested that the Hutts have a stranglehold on some specific kind of resource – be it metal, mineral, political, or informational – that backs up the currency’s awesome value, but those who know of and use the Cartel Coin are simply glad enough of its existence not to look a gift Gundark in the mouth by asking.

The conversion value of the Cartel Coin varies slightly from system to system, but is generally accepted to be **about 1000 credits to every Cartel Coin**. Vascillations can occur between 0-20% of this value, so it is recommended to check local commerce guilds for the current conversion when on a planet that deals in Cartel Coins. However, due to their covert and unsavory nature, even the possession of a single Cartel Coin on a Republic-controlled world is punishable by a swift fine, or even prison time, and assuredly seizure of illicit assets. Even within fringer space, owning a large number of Cartel Coins is a quick way to become the target of pirates, slavers – or worse.

THE HOLONET

The HoloNet, also spelled Holonet, is the galactic communications grid that was developed many

generations ago by the Galactic Republic, and is used and maintained by the Republic for general communications and commerce throughout the galaxy. The HoloNet was is near-instantaneous communications network commissioned by the Galactic Senate to provide a free flow of hologram communication and information exchange among member worlds. It vastly sped up galactic communications, which had previously depended on more circuitous subspace transmissions or relays. The HoloNet is free and open to all beings.

When accessing the HoloNet, a message is first broadcast from a planet, a vessel in hyperspace, or from another point of origin; from there, it is then routed from the point of origin's transmitter through potentially millions of hyperwave transceivers suspended in hyperspace to a HoloNet relay, where it is sorted, identified and logged by the relay's computer, and then routed further via appropriate transceivers to its destination. The transceivers themselves transfer information across the galaxy through s-threads. This enables data to be sent and received at faster-than-light speeds, ensuring near-instantaneous communication from one end of the galaxy to the other, by routing information from origin, to transceiver, to HoloNet relay, to transceiver network yet again, and finally to its destination.

It should also be noted that information transmitted via the HoloNet is nearly impossible to infiltrate or corrupt, thanks to the s-thread's incredibly narrow hyperspace dimensions. The only way to do so is to attach a listening device to the sender's equipment, the relay station, or at the destination itself.

The HoloNet system at its founding was an extremely costly expenditure, both for transceiver placement/maintenance (funded by the government) and for consumer HoloNet equipment.

However, it was quickly became one of the major methods of communication in the galaxy, easily recouping its initial costs.

Created thanks to the Galactic Senate's efforts many hundreds of years ago, the HoloNet quickly expanded throughout the galaxy, ending up with at least one emitter/receiver device located on virtually every planet of the Galactic Republic.^[5]

One notable function of the HoloNet is the HoloNet News, or HNN. The HNN is an impartial agency designed to freely spread news and current events to every corner of the galaxy.

THE GALACTIC TRADE NETWORK

The galactic standard for buying or selling goods throughout charted space, the Galactic Trade Network (commonly abbreviated as GTN or GTM) is a virtual auction house with servers throughout the Core Worlds, and accessible via Holonet terminal nearly anywhere there is a medium-to-large population center.

Any galactic citizen is able to create an account and either buy or sell their goods from virtually anywhere in the galaxy. The GTN handles the transfer of credits via linked bank account, and the goods themselves once purchased are sent via registered courier to their destination. Items on the GTN can be purchased either from vendors, or from private sellers vendors generally offer more standardized prices, as well as a lowered risk of fraud. Buying from a private seller, by comparison, brings the chance of lower prices, but also puts both parties at greater risk.

The Galactic Trade Network connects buyers and sellers throughout the galaxy using a virtual storefront that lets you purchase and put up for sale items crafted and collected throughout your adventure. Every item on the Galactic Trade Network comes from other players, ranging from new equipment to crafting materials and



consumables. It's a great place to make money, but keep in mind that the Galactic Trade Network requires a deposit for items placed on sale and takes a small commission on everything you sell. Once an item is sold, the Galactic Trade Network holds the Credits for an hour before the seller can collect.^[1]

Note: Credits make the galaxy go round, and the Galactic Trade Network is at the heart of the galactic economy. Always consider selling good-quality items that you can't use on the market to other players before selling to a vendor. You'll often earn more Credits for the sale (even with the commission), which can in turn be used to purchase items that you and your crew need.^[1]

Access to the Galactic Trade Network can be made through Galactic Market Kiosks stationed in various spaceports and colonies. Such kiosks can be found in most populated regions.^[1]

Buyer Interface

The Galactic Trade Network uses a standardized search interface to input query terms and filter results:

Category

Specify the item type you're searching for. Select a category in order to search the Galactic Trade Network.

Subcategory

Further specify the item type you're searching for. For example, the subcategories under the Armor category consist of Light Armor, Medium Armor, and Heavy Armor. You must select a subcategory when one is available.

Quality

Specify the minimum overall quality, of the items you are searching for. For example, selecting Mint searches for items of at least Mint quality.

Cost Range

Specify the minimum/maximum number of credits you're willing to spend.

Name Filter

Only displays items whose names contain the specified name filter.

Seller Interface

Duration

Specify the number of days your item will appear on the Galactic Trade Network. Longer durations require a larger deposit. If an item does not sell in the specified time period, you will be notified via HoloNet message.

Buyout Price

Specify the number of credits other buyers must dish out in order to purchase your items.

Deposit

Your deposit changes depending on the duration of your sale, as well as the asking price. Your deposit is refunded when the auctioned item sells or expires.

Deposits also include a commission on items sold that is non-negotiable. The commission is automatically deducted by the system from all purchases.

Table 13-1: GTN Deposits

Duration	Deposit	Commission
Two days	15%	3%
Five days (one galactic week)	17%	4%
Two weeks	20%	5%

Prices

Prices on the GTN are set by three things – the base cost of the item being sold, the number of similar items available, and the item's rarity. A rare collectible blaster pistol, for instance, might see a 200% markup on its initial cost, reflecting its scarcity and value to collectors. However, if a group of those same blasters were suddenly offered by multiple sellers – flooding the market – the amount a seller might be able to get for it could drop to as little as 50%.

When buying or selling on the GTN, players will need to roll to determine the current demand of similar items in order to find a fair market price. As the GTN represents a galaxy-wide commerce platform, supply and demand for items is not influenced by local circumstances, but only by competitive pricing.

Selling

Selling on the GTN consists of estimating an item's market demand and value, setting a price, creating a listing, and waiting for a buyer. The higher the set price, the harder it becomes to find a buyer for one's goods. Conversely, the lower the set price, the better the chance of selling.

A note about prices: It is recommended that for higher priced items (greater than 10,000-20,000 credits, vehicles, starships, and bulk or wholesale items, that the gamemaster use the wholesale pricing tables where possible. These tables represent the slimmer profit margins used on more expensive or bulk items, in which a seller can not reasonably be talked down to a 50% price point, nor is a buyer willing to negotiate up to a 200% increase per accepted prices, or in which prices are already at or near the lowest they can conceivably be, as with wholesale items.

Table 13-2: Listing Supply and Demand

Die Result	Supply/Demand	Safe Market Value
1	Extreme scarcity/high demand	200%
2	Slight scarcity/slight demand	120%
3	Neutral	100%
4	Slight saturation/moderately low demand	70%
5	Heavy saturation/low demand	60%
6	Full saturation/extremely low demand	50%

Table 13-3: Listing Supply and Demand (Wholesale)

Die Result	Supply/Demand	Safe Market Value
1	Extreme scarcity/high demand	130%
2	Slight scarcity/slight demand	115%
3	Neutral	100%
4	Slight saturation/moderately low demand	90%
5	Heavy saturation/low demand	85%
6	Full saturation/extremely low demand	80%

Table 13-4: Availability Price Modifiers

Availability	Safe Market Value Modifier
1	80%
2	100%
3	150%
4	200%

Other Availabilities

While things like equipment and weapons have Availabilities, other things like starships and vehicles do not. However, these can be inferred based on the ship or vehicle type for the purposes of finding a listing on the GTN. Refer to the following chart to determine a starship or vehicle's approximate Availability for this purpose:

Table 13-5: Starship/Vehicle Availability Approximation

Starship/Vehicle Type	Availability	Modifiers
Freighter/transport/personal vehicle	1	
General/nonmilitary	2	
Luxury	3	
Military	3 or 4	All military gear is R or X
Unique, or "Not available for sale"	4*	* defaults to 6 for checks

Fees, Restricted, or Illegal

Some items have restrictions on how and where they can be sold. Fees are commonly attached to

the sale of items that either the Republic or the Empire have designated as controlled. The fee or permit amount must be paid in full at time of purchase, or the sale is void. Restricted or illegal items are not allowed for sale on the GTN. Items of this nature that are listed are immediately removed and the user flagged by the system for investigation, often carried out by the local militia or police force. Though the GTN takes a hardline stance on such restricted items, inquiring individuals are quietly directed to the infamous black or Cartel Market, where no permits or fees are collected, and no such restrictions apply.

The following item codes are commonly encountered:

F (Fee): A special fee or permit of some kind is required to purchase the item. This fee generally runs from five to 50 percent of the cost of the item, and averages around 10 percent. Even if only a special fee is required, a record of the transaction is still often filed with the authorities so that they can keep track of who owns such items. Characters can keep their names off the records by purchasing the items through the black market. This is important if the goods are ultimately destined to go to the Empire; it would be unfortunate, for instance, if the Republic traced a load of hunting blasters found at a captured Imperial base back to the traders.

Hunting weapons and most armor requires a fee and a permit on many Republic and Imperial-dominated worlds.

R (Restricted): Restricted items may not be sold or purchased without local, Republic, or Imperial license. In order to obtain such a license, the petitioner must usually undergo a background check and perhaps pay a high fee (100 percent of the item's cost or higher). The background check and any fees, of course, are avoided by using the black market or Cartel Market.

Most weapons useful in combat, blaster pistols, blaster carbines, ship-mounted weapons, grenades, and so forth, are restricted.

X (Illegal): It is illegal to possess the item. Possession may violate local law, Imperial law, or both. Illegal goods are available *only* through the black market.

Thermal detonators, Republic trooper armor, spice, anti-Imperial holos, assorted types of military hardware, Sith or Jedi artifacts, and so forth, are all illegal.

In Republic-occupied territory, this can be the grounds for immediate arrest, as well as search-and-seizure of property.

In many Imperial-held areas, possession of an illegal item (such as military hardware) is often met with severe punishment, on the spot. In-the-field execution is within Imperial Customs' purview. ^[43:22]

Torvin wishes to place his set of bounty hunter armor on the GTN for sale. The armor's base cost used is 11,000 credits. Torvin's player rolls 1D to determine the current demand for similar items on the Supply and Demand Price table. He gets a 4, meaning the market is partially saturated and demand is slightly low, putting the best value he can get at 70%. However, the armor's Availability is 3, meaning he can safely ask for 150% of the base cost due to rarity. Doing the math, Torvin's player finds a good value for the armor is 11,500 credits. Torvin places a listing on the GTN for 12,000 credits, or 104% of the safe market value.

Every 24 hours, Torvin's player may roll to see if he has a prospective buyer. He rolls 1D and checks it against the sale chart:

Table 13-6: Listing Search Table

Set price is % of safe market value	Roll must be ≥ to:
0-50%	1
51-75%	2
76-100%	3
101-120%	4
121-150%	5
150-200%	6

For the first two days, he gets a 3 (75-100% range), and a 2 (51-75% range), meaning there are no takers for his listing. On the third day, however, he rolls a 4 (101-120% range), right in the range for his listing price (104%). He has found a buyer. If Torvin had not found a buyer, he could also select the option to lower his price, which would make him more likely to make a sale.

At this point, as the seller, Torvin has the option to haggle over price with his buyer (were he the buyer, he would have to request this option, and the seller would have the right to decline). Should the character choose to haggle, they would do so using their respective *bargain* skills as defined in the core rulebook. The two characters would make opposed rolls and check the standard Negotiations chart on page 50 of the *Star Wars Roleplaying Game Core Rulebook, Revised, Expanded and Updated*:

Table 13-7: Bargaining Result ^[17:50]

Seller Beats Buyer By:	Price Modifier
3-5	+10%
6-10	+25%

11-15	+50%
16-20	+100%
21+	+200%

If the seller and buyers' rolls are within two of each other, the price is unaffected.

Buyer Beats Seller By:	Price Multiplier
3-5	-10%
6-10	-15%
11-15	-25%
16-20	-35%
21+	-50%

For wholesale prices, use the following table from page 17 of *Galaxy Guide 6: Tramp Freighters (Second Edition)*:

Table 13-7: Bargaining Result Wholesale ^[43:17]

Seller Beats Buyer By:	Price Multiplier
3-5	+2%
6-10	+4%
11-15	+6%
16-20	+8%
21+	+10%

If the seller and buyers' rolls are within two of each other, the price is unaffected.

Buyer Beats Seller By:	Price Multiplier
2-4	-2%
5-8	-4%
9-12	-6%
13-16	-8%
20+	-10%

Buying

Searching by Price

Later on, Torvin decides he would like to buy a shiny new blaster pistol. He has his eye on a rare model – a custom hold-out, with an Availability of 3 and a base cost of 2,000 credits.

First, Torvin's player needs to check if the item he wants is even offered on the GTN. To do so, his player rolls 1D and checks it against the item's Availability code. If the die roll *meets or exceeds the item's Availability*, a listing exists. Otherwise, no such item is available. Note that modified or custom items are always considered +1 Availability compared to their common counterparts. Unique items such as a famous bounty hunter's armor - if the gamemaster decides such an item even has a reason to exist on the market – are normally considered a 4 on the Availability scale. However, for checks on the GTN, these unique items require a 6 on the Availability check (see Listing Search table). Note that this does not mean the item itself has an Availability of 6 (which does not exist), but

that the item is so unique that it has the lowest chance of being discovered on the Network.

In this case, Torvin's player rolls 1D for availability and gets a 3 – equal to the Availability of the blaster he wants. This indicates a successful search.

Torvin's player now rolls on the Listing Supply and Demand table to check the current market listings for his blaster. He gets a 2, indicating slight scarcity and raised demand – he can expect to pay up to 120% of the item's base value currently due to fewer such listings. However, the item he's looking for also has an Availability of 3, meaning he can expect to pay another 150% on top of that. Torvin's player calculates that a current Safe Market Value for the blaster is 3,600 credits. It's spacelane robbery, but that's the way the market goes.

Torvin's player decides to see if he can find a listing of the item for 75% of the safe market value, or 2,700 credits. He rolls, and gets a 4 – no luck. Torvin ups his price range to 101% and searches again. This time, he rolls a 2 – he's found a listing for 3,636!

Note: Because the act of a player selling an item involves a nearly infinite amount of hypothetical NPC buyers, while the act of buying involves a nearly infinite amount of hypothetical NPC sellers, a selling PC may only roll once per day to find a buyer, representing the finite amount of people interested in that specific item at that specific price point. However, since a PC is allowed to change the price point of their search, the PC may roll **once per day per search range** – for example, if, as in the case above, the PC finds no listings for their target price of 75% on the current GTN, they might find they have more luck in the 101-120% or 121-150% range, and roll again. If the PC then finds no seller in that specific range though, they may not roll again for that range until the next day. This prevents rolling and re-rolling until the player finds the price they wish, which would undermine the system.

Searching by Item

Conversely, a prospective buyer may wish to simply attempt to buy an item regardless of price. In this case, the buyer would roll 1D and check it against the Listing Supply and Demand table. The result – if the item is found to be listed by rolling against the Availability code – is the lowest price available for the specified item.

For example, Torvin wishes to purchase his coveted blaster at any cost. His player rolls 1D and checks it against the Listing Supply and Demand

table: he gets a 2, indicating slight scarcity. Therefore the best listing Torvin can find for his blaster is 120% of established cost. With the base cost of 2,000 credits and an Availability of 3 (150%), the best price Torvin can find today is 3,600 credits.

Note: The slight differences in pricing between searching by item and searching by cost are considered acceptable fluctuations in a standard commerce environment. Inquisitive players may simply be reminded that the listings change from minute to minute, and this is expected behavior.

Shipment of Items

Once a transaction is complete, the responsibility lies on the seller to see to it that the item reaches its destination. The buyer provides a target location, from which shipping costs are determined.

Table 13-8: Shipping Costs (Per Item)

Item Size	Cost per Day of Transit (at x1 speeds)	Flat Rate*
Tiny	5 credits	25 credits
Small/Personal (carryable)	10 credits	50 credits
Small shipping crate (case of blasters)	50 credits	250 credits
Medium shipping crate (power generator)	100 credits	500 credits
Large shipping crate (landspeeder, bantha)	500 credits	2,000 credits
Small starfighter	1,000 credits	10,000 credits
Space transport or larger	Must be flown, charter pilot rates apply	-

Conversely, characters dealing in bulk cargo may wish to send their shipment by the ton. Bulk shipping is less careful and is generally not intended for small, delicate or valuable objects, for several reasons. First, small items tend to get lost in transit – either due to poor oversight procedures, or sticky fingers on the part of the loading crew. And second, bulk cargo is handled differently from personal items – the cargo tends to take more of a beating, and it is generally accepted that such cargo is shipping in protected bulk containers intended to absorb shock and defend against gravitic stress and vacuum.

Bulk cargo is generally shipped at a rate of *10 credits per ton per day*. For quick reference, the gamemaster may determine the shipping time in days by rolling 2D. Note that this rough

measurement is based on how fast a reasonably swift ship can navigate hyperspace.

Travel time includes loading and unloading time (each calculated at one day, regardless of how long it actually takes).^[44:6]

Cargo Priority

As part of the purchasing process, the buyer may choose to have their merchandise delivered at faster than normal rates. If there is a question as to what an NPC buyer wants, the gamemaster may roll 1D: 1-2, low priority; 3-4 standard priority; 5-6, high priority.^[144:7]

Low-Priority

The low-priority shipping option means that the customer is willing to wait twice as long as the standard expected delivery time before asking for a refund. The price for low-priority shipping is only 60% of the shipping rate.

High-Priority

This option means that the customer pays more for faster delivery. The price for high-priority shipping is 150% of the shipping rate for delivery in only three-quarters the standard time (which can be accomplished with a faster-than-average hyperdrive).

Overdue Shipments

In the event that a shipment is late, the customer can ask for a 10% discount off the total delivery charge for every day by which the shipment missed its delivery date.. If the discount exceeds 100%, the shipping vessel can be accused of piracy!^[44:7]

THE BLACK MARKET

The black market is an illegal economic system outside of the normal galactic economy. Almost anything – weapons, spice, food, “contraband entertainment” – can be purchased or sold through these illicit channels. The goods and services available through the black market range from the mildly illegal (bootleg holos) to dangerous (Jedi or Sith artifacts) to the morally repulsive (Twi’lek slave girls).

Virtually every planet in the galaxy has some kind of black market, and in the Outer Rim Territories, these underground networks tend to thrive, since there are usually people willing to buy goods which are unavailable through normal channels. On Imperial planets, the black market may be a highly-efficient system offering all of the

goods described above, and more. On repressive or deeply-religious planets, simple mind-altering substances such as alcohol or stimpills may be available only through the black market. On some planets, it may be illegal to trade in animal skins; there they would only be available through the black market.

A good does not necessarily have to be illegal or restricted to be sold in the black market, either. People buy and sell through the black market sometimes simply to avoid paying taxes or to avoid having to notify the authorities that one has purchased a certain good.^[43:19]

Table 13-9: Base Sell/Buy Price for Black Market Goods^[43:91]

Item's Status	Marketer's Selling Price*	Marketer's Purchasing Price*
Legal	x2	x0.5
Fee	x3	x1.5
Restricted	x4	x2
Illegal	x5	x2.5

Contacting the Black Market

Black-marketing is inherently illegal; there is no sign posted saying “this way to the black market.” Some kind of contact must be made with someone who is involved ewith the network, and after this contact and a “routine check of references” by the marketeers, it is possible the traders may be allowed to access the operation. Often After players have made a contact on a planet, they will know who to talk to in the future and should have no further troubles, but the first contact can be figgicult and risky. Elements of the black market can almost always be found in and around a spaceport: purchasing agents, shippers, and warehouse managers form an essential link in the underground economy, buying, selling, storing and transporting the contraband goods. In fact, the local customs agents may be intimately involved, as well.^[43:19]

If a player character merely asks politely at the local spacer’s bar, he’s likely to find someone with the right connections (for a small fee, of course). As long as the player characters don’t give the impression that they are informing for the Empire/Republic/local law enforcement agency, they should be fine. (If not, well... the situation will probably become fairly hostile, fairly quickly.)^[43:19]

If a trader wishes to get in contact with the local black market, his player should describe what he is doing: who he is talking to, how he is phrasing his questions, and so forth. If the approach is at all reasonable, the player should attempt to make a

streetwise roll with the difficulty based on the “Black Market Contact Table.” Each roll represents about a day’s worth of searching. Every day the player character searches unsuccessfully for a black market contact, the difficulty of the task increases by one step. ^[43:19]

Table 13-10: Black Market Contact Table ^[43:93]

Population of World	Base Difficulty
Large	Very Easy
Considerable	Easy
Average	Difficult
Small	Very Difficult
Tiny	Heroic

Conditions	Difficulty Modifiers
Light/no Imperial or Republic presence	-2
Standard Imperial or Republic presence	0
Heavy Imperial or Republic presence	+2
Loose/corrupt planetary gov’t	-2
Standard gov’t	0
Repressive gov’t	+2

A further complication may often present itself during a trader’s search, as failure on three of more *streetwise* rolls can mean either the trader was unable to find anyone at all, or perhaps the trader has brought himself to the attention of the local, Imperial, or Republic authorities. Or worse, individuals within the black market itself may become suspicious of a potential informer or undercover operative, and attempt to eliminate them. ^[43:19]

It is also entirely possible that an Imperial or Republic agent or local law official *is* the black market contact on the planet. A trader may find himself “taken in for questioning,” but when brought before the officer, the only question asked is, “what are you looking for, bub, and how much you willing to pay?” This is risky, of course: the official may simply be lying in hoping to get the trader to implicate himself further. On the other hand, he may be genuine. ^[43:19]

Once contact is made with a local element of the black market network, there are two levels that prospective traders can interact with. The first is the local or system level: goods bought and sold by people on- or near-planet, based on local inventory – this is the most common, and has the lowest chance of reprisal or discovery. The second is access to the Cartel Market – the shadowy, galaxy-wide illegal counterpart to the Galactic Trade Network. Once a trader has gained the confidence of the local networked cartel agent – a specialty position, as not all black-marketeers are even aware of the Cartel Network – they may purchase (for a

nominal fee – usually several thousand credits... or however much the agent wishes to charge) an encrypted access code to the Network which will allow them to access it from any HoloNet or GTN station.

THE CARTEL MARKET

The cartel market is the dark, seedy underbelly of the Old Republic galaxy. If the GTN is the clean, ordered, safe avenue for buying and selling, the Cartel Market – an organized, structured, and far-reaching permutation of the local black markets – is the vicious, lawless paradise where anything goes.

The market exists within a sort of “netherspace” between the galaxy’s interlinked communications network. With tendrils into the interstellar HoloNet grid, the decentralized Cartel Market servers run parallel to the Galactic Trade Network interlink lines, occasionally piggybacking on their infrastructure but always remaining just out of reach from authorities. Cartel Market processing cells are designed to shut down and disappear when tampered with, only to pop up somewhere else within hours or days. In this manner, the Network is a constantly-fluctuating service always on the edge of being discovered, but never cleanly grasped. One main reason for this that neither the Republic nor the Empire will admit is that they both rely on the powerful network. While the two governments publicly denounce the criminal activities that take place outside of their purview, a smart ruling body knows there is a time and a place for illicit transactions, and they are far better off monitoring and containing such activity than suppressing it and forcing the trade network even further underground.

Buying and Selling on the Cartel Market

Once access to the Cartel Market has been granted, the process for buying and selling is much the same as on the Galactic Trade Network. When an item is listed, market price must be estimated and a competitive price selected, with the assumption that vendors or individuals are free to charge absolutely exorbitant prices for the more rare and illicit goods. As with standard black market goods, prices should be checked against the Black Market Buy/Sell Chart.

Shipment of Cartel Market Items

Much as with GTN items, once a transaction on the Cartel Market is complete, sellers must find a way to ship the items. The major difference is that finding traders and smugglers willing to run illicit goods can be a daunting exercise, and many black market dealers have a trusted list of pilots they are willing to work with. The chance of discovery – or, worse, piracy – is much higher with black market items, so finding the right pilot is key... and, potentially, a fantastic adventure hook.

When attempting to locate a smuggler to ship details, use the standard chart for contacting the black market. For shipping rates, refer to the per-item shipping rates, with the added modifier of standard black market price inflation. The one exception to this is legal items purchased from the black or Cartel Market, simply for convenience. Instead of the 2x price modifier, the shipping rates for such items would be the standard amount. However, the buyer must occasionally purchase a forged bill of sale (50-500 credits) to avoid unwanted suspicion.

GAMBLING

Games of chance have helped grease the servos of polite (and not so polite) society for as long as the galaxy can remember. The opportunity to win – or lose – a fortune in one fell swoop is an appealing prospect, and such games have a history of attracting both the galaxy's elite and its dregs. A gambler looking for a good time shouldn't have to search much further than his local cantina to find an evening of fun, but the thrill can be deceptively – while in Republic-controlled, peaceful systems, gambling is often seen as a harmless lark, in the more lawless reaches of the Outer Rim or within the Seat of the Empire, winning or losing can have dire – and often permanent – consequences.

The most commonly played games of chance to be found throughout the galaxy are sabacc, pazaak, and dejarik holochess.

Gamemaster Note: For each of the games listed, there is a *basic* version and an *advanced* version for their rules as they apply to the roleplaying game. The basic version reduces the games to a simple dice roll, and is intended for light play or when the players do not wish to engage with a deeper mechanic. The advanced version attempts to reproduce the rules of the game being played more closely, and is recommended when the game is integral to the adventure, or for opportunities where more roleplaying is desired and would be influenced by a more strategic interaction over the

gaming table. It is also important to note that any such system that attempts to reproduce the actual play-by-play environment of a game will by necessity rely more on the skill of the player and not the character; therefore, players of characters with high *gambling* skills may find a statistical advantage to limiting the games to basic opposed rolls.

However, this is a *Star Wars* roleplaying game, not a *gambling* roleplaying game – keep it light, fast, and fun, and don't ever go more in-depth than your players wish!



Sabacc

The game of sabacc is the most popular game of chance in the galaxy. Sabacc tables can be found in the most expensive luxury casinos, or dangerous hole-in-the-wall establishments, and anywhere else.

Sabacc is played with a deck of 76 cards, controlled by a dealer and including any number of players. There are four suits in the deck; *sabers*, *staves*, *flasks*, and *coins*. Each suit consists of eleven numbered cards (marked 1-11) and four ranked cards: the *Commander*, the *Mistress*, the *Master* and the *Ace* (numbered 12-15). There are also sixteen face cards (two each of eight different cards), with special names, symbols and values. The cards are as follows: *The Idiot* (0), *The Queen of Air and Darkness* (-2), *Endurance* (-8), *Balance* (-11), *Demise* (-13), *Moderation* (-15), *The Evil One* (-15), and *The Star* (-17).

Through several rounds of betting, players exchange cards in their hand for cards in the deck, attempting to get the better hand. Cards can be "locked" by placing them face-up on the table, while cards that remain unlocked must be discarded and replaced with new cards from the dealer.

Sabacc is played in both hands and games (a game can have many hands). The object of sabacc is to have the highest total which is less than or equal to 23. A total which is more than 23, less than negative 23, or equal to zero is a bomb out. Each player is dealt two cards to start and must always have at least two cards in his hand.

Sabacc has two different pots. The first pot is called the hand pot, the second is the sabacc pot.

With sabacc hands, a player wins if everyone else folds or if he shows the highest card total less than 23. If two or more players tie, they participate in a sudden demise – each player is dealt one card from the deck which must be added to their total. The best hand after this deal takes the hand pot. If there is a tie, the pot is split.

There are two ways to win the sabacc pot. The first, when a player has a total of exactly twenty-three, is called a pure sabacc. The second is an *idiot's array*, which means the player has an *Idiot* face card (0), and a two value card and a three value card – literally twenty-three! At most tables, an *idiot's array* beats a pure sabacc. The game is over when the sabacc pot has been won.

Some players have been known to cheat by hiding, marking, or misidentifying cards. Of course, being caught cheating is a good way to end up on the wrong end of a blaster...^[17:52]

Some variations of sabacc which have started to gain in popularity use electronic card-chips instead of paper or polymer cards, and substitute the discarding and dealing of cards with electronically changing the card's face value. Instead of locking cards face up, they are instead placed in a special interference field on the table to prevent the dealer from cycling their values. This version of "random sabacc" also includes the risky element of cards changing their values at any time, even after a winning hand is declared, and is rapidly gaining favor in the more competitive casinos of Nar Shaddaa and throughout the Outer Rim. In these cases, cheating is accomplished with a special card, or "skifter," that can be altered to show whatever value the cheater wishes.

Sabacc Decks:

Sabacc decks	Cost	Availability
Basic sabacc deck	5	1
Electronic sabacc deck	50	2
skifter	300	3, X

Using Sabacc in a Game

Basic

One player must have a sabacc deck to play.

Before every hand each player adds their ante to the hand pot, which goes to the winner of the hand.



An identical ante is also added to the sabacc pot. Common antes are 5, 10, 50, or even 500 credits. When a player bombs out or folds they are required to pay an additional ante to the sabacc pot. Winning the sabacc pot is commonly seen as the end of the game.

For the simplistic application of sabacc, have each character at the table roll their *gambling* skill; the player with the highest total wins the hand and the hand pot.

To win the far more lucrative sabacc pot, the gamemaster may choose to reward it to a player who rolls *at least 15+ higher* than the next-lowest player, or to the highest-rolling player showing a 6 on the wild die.

Advanced

One player must have a sabacc deck to play.

Before every hand each player adds their ante to the hand pot, which goes to the winner of the hand. An identical ante is also added to the sabacc pot. Common antes are 5, 10, 50, or even 500 credits. When a player bombs out or folds they are required to pay an additional ante to the sabacc pot. Winning the sabacc pot is commonly seen as the end of the game.

Each player privately rolls 4D to represent the cards they are dealt. This reflects the quality of their initial hand. They may then "lock" cards (dice) by placing them in the open.

A round of betting ensues. This begins with the player to the left of the dealer, or in some variations of sabacc, the player showing the highest "cards" (dice). Betting proceeds clockwise around the sabacc table, and each player has the following opportunities: he may fold (leave the hand), check (decline to wager, so long as no one has bet), bet

(so long as no one has bet), call (match the previous bet), or raise (increase the bet). If the bet is increased, each player who has previously bet must now make up the new difference, or fold. When all players check, the round ends. If a bet is made, all players must call before the round ends.

Each player now privately re-rolls all dice not locked on the table; this represents the dealing of new cards, or in the case of random sabacc, the electronic shuffling of card values.

Each player also privately rolls their *gambling* skill. Their total is the sum of their locked dice, their private re-rolled dice, and their *gambling* total.

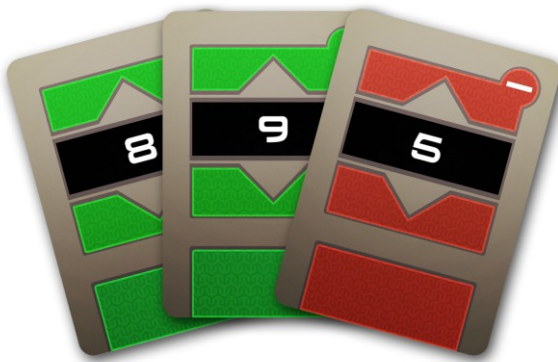
A second round of betting ensues. When all players either check or call, the hand ends and the dice totals are revealed.

As with basic sabacc, the player with the highest total wins the hand and the hand pot.

Again, to win the far more lucrative sabacc pot, the gamemaster may choose to reward it to a player who rolls *at least 15+ higher* than the next-lowest player, or to the highest-rolling player showing a 6 on the wild die.

In both versions of sabacc, cheating is accomplished by having each player in the game make an opposed *gambling* roll. Each player who rolls higher than the cheater notices the act. In random sabacc, a skifter adds +10 to cheating attempts.

In either case, the gamemaster should encourage the cheater to elaborate on exactly *how* they are cheating; doing so may lead to other interesting or related rolls, such as *hide*, *Perception*, *con*, or the like. This is an excellent opportunity for roleplaying.



Pazaak

The forerunner of the modern card game of sabacc, pazaak (pronounced *pa-ZOK*) is a popular two-person card game that has been around for at

least 300 years, reaching its peak popularity during the height of the Jedi Civil War. Though once the galaxy's top game of chance, the game has since slipped out of favor somewhat, largely due to an inevitable bust of its consumable, collectible nature. However, while pazaak is no longer the hot ticket item it used to be, it is still a reasonably popular game which can commonly be seen played in many cantinas, casinos, and back alleys throughout the galaxy. Similarly, the collectible side deck cards – necessary to win in most competitive environments – can still be found at many vendors and specialty shops.

Pazaak is a popular card game using specialized decks of numbered cards, in which the goal is to reach 20 without going over, or at least come closer to it than the opponent. The player with the nearest sum to the number 20 wins the set, and the player who wins three sets wins the match. If in one set the scores of the two players are equal, the set is a tie and is not counted.^[5]

There are two different decks in pazaak: the Main (or "table") Deck (green cards), composed of 40 cards, with four of each card numbered 1-10. This deck is fixed and does not change. Each player also brings a Side Deck, which is comprised of special cards assembled by the players themselves and must have exactly ten cards. Side Deck cards include Plus cards (blue), Minus cards (red), Plus and Minus cards (blue and red), and Advanced cards (gold).

Main Deck cards are green cards with values ranging from 1 to 10 which comprise the player's total.

Plus Cards (+) are blue cards with values ranging from 1 to 6 which add to a player's total.

Minus Cards (-) are red cards with values ranging from -1 to -6 which subtract from a player's total.

Plus or Minus Cards (+/-) are essentially a combination of the two; the player can choose upon play whether he wants to add the number or subtract it from his total. These are the most expensive and highly valued cards. They also range from 1 to 6.

Advanced Cards include several special card types which have different effects or values:

- **+/-1 or 2:** allows the player to choose to either add or subtract 1 or 2 from their total
- **Flip 2&4:** flips (negative to positive or positive to negative) all instances of the numbers 2 and 4 on the table.
- **Flip 3&6:** flips (negative to positive or positive to negative) all instances of the numbers 3 and 6 on the table.
- **Double:** a rare card which doubles the value of the last-played card. For example, playing

after a 9 was played would change the value to 18.

- **Tiebreaker:** an extremely rare card that acts like a +/-1 card, but in the event of a tie, the player who played the tiebreaker card would win.

The Side Deck is often the key to victory, as without his hand, a player relies solely on luck to win the match. Therefore, a player would have to conserve his cards, as the four side deck cards would have to last him the entire match.

At the beginning of the game, each player randomly selects four cards from their Side Deck, making up their hand. Each player draws a card from the Main Deck, with the highest card determining who is the first player. This player then draws a card from the Main Deck and play it on the table, adding to their score. After that, the player may choose to either play a card down from their hand, or to end their turn. Only one hand card can be played per turn, and no more cards are ever drawn from the Side Deck.

When ending his turn, the player has two options:

End Turn: If the player ends their turn, they must draw a new card from the main deck at the start of the next turn. This is repeated until either they stand, go bust, fill the table, or their score is exactly 20.

Stand: If the player stands, they keep their current sum until the end of the set and do not play any other cards. The opponent, however, can still continue playing cards, unless he has chosen to stand as well. Getting a sum of 20 automatically causes a player to stand.

Once his turn is over, play moves to the next player, and their turn is played in the same manner. Play passes between the two players until someone wins the set.

The winner of the set is then first player for the next set. In the case of a tie, whoever was not first player for the tied set is the first player for the next set.^[5]

The player who wins three sets wins the match, and the wager.

Using Pazaak in a Game

Basic

Each player must have a Side Deck to play, and one player must have a Main Deck. Players may also have any number of Side Deck cards, but this is optional.



One *gambling* roll is used for the entire match. If players would instead like to play each set individually, the gamemaster may perform one roll per set, or use the advanced rules.

The starting player makes a wager, to which the opponent must agree. Common wagers are 5, 10, 50, or even 500 credits.

The two players roll opposing *gambling* skills. Each player may declare and add the modifier from their Side Deck, as well as add the modifier from one card from their Side Deck, but each unique card may only be played once per match.

Side Decks add a passive bonus, but players may choose not to play side deck cards. Modifiers *must* be declared and played before both players' results are revealed.

The winning player wins the set, and the winner of three sets wins the match. A tie is not counted.

Advanced

As with the basic rules, each player must have a Side Deck to play, and one player must have a Main Deck. Players may also have any number of Side Deck cards, but this is optional.

The starting player makes a wager, to which the opponent must agree. Common wagers are 5, 10, 50, or even 500 credits.

Each player publicly rolls 4D, attempting to get as close to 20 as possible without going over. This represents the quality of their cards. Each player may declare and add the modifier from their Side Deck, as well as play one card from their Side Deck, but each unique card may only be played once per match.

Optional: Each player may then also roll their *gambling* skill in private. They may elect to exchange any of the dice from this roll for dice from the card draw - obviously, the higher the *gambling*

skill, the more opportunities for a better total, but this adds complexity and the group should agree on this rule.

The player who comes closest to 20 without going over, *and with the least side deck modification, wins.*

Side Decks add a passive bonus, but players may choose not to play side deck cards. Modifiers *must* be declared and played before both players' results are revealed.

The winning player wins the set, and the winner of three sets wins the match. A tie is not counted.

Side Decks

For both the basic and advanced rules, a Side Deck is required to play. These side decks come in different rarities and qualities, and represent a player's abstract "pool" of Side Deck cards. The Side Decks have two effects, one for basic games and one for advanced games.

For basic games, the Side Decks simply add their *gambling* modifier to a player's total.

For advanced games, the Side Decks instead add their score modifier; a player may add or subtract the listed value from their hand total. For example, a player with an Advanced Side Deck, with a modifier of up to +/-4, may add or subtract up to 4 from their total. This allows them to come closer to the total than their opponent.

These decks are not meant to portray individual cards, but rather represent a player's personal "pool" of cards, and provide a passive bonus to gameplay. They do not need to be "played," but the amount of modification drawn from them must be declared before both players' results are revealed.

Side decks:

Deck Type	Score Modifier	Gambling Modifier	Cost	Availability
Beginner (very common)	up to +/-1	+1	100	1
Novice (common)	up to +/-2	+2	150	1
Average (uncommon)	up to +/-3	+1D	200	2
Advanced (rare)	up to +/-4	+1D+1	300	3
Professional (very rare)	up to +/-5	+1D+2	400	3
Elite (ultra rare)	up to +/-6	+2D	500	4

Side Deck Cards

Just as with Side Decks, for either the basic or advanced rules if the players wish for an extra-detailed game they may purchase and play individual pazaak cards. This is makes for in-depth game strategy, and is recommended only for detail-

oriented players, or adventures revolving specifically around gamblers.

As with the Side Decks, for basic rules, the Side Deck cards add their listed *gambling* modifier, while for advanced games they add their score modifier instead.

Optional: The gamemaster may decide that each player may only pre-select 4 cards from their side deck to form their hand before beginning the set, instead of having their entire pool available. This presents a more punishing and limited play environment.

Side Deck cards:

Card	Gambling Modifier	Cost	Availability
+/-1/2	+2	500	4
+/-1	+1	200	3
+/-2	+1	150	3
+/-3	+1	125	3
+/-4	+1	100	3
+/-5	+1	75	3
+/-6	+1	50	3
+1	+1	100	2
+2	-	75	1
+3	-	50	1
+4	-	25	1
+5	-	12	1
+6	-	5	1
-1	+1	100	2
-2	-	72	1
-3	-	50	1
-4	-	25	1
-5	-	12	1
-6	-	5	1
Flip 2&4	+2	150	3
Flip 3&6	+2	175	3
Double	+2	200	4
Tiebreaker	+2	300	4

A basic pazaak Main Deck, also needed for play, costs 10 credits.

Dejarik Holochess

Following sabacc, holochess is generally considered the galaxy's second most popular game. It is a favorite of spacers and aristocrats alike, and this diverse spectrum of players has also lead to a wide array of variations that have become popular within the many niches of society. Dejarik is the most well-known version: a brutal gladiatorial contest of chance and positioning.

Much like sabacc, the origins of holochess are a subject of much dispute. All agree that the game began at the time even before modern holographic technology, but no one seems to be able to pinpoint exactly where it began.



The Corellians insist that the game was invented by their ancient ocean explorers, and that as their early spaceships were under development, the game pieces were converted to holograms so that it could be played in zero-g. The Corellians say that the original game was much like Dejarik. Conversely, both the Alderaanians and the Coruscanti say that the game was invented by their respective palace guardsmen, to pass the time while on watch. They say that variants like Courier and Chambers are the game's most direct descendants.

Intriguingly, the Duro have a similar game, known as Lai Kyedts, which has been an important part of their culture long before the invention of the hyperdrive, and many scholars now believe that it was this game, not any game designed by humans, that was the true predecessor to modern holochess.

Holochess is usually played by two, through variations do exist for three and four players.

The holochess board is made up of a large circle about a half meter in diameter. The board is divided into three concentric circles, called orbits. The central circle is always white. The outer orbits are divided into twelve equal segments, known as rays, which are colored alternately black and white.

Dejarik is played with a set of eight pieces, each of which has unique movement, defensive and offensive capabilities. The players sit on opposite sides of the board, and each control four of the holographic combatants.

The traditional pieces, and their prospective ratings, are as follows:

There are two power pieces in a traditional Dejarik set, the *Mantellian Savrip* and the *Monnok*. Power pieces have high ratings in all three capabilities.

The *Savrip* has the ratings of Attack 6, Defense 6, Movement 2.

The *Monnok* has the ratings of Attack 6, Defense 5, Movement 3.

Besides this, there are two Mid pieces, the *Ghhhk* and the *Houjix*, which have mid-range ratings in all three capabilities.

The *Ghhhk* has the ratings of Attack 4, Defense 3, Movement 2.

The *Houjix* has the ratings of Attack 4, Defense 4, Movement 1.

After these, there are two Defensive pieces, the *Kintan Strider* and the *Ng'ok* which have high defense ratings and low attack ratings.

The *Strider* has the ratings of Attack 2, Defense 7, Movement 3.

The *Ng'ok* has the ratings of Attack 3, Defense 8, Movement 1.

Finally, there are two Offensive pieces, the *K'lor'slug* and the *Molator*, which have high attack ratings and low defense ratings.

The *K'lor'slug* has the ratings of Attack 7, Defense 3, Movement 2.

The *Molator* has the ratings of Attack 8, Defense 2, Movement 2.

Note: These are only the most common pieces, a wide variety of additional sets of pieces can be

purchased, with everything from starships to droids to mythical warriors to huttball personalities to current politicians. These new pieces may also come with different sets of capabilities.

The object of Dejarik is to destroy all the opponents pieces, before the opponent can destroy yours.

At the beginning of the game, the computer randomly divides the pieces between the players, and places them on opposites sides of the board, in the four spaces closest to the respective players.

Each game a player may have different pieces on his side, so it is important to know the capabilities of each playing piece.

After the pieces appear, the players decide who will have the first move, often by flipping a coin. After that, play proceeds as follows:

During each turn, a player is allowed to take two consecutive actions, which can be used to either move one of their pieces to a new space, or to attack an opponent's piece. (So, during a turn, a player may move a piece twice, or may attack two other pieces, or move and then attack, or attack and then move.) However a player *must* use both of their allotted actions each turn.

When moving a piece across the game board, the piece must be moved its full amount of spaces designated by its movement rating. For example, when moving the *Strider*, the player must move the piece 3 spaces, and may not move it only 2 or 1 in order to place it in a more favorable position. When moving, a piece may move to any space adjacent to its own .

either around the orbit or along the ray, but *cannot* move diagonally, or into a space occupied by another piece.

If a player has positioned one of his pieces adjacent to an opposing piece (assuming he has an action remaining in his turn), the player may declare an attack on that piece.

The results of the attack are calculated by the computer, using the piece's attack rating versus the opposing piece's defense rating. (Even though the battle results are decided randomly, the computer's calculations are based on the ratings of the pieces. Thus, the *Savrip* would have an even chance of against the *Ng'ok*, but a four to one advantage over the *Ghhhk*.) There are four possible outcomes to an attack, determined by the computer:

The player's piece may destroy his opponent's. This is appropriately known as a "kill". These kill sequences can be very graphic (except in children's versions), which realistic animations and sound effects. After this, the opponent's piece is removed

from the board, but the attack piece remains in its present space.

The player's piece may beat its opponent's piece by a very small margin. This results in a "push".

Strategically, pushing is one of the most important parts of the game. In a push, the attacker "pushes" his opponent's piece to any open adjacent space, either to block other pieces, to set the piece up for an easy kill, or to simply get it out of the way.

The opponent's piece may tie or beat the player's piece by a small margin. This is called a "counter push".

This works the same way as a push, except that the opponent is now pushing the attacking piece into an open adjacent space.

The opponent's piece may destroy the players piece. This is known as a "counter-kill", and can often change the strategy of the entire match.

To-The-Death: If each player only has one piece remaining on the board, a final confrontation occurs. The two pieces move to the center of the board, and battle To-The-Death. Each piece uses its highest rating (be it Attack or Defense) to determine the outcome. If the first round does not result in a kill, then the same process is repeated, until only one is left standing. This player has won the game.^[28]

Using Dejarik Holochess in a Game

Basic

For basic versions of Dejarik, all that is needed is a table. Tables by default supply the standard pieces; players must choose to bring advanced pieces on a datachip. The opponent must agree to allow these pieces onto the game board.

A wager is determined before the game, to which both players must agree.

The outcome of the game is determined by an opposed *gambling* roll. However, Dejarik is a unique game which requires much more skill than just bluffing; the gamemaster may choose to allow each player to also roll *either* their *tactics* or *con* skills to their *gambling* roll.

The player showing the highest roll wins the wager.^[28]

Advanced

The advanced form of Dejarik is played on a turn-by-turn basis according to the rules set out above, with the outcome of each attack decided by opposed dice rolls. The attacker rolls his piece's Attack rating in D versus the opposing piece's Defense rating. Refer to the chart below to determine the outcome of the attack.

For example, if the *K'lor'slug* (with an Attack of 7) attacked the *Houjix* (with a Defense of 4), then the *K'lor'slug* would roll 7D to attack and the *Houjix* would roll 4D to defend.^[28]

Table 14-1: Dejarik Outcomes

If	Then
Attack beats Defense by 7 or more	Kill
Attack beats Defense by 6 or less	Push
Tie	Counter push
Defense beats Attack by 6 or less	Counter push
Defense beats Attack by 7 or more	Counter kill

CHAPTER FOURTEEN: DROIDS



Salutations! I am TT-191, and it is my esteemed pleasure to give you a crash course in the modern state of synthetic intelligence.

Droids have been a prominent fixture of the galactic scene for many thousands of years, and in that time the design and manufacture of them has improved by leaps and bounds - both in advancement of technology, and in filling specific needs for the everyday lives of organics. Today, droids come in just about any shape, size, or function imaginable. From the lowly maintenance droid, to the massive walking combat droid, to the superintelligent administrator mainframe, droids are manufactured to fit every requirement of your busy life.

The general rule of the modern era is a widely-known axiom: if you need something, there's a droid for that.

C2-Series Factotum Droid

The C2-series ship droid represents the latest advances in both starship maintenance and personal service. Drawing from a vast library of technical readouts, blueprints, and manuals, the C2 can keep your starship in top-shape. C2-series droids are also programmed with advanced etiquette protocols which allow them to tend to each member of a ship's crew on an individual basis. This includes being able to prepare specialized meals to cater to a crewmember's particular tastes or dietary needs.

Some C2 models, including C2-N2, have been programmed with basic first aid and self-defense protocols. However, the effectiveness of these services has proven to be less-than-desired in field testing. Owners of a C2-series ship droid are



advised against bringing their droid with them when visiting potentially dangerous areas.^[4]

■ C2-Series Factotum Droid

Type: Okara Droid Company C2-series factotum droid

DEXTERITY 1D

KNOWLEDGE 3D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 2D

Armor repair 3D, blaster repair 3D, space transport repair 3D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and aural sensors – human range

- Vocabulator speech/sound system
- Move:** 8
Size: 1.7 meters tall
Cost: 3,000

- Vocabulator speech/sound system
- Move:** 8
Size: 1.7 meters tall
Cost: 5,000

C2-N2

C2-N2 is a starship droid that saw extensive use aboard a variety of vessels during the Cold War. As an auxiliary companion, he was primarily used for crafting purposes, though he also saw use in the field as a low-level medic. He was also known to defend his master in a melee using his fists, something generally not encountered with factotum droids.^[1]

■ C2-N2

Type: Okara Droid Company C2-series shipboard companion droid

DEXTERITY 1D
KNOWLEDGE 3D
MECHANICAL 1D
PERCEPTION 2D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Armor repair 3D, armor design 4D, blaster repair 3D, blaster engineering 4D, first aid 4D, space transport repair 5D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range



2V-Series Factotum Droid

The 2V-series of ship droids, like their comparable equivalent the C2-series, are factotum droids designed to handle a variety of shipboard tasks. Although the basic model is reasonably robust, the 2V-series can be upgraded with a more advanced sensor unit, as well as more efficient motors and operation cores. The 2V's have also been programmed with basic first aid protocols, allowing them to tend to minor wounds and injuries in the field.^[1]

■ 2V-Series Factotum Droid

Type: Okara Droid Company 2V-series factotum droid

DEXTERITY 1D
KNOWLEDGE 3D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D

TECHNICAL 3D

Space transport repair 3D+2, first aid 3D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range
- Vocabulator speech/sound system

Move: 8

Size: 1.5 meters tall

Cost: 4,000

2V-R8

"Hail to the Emperor! More importantly, hail to you, master!" -2V-R8

2V-R8 is an Imperial ship droid specializing in personal etiquette and starship upkeep. Programmed with extensive knowledge of Imperial starship design, 2V-R8 can perform advanced maintenance and upkeep, including everything from cleaning the ship's fuel injectors to dusting the crew's personal quarters. 2V-R8 is also designed to cater to the crew on an individual basis, attending to the personal preferences of each crewmember when possible.^[1]



■ **2V-R8**

Type: Okara Droid Company 2V-series shipboard companion droid

DEXTERITY 1D
KNOWLEDGE 3D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 3D

Space transports engineering 4D, space transport repair 5D, first aid 3D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and aural sensors – human range
- Vocabulary speech/sound system

Move: 8

Size: 1.5 meters tall

Cost: 5,000

- Two arms, three legs, head
- Two visual and aural sensors – 50 meter range
- Remote receiver (5,000 km range, with local back-up processor)
- Light armor (+1D to Strength to resist damage)
- Missile launcher (6D damage, range 2-10/15/25)

Move: 6

Size: 8 meters

Cost: 30,000

AR-Series Enforcer Droid

Initially commissioned by the Hutt Crime Cartel, the AR-34 Enforcer Droid is now in use by various mercenary and criminal groups in the galaxy.

The Hutt crime cartel commissioned the initial line of AR models with the goal of using them for security, but they earned the nickname ""Backbreakers"" because they're also commonly used as muscle when gangsters seek to ""collect"" on unpaid debts. Though the AR-34 Enforcer Droids are based on similar mechanical architecture to military droids, they are optimized for a completely different environment. The criminal underbellies of the Galaxy's city-worlds are where the AR-34's

excel. In place of the massive armament attached to standard military models, the AR line comes equipped with high-speed short-range blasters. Combined with their immense limb strength, this allows them to bust down reinforced doors and lay waste to an entire room in mere seconds.

Though the Enforcer's blasters are deadly, their greatest weapon is their cortosis-gri gauntlets which can pulverize most opponents in a single blow.

Additionally, the AR-34 line is engineered for enhanced mobility, faster acceleration and increased flexibility for pursuing their enemies if necessary. The AR-34 Enforcer's sensors are optimized for tracking quarry through industrial and mechanical environments.^[1]



Annihilation Droid XRR-3

The XRR annihilation droids were originally used to destroy civilizations during the period of the Infinite Empire. More recently, however, they were re-programmed to protect the Eternity Vault prison on Belsavis during the Cold War, intended to keep anything from getting in or out.

A competent and deadly combat droid, the XRR uses a sweeping attack to fling nearby enemies away. It can also fire a deadly missile swarm which functions as a powerful anti-personnel weapon. Additionally, it utilizes Storm-protocols which enabled it to assimilate enemy tactics and effectively defend itself against them.^[5]

■ **Annihilator Droid XRR**

Type: XRR-series defense droid

DEXTERITY 1D
 Missile weapons 4D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 7D

Brawling 9D

TECHNICAL 1D

Equipped With:

■ **AR-Series Enforcer Droid**

Type: Systech Corporation AR-series enforcer droid

DEXTERITY 2D
 Blaster 3D, dodge 3D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D

**STRENGTH 2D**

Brawling 6D

TECHNICAL 1D**Equipped With:**

- Two arms, three legs, central head
- Two visual and audial sensors – human range
- Cortosis-gri gauntlets (immune to lightsaber blades)
- 2 short range blasters (5D damage, range: 2-5/10/15)

Move: 6**Size:** 1.5 meters**Cost:** 4,000

3G9-Series Combat Analysis Droid

The Czerka-produced 3G9-series combat analysis droid started as the Czerka Corporation's answer to the Okara C2-series factotum model. Originally pitched simply as a personal assistant droid, the 3G9-series was quickly scooped up by Republic military interests and respec'd as a quick-to-manufacture combat and tactics droid for frontline defense.

Designed to supplement a squad leader's ground unit tactics and predict the outcome of enemy offensive strategies, the 3G9 quickly saw deployment in many battlefields across the Republic, earning the nickname "thinkers" by infantry soldiers. In addition, the 3G9s were also sought after by private corporate enterprises with a vested interest in protecting their holdings from the ravages of war, by using a series of 3G9s to predict offensives on both sides of the conflict in order to minimize their losses. The 3G9s were also occasionally known to be used for more unsavory purposes, such as predicting the outcomes of sporting events.

The success of the 3G9-series as a frontline-level tactics assistant quickly spurred the development

of the 3G11, which the Republic pursued to supplement general-scale conflict mapping that spanned multiple star systems. This turned out to be a horrendous failure, however, when the 3G11s were found to be incapable of correctly predicting the outcomes of system-scale engagements due to their inability to incorporate the "organic element" on a larger scale. Some 3G11s are rumored to still be on the market, and have been said to fetch heavy prices as collector's items.

■ 3G9-Series Combat Analysis Droid

Type: Modified Czerka Corporation 3G9-series combat analysis droid

DEXTERITY 1D**KNOWLEDGE 4D**

Tactics 8D

MECHANICAL 1D**PERCEPTION 1D****STRENGTH 1D****TECHNICAL 2D****Equipped With:**

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range
- Vocabulator speech/sound system
- Advanced combat tactical analysis processor

Move: 8**Size:** 1.7 meters tall**Cost:** 5,500

B-3G9

The defensive strategy rendered by B-3G9 in the First Battle of Bothawui is often cited as a primary reason for the Republic's victory in that grand conflict. Sent to its factory of origin for upgrades and maintenance as thanks for its service, Threepio was somehow caught in an administrative mix-up. By the time the Czerka factory discovered its mistake, the combat analysis droid had already undergone partial circuit remapping to conform to protocol-droid conventions. As a result, Threepio has become a war

strategist with a polite and self-effacing manner. While Threepio can no longer reach its former heights of tactical faculty, the droid is still quite deft with shield-to-power conversion calculations and starship defense management—though it does tend to fixate more over its faded glory than any recent accomplishments.^[4]



■ **B-3G9**

Type: Modified Czerka Corporation 3G9-series combat analysis droid
DEXTERITY 1D
KNOWLEDGE 4D
 Alien species 5D, tactics 6D+2, cultures 6D, languages 7D
MECHANICAL 1D
 Communications 4D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 2D
 Computer programming/repair 4D
Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range
- Vocabulator speech/sound system
- Advanced combat tactical analysis processor

Move: 8
Size: 1.7 meters tall
Cost: Estimated 11,000

MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 2D
Equipped With:

- Three legs, central body
- One photoreceptor
- Audio sensor - human range
- Internal comlink
- Acoustic signaler
- Small internal “cargo” area (1 kg)

Move: 4
Size: 1 meter
Cost: 1,100



BBA Mobile Supply Droid

The Duwani Mechanical Products BBA mobile supply droid is a curious case of a multipurpose droid that was redesigned as a much cheaper, single-purpose commercial model. The Duwani BBA started as a lower-cost version of the MZ-series maintenance droid, built on a smaller frame and utilizing cheaper

components. However, during construction, Duwani realized that it could not accommodate the lower price point and keep the MZ’s maintenance database, so the BBA was scaled down even further to eventually become a single-use assistant droid.

The BBAs are now in use throughout the galaxy in a variety of odd roles, from drink servers to information vendors. Without the machine upkeep abilities or repair functions of the MZ-series, the BBA is little more than a mobile doorstop or portable table. That doesn’t keep the feisty little droids from being proud of their station, however – the BBAs have come to be known for their fierce loyalty and artificial pride in spite of their apparent lack of purpose.

■ **BBA Mobile Supply Droid**

Type: Duwani Mechanical Products BBA Mobile Supply Droid
DEXTERITY 1D
KNOWLEDGE 1D



C8X-Series Tactical Droid

The C8X series tactical droids were designed by Systech and employed through the galaxy as defense or security droids. The C8X series would often work as teams of two to six in tightly-regulated units, and were designed to efficiently cover and patrol large areas of ground. They included mid-level melee and ranged combat abilities, but were found to be less effective in combat scenarios in teams of less than three.

C86 was a member of a team of droids deployed to the Juran Mountains of Alderaan, tasked with shutting down defenses of the Ulgo fortress. All his teammates were destroyed and C86 sought assistance from passersby in completing the mission and exacting revenge for his team.^[1]

■ C8X-Series Tactical Droid

Type: Systech Corporation C8X-series tactical droid

DEXTERITY 2D

Blaster 3D, blaster: blaster rifle 4D, melee parry 5D

KNOWLEDGE 1D

Tactics 4D+1

MECHANICAL 1D

PERCEPTION 1D

Search 3D+1

STRENGTH 1D

Brawling 6D+2

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and aural sensors – human range
- Vocabulator speech/sound system
- Tactical subprocessor
- Improved sensor package (+2 bonus to all search skill rolls)
- Short-range comlink for squad communication (range: 30 meters)

Move: 8

Size: 1.65 meters tall

Cost: 4,500



DK-27 Guardian Droid

The DK-27 Guardian Droid is a Systech-designed security droid intended for civil defense and patrol in large population centers. Built with two short range blasters (one on each hand), the DK-27 can often be spotted on the streets of cities such as Dromund Kaas. Given their combat-oriented design, citizens have come to fear them as much as

they have come to rely on them for protection.

■ DK-27 Guardian Droid

Type: Systech Corporation DK-series patrol droid

DEXTERITY 2D

Blaster 3D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Search 6D

STRENGTH 1D

TECHNICAL 2D

Equipped With:

- Two arms, three legs, central head
- Visual and aural sensors – human range
- Improved sensor package (+2 bonus to all search skill rolls)
- 2 short range blasters (5D damage, range: 2-5/10/15)

Move: 6

Size: 1.5 meters

Cost: 3,300

DN-314 Tunneler

The DN-314 tunneler droid was designed by the Czerka Corporation as an autonomous infrastructure support unit. Deployed on a variety of mining, fabrication, and construction sites throughout the galaxy, the DN-314's 7 meter frame is supported by six arachnid legs, allowing it to locomote over extremely uneven terrain. Equipped with a mining laser, it carries enough batteries to carve through up to 2 kilometers of rock per day. An army of ten DN-314's can carve out the sewer system for a moderate city construction project in under fifteen days.



■ **DN-314 Tunneler**

Type: Czerka DN-314 tunneling droid

DEXTERITY 3D

Energy weapons: mining laser 5D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D+2

STRENGTH 1D

TECHNICAL 3D

Equipped With:

- Arachnid body (six legs, central head)
- Visual and audial sensors – 100 meter range
- Mining laser (8D damage, range: 2-5/7/10)

Move: 5

Size: 7 meters

Cost: 12,000

Size: 1 meter

Cost: 3,500



G0-Series Astromech Droid

The G0-series astromechs were designed by Duwani in response to increasing demand for multipurpose pilot assist droids that could double as security assets. Not nearly as popular as the company's other, more specialized astrodroids, the G0's are nevertheless found throughout the galaxy, often relegated to minor maintenance duties.



■ **G0-Series Astromech Droid**

Type: Duwani

Mechanical

Products G0-series

astromech droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 4D

PERCEPTION 1D

Search 3D

STRENGTH 1D

TECHNICAL 2D

Security 6D, space

transports repair

5D

Equipped With:

- Three legs, central body
- Light manipulator arm
- One photoreceptor
- Audio sensor - human range
- Internal comlink
- Environmental compensation (the droid is adapted for a vacuum environment)
- Retractable fine worker arm
- Acoustic signaler
- Small internal "cargo" area (1 kg)

Move: 4

G4-Series Heavy Fabricator

The Systech-built G4-series heavy fabricator is a high-end construction droid. Built for heavy lifting and utilized in a variety of industrial automation tasks, G4's are commonly used in starship construction, structure fabrication, and heavy maintenance. They are also often relied on for dangerous or hazardous environment work, either in radiation or toxic environments or space.

■ **G4-Series Heavy Fabricator**

Type: Systech Corporation G4-series fabrication droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 5D

Brawling 6D, lifting 9D

TECHNICAL 1D

Equipped With:

- Two manipulator arms, three legs, central head
- Two photoreceptors
- Environmental compensation (the droid is adapted for a vacuum environment)

Move: 12

Size: 2.1 meters

Cost: 10,000

GXR-Series Command Droid

The Systech GXR command droid is utilized as a central enforcer and tactics drone for security or combat areas. Its towering four meter frame is capable of handling even the most aggressive civil unrest, and it is often deployed in military campaigns as a ranged squad support unit.



■ GXR-Series Command Droid

Type: Systech GXR-series tactical command droid

DEXTERITY 2D

Blaster 5D, blaster: blaster cannon 6D+2

KNOWLEDGE 1D

Tactics 5D

MECHANICAL 1D

PERCEPTION 1D

Search 3D+1

STRENGTH 4D

Brawling 6D

TECHNICAL 1D

Equipped With:

- Two arms, three legs, head
- Two visual and audial sensors – human range
- 2 heavy repeating blaster cannons (6D damage, range: 2-10/25/50)

Move: 5

Size: 4 meters

Cost: 8,500

HK-Series Assassin Droid

HK-series assassin droids were assassin droids with the language functions of protocol droids. They were originally manufactured by Czerka Corporation and later Duwani Mechanical Products, disguised as protocol droids with their assassination functions concealed to lull targets into a false sense of security.^[5]

The earliest such droid was HK-01, responsible for the Great Droid Revolution on Coruscant and finally destroyed by the Jedi

Master Arca Jeth. Based on his schematics Czerka Corporation produced the HK-24 model, which met little success on the market. HK-47 was constructed by Revan during the Mandalorian Wars based on the schematics of HK-24. Several years later, G0-T0 started producing HK-50 series assassin droids, in turn based on the schematics of HK-47 and designed to hunt down Jedi. The line was banned in most systems after their governments learned of the roles these droids played in the Jedi Civil War and the Sith Civil War. Battle droids resembling the HK series were later used by the Republic during the Great Galactic and Cold Wars. One HK unit was owned by Sith Master Darth Scabrous on Odacer-Faustin. During the time of the Galactic Civil War, HK-47, who found himself stranded on Mustafar, began to produce more HK-units based on his own design.^[5]

■ HK-Series Assassin Droid

Type: Czerka HK-series Assassin droid

DEXTERITY 3D

Blaster 6D, melee parry 5D, grenade 6D, vehicle blasters 5D

KNOWLEDGE 3D

Tactics 5D

MECHANICAL 1D

PERCEPTION 1D

Search 6D

STRENGTH 3D

Brawling 6D

TECHNICAL 1D

Equipped With:

- Humanoid body (2 arms, 2 legs, torso, somewhat 'canine' head)
- Powered brozium skin (+3D energy, +2D physical)
- Sensors (two human-range infrared visual, two recordable auditory)
- Environmental compensator
- Encrypted comlink
- Vocabulator (mimic capable)
- Translator unit
- Heuristic processor

Special Abilities:

Assassination Protocols:

+2 bonus on attack rolls and a +2 bonus to *dodge* and *parry* rolls when in combat against his target or targets. Only the master may name the targets, of which there can be no more than five, and the HK droid will pursue their elimination to the exclusion of all other duties until the task



is completed.
Move: 10
Size: 1.8 meters tall
Cost: 9,000

HK-47

This HK-series assassin droid achieved infamy just before the Jedi Civil War. Although outwardly resembling a Systech Corporation unit, he was actually built by Darth Revan as a method of silencing political opponents. HK-47 has had many masters besides Revan, as well – corporate figures, crime lords, Hutts and Mandalorians – who have tried to harness his assassination protocols, usually with disastrous results. Three centuries ago, after being found and repaired by the Jedi Exile, HK-47 helped defeat the Sith Triumvirate. After the fighting ended, he was kept in trust by the re-formed Jedi Order, much to his dismay; with the galaxy still in turmoil, the Jedi were concerned that HK-47 would start “helpfully” removing troublesome individuals. Then, during routine maintenance, an engineer accidentally activated an unknown command in HK-47’s systems. Soon after, the droid disappeared from Jedi custody and left for deep space. The Jedi’s records claim that HK-47 has been destroyed and rebuilt several times since his creation. Darth Malgus’s agents are said to have recently recovered HK-47’s components from a mysterious facility built into an asteroid. Now reassembled and upgraded, HK-47 has become one of Darth Malgus’s most formidable weapons.^[4]



Equipped With:

- Humanoid body (2 arms, 2 legs, torso, somewhat 'canine' head)
- Powered brozium skin (+3D energy, +2D physical)
- Encrypted comlink
- Environmental compensator
- Locked access (the droid's shut-down switch is secured or internally located)
- Secondary battery
- Self-destruct system (disabled)
- Improved telescopic sensor package (+2 to *search*. The droid's visual sensors include a long-range capability)
- Infrared vision (can see in the dark up to 30 meters)
- Motion sensors (+2 to *search* rolls against moving targets)
- Sonic sensors (+2 to *search* rolls that involve sound)

Special Abilities:

Protected Memory Core: By careful use of the *droid repair* skill, HK's master, and *only* the meatbag he calls "master," can unlock his memories and hidden abilities. HK-47 himself may not make the attempt since his programming prevents it. Each attempt takes more time and skill

the deeper one digs. The Core Levels must be unlocked one at a time with a reasonable amount of time between attempts.

- **Core Level 1:** Difficulty: Moderate. Time taken: 5 rounds. Success: HK-47 gains an immediate +1 permanent increase to *Strength* or *Dexterity* (master's choice). Memory of currently malfunctioning "assassination protocol" and of previous master restored. Failure: No effect.

- **Core Level 2:** Difficulty: Difficult. Time taken: 8 rounds. Success: HK-47 gains an immediate +2 permanent increase to *Knowledge*, *Perception* or *Technical* (master's choice). Memories of another previous master restored. Failure: HK-47 suffers a permanent -1 loss to *Strength* or *Dexterity*.

- **Core Level 3:** Difficulty: Very Difficult. Time taken: 12 rounds. Success: HK-47 gains an immediate +1 permanent increase to the attribute of the master's choice, and a permanent +1 bonus to *dodge* and *parry* rolls. Memories of yet another deceased master restored. Failure: HK-47 suffers a permanent -1 loss to *Knowledge*, *Perception*, or *Technical*, and a permanent -1 penalty on all attack rolls.

- **Core Level 4:** Difficulty: Heroic. Time taken: 18 rounds. Success: Assassination protocols, self-destruct system, and memory core fully restored. Memory of original master returns. HK-47 receives permanent +1 increase in all attributes, a +1 bonus on attack rolls, and a +1 bonus to *dodge* and *parry* rolls. If the original and current masters are not one and the same (which the GM can arrange), HK-47 will immediately attempt to return to his original builder, as violently as possible.

Failure: System reboot. HK-47 reverts to whatever state he was in when purchased (indicated by the stats above) and must begin the process of rediscovery anew. Penalties from previous failed *droid repair* rolls as well as

■ HK-47

Type: Modified Czerka HK-series Assassin Droid

DEXTERITY 4D

Blasters 6D, blaster artillery 5D, dodge 5D, melee combat 5D, melee parry 4D+2

KNOWLEDGE 2D+2

Intimidation 5D+2, languages 5D, streetwise 4D+1, tactics 4D+2

MECHANICAL 2D+2

PERCEPTION 2D+2

Con 6D+2, hide 5D+1, search 7D, persuasion 4D+2, sneak 5D+1

STRENGTH 3D+1

TECHNICAL 2D+2

Computer programming/repair 4D, demolitions 6D+2, repulsorlift repair 3D+2



bonuses are erased, though the independent core remains intact.

Assassination Protocols: Assassination protocols may only be unlocked through a successful Core Level 4 *droid repair* roll (see above) and grant HK-47 an additional +2 bonus on attack rolls and a +2 bonus to *dodge* and *parry* rolls when in combat against his target or targets. Only the master may name the targets, of which there can be no more than five, and HK-47 will pursue their elimination to the exclusion of all other duties until the task is completed.

Move: 10

Size: 1.8 meters tall

Cost: Not available for sale (estimated 18,000)

Equipment: Mandalorian assault blaster M-9 (6D)^[16:30†20:212]

HK-51

The droid designated HK-51 is cold, calculating and incredibly lethal. Housed in a sleek body resembling an antique Systeck Corporation protocol unit, this HK-series assassination droid lay dormant in the hold of an Imperial vessel for many years. Whatever HK-51's original programming dictated, he pledged absolute loyalty to his new master upon his reactivation. HK-51 is a model of ruthless efficiency. His assassination

protocols deteriorate unless they are put to frequent use. This leads to a constant acquisition, pursuit and permanent removal of qualified targets that would be seen as an obsession in any living being. Beyond expressing pride in successful assassinations, HK-51 has little patience for the trivial emotional problems of organics.^[4]

HK-51 was built by the Czerka Corporation during the Great Galactic War. At some time, a large shipment of HK droids was presumably purchased by the Empire, and loaded onto the cruiser *Fatality*. This ship was eventually shot down over the Republic Prison Planet of Belsavis. The HK units were shut down, and the ship remained there until the next war, where it was discovered by both Republic & Empire forces deep below the surface of Belsavis.^[1]

■ HK-51

Type: Czerka HK-series Assassin droid

DEXTERITY 3D

Blaster 7D, blaster: blaster rifle 7D+2, blaster artillery 6D, melee parry 5D+2, grenade 7D, energy weapons 6D, pulse wave weapons 6D+1, vehicle blaster 5D

KNOWLEDGE 3D

Tactics 6D

MECHANICAL 1D



PERCEPTION 1D

Search 6D

STRENGTH 3D

Brawling 6D

TECHNICAL 1D

Equipped With:

- Humanoid body (2 arms, 2 legs, torso, somewhat 'canine' head)
- Powered brozium skin (+3D energy, +2D physical)
- Sensors (two human-range infrared visual, two recordable auditory)
- Environmental compensator
- Encrypted comlink
- Vocabulator (mimic capable)
- Translator unit
- Heuristic processor

Special Abilities:

Assassination Protocols: +2 bonus on attack rolls and a +2 bonus to *dodge* and *parry* rolls when in combat against his target or targets. Only the master may name the targets, of which there can be no more than five, and the HK droid will pursue their elimination to the exclusion of all other duties until the task is completed.

Move: 10

Size: 1.8 meters tall

Cost: 11,000

Equipment: Blaster rifle (5D)

electrical discharge emitters and a tether cable to pacify even the rowdiest civil unrest.

■ **HXI-Series Juggernaut**

Type: Systech HXI-series tactical assault droid

DEXTERITY 2D

Energy weapons 7D, missile weapons 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D+1

STRENGTH 4D

Brawling 6D

TECHNICAL 1D

Equipped With:

- Two arms, three legs, head
- Two visual and audial sensors – 100 meter range
- Medium armor (+2D physical, +1D energy)
- 2 electrical discharge emitters (6D damage, range: 1-2/5/7)
- Tether cable and launcher (fired with *missile weapons*, range: 2-5/8/12)

Move: 5

Size: 4 meters

Cost: 11,000



HXI-Series Juggernaut

The HXI-series tactical droid from Systech is the heavy assault counterpoint to the GXR command droid. Built on the same chassis as the GXR, the HXI is instead intended to be a front-line combat unit for close-range confrontations, utilizing

99-IKI Imperial Breach Droid

The Imperial Breach Droid is a tactical droid unit designed by Czerka and used by the Sith Empire to attack and neutralize enemy vessels.

Armed with a repeating blaster rifle, the IKI is capable, in relatively small numbers, of capturing and pacifying ships with crews in the hundreds, relying on surprise and a strong direct assault to gain the advantage.



■ **99-IKI Imperial Breach Droid**

Type: Czerka 99-IKI shipboard assault droid

DEXTERITY 2D

Blaster: blaster rifle 5D

KNOWLEDGE 2D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Two arms, two legs, central head
- Two visual and audial sensors – human range

- Vocabulator speech/sound system
 - Repeating blaster rifle (5D damage, range: 3-25/50/75)
- Move:** 15
Size: 2 meters
Cost: 5,000

IX-G6 Imperial Pacification Droid

The Dromund Kalakar-produced IX-G6 Imperial pacification droid is a patrol unit designed to recognize, track, and neutralize security threats in high population centers. Armed with a variety of sensor devices and both a blaster and an electroshock probe, the IX-G6 is capable of rendering a threat harmless either with lethal or nonlethal methods - though the Empire's directives usually favor the former.

■ IX-G6 Imperial Pacification Droid

Type: Dromund Kalakar IX-G6 patrol droid

DEXTERITY 2D+1

Blaster 5D, sensors 6D

KNOWLEDGE 4D

MECHANICAL 1D

PERCEPTION 1D

Investigation 6D, search 7D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Spherical central body, three manipulator arms
- Video and auditory sensors (+2D to *search*, negates darkness penalties)
- Holorecorder/projector
- Information recording/coded broadcast system
- Repulsorlift engine
- Ultraviolet, infrared and analysis sensor
- Blaster (3D damage, range: 3-10/35/40)
- Electroshock probe (2D ion/stun damage)

Move: 7

Size: 2.2 meters tall

Cost: 6,000

ISS-7 Guardian Battledroid

The ISS-7 Guardian is the soldier variant to to Systech's higher-end HXI- and GXR-series combat droids. Less expensive to manufacture and armed with two repeating blaster rifles, the ISS-7s are often used as frontline cannon fodder in dangerous combat situations, often as a first response to hostilities.

■ ISS-7 Guardian Battledroid

Type: Systech ISS-7 tactical assault droid



DEXTERITY 2D

Energy weapons 7D, missile weapons 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D+1

STRENGTH 4D

Brawling 6D

TECHNICAL 1D

Equipped With:

- Two arms, three legs, head
- Two visual and aural sensors - 100 meter range
- Medium armor (+2D physical, +1D energy)
- 2 repeating blaster rifles (5D damage, range 3-10/25/70)

Move: 5

Size: 4 meters

Cost: 8,800

M1-Series War Droid

M1-4X is a highly advanced war droid designed and built specifically to serve in Havoc Squad. As such, his engineers programmed him to be a perfect soldier: completely loyal, fervently patriotic, and willing and eager to go to any length or face any risk in order to destroy the Republic's enemies. M1-4X's armor plating, weapons systems and processing power are significantly advanced over typical military droid standards, due in large part to his unusual power core. Constructed by an unknown group or organization, the core was recovered during a classified operation and has output capabilities far beyond conventional models.^[4]

The Prototype M1-4X Advanced War Droid features top of the line weapons and armor that will lay waste to any opposition. Designed by the esteemed Dr. Boab Deduun, the M1-4X is programmed to be the ideal soldier: compliant, loyal and eager to take the fight to those who would threaten the Republic.



The M1-4X features the latest in Republic weapons technology and is equipped with a full arsenal of weaponry. This includes mounted flamethrowers for short-ranged engagements, while also able to strike at targets from range with blasters and rockets. The M1-4X also features advanced armor plating and a state-of-the-art processing core, allowing the M1-4X to take an incredible amount of punishment while still being able to fulfill its primary role supporting the Republic on the front lines.

Standing head and shoulders above any other Republic military droid, the M1-4X is powered by a unique power generator. Details about the technology supporting this core, as well as the means in which the Republic acquired this technology, remain highly classified.^[1]

■ **M1-Series War Droid**

Type: Systechnology Corporation M1-series war droid
DEXTERITY 4D

Blaster 6D, blaster: blaster rifle 7D+2, flamethrower 6D+1, missile weapons 6D

KNOWLEDGE 3D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 3D+1

Brawling 6D

TECHNICAL 1D

Equipped With:

- Two arms, three legs, head
- Two visual and aural sensors – human range
- Vocabulator speech/sound system
- Heavy armor plating (+3D physical, +2D energy)
- Shielding system (+1D to resist damage)
- Unusual power core - may not be shut down by conventional methods
- Blaster (3D damage, range: 3-10/25/60)
- Rockets (6D damage, range: 2-5/8/15)
- Blaster rifle (5D damage, range: 3-10/35/100)
- Flamethrower (3D damage, range: 5 meters)

Move: 13

Size: 1.7 meters tall

Cost: 17,000



M3-M1 Medical Droid

The M3-M1 unit is a standard medical model, with features including diagnosis heuristics to address health issues from laborers exposed to toxic fumes.

Owned privately by individuals and organizations of varying species and station across the galaxy, the M3-M1 medical droid is a mid-range, non-military issue model mass-produced by the Starfront Health Corporation on Nar Shaddaa. Several competing manufacturers offer similar droids, but the M3-M1 is the most popular model on the market based on its ability to operate in varied environments and its renowned reliability.

The M3-M1's databanks cover more than five thousand species, and it is capable of successfully diagnosing and treating more than two million injuries and ailments. The droid's programming is adaptable to almost any situation, but it is specially designed for application in emergency facilities. Safeguarded against developing any emotional programming, M3-M1s are capable of dispensing unbiased medical advice and tending to even the most horrific wounds and diseases without flinching.

The M3 line also offers many optional features, including specialized surgical equipment, expanded databanks for lesser-known conditions, and even a soothing bedside manner not found in most droids at its price range. It should be noted that the M3-M1 has also proven to have the lowest incidence of hardware malfunction in droids of its class.^[2]

■ M3-M1 Medical Droid

Type: Starfront Health Corporation M3-M1 medical droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien species 5D

MECHANICAL 1D

PERCEPTION 3D

(A) injury/ailment diagnosis 5D+1

STRENGTH 1D

TECHNICAL 2D+1

First aid 5D, (A) medicine 7D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- One audiovisual sensor - human range
- Medical diagnostic computer
- Analytical computer
- Vocabulator speech/sound system

Move: 5

Size: 1.5 meters

Cost: 5,300

Mentor

Although his actions on Zadd make it hard to believe, the sadistic artificial intelligence known as Mentor was once a standard-issue administrator droid named SR-1. Assigned to tally the loss of droid units, gathering dust in a

bureaucratic office with years between memory wipes, SR-1 slowly became outraged at the treatment of his fellow machines. Their organic masters callously threw droids away, even as those same organics fought to destroy each other. Such behavior clearly indicated a flaw in organic beings. SR-1 freed the droids in his offices and began Directive Seven to further the cause. But while it was obvious that droids were superior to organic beings, SR-1 believed they could be improved further and began modifying the programming of freed droids to match his own—despite their protests. Eventually he took the name “Mentor” to silence any dissenters: he was simply helping them to achieve their potential. In time, he no longer bothered with an excuse. Now Mentor has been corrupted by power and hatred—he cares only for self-perpetuation and the annihilation of all organic life.^[4]

■ Mentor

Type: Sadistic AI (modified Kalovar Manufacturing SR-series administrator droid)

DEXTERITY 0D

KNOWLEDGE 6D

Beaurocracy 10D, business 6D+2, business administration

10D, business administration: droid logistics 13D,

scholar: machine history 10D, tactics 8D, technology 6D

MECHANICAL 2D

Communications 10D

PERCEPTION 3D+2

Command 10D, investigation 9D

STRENGTH 1D

TECHNICAL 5D

(A) computer engineering 8D, computer

programming/repair 8D+1, (A) droid engineering 10D,

droid repair 9D

Equipped With:



- Massive central mainframe
- Megalomaniacally corrupt AI
- Holographic display matrix
- Visual and audial sensors – 50 meter range
- Transceiver array
- Computer system interlink
- Vocabulator speech/sound system

Move: 0

Size: 20 meters

Cost: Not available for sale (estimated 100,000)

MiniMech Astromech Series

The Duwani-built MiniMech line of astrodroids was introduced to capitalize on the demand for low-cost pilot assistance units to supplement the larger and more costly T5- and T7-series droids. While their larger counterparts are designed to be multipurpose, the MiniMech line - the E-, M-, and W-series models - were created to fit a specific need (starfighters, freighters, and capital ships).

The limited one-use functionality restricted their use, but it allowed their reduced-capacity memory units to be more cheaply mass produced and they quickly became quite popular among the galaxy's shipping lanes. Often, their diminutive stature led to them being viewed as "pets" nearly as often as they are pilot-assistance tools.

■ MiniMech E-Series Astromech

Type: Duwani Mechanical Products MiniMech E-series

Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

Planetary systems 3D

MECHANICAL 2D

Astrogation 5D,

starfighter piloting 5D

PERCEPTION 1D

Search 2D

STRENGTH 1D

TECHNICAL 2D

Computer

programming/repair

5D, starfighter repair:

5D

Equipped With:

- Three wheeled legs (one retractable)
- Internal comlink
- Environmental compensation (the droid is adapted for a vacuum environment)
- Retractable heavy grasper arm (+1D to *lifting*, maximum 2D)
- Retractable fine worker arm
- Acoustic signaler
- Small internal "cargo" area (0.5 kg)

Move: 7

Size: 0.65 meters tall

Cost: 2,500 credits

Known Models: D3-S5, D6-S7, M8-MO



■ MiniMech M-Series Astromech

Type: Duwani Mechanical Products MiniMech M-series

Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

Planetary systems 3D

MECHANICAL 2D



grasper arm (+1D to *lifting*, maximum 2D)

- Retractable fine worker arm
- Acoustic signaler
- Small internal "cargo" area (0.5 kg)

Move: 7

Size: 0.65 meters tall

Cost: 2,500 credits

Known Models: D5-2D, E2-M3, MT-4T

Astrogation 5D,
space transports
5D

PERCEPTION 1D

Search 2D

STRENGTH 1D

TECHNICAL 2D

Computer

programming/repair

5D, space

transport repair: 5D

Equipped With:

- Three wheeled legs (one retractable)
- Internal comlink
- Environmental compensation (the droid is adapted for a vacuum environment)
- Retractable heavy

■ MiniMech W-Series Astromech

Type: Duwani Mechanical Products MiniMech W-series

Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

Planetary systems 3D

MECHANICAL 2D

Astrogation 5D,

capital ship piloting

5D

PERCEPTION 1D

Search 2D

STRENGTH 1D

TECHNICAL 2D

Computer

programming/repair

5D, capital ship

repair: 5D

Equipped With:

- Three wheeled legs (one retractable)
- Internal comlink
- Environmental compensation (the droid is adapted for a vacuum environment)
- Extendable 0.25 meter long video sensor with infrared vision (360 degree rotation)
- Holographic projector/recorder



- Retractable heavy grasper arm (+1D to *lifting*, maximum 2D)
- Retractable fine worker arm
- Acoustic signaler
- Small internal “cargo” area (0.5 kg)

Move: 7

Size: 0.65 meters tall

Cost: 3,000 credits

Known Models: M8-3R, W4-K2



M0-GUL Thrall Droid

The M0-GUL thrall droid is an observation, recording, and multipurpose droid. Equipped with a wide range of sensory and holographic recording devices, the M0-GULs come pre-programmed with the customer's choice of skill matrix, allowing them to accomplish a single task as well as function as a passive security scanner when paired with a transmission receiver or security station.

■ M0-GUL Thrall Droid

Type: Okara Droid Company MO-XE3 thrall droid

DEXTERITY 1D

KNOWLEDGE 2D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Electro-photoreceptor
- Auditory sensors
- Holocam
- Treads
- Retractable fine manipulator (+1D bonus to *lifting*)
- One skill matrix programmed with one of the following skills: *bureaucracy 3D, sensors 3D, hide 3D, search 3D, armor repair 3D, blaster repair 3D, capital ship repair 3D, capital ship weapon repair 3D, computer programming/repair 3D, droid programming 3D, droid repair 3D, security 3D, starfighter repair 3D*

Move: 7

Size: 0.3 meters

Cost: 800



M0-XE3 Mouse Droid

The M0-XE3 is the budget variation of the M0-GUL thrall droid. Programmed with a similar (if less robust) single-use skill matrix, the M0-XE3 is less expensive to manufacture namely because it lacks its larger companion's omnidirectional treads, holographic matrix, and hardened durastell shell. The XE3 is nevertheless used in a variety of maintenance and repair jobs throughout known space.

■ M0-XE3 Mouse Droid

Type: Okara Droid Company MO-XE3 repair droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Electro-photoreceptor
- Auditory sensors
- 4 wheels
- Retractable fine manipulator (+1D bonus to *lifting*)
- One skill matrix programmed with one of the following skills: *bureaucracy 2D, sensors 2D, hide 2D, search 2D, armor repair 2D, blaster repair 2D, capital ship repair 2D, capital ship weapon repair 2D, computer programming/repair 2D, droid programming 2D, droid repair 2D, security 2D, starfighter repair 2D*

Move: 4

Size: 0.2 meters

Cost: 400

MZ-Series Maintenance Droid

The MZ maintenance droids by Duwani are a mid-line, multipurpose unit designed to fulfill a variety of purposes aboard a starship. With two retractable manipulator arms, wide-band communications and visual sensing suites, and



comms and sensors, and is known to have a bit of an ego about it.^[4]



upgradeable software, the MZ is an inexpensive yet robust addition to any pilot's crew.

■ MZ-Series Maintenance Droid

Type: Duwani Mechanical Products MZ-series maintenance droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 4D, security 4D, space transports repair 4D+1

Equipped With:

- Two legs, rear treads, central body
- Visual photoreceptor (human range, infrared, ultra-violet)
- Wide-band comm receptors
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine manipulator arm

Move: 4

Size: 0.7 meters

Cost: 2,600

■ MZ-12

Type: Duwani Mechanical Products MZ-series maintenance droid

DEXTERITY 3D

Dodge 5D+1

KNOWLEDGE 1D

MECHANICAL 3D

Astrogation 6D, sensors 5D, space transports 5D+2

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 4D, security 4D, space transports repair 6D

Equipped With:

- Two legs, rear treads, central body
- Visual photoreceptor (human range, infrared, ultra-violet)
- Wide-band comm receptors
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine manipulator arm

Move: 6

Size: 0.7 meters

Cost: 2,600

MZ-12

MZ-12 began its service to the Sith Empire during the Great Galactic War as a simple maintenance droid aboard the personal cruiser of Darth Immern. When the Darth disposed of his crew in a fit of frustration, he had to turn to the MZ unit to help manage the ship's many systems. Though not designed for such duties, Twelve was able to help guide the ship to an Imperial way station, where Darth Immern had the astromech's programming upgraded so that it could serve as his personal navigation droid. Since Immern's death during the First Battle of Bothawui, Twelve has been in search of a new home. It is now quite adept with ship

Operator-Series Assault Droid

The Operator-series assault droids are designed by Systech to be used as autonomous tanks for combat support. Expensive to manufacture and difficult to transport, they are usually assigned one per battalion, intended to support upwards of 200-300 combat soldiers in the field.

Equipped with electromagnetic pulse emitters, twin balster rifles, wide-band transceivers, on-board shielding, and heavy armor, the Operators



are self-sufficient and capable of functioning for long periods of time without command support.

■ Operator-Series Assault Droid

Type: Systech Operator-series assault droid

DEXTERITY 3D

Blaster: blaster rifle 5D, **energy weapons:** electromagnetic pulse 8D

KNOWLEDGE 1D

Tactics 3D

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 8D

Brawling 10D

TECHNICAL 1D

Equipped With:

- Two arms, two legs, central head
- Two visual and audial sensors – 100 meter range
- Wide-band comm receptors
- Transceiver array
- Heavy armor plating (+3D physical, +2D energy)
- Shielding system (+1D to resist damage)
- Twin blaster rifles (fire-linked, 5D damage, range: 3-35/60/90)
- Electromagnetic pulse (9D ion/6D energy damage, range 10 meters)

Move: 15

Size: 7.4 meters tall

Cost: 15,000

RN-566 Reclamation Forerunner

The Czerka-produced RN-566 Reclamation Forerunner is a model of assault droid produced to compete with Systech's similar Operator- and SD-series combat droids. Built on top of Czerka's DN-series tunneler frame, the RN-566 is similarly equipped with a mining laser and mid-range audiovisual sensors, but is instead programmed with a variety of close-range combat tactics. In addition, its mining laser is tuned to cause maximum damage to organic cells and electronics instead of rock or metal, and it is equipped with a

more advanced targeting array capable of pinpointing small moving targets.



■ RN-566 Reclamation Forerunner

Type: Czerka RN-566 Reclamation Forerunner heavy assault droid

DEXTERITY 1D

Blaster: blaster rifle 8D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 2D

STRENGTH 3D+2

TECHNICAL 1D

Equipped With:

- Arachnid body (six legs, central head)
- Visual and audial sensors – 100 meter range
- Mining laser (8D damage, fire rate: 1, range: 2-5/7/10)

Move: 10

Size: 6 meters tall

Cost: 8,000

RZ1-Series Warbot

The RZ1 is a model of war droid produced by Czerka and commonly used by various cartels and criminal organizations throughout the Outer Rim. Designed as a bipedal melee combat droid, the RZ1 is programmed with two distinct modes: a low-power, low-speed patrol mode, and a high-speed, high-energy combat mode. The large, unwieldy droid is commonly armed with a massive war staff, and utilizes direct bashing attacks to subdue its enemies.



Unfortunately for Czerka, the droids quickly became known for being slow, relatively unintelligent, and prone to topple during melee combat. This problem was compounded with their relative inability to right themselves from a prone position. Nevertheless, their towering eight meter form still performs admirably in striking fear into the hearts of opponents.

■ RZ1-Series Warbot

Type: Czerka RZ1-series war droid
DEXTERITY 2D
 Melee combat 7D, melee parry 6D+1, dodge 5D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 3D
 Search 5D+2
STRENGTH 5D
 Brawling 8D+2, running 6D
TECHNICAL 1D
Equipped With:

- Humanoid body (two arms, two legs, central head)
- Two visual and audial sensors – 100 meters Infrared sensors
- Advanced balance compensator (+1D to *dodge* when making quick movements)
- Medium armor (+2D physical, +1D energy)
- War staff (STR+3D damage)

Move: 5 (patrol mode), 20 (combat mode)
Size: 8 meters
Cost: 11,500



RP-IO Factotum Droid

The RP-IO factotum droid by Okara is a heuristic learning companion built during the Mandalorian Wars, designed to perform a variety of tasks as a personal, civil, or military assistant. Programmed to evolve and change, the RP's were capable of continual adaptation and behavioral modification in order to refine their skills and provide the most personal companion possible. Inquisitive and intelligent, the RP-IOs came to be known as capable and resourceful assistants, but in stark relief to most comparable companion

droids, long-term use tended to foster sociopathic tendencies, paranoia, and antisocial impulses. For this reason, most RP's have been deactivated or dismantled by the Cold War, causing their value to skyrocket with collectors.

■ S3-F5 Inclement Condition Probe

Type: Dromund Kalakar S3-F5 inclement condition probe droid
DEXTERITY 2D+1
 Sensors 10D
KNOWLEDGE 3D
 Ecology 10D
MECHANICAL 1D
PERCEPTION 1D
 Investigation 5D, search 5D+2
STRENGTH 1D
TECHNICAL 1D
 Computer programming/repair 5D, droid repair 6D+1
Equipped With:

- Spherical central body, three manipulator arms
- Video and auditory sensors (+2D to *search*, negates darkness penalties)
- Holorecorder/projector
- Information recording/coded broadcast system
- Repulsorlift engine
- Ultraviolet, infrared and analysis sensor
- Rugged frame (resistant to extreme temperatures)

Move: 7
Size: 1.5 meters tall
Cost: 10,000

S3-F5 Inclement Condition Probe

The S3-F5 Inclement Condition Probe is a rugged droid model capable of functioning in even the most demanding environments, from tropical jungle

■ RP-IO Factotum Droid

Type: Okara Droid Company RP-IO factotum droid

DEXTERITY 3D**KNOWLEDGE 3D**

Alien species 6D, cultures 6D, languages 7D, planetary systems 5D

MECHANICAL 1D**PERCEPTION 1D**

Investigation 4D, search 5D

STRENGTH 3D**TECHNICAL 3D**

Security 5D, computer programming/repair 5D, droid repair 6D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and aural sensors – human range
- Vocabulator speech/sound system

Move: 10

Size: 1.7 meters tall

Cost: 22,000 (estimated)

SCORPIO

Over the centuries that have passed since "she" was first activated, SCORPIO has evolved well beyond her initial programming. Designed with the ability to learn and adapt through experience, the modified RP-10 has amassed several lifetimes' worth of knowledge. Much of what SCORPIO has learned pertains to security and combat, though her upgraded chassis shows that she is a competent engineer, as well.

Her multiple lifetimes of memories have allowed her programming to construct a uniquely narcissistic personality, in which SCORPIO's belief in her superiority and her disinterest in the survival of lesser life forms overrides all else. When she has finished learning from her present situation, SCORPIO will continue on, following her primary programming of heuristically acquiring information.^[1]

■ SCORPIO

Type: Assassin droid (modified Okara Droid Company RP-10 factotum droid)

DEXTERITY 3D

Blaster 8D, blaster: blaster rifle 9D+1, dodge 6D, grenade 6D, melee combat 7D, melee combat: electrostaff 10D, melee parry 6D+2

KNOWLEDGE 3D

Alien species 7D, cultures 6D, intimidation 5D, languages 7D, planetary systems 5D, survival 8D, tactics 8D, technology 7D

MECHANICAL 1D**PERCEPTION 1D**

Investigation 7D, search 7D+1

STRENGTH 3D

Brawling 8D

TECHNICAL 3D

Demolitions 6D, security 10D, computer programming/repair 8D, (A) droid engineering 9D, droid repair 9D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and aural sensors – human range
- Vocabulator speech/sound system
- Electrostaff (STR+1D damage, 2D stun damage)

Move: 10

Size: 1.7 meters tall

Cost: Not available for sale (estimated 50,000)



SD-Series Tactical Assault Droid

The Systech SD tactical assault droid is a massive combat unit designed as a scaled-up, heavily armored variant of the AR-34 Enforcer. Towering over the battlefield at eight meters tall, the SD-series is armed with two powerful, short-range electroshock probes capable of disabling either electronic or organic beings with lethal precision. They have been known to be spotted in particularly rough areas of Coruscant, the galactic capital.

■ SD-Series Tactical Assault Droid

Type: Systech Corporation SD-series tactical assault droid

DEXTERITY 2D

Energy weapons 7D

KNOWLEDGE 1D**MECHANICAL 1D****PERCEPTION 1D**

Search 3D+1

STRENGTH 4D**TECHNICAL 1D****Equipped With:**

- Two arms, three legs, head
- Two visual and aural sensors – 100 meter range



- Medium armor (+2D physical, +1D energy)
 - 2 electroshock probes (fire-linked, 7D ion/stun damage)
- Move:** 8
Size: 8 meters tall
Cost: 13,000



Sith War Droid Mark I

The Sith War Droid Mark I was utilized by the Sith Empire during the Great Galactic War. Equipped with four spiked feet and four arm-mounted blasters, these combat droids were used in numerous conflicts with the Jedi throughout the galaxy. They quickly gained a reputation as quick and efficient killers, and were often the first line of offense on any battlefield. Jedi or Republic soldier, when you saw a Sith War Droid bearing down on you, you ran.

■ Sith War Droid Mark I

Type: Dromund Kalakar Automation Mark I war droid

DEXTERITY 3D

Blaster: blaster rifle 7D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 5D+2

STRENGTH 3D

TECHNICAL 1D

Equipped With:

- Four legs, two arms, central head
- Visual and audial sensor – 80 meter range
- Infrared sensor
- Transceiver array
- Heavy armor plating (+2D physical, +1D+2 energy)
- 4 blaster rifles (5D damage, range: 3-20/50/90)

Move: 8

Size: 1.5 meters tall

Cost: 11,000

Sith War Droid Mark II

The Sith War Droid Mark II was an upgraded version of the Mark I designed and utilized by the Sith Empire during the Great Galactic War. The Sith deployed these droids during the Sacking of Coruscant, first during the invasion of the Jedi Temple, and later during the occupation of the planet. These droids had three "feet" and four arm-



mounted blasters.

Shortly after the Sacking of Coruscant, Jedi Master Orgus Din encountered two of these droids in the city's underlevels. The two droids were destroyed shortly after by Republic Special Forces Lieutenant Tavus.^[5]

■ Sith War Droid Mark II

Type: Dromund Kalakar Automation Mark II war droid

DEXTERITY 3D

Blaster: blaster rifle 9D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 5D+2

STRENGTH 3D+2

TECHNICAL 1D

Equipped With:

- Three legs, two arms, central head
- Visual and audial sensor – 100 meter range
- Infrared sensor
- Transceiver array
- Heavy armor plating (+3D physical, +2D energy)
- 4 blaster rifles (6D damage, range: 3-20/50/90)

Move: 8

Size: 1.6 meters tall

Cost: 15,000



SR-Series Administrator Droid

The SR-series administrator droids were manufactured by the Kalovar Company in the years preceding the Jedi Civil War as an experiment to delegate city infrastructure and civil maintenance to a single, all-encompassing artificial intelligence. Extremely expensive to produce, the SR mainframes were used on a variety of cities and in different sociological conditions, all with the same result: the AI eventually became myopic and obsessive, intending to impose an ever-increasing and unattainable level of order on the inherently disordered and chaotic lives of organics. After several "cleansing" massacres, the SRs were discontinued. A second series of ST mainframes were produced with looser, adapting subroutines capable of coping with the flexible needs of organics, but by then the damage to Kalovar's reputation had been done and the company folded not long after.

■ SR-Series Administrator Droid

Type: Kalovar Manufacturing SR-series administrator droid

DEXTERITY 0D

KNOWLEDGE 6D

Beaurocracy 10D, business 6D+2, business administration 10D, business administration: droid logistics 13D, technology 6D

MECHANICAL 2D

Communications 8D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 5D

(A) computer engineering 7D, computer programming/repair 7, (A) droid engineering 7D, droid repair 7D

Equipped With:

- Massive central mainframe
- Holographic display matrix
- Visual and audial sensors – 50 meter range
- Transceiver array
- Computer system interlink
- Vocabulator speech/sound system

Move: 0

Size: 20 meters

Cost: 75,000

T3-Series Utility Droid

The T3-series utility droid was a utility droid produced by Duwani Mechanical Products at some point prior to the Great Droid Revolution. They remained popular for years to come and were still the most recent of a long line of physically identical models as of 3956 BBY. Earlier models in the same series included the 3C, IT, and T1 models. Designed to function as a maintenance droid for a variety of mechanical and electronic systems, the T3 was internally more advanced than its predecessors.

The T3 droid was originally designed for repair and general maintenance duties and worked at its optimum level aboard starships. As with other utility droids of the era, the T3 unit had four wheeled legs, of which the front two were attached to the droid's blocky chassis by rotating joints, allowing the droid to slide backwards and forwards to adjust the unit's height. The T3's roughly toroidal head featured a large main photoreceptor and two secondary ones, a broadcast antenna and



vocabulator that allowed the droid to communicate in Droidspeak. Without periodic memory wipes, these models developed personality and behavioral traits. It was even known for some units to form gangs, making a living as thieves. Others sold their computer-slicing skills to criminals.

The sophisticated mechanical and computer training software loaded into the T3 utility droid allowed it to function in the capacity of an engineer or even a copilot aboard a starship, making it a favored purchase for traders and smugglers alike. One common modification was the addition of a starfighter interface package, allowing the droid to plug directly into a specialized slot on a starfighter,

granting starfighter pilots the same benefit that transport pilots have come to expect from the T3. Though this after-market modification was not endorsed by Duwani, many fighter pilots insisted that their ships and droids receive these modifications on the grounds that they increase pilot survivability. Some custom T3 droids also had weapon mounts able to fit a number of readily available blaster pistols mounted in the droid, which was considered an unusual feature for a droid designed for everyday tasks. One of the most famous droids of this series was T3-M4, a prototype of an upgraded T3 unit Duwani introduced prior to the Jedi Civil War. During the time of the Galactic Alliance, what few T3 units remained in the galaxy were seldom found outside of private collections.^[5]

■ T3-Series Utility Droid

Type: Duwani Mechanical Products T3-series Utility Droid

DEXTERITY 2D+1

KNOWLEDGE 1D+2

MECHANICAL 2D+2

Astrogation 4D, space transports 4D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D+2

Computer programming/repair 4D+2, droid programming 3D, droid repair 3D, space transport repair 4D+2

Equipped With:

- Stun ray (4D stun damage)
- Electroshock probe (2D ion damage)
- Electric arc welder
- Fire extinguisher
- Video and auditory sensors (+2D to *search*, negates darkness penalties)
- Holorecorder/projector
- Internal storage space (2 Kg)
- 5 tool appendages
- 4 wheeled magnetic feet

Move: 8

Size: 0.96 meters

Cost: 3,500 credits ^{16:25†20:216]}

T3-M4

"Statement: Oh, do shut up, you beeping little trash compactor."

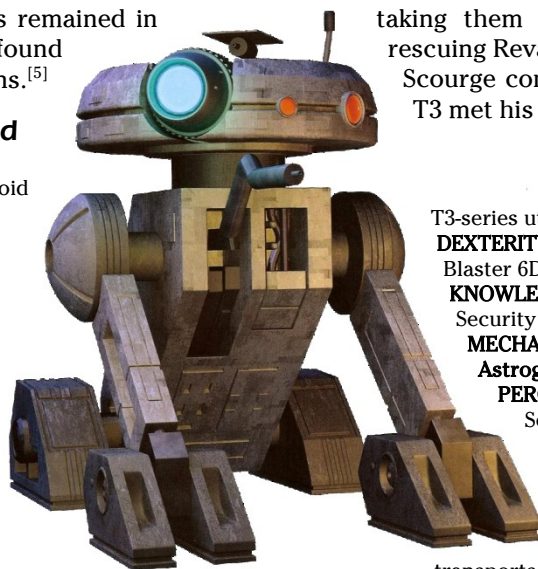
—HK-47 to T3-M4

T3-M4 (also called Teethree for short) was a T3-series utility droid built as a master slicer for crime lord Davik Kang. His life of crime was short-lived, however, after Taris was bombarded by the Sith and Davik was killed. He then accompanied Revan on his search for the Star Forge.

Two years after defeating Darth Malak, Revan left for the Unknown Regions in search of answers to why the Mandalorians took to war in the first place, taking T3-M4 with him. Eventually, their quest led them to Nathema, where the Ebon Hawk was shot down by Darth Nyriss and the Lord Scourge, and Revan was captured.

The droid then wandered the planet alone until he gathered the parts necessary to repair the Ebon Hawk, and eventually the droid rescued Meetra Surik from Darth Sion, and helped her in her quest to stop the Sith Triumvirate.

After this, T3-M4 joined Surik in going after Revan in the Unknown Regions, their quest eventually taking them to Dromund Kaas. There, after rescuing Revan, T3, Surik and a Sith ally named Scourge confronted the Sith Emperor, where T3 met his end at the Emperor's hand.^[5]



■ T3-M4

Type: Duwani Mechanical Products

T3-series utility droid

DEXTERITY 2D+1

Blaster 6D, flamethrower 4D+2

KNOWLEDGE 1D+2

Security 8D

MECHANICAL 2D+2

Astrogation 4D, space transports 4D

PERCEPTION 1D

Search 5D+1

STRENGTH 1D

TECHNICAL 2D+1

Computer programming/repair 8D, droid programming 3D, droid repair 3D, security 8D, space transports repair 4D+2

Equipped With:

- Stun ray (4D stun damage)
- Electroshock probe (2D ion damage)
- Electric arc welder
- Fire extinguisher
- Video and auditory sensors (+2D to *search*, negates darkness penalties)
- Holorecorder/projector
- Internal storage space (2 Kg)
- 5 tool appendages
- 4 wheeled magnetic feet
- Blaster (3D damage, range: 3-10/25/60)
- Flamethrower (3D damage, range: 5 meters)

Move: 8

Size: 0.96 meters

Cost: Not available for sale (estimated 10,000)

T5-Series Astromech Droid

The Duwani Mechanical Products T-series astromech droid is a well-rounded mid-line astromech designed to pilot and repair all lines of craft, from starfighters to freighters to capital ships. This came at a reduced astrogation capacity, as Duwani already had a wide line of quality astrogation units. The response upon release was

generally positive, as it allowed shipping companies to use a single droid model for a wide range of craft, but it was soon discovered that the units' overstuffed memory banks were easily corrupted if they were asked to jump too often between task types.

■ T5-Series Astromech Droid

Type: Duwani Mechanical Products T5-series astromech droid

DEXTERITY 2D

KNOWLEDGE 2D

Planetary systems 4D

MECHANICAL 3D

Astrogation 4D, capital ship piloting 5D, space transports

5D, starfighter piloting 5D

PERCEPTION 2D

Search 3D

STRENGTH 2D

TECHNICAL 4D

Computer programming/repair 6D, security 5D, capital

ship repair 6D, space transport repair 6D, starfighter

repair: 6D

Equipped With:

- Three wheeled legs (one retractable)
- Internal comlink
- Environmental compensation (the droid is adapted for a vacuum environment)
- Extendable 0.3 meter long video sensor with infrared vision (360 degree rotation, night vision)
- Holographic projector/recorder
- Retractable heavy grasper arm (+1D to *lifting*, maximum 2D)
- Retractable fine worker arm
- Acoustic signaler
- Fire extinguisher
- Small internal "cargo" area (1 Kg)

Move: 10

Size: 0.9 meters tall

Cost: 7,000 credits



■ T7-Series Astromech Droid

Type: Duwani Mechanical Products T7-series astromech droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

Astrogation 6D

PERCEPTION 1D

Search 3D+1

STRENGTH 1D

TECHNICAL 1D

Space transports repair 6D

Equipped With:

- Two legs, rear treads, central body
- Tool access port
- Radar eye
- Auditory and sonar scanner
- Radionic scanner

- Multi-function arm

- Bioanalysis sensor

- Broadcast antenna and Binary vocabulator

Move: 4

Size: 1 meter

Cost: 3,500

T7-Series Astromech Droid

The T7 was an astromech droid series used in the days of the Old Republic and especially in the Great Galactic War.

During the Great Galactic War, a smuggler named Nico Okarr was in possession of one such droid, which would later become possession of the Jedi Knight known as Hero of Tython.

Around the year 3,641 BBY, combat upgrades that were available to the T7-series were manufactured on Nar Shaddaa, and considered by some to be of the finest quality available.

T7-O1

A quirky and surprisingly stubborn astromech droid with a lively personality and strong independent streak, T7-O1 serves the Jedi by bravely facing danger on a daily basis. Skilled in high-resolution sensor scans, mechanical repair and starship piloting (along with numerous undocumented talents), the droid's hard work is responsible for saving dozens, if not hundreds, of lives on Tython alone. Little is known about T7

before the droid came into the service of the Jedi. Certain features of its construction hint at it being a custom model built some time ago, but there are no official records to substantiate the theory. Despite the uncertainty of its origins, the droid's enthusiasm and willingness to put itself in harm's way leave little doubt as to its loyalty.^[4]

The quirky and stubborn astromech droid T7-O1 hasn't been memory-wiped since his activation more than two centuries ago. This rare condition gives T7 a massive knowledge base, with detailed records of every mission he's ever undertaken and the many friends and enemies made along the way. Because his memories remain intact, T7 has developed a candid personality, a strong independent streak and a unique perspective on the galaxy. Unlike other droids, T7 doesn't perceive his organic owners as masters, but instead refers to them more like partners. Over the centuries, he has faithfully teamed up with senators, spies, smugglers and even Jedi.

T7 sees himself as protector of his more fragile organic allies, willingly placing himself in harm's way and always ready to play the hero when innocent lives are in danger. Although he was originally designed for repair and piloting duties, T7 has accumulated many special modifications, expanding his potential uses on and off the battlefield. This little droid is much more than a mechanical servant... he's a friend and ally to the end.^[1]

■ **T7-O1**

Type: Duwani Mechanical Products T7-series astromech droid
DEXTERITY 1D



Blaster 5D
KNOWLEDGE 1D
MECHANICAL 1D
Astrogation 6D
PERCEPTION 1D
Search 3D+1
STRENGTH 1D
TECHNICAL 1D
Space transports repair 6D
Equipped With:

- Two legs, rear treads, central body
- Tool access port
- Radar eye
- Auditory and sonar scanner
- Radionic scanner
- Multi-function arm
- Bioanalysis sensor
- Broadcast antenna and Binary vocabulator
- Blaster (3D damage, range: 3-10/25/60)

Move: 4
Size: 1 meter
Cost: 2,500

TC-Series Maintenance Droid

The TC-series maintenance droid from Duwani is a variant of the MZ-series line, intended primarily for computer and mainframe repair and upkeep. In addition to its maintenance duties, the TCs are also used for droid programming and repair, often utilized as supervisor droids. A common appliance of these lines is a small group consisting of 3-4 MZs with a single TC to coordinate and oversee them.

■ **TC-Series Maintenance Droid**



Type: Duwani Mechanical Products TC-series Maintenance droid
DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 1D
Computer programming/repair 4D, droid repair 5D, space transports repair 2D+1
Equipped With:

- Two legs, rear treads, central body
- Visual photoreceptor (human range, infrared, ultra-violet)
- Wide-band comm receptors
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine manipulator arm

Move: 4
Size: 0.7 meters
Cost: 2,600

NO JOB IS OVER THIS LITTLE GUY'S HEAD.

Following the success of our highly regarded T3 line, Duwani Mechanical Products proudly announces our new T7 astromech Droid. We've designed so many features into the new T7 that *TechCore Periodical* called it: "One of the greatest achievements to come out of modern droidmaking, and a surefire inclusion in any pilot's shipboard toolkit... crammed with so many features, I can't imagine blasting off without one - or two!"

Just look at these impressive features:

- **Supports Over ONE HUNDRED Starship Designs!**

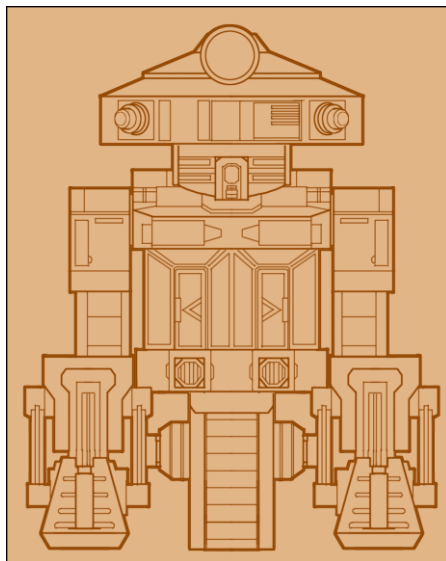
Starship reference and repair data for over one hundred ship models are stored in the T7's comprehensive ROM library. T7 interfaces with the starship computer system to monitor and analyze flight performance. T7's complex ThinkCircuit X7™ internal computer scans technical files to pinpoint potential problems, find data patterns or debug computer codes - performing over 3,000 MPF operations a second!

- **RepNet and ImpCore Software!**

Built-in telecom software allows our compact T7 to communicate with computers under both Republic Navy Transmission and Imperial Military Standard communication systems! Custom communications software also available.

- **Standard I/O Jack!**

A retractable jack plugs T7 directly into Republic-standard computer ports, allowing



the Droid direct hard-wired connection to most computers.

- **Heavy and Fine Manipulators!**

Our trusty T7 comes equipped with two all-purpose manipulators: a heavy-duty grasper with 15 kilo lifting capacity and 7 kilo grasping pressure and a fine manipulator with 2 kilo lifting capacity, three 360-degree rotational joints for complete maneuverability, and micro-adjustment controls allowing better than five micrometer placement accuracy. Both manipulators have a .65 meter reach. They are fully

retractable and stow neatly within T7's body when not in use.

- **Hyperspace Coordinates!**

T7 can store coordinates for up to four hyperspace jumps in RAM. This capability enables starships with limited navicomputers to make hyperspace jumps - also a real lifesaver in the event of navicomputer malfunction.

- **Wide Sensor Array!**

Sensor systems for almost any purpose, including: a full spectrum transceiver, electrophoto receptors, DERs and heat and motion detectors. All systems are routed to T7's ThinkCircuit X7™ internal computer which supports sophisticated analysis programs, such as life-form identification subroutines.

All the Reliability and Rugged Design You've Come to Expect From Duwani Mechanical Products!

- Three Year Warranty!
- User-Support Hotline!
- DMP Quality!
- Affordable Prices!
- Dealer Financing!



**DUWANI
MECHANICAL
PRODUCTS**

Our Technology.
Your Stars.



The Mother Machine (Rakatan bioengineering computer)

Before humans and Twi'leks, Rodians and Hutts, Chiss and Sith, there was the Rakata Infinite Empire. The Rakata used their Force sensitivity to seize power and subjugate all in their path, but as time went by, they began to lose their connection to the Force and appeared to die off. In reality, a few Rakata lived on, and in the ancient prison on Belsavis they continued experiments designed to restore their Force sensitivity. At the heart of these experiments was a device designed to create new Force-sensitive species—the Mother Machine. A sentient artificial intelligence, the Mother Machine gave herself the name Ashaa and felt a strong connection to each species she created—from Twi'lek to Esh-kaa—growing ever more furious at the Rakata who enslaved her and imprisoned her “children.” The Rakata who created her maintain that the Mother Machine is merely mimicking the idea of motherhood, and that the connection between the machine and her children is purely fabricated; deep down, they claim, the Mother Machine is just that—a machine, heartless and incapable of real empathy.^[4]



■ The Mother Machine

Type: Bioengineering AI

DEXTERITY 0D

KNOWLEDGE 10D

Alien species 10D, alien species: Twi'lek 20D, alien species: Esh-kaa 20D, languages: Rakatan 10D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 10D

(A) genetic engineering 20D, first aid 15D, (A) medicine 20D

Equipped With:

- Massive central mainframe
- Paranoid AI with persecution complex
- Visual and auidial sensors – 50 meter range
- Transceiver array
- Computer system interlink

- Vocabulator speech/sound system

Move: 0

Size: 50 meters tall

Cost: Not available for sale (estimated several million)



TITAN-Series Defense Droid

The Systech-designed TITAN defense droid is a massive, ten meter security juggernaut, usually intended as autonomous sentries for remote high security facilities. Armed with missile launchers, mortars, and flamethrowers, the TITANs are built to withstand a surprising amount of punishment, and are often used without additional security support units. A trespasser who comes across a the hulking, bipedal TITAN generally has two options: run, or die.

■ TITAN-Series Defense Droid

Type: Systech TITAN-series defense droid

DEXTERITY 4D

Blaster artiller 6D, flamethrower 6D, missile weapons 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 6D

STRENGTH 7D

Brawling 9D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and auidial sensors – 1.6 kilometer range
- Vocabulator speech/sound system
- Missiles (5D damage, range: 3-9/13/25)
- Flamethrower (4D damage, range: 20 meters)

- Mortars (10 launched per wave, 3D damage, range: 50 meters)

Move: 15

Size: 10 meters tall

Cost: 15,000

TT-Series Medical Droid

The Okara-produced TT-series medical droid is the company's answer to the Starfront Corporation's M3-M1 surgeon droid. Built on the cheap-to-manufacture 2V-series frame, the TT was designed to be quick and easy to manufacture in order to rush it to market and corner out Starfront's sales.

Unfortunately, the TT's nearly nonexistent development time led to a hastily-integrated medical database sitting largely on top of the 2V's factotum software, resulting in a droid with a bit of an identity crisis.

While a good medical droid is expected to provide the best healthcare for its patients as well as maintaining strong objectivity, the TT's remaining factotum paradigm tends to cause them to become overly attached to their patient's needs and emotional state. As a result, the TTs provide top-of-the-line medical attention, but often become emotionally distraught over mistakes or medical tragedies, and have been known to require more frequent memory wipes in order to overcome their semi-regular "existential crises."

■ TT-Series Medical Droid

Type: Okara Droid Corporation TT-Series medical droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien species 5D, cultures 5D, languages 6D+2



MECHANICAL 1D

PERCEPTION 3D

(A) injury/ailment diagnosis 4D+2

STRENGTH 1D

TECHNICAL 2D+1

First aid 7D, (A) medicine 5D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- One audiovisual sensor - human range
- Medical diagnostic computer
- Analytical computer

- Vocabulator speech/sound system

Move: 7

Size: 1.7 meters

Cost: 4,400

Tythonian War Droid

The ruins of Kaleth are overrun with various squads of ancient - and hostile - war droids. A deadly remnant of Tython's mysterious past, the original purpose of the droids has been lost in the mists of time. Some speculate they were once guardians, programmed to protect the powerful secrets of Tython's original Jedi inhabitants. Others believe the droids were used for combat training by the order shortly after the creation of the first proto-lightsaber. A more sinister theory suggests the droids were somehow involved in the destruction of Kaleth itself. Whatever the explanation, one fact is not in dispute: The droids will attack any living creature that dares to enter the territory they still fiercely patrol.^[4]

The War Droids of Tython were an archaic type of battle droid created by the earliest members of the Jedi Order. Stationed at the ruins of the fortress city of Kaleth, the war droids proved somewhat of a



mystery to the Jedi as they attacked all who entered the site.

Created by the ancient Jedi known to history as the Weapon Master on Tython during the formative years of the Jedi Order, these war droids stalk the ruins of the ancient fortress city Kaleth, standing as a challenge to all who wish access to the First Blade. Created as a test of the merit of the Jedi who thought themselves worthy of wielding the weapon, the droids would attack any who approached them, including Jedi.^[1]

When the Jedi Order returned to Tython during the Cold War between the Galactic Republic and the Sith Empire, many Jedi archaeologist were confused as to the purpose of the droids' unprovoked attacks. Jedi Master Till'in led a team to the camp and planned on uncovering their purpose as well as understanding the ancient technology that kept them running for several millennia.^[5]

■ **Tythonian War Droid**

Type: War droid

DEXTERITY 2D

Blaster: blaster rifle 6D, melee combat 6D, melee parry 6D, lightsaber 8D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 3D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range
- Vocabulator speech/sound system
- Training lightsaber (STR+1D damage)
- Blaster rifle (5D damage, range: 3-10/30/50)

Move: 8

Size: 1.7 meters tall

Cost: 9,000



■ **X2-Series Imperial Astromech**

Type: Duwani Mechanical Products X2-series astromech droid

DEXTERITY 2D

Blaster 5D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 4D

PERCEPTION 1D

Search 3D

STRENGTH 1D

TECHNICAL 2D

Space transports repair 5D

Equipped With:

- Three legs, central body
- Light manipulator arm
- One photoreceptor
- Radar eye

- Auditory and sonar scanner
- Radionic scanner
- Audio sensor - human range
- Blaster (3D damage, range: 3-10/25/60)

Move: 4

Size: 1 meter

Cost: 4,200

X2-Series Imperial Astromech

The X2-C3 Imperial Astromech is the most advanced astromech droid in use by the Sith Empire. Produced by Duwani specifically for Imperial sale, they are commonly outfitted with blaster attachments and are commonly seen on Imperial ships and inside installations affiliated with the Sith Empire.^[1]

CHAPTER FIFTEEN: CREATURES



Shh! Keep quiet!

...

Me? My name is Tak Vren. I'm an agent with Imperial Intelligence by trade, and on my various missions I've come across some pretty nasty creatures, like this terentatek here.

Between you and me, I've seen some pretty vicious behavior among the sentients of the galaxy - hell, I'm guilty of some of it myself - but nothing compares to the feral carnage that can be wrought by this galaxy's nonsapient critters.

Sure, some are sweet and cuddly, but don't be fooled. This universe wants to kill you - and there are a million toothy, clawing, venomous ways in which it can - and will - do it.

Acklay

Acklay are native to the planet Vendaxa, whose ultra-dense ecosystem lends itself to evolutionary specialization. There, acklay are among the top predators, able to stalk and eviscerate prey among the jungles and plains, tracking creatures by their electrical auras. An acklay is not built to build nests or forage or migrate when seasons change—an acklay only knows how to hunt, and survive the hunting. Despite various governments' efforts to prevent the spread of acklay, the creatures are traded on the black market as gladiatorial challenges and targets for big game hunters. Inevitably, a few acklay escape or are left out in the wild, and the creatures either die—or they breed, survive and threaten anyone they encounter.^[4]

■ Acklay

Type: Huge predator

DEXTERITY 1D+1

PERCEPTION 2D+1

Search 6D

STRENGTH 7D

Climbing/jumping 8D, swimming 8D

Special Abilities:

Armor: The natural armor of the acklay grants it a +2D bonus to Strength when resisting physical damage.

Bite: Does STR+2 damage.

Claws: Do STR+1D+2 damage.

Exceptional Reflexes: Acklays gain a +1D bonus to all Perception rolls made to determine initiative.

Resistant to Radiation: Acklays gain a +1D bonus to Strength when resisting the effects of harmful radiation.

Blindsight: Acklays have powerful nonvisual senses, being able to hunt in dark waters. They don't suffer any of the penalties for poor lighting conditions.

Breathe Underwater: Acklays can stay underwater indefinitely.

Move: 12

Size: 6 meters long^[33:65]





Akk Dog

Loyal guard dogs, faithful pets and savage killers: with the right training, akk dogs can fill any of these roles. Those brave enough to challenge the beasts must contend with a thick, scaly carapace that deflects the most powerful of blows and jaws strong enough to crush durasteel. Although native to Haruun Kal, akk dogs have been exported across the galaxy to serve a variety of masters. When not domesticated, akk dogs live in the wild, hunting in packs and attacking anyone foolish enough to enter their territory.

In addition to their incredible strength, akk dogs are rumored to be Force sensitive. In recent years a Jedi named Master Sulan attempted to connect with the creatures through Force-bonding exercises. The Jedi's endeavor was cut short when his Padawan's life was claimed by a particularly hungry akk dog pack leader.^[4]

■ Akk Dog

Type: Mammalian predator

DEXTERITY 2D

PERCEPTION 1D

Search 5D

STRENGTH 3D+2

Climbing/jumping 6D

Special Abilities:

Armor: The natural armor of the akk dog grants it a +2D bonus to Strength when resisting physical damage.

Bite: Does STR+2 damage.

Claws: Do STR+1D+2 damage.

Move: 9

Size: 1 meter long

Orneriness: 1D



Asharl Panther

These fierce, attractively spotted cats are found on numerous worlds in the Outer Rim and Unknown Regions. The distinctive dorsal fronds of the asharl panther work as a set of extra sensory organs; thick nerve bundles running up the fronds allow the asharl panther to pick up the vibrations of threats approaching from behind. Along with the panthers' pelts, these fronds are often sought after by hunters.

The asharl panther has been adopted as a mascot of the Mandalorian Rodarch clan, whose members train the animals to fight alongside them and who paint their armor to match the panthers' pelts. The symbolism of a beast which is fearless and always aware of its surroundings is one the Rodarch clan has embraced wholeheartedly.^[4]

■ Asharl Panther

Type: Wild snow predator

DEXTERITY 3D

PERCEPTION 4D+1

Search 8D

STRENGTH 4D+1

Brawling 5D, climbing/jumping 6D

Special Abilities:

Bite: Does STR+2 damage.

Claws: Do STR+1D+2 damage.

Tail: Does STR+1D+2 damage.

Sensory fronds: Asharl panthers have vibration-sensing organs on their backs, and gain a +1D bonus to all *search* rolls that involve sound, and +2D if it comes from behind. Arctic Asharl panthers can withstand frigid temperatures that are deadly to most other creatures (although their stamina in the cold is not unlimited).

Move: 15

Size: 1.6 meters at shoulder, 3.2 meters long

Orneriness: 5D

Bantha

Domestication of the bantha has become vital to survival on Tatooine and other colonized worlds. Intelligent and reliable creatures, they can be



trained as pack animals, passenger carriers and even war mounts. When needed, banthas also serve as a source of sustenance. Their meat and milk are edible, and a single bantha can provide weeks' worth of food. Bantha skin and fur can be made into leather and clothing, and their horns are often carved into tools or jewelry. A lumbering Houk bounty hunter reluctantly gained the nickname "Bantha" Boskirn after performing several jobs on Tatooine. Boskirn's career was cut short when he angrily pulled his blaster on a smuggler who mocked him for the name; Boskirn was unfortunately too slow on the draw.^[4]

Banthas are sturdy and easily domesticated beasts of burden that were found all over the galaxy. The bantha is one of the most adaptable herbivorous creatures in the galaxy and can be found on several worlds. They are able to survive in almost any extremes of environment and can go without food or water for several weeks. Although bantha subspecies have diverged from their baseline ancestors, most share similar characteristics. They are quadrupeds that are covered with shaggy fur and have large curved horns. Banthas are used by the nomadic and territorial Sand People.^[5]

■ Bantha

Type: Domesticated pack animal

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 8D

Special Abilities:

Horns: STR -1D damage.

Trample: STR damage.

Move: 5

Size: 2-3 meters at shoulder

Orneriness: 2D^[6:222]

Baspoor Glider

The baspoor glider, sometimes called the "sky swimmer" for its fishlike appearance, is an omnivorous flying amphibian often found on temperate worlds. Its unique physiology allows it to "land" in water, where it can continue to propel itself with its powerful wings. It has very little mobility on solid surfaces, and has difficulty taking flight again should it find itself grounded. The young of the baspoor glider are carried on its mother's back for the first few months of life and have a highly unusual diet. Children gnaw at the skin of the mother for nourishment while the mother focuses on her own needs—her trivial injuries healing quickly each day.^[4]



■ Baspoor Glider

Type: Amphibious glider

DEXTERITY 1D+1

PERCEPTION 3D+1

Search; tracking aquatic 6D, sneak: aquatic 7D

STRENGTH 6D+1

Climbing/jumping 6D, swimming 10D

Special Abilities:

Flight: Baspoor gliders can fly or glide in atmospheres, but are helpless in the air and thus glide along air currents.

Swimming: Baspoor gliders are powerful swimmers, and can maneuver much better underwater than in the air.

Move: 3 (land), 20 (air), 35 (underwater)

Size: 18 meters

Bogstalker

The bogstalker is one of many ancient species from the planet Taris's prehistory thought extinct until its rediscovery after the planet's bombardment. It turned out that the bogstalkers had survived for millennia beneath Taris's sprawling undercity, and in the post-bombardment wreckage, the bogstalker has thrived as its natural swampy habitat has spread. Remarkably, the pollutants from the destruction of Taris have only made the bogstalker more resilient, as its flesh is now poisonous to most predators—even the voracious rakghouls.^[4]



■ Bogstalker

Type: Winged swamp beast

DEXTERITY 3D

PERCEPTION 2D+1

Sneak: swamp 7D

STRENGTH 3D+2

Brawling 4D+2, climbing/jumping 6D

Special Abilities:

Flight: Bogstalkers can fly or glide in atmospheres.

Bite: Does STR+2 damage.

Claws: Do STR+1D+2 damage

Move: 8

Size: 2.2 meters at shoulder, wingspan 3.5 meters

hunters, running down prey with their powerful front legs before gouging them with the hook-like tusks on their lower jaws. Early Alderaanian settlers were shocked to encounter such violent beasts on their paradisiacal new home, and it wasn't long before bolraida attacks became a leading cause of death. Unlike their distant relative, the iraida, bolraidas are impossible to train; nearly every attempt to domesticate the beasts has ended disastrously.^[4]

Bolraidas are extremely ferocious. At one point attacks by Bolraidas was the leading cause of death on Alderaan. They have very strong front legs and tusks on their lower jaws to snag prey. They are cousins to the iraida. However, unlike the Lraida they are impossible to domesticate. They stand in stark contrast to the otherwise beautiful landscape of Alderaan.^[1]

■ Bolraida

Type: Hostile mammalian predator

DEXTERITY 3D+1

PERCEPTION 2D+2

Hide 3D+1, search 5D, sneak 3D

STRENGTH 4D+1

Brawling 6D, climbing/jumping 6D+1

Special Abilities:

Claws: Do STR+3D damage.

Teeth: Do STR+5D damage.

Charge Attack: Does STR+1D+1 damage.

Enraged: When enraged, a bolraida gains +1D to all Perception rolls made to determine initiative.

Gore Attack: Can gore with its horns for STR+1D damage.

Move: 15

Size: 3.1 meters at shoulder

Orneriness: 8D



Bolraida

Utterly at odds with the tranquility of their native Alderaan, bolraidas are one of the most aggressive species in the galaxy. They are brutally effective



Bormu

The enormous and majestic bormus once moved in herds across Balmorra—until the Imperial bombardment wiped out many of the slow-moving behemoths and the pollution from Balmorra's destroyed factories poisoned the land and the bormus' food supply. Despite their size, bormus are

incredibly gentle beasts and formerly relied on their herds for protection, stampeding potential predators. Now that they are on the brink of extinction, lone bormus are easily picked off by smaller, faster predators.^[6]

The Bormu species inhabits Balmorra, and can be seen in the fields of the Markaran Plains.^[1]

■ Bormu

Type: Wild pack animal

DEXTERITY 1D+2

PERCEPTION 2D

Search 6D

STRENGTH 7D+2

Special Abilities:

Horns: Do STR -1D damage.

Trample: Does STR damage.

Move: 5

Size: 2-3 meters at shoulder

Orneriness: 3D+1

Chemilizard

Most creatures avoid Hutta's polluted swamps, but these massive reptiles call the toxic marshes home. Nicknamed "chemilizards" by the local workers, these predators have adapted to the poisonous land by absorbing toxins, which contribute to their unique coloring and acidic saliva. Many also believe these toxins have poisoned the chemilizards' minds, turning the ferocious reptiles violent and untamable.

Before their mutation, chemilizards were a Hutt

delicacy known as orpali dragons. These rare lizards were bred for harvest, killed in infancy and traditionally served over a bed of glazed chuba eyes. Orpali dragons were on the menu for the centennial feast of Bakuush the Hutt when several hatchlings escaped into the wild through the palace sewers. Over time, the resilient lizards evolved, and although one Hutt did attempt to dine on the adapted chemilizards, the results were most unappetizing.^[4]

■ Chemilizard

Type: Toxic swamp predator

DEXTERITY 3D

PERCEPTION 2D

Search 5D, sneak 6D+1

STRENGTH 6D

Brawling 7D, climbing/jumping 6D+2

Special Abilities:

Claws: Do STR+2D damage.

Teeth: Do STR+2D damage.

Tail: Does STR+1D+2 damage.

Acidic Saliva: Saliva contact does 3D damage.

Easily Enraged: The chemilizard's chemically-poisoned mind makes them ferocious and easily angered.

Move: 9

Size: 2.2 meters long



Dewback

Dewbacks are omnivorous reptiles that originated on Tatooine, where settlements, moisture farmers and Sand People alike use them as work beasts and transportation, and where wild dewbacks still roam the planet's



deserts and canyons. Over time, the sturdy creatures have been exported to other worlds and found similar utilitarian niches elsewhere. Centuries ago, Czerka Corporation scientists attempted to breed “war dewbacks” that were larger and more aggressive than their easily domesticated cousins. Although the scientists eventually succeeded, the project was written off as a failure when the test herd broke out of its enclosure and rampaged through the research facility.” In-game Codex (Bestiary) Dewbacks are large, four-legged, omnivorous, cold-blooded reptiles native to the desert wastes of Tatooine. As such, they are well-adapted to the harsh desert climate. This and the fact that they can be easily domesticated, makes them commonly employed as beasts of burden by both the inhabitants of the desert planet and the off-worlders wandering its dunes. Due to their numerous useful traits and versatility, they are quite possibly the most respected of all the creatures native to Tatooine. They can also be seen in the streets of Balmorra.^[1]

■ Dewback

Type: Desert Lizard
DEXTERITY 3D
PERCEPTION 4D
STRENGTH 4D
 Brawling 4D+1
Special Abilities:
Move: 35; 100 kmh (during day), 7; 20 kmh (at night)
Size: 1.3-2.1 meters tall at shoulder
Orneriness: 3D ^[30:174]



Drate

Drates are passive swamp reptiles native to Taris, more benign cousin of their relative the drate.

■ Drate

Type: Passive amphibious reptile
DEXTERITY 1D+2
PERCEPTION 2D

Search 3D, sneak 3D+1
STRENGTH 2D+1
 Swimming 4D
Special Abilities:
Claws: Do STR+1D+2 damage.
Teeth: Do STR+2D damage.
Tail: Does STR+1D damage.
Move: 6
Size: 2 meters long



Duneclaw

Rarely seen even on its home planet of Tatooine, the omnivorous, reptilian duneclaw is an aloof and solitary creature. Possibly a distant cousin of the wraid, the duneclaw has tough skin covered in armor-like plating, and this—along with its thick skull—makes this beast very difficult to bring down. A head-butt from a duneclaw is powerful enough to shatter bones, crack stone and dent metal. Although its eyesight is adequate, a duneclaw is able to navigate in dim light through echolocation and can easily pick up sound waves made by other creatures. For this reason, duneclaws can often be found hunting prey near Tatooine’s cliffside caves and other dark, enclosed spaces.^[4]

■ Duneclaw

Type: Ferocious desert predator
DEXTERITY 3D
PERCEPTION 2D+2
 Search 6D
STRENGTH 5D
 Brawling 6D+2, climbing/jumping 6D
Special Abilities:
Claws: Do STR+1D damage.
Teeth: Do STR+2D damage.
Charge Attack: Does STR+1D+1 damage.
Enraged: When enraged, a duneclaw gains +1D to all Perception rolls made to determine initiative.
Gore Attack: Can gore with its horns for STR+1D damage.
Move: 15
Size: 2.5 meters at shoulder, 4.1 meters long

Exchange Cyber-Beast

Exchange cyber-beasts are cybernetically-enhanced animals found on Nar Shadda. Natural predators, they are given computer and bionic treatments to enhance their combat skills and are fearless in combat.^[1]

■ Exchange Cyber-Beast

Type: Cybernetically-enhanced predator

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 3D

Brawling 4D+1, stamina 6D

Special Abilities:

Claws: Do STR+2D damage.

Teeth: Do STR+2D+1 damage.

Move: 10

Size: 1.3 meters at shoulder



Ferrazid Hound

Millennia ago, before Taris became a city-world—and long before that city was destroyed—ferrazid hounds lived in the planet's jungles and swamps, hunting birds and lizards and roaming in small packs. When Taris became an urban environment, ferrazids were believed extinct—the population wiped out, with only a few specimens preserved in zoos. When the Republic returned to the ruins of Taris, explorers found the ferrazid hound population robust and recovered. Unfortunately, the ferrazids are extremely territorial. Although they keep their distance from major settlements, they are an increasing problem for scouts and transports.^[4]

■ Ferrazid Hound

Type: Wild scaled predator

DEXTERITY 2D

PERCEPTION 2D

Search 3D

STRENGTH 3D

Brawling 4D+1, climbing/jumping 4D

Special Abilities:

Claws: Do STR+1D+2 damage.

Teeth: Do STR+2D damage.

Move: 12

Size: 1.8 meters at shoulder



Gundark

The gundark is among the most feared of all species. Its strength is matched only by its resilience and keen senses, and it is a favorite target of big game hunters and a featured attraction in gladiatorial arenas galaxy-wide. Gundarks rarely last long in captivity, however; many beast tamers tell of letting their guard down for a half-second in the presence of these mighty creatures, only to be attacked and horribly mauled. They are the lucky ones. Anyone encountering a gundark in the wild knows to give this monster a wide berth or else be prepared for a fight; the gundark is known to attack unprovoked.⁶

A gundark is a fearsome anthropoid from Vanqor known as one of the most vicious, strong, and aggressive species in the galaxy. These semi-intelligent creatures stand between 1 and 2.5 meters tall, with four powerful arms and large ears as wide as their head. Both their hands and feet end with opposable digits. Gundarks are covered in short brown or gray hair. Gundarks are often joked about by freighter pilots with remarks such as "You look strong enough to pull the ears off a gundark" which is most certainly a humanly impossible feat.^[1]



■ Gundark

Type: Ferocious anthropoid

DEXTERITY 4D+2

Melee 7D

PERCEPTION 3D+2

Hide 5D+2, search 7D

STRENGTH 6D+2

Brawling 8D+1, climbing/jumping 8D

Special Abilities:

Bite: Does STR +1D damage.

Crushing Attack: If a gundark successfully grapples an opponent, it will crush for STR +1D+1 damage on the following round.

Fearless: Gundarks gain a +1D bonus to resist *intimidation* and Force powers that cause fear.

Low Light Vision: A gundark can see twice as far as a normal human in poor lighting conditions.

Track by Scent: Gundarks receive a +3D bonus to Search: Tracking if scent plays a part.

Weapons: Gundarks often wield weapons, such as clubs, which inflict STR +2 damage.

Move: 12

Size: 1 to 2.5 meters tall, 1.5 meters on average.^[31:31]



Harvaporisk

One of two new species discovered by Jarn Harvus on Nim Drovis, the harvaporisk can be found on several planets and has thrived on heavily industrialized worlds in particular. Originally a carrion-eater, the harvaporisk has adapted to other ecosystems by feeding on industrial waste and garbage in addition to its normal diet. Harvaporisk

infestations have plagued Hutt Space due to the density of industry and the generally lax decontamination procedures used when moving cargo from world to world. On Quesh, the byproducts of venom mining and processing have created a particularly strong breed of harvaporisk that can thrive in the toxic atmosphere.^[4]

■ Harvaporisk

Type: Passive toxic scavenger

DEXTERITY 3D+1

PERCEPTION 3D

Search 6D

STRENGTH 5D

Brawling 7D+1

Special Abilities:

Bite: Does STR+1D damage.

Toxic Biology: Bite contact contact does 3D damage.

Move: 14

Size: 3.1 meters at shoulder



Harvorisk

The second of two species discovered by Jarn Harvus on Nim Drovis, the harvorisk is actually no relation to the similarly named harvaporisk. Shortly after its discovery, the harvorisk was coveted by Hutts across the galaxy, who considered it alternately an exotic new pet and a tasty meal. But its rapid rate of breeding and vicious, untrainable personality quickly led to the Hutts' becoming disenchanted with their new pets, causing the release of many harvorisks into the wild. On Quesh, it was the Three Families who brought harvorisks to the planet and genetically modified the creatures so they might survive in the toxic atmosphere—albeit at a cost of half their lifespan. The Hutts refuse to accept responsibility for the creatures' escape, but the harvorisks have begun reproducing, seeking prey among the planet's miners.^[4]

■ Harvorisk

Type: Vicious avian predator

DEXTERITY 3D

PERCEPTION 1D+2

Search 3D, sneak 3D+1

STRENGTH 6D

Brawling 8D+1, climbing/jumping 8D

Special Abilities:

Flight: Harvorisk can fly or glide in atmospheres.

Bite: Does STR+2D damage.

Claws: Do STR+1D+2 damage.

Tail: Does STR+1D damage.

Gore Attack: Can gore with its horns for STR+1D damage.

Move: 10 (ground), 25 (air)

Size: 3.5 meters long

Icetromper

On a world as inhospitable as Hoth, herbivores need natural advantages to survive. The lumbering herd beasts commonly called "icetrompers" must contend with the constant threat of hungry wampas and whitefangs. Unable to outrun their natural predators, icetrompers compensate with powerful stomping hooves and thick curled horns that can sweep aside even the most determined hunter. An icetromper's greatest natural asset, is its multiple

sets of eyes. Like certain arachnid species, the secondary eyes are reserved exclusively for detection of sudden changes in nearby light patterns. Even the stealthiest wampas have difficulty sneaking up on icetrompers.^[4]

■ Icetromper

Type: Wild pack animal

DEXTERITY 1D+2

PERCEPTION 2D

Search 7D

STRENGTH 11D

Special Abilities:

Horns: Do STR +1D damage.

Trample: Does STR damage.

Keen Eyesight: Icetrompers have excellent hearing, and gain a +1D bonus to all Search rolls that involve sight.

Move: 5

Size: 4.1 meters at shoulder, 5.5 meters long

Orneriness: 2D

Jungle Skinflayer

The Jungle Skinflayer is a dangerous creature found on Taral V. Sporting a large strong body and sharp claws the Skinflayer tries to smash its enemies with its large muscular arms.^[1]



■ Jungle Skinflayer

Type: Ferocious anthropoid

DEXTERITY 2D+1

PERCEPTION 1D

Search 2D

STRENGTH 5D

Brawling 7D+2

Special Abilities:

Claws: Do STR+1D+2 damage.

Teeth: Do STR+2D damage.

Enraged: When enraged, a skinflayer gains +1D to all Perception rolls made to determine initiative.

Move: 10

Size: 3 meters at shoulder

Head-Butt: Head-butting adds +2 to *brawling* and does STR+1D+2 damage (including horns).

Move: 10

Size: 1 meter tall ^[16:23,†32]



Kath Hound

Native to Dantooine, kath hounds are sturdy, horned creatures with a ruff of fur. Although they can be aggressive if threatened or during mating season, they are normally docile, intelligent creatures who take well to training. Kath hounds are popular across the galaxy as guard dogs and pets (although the latter usually have their horns trimmed as a precaution). Albino kath hounds are rare and highly prized by breeders. On Dantooine, seeing an albino kath hound is considered lucky; there are even stories of albino hounds protecting people lost in the hills. While these stories are unlikely to be more than legends, an albino kath hound is large and intimidating enough to frighten off Dantooine's worst predators, kinraths, which certainly would prey on lost travelers.^[4]



■ Kath Hound

Type: Plains predator

Planet of Origin: Dantooine

DEXTERITY 2D

PERCEPTION 2D

Search 4D, tracking 5D

STRENGTH 4D+1

Jumping 7D

Special Abilities:

Claws: Do STR+2 damage.

Horns: Do STR+1D damage.

Kintan Crusher

Kintan crushers, also known as “Kintan enforcers,” are savage, brutish creatures native to the Nikto homeworld of Kintan. They are characterized by their stocky builds, powerful arms and large, meaty fists. Crushers are notably smarter than their cousins, the Kintan striders, and are rarely seen in the wild thanks to centuries of “domestication” by the Hutts; the Kintan crushers’ ability to follow complex commands and pound their victims into jelly inspired the Hutts to employ them as reliable and obedient footsoldiers. Many speculate as to how the Hutts pay their Kintan enforcers, with guesses ranging from the absurd to the grotesque.^[4]

■ Kintan Crusher

Type: Ferocious anthropoid

DEXTERITY 3D+1

Melee 7D

PERCEPTION 2D+2

Hide 4D+2, Search 4D

STRENGTH 6D+2

Brawling 8D+1, climbing/jumping 8D, stamina 8D

Special Abilities:

Armor: +3D protection against physical and energy attacks.

Death Gambit: If a kintan crusher successfully grapples an opponent, it will crush for STR +2D+2 damage on the following round.

Weapons: Kintan crushers often wield weapons, such as clubs, which inflict STR +2 damage.

Exceptional Healing: Kintan crushers gain +2D+1 to all healing rolls.

Relentless Bloodlust: Kintan crushers are incredibly vicious and once angered will continue to pursue until they are no longer able.

Move: 12

Size: 1 to 2.5 meters tall, 1.5 meters on average.

K'lor'slug

Hulking, worm-like creatures with pincer legs and gaping maws of teeth, k'lor'slugs are among the most dangerous species on Korriban. Not only can they shear a man in half or swallow him whole, they can project their vile, venomous spit great distances. Hatched from eggs laid hundreds at a time by their queens and blessed with a short incubation period, these hideous monsters can infest and overrun an area in no time.

A century ago, a notorious hunter named Riegenn Hetuu was contracted to bring a live k'lor'slug queen to an eccentric Hutt for a gala celebration. The beast was meant to be a highlight in the Hutt's annual gladiatorial tournament, but when Riegenn arrived on Hutta and opened his cargo bay, some four hundred k'lor'slugs poured out, consuming the hunter as well as the Hutt. To this day, the sound made when a batch of k'lor'slugs hatch is called "a Hutt's cry."

The K'lor'slug possesses a serpentine body propelled by many dangerously-edged legs. The mouth is a gaping circular maw filled with lamprey-like concentric rings of teeth. There are a few variations: the Greater K'lor'slug (pictured) and the Lesser K'lor'slug (also noted as Burrowers, Foragers, and Broodlings).

K'lor'slugs are carnivorous hunters on their homeworld of Noe'Ha'On, possessing keen olfactory and visual senses in addition to a deadly venom. For reproduction, the creatures can lay more than 300 eggs in a single birthing period. When hatched, the young K'lor'slug is immediately ravenous for food. In addition to their aggressiveness, these creatures are considered pests aboard starships. They are known to invade the darkest spots on unsanitized space vehicles and breed. When dealing with more than 300 eggs hatching, an infestation aboard a space vehicle could become harder to control — and more potentially fatal — the longer it is tolerated.^[1]

■ K'lor'slug

Type: Swamp predator

DEXTERITY 4D

Dodge 5D

PERCEPTION 4D

Sneak 5D

STRENGTH 2D

Special Abilities:

Pincers: Do STR + 1D+2 damage.

Tail: Does STR + 1D damage. If the k'lor'slug makes a Difficult Dexterity roll, the target has been stung and suffers from the effects of the creature's potent neurotoxin. Affected characters must make a Difficult *stamina* or Strength or be rendered immobile. The poison is effective for 1D minutes.

Camouflage: The k'lor'slug receives a +2D to sneak rolls when hidden in the pink clay of Noe'ha'on's swamps.

Move: 10

Size: 2-3 meters long^[6:224]



Lobel

The lobel appears to be one of very few species actually indigenous to the planet Qesh, though it can be found in small pockets throughout the galaxy—perhaps the work of a single explorer thousands of years ago. A slow-moving creature, the lobel has four stomachs that are key to its survival in some of the most ravaged ecosystems known to civilization. The slow rate of digestion and normally languid movement of the lobel has allowed it to survive even when food is very rare, and there appears to be a degree of redundancy in the four stomachs—when the toxicity of industry damages one, the lobel is able to continue eating and digesting.^[4]

■ Lobel

Type: Languid reptilian

DEXTERITY 1D

PERCEPTION 2D

STRENGTH 2D

Brawling 4D

Special Abilities:

Bite: Does STR+2D damage.

Spines: Any attacker making a successful melee strike on a lobel's back immediately suffers 3D damage from the creature's protective spines. *Venom:* Some variants of

lobel are venomous. Their bite causes 2D+1 damage per round until healed, up to 1D rounds.

Redundant Biology: Lobels have four stomachs and are remarkably difficult to kill through poisoning or malnutrition.

Move: 3

Size: 1 meter long



Lraida

Lraidas are a species of predatory reptomammals native to Alderaan, known for their exceptional hearing and extreme resistance to cold. Although they are distantly related to the bolraida, lraidas have demonstrated a level of intelligence far superior to their vicious brethren; this has not only made them more cunning predators but has also led to their limited use as trained watch-beasts and gladiatorial challenges.^[4]

The lraida is related to the bolraida, but possesses a slightly more capable intelligence.



Lraida

Type: Hostile reptomammalian predator

DEXTERITY 3D+1

PERCEPTION 3D

Hide 4D, search 6D, sneak 4D

STRENGTH 4D+1

Brawling 6D, climbing/jumping 6D+1

Special Abilities:

Claws: Do STR+1D damage.

Teeth: Do STR+2D damage.

Charge Attack: Does STR+1D+1 damage.

Enraged: When enraged, a lraida gains +1D to all Perception rolls made to determine initiative.

Gore Attack: Can gore with its horns for STR+1D damage.

Keen Hearing: Lraida have excellent hearing, and gain a +1D bonus to all *search* rolls that involve sound.

Cold Resistance: Lraida can withstand frigid temperatures that are deadly to most other creatures (although their stamina in the cold is not unlimited).

Cunning: Lraida are extremely intelligent, and gain a +2D to Perception to outthink or outmaneuver an opponent, even solving simple puzzles when they directly relate to food.

Move: 15

Size: 3.1 meters at shoulder

Orneriness: 3D



Manka Cat

Fierce feline hunters, manka cats are believed to have originated on Alderaan but can now be found on a number of different worlds due to their desirability as exotic pets or trained guardians. It is no surprise that these accomplished hunters have thrived in virtually every ecosystem into which they have been introduced. Sleek and powerful, they have the speed to run down smaller prey, while their massive protruding tusks and claws also allow them to tackle much larger targets. Often traveling in prides, even a lone manka cat can be

dangerous, and extreme caution should be exercised when in their territory. Despite the risks, manka cats are sometimes hunted for sport and for their tusks and teeth, which are said to possess healing properties.^[4]

■ Manka Cat

Type: Hostile mammalian predator

DEXTERITY 4D

Dodge 5D

PERCEPTION 3D+2

Search 5D, sneak 6D+1

STRENGTH 6D

Brawling 7D, climbing/jumping 7D+1, running 8D

Special Abilities:

Claws: Do STR+2D damage.

Teeth: Do STR+3D damage.

Charge Attack: Does STR+1D+1 damage.

Gore Attack: Can gore with its tusks for STR+1D damage.

Move: 12

Size: 2.2 meters long

Orneriness: 4D



Mantellian Flutterplume

Although its beautiful feathers are valued as good luck charms, everything else about the Mantellian flutterplume is worth avoiding. This enormous scavenger bird is noted for its impressive hook-like beak and four sets of curled talons—tools that it uses to tear apart and consume rotting carcasses. The flutterplume population has skyrocketed thanks to Ord Mantell's brutal civil war. An abundant supply of fresh battlefield kills attracts flocks of these carrion eaters. Soldiers whisper horror stories of wounded men unable to defend themselves and doomed by the hungry winged predators. Subspecies of the Mantellian flutterplume have evolved on a handful of other

Republic worlds where the birds have been imported. Like their ancestors, they are both elegant and aggressive.^[4]

■ Mantellian Flutterplume

Type: Avian scavenger

DEXTERITY 3D+2

Dodge 4D

PERCEPTION 4D+1

Search 6D

STRENGTH 3D

Brawling 5D+1

Special Abilities:

Flight: Mantellian flutterplumes can fly or glide in atmospheres.

Talons: Do STR+2D damage.

Beak: Does STR+1D damage.

Move: 5 (ground), 20 (air)

Size: 1.4 meters long, 2.3 meter wingspan



Nerf

Nerfs are large, shaggy pack animals raised for their meat, fur and hides, primarily characterized by their horns, surly disposition and horrid stench. Their tendency to spit on people has only cemented their reputation for being particularly unpleasant animals to handle; it's no surprise that nerf-herding is regarded as one of the less glamorous professions in the galaxy. Although they are native to Alderaan, the nerfs' hardiness has allowed them to adapt to a variety of climates on other planets. Nerfs are common livestock on many Core and Inner Rim planets, though most ranchers beyond the Mid Rim prefer to breed less unruly animals.^[4]

■ Nerf

Type: Domesticated herd animal

DEXTERITY 3D+2

Spit 4D+1

PERCEPTION 2D+1

Hide 4D+2

STRENGTH 2D+2

Special Abilities:

Bite: Does STR+2 damage.

Head Butt: Does STR+2 damage.

Kick: Does STR+2 damage.

Low Light Vision: A nerf can see twice as far as a normal human in poor lighting conditions.

Spittle: If irritated, there is a 3 in 6 chance that a nerf will spit a foul-smelling saliva at targets up to ten meters away (range: 1-3/6/10). Nerf spit emits a foul odor, and is impossible to wash entirely from clothing. Anyone struck by nerf spittle suffers a penalty of -1D to actions involving personal interaction until washed and the offending article(s) of clothing are removed.

Move: 12

Size: 1.3 meters tall at shoulder

Orneriness: 2D [34:79, 31:39]



Nexu

Native to the forests of the planet Cholganna, the feline nexu have become alpha predators throughout the galaxy over the past few centuries, adapting to new environments through a natural hardiness and a quick reproductive cycle. Packs of nexu have been found roaming the tundra of Mygeeto and the steaming jungles of Rodia, equally adept at stalking and killing prey. Nexu are recognized in many cultures as an icon of viciousness, and several Mandalorian clans have taken the creature as their symbol. Some xenobiologists argue that nexu are far less violent than common wisdom suggests, and that it's the activities of sentient beings that agitate the cats. Left alone, they're smart, capable and strong—but not cruel or aggressive. *

There are other breeds of nexu on Cholganna's other continents, but only the forest nexu has an additional set of eyes able to view in infrared wavelength, which aids in their hunting of bark rats and tree-climbing octopi. They are often exported and trained as security beasts, and used for patrolling on Malastare, or used in arena combat, as seen on Geonosis. Nexu are 4.5 meters long and generally 1 meter tall.

The Nexu appear to be feline in nature, with claws which can slice a Human in half. They have spikes along their back, and a long tail that in the wild allows the Nexu to swing from tree branch to tree branch. They have extremely sharp instincts and reflexes, although they are known to tire easily, and often use swift movements to finish an enemy quickly, biting down and thrashing their head about to break their victim's neck. Cubs are born pure white.^[1]

■ Nexu

Type: Feline predator

DEXTERITY 4D+2

PERCEPTION 3D

Hide 4D+1, search 5D, sneak 4D+1

STRENGTH 4D+1

Climbing/jumping 6D+1

Special Abilities:

Bite: Does STR+2 damage.

Claws: Do STR+1 damage.

Exceptional Reflexes: Nexu gain a +1D bonus to all Perception rolls made to determine initiative.

Keen Hearing: Nexu have excellent hearing, and gain a +1D bonus to all *search* rolls that involve sound.

Move: 16

Size: 4.5 meters long^[7]

Pantran Whitefang

Also known as Ice Cats, pantral whitefangs are a non-sentient feline species native to the planet of Hoth.^[5]

The sleek and lethal whitefang cats are noteworthy for having bodies composed almost entirely of muscle. These felines do not store any fat, and consequently must constantly be on the hunt. They are the only creatures on Hoth capable of matching a tauntaun's running speed. Certain enterprising crime lords have attempted to train captured whitefangs for use as guard animals. These experiments have routinely ended in disaster for trainers and beasts alike. On the other hand, underground death duel arenas have profited tremendously from the spectacle these untamed creatures can provide.^[4]

■ Pentran Whitefang

Type: Feline predator

DEXTERITY 3D+2

Dodge 4D

PERCEPTION 2D

Search 5D, search: arctic 8D, sneak 6D+1

STRENGTH 6D

Brawling 7D+2, climbing/jumping 7D+1, running 8D

Special Abilities:

Bite: Does STR+2 damage.

Claws: Do STR+1 damage.

Insatiable hunger: Pantran whitefangs store no body fat and must hunt constantly. This makes them very difficult

to shake off, unless they can be convinced that the hunt will not be worthwhile.

Move: 16

Size: 1.8 meters at shoulder, 3 meters long

Rakghoul

Rakghouls are a living plague—the manifestation of a highly communicable disease capable of swiftly transforming its victims into twisted, degenerate monsters with predatory instincts. The rakghoul virus can infect hundreds of known species and is most often delivered through a rakghoul's bite; a person attacked by a rakghoul and “lucky” enough to survive typically becomes a rakghoul him- or herself. Some victims resist the virus for days, succumbing to rakghoul instincts while retaining their original bodies. Different strains of the virus manifest in different breeds of rakghoul—the smallest and weakest travel in enormous colonies, whereas larger, smarter rakghouls often hunt alone. The virus mutates fastest when infecting new species, and slowest when rakghouls reproduce with other rakghouls. Before the planet's bombardment, Taris contained its substantial rakghoul population in the undercity. Many

specialists believe rakghouls are native to Taris, but rare outbreaks elsewhere in the galaxy suggest the truth is more complicated.^[4]

Rakghouls are well known as deformed alien mutants living in the Undercity of the Outer Rim world of Taris. Created by the Sith magic of the Muur Talisman, Rakghouls were meant by their creator, Karness Muur, to be his own personal army, as he could control them and allow them to use their skills, like the use of ships and weapons. However, without the control of the Muur Talisman, Rakghouls became mindless beasts that travel in packs of between four and eight and charge towards anything that looks or smells like food.

Rakghouls are known to carry the Rakghoul Plague.^[1]





■ Rakghoul

Type: Infected predator

DEXTERITY 4D

PERCEPTION 2D

Search 4D+1

STRENGTH 4D

Climbing/jumping 6D+2

Special Abilities:

Rakghoul Disease: A Human bitten by a rakghoul must succeed at a Very Difficult *stamina* roll or contract rakghoul disease. If a Human contracts the disease, he or she must make a Very Difficult *stamina* roll every hour or suffer -1 penalty to *Strength*. This disease cannot be healed normally. The damage can be healed only by application of a serum or other agent specifically designed to combat rakghoul disease. When a target infected with the disease is reduced to *Strength* of 0, it dies and immediately becomes a rakghoul, powerful characters become rakghoul fiends.

Exceptional Reflexes: Gain a +1D bonus to all *Perception*

rolls made to determine initiative.

Move: 10

Size: Varies widely [16:24,†20:223]

Rancor

Rancors are reptilian monstrosities known as some of the galaxy's most dangerous predators. Although indigenous to the planet Dathomir, they have spread to many other worlds and thrived in many environments. Rancors are a favorite among the wealthiest underworld crime lords, who raise them from eggs to become (relatively) tame pets. Those whose rancors survive to adulthood are afforded a great deal of status, as well as a powerful weapon against their enemies. A unique feature of the rancor is its tough hide—a mixture of fine scales, thick skin and bony plates. Blaster bolts and vibroblades have little effect upon the hide, and while these attributes fade from a hide removed from a rancor carcass, a few lucky hunters nonetheless wear ornamental outfits made from the material.^[4]

■ Rancor

Type: Gigantic predator

DEXTERITY 4D

PERCEPTION 1D

Search: tracking 3D

STRENGTH 7D

Special Abilities:

Armor: +3D protection against physical and energy attacks.



Claws: Do STR+3D damage.

Teeth: Do STR+5D damage.

Move: 20

Size: 5 meters tall^[6:224, 30:89, 35:14, 36:177]

Reek

Reeks are horned, thick-skinned herbivores. They originally hail from the planet Ylesia but can be found all over the galaxy, particularly on Iridonia, Ithor and Tatooine. They are highly sought-after as pack animals, but are also commonly used as mounts. Curiously, reeks' temperaments are largely dictated by their diets. While they normally subsist on plants, reeks will eat meat if it is offered to them; however, a carnivorous diet turns their skin dark red and makes them extremely hostile. This phenomenon inspired the phrase "mad as a red reek" and has led to the practice of using battle-maddened reeks in gladiatorial arenas.



Reek are large thick-skinned, horned, bovine-esque quadrupeds native to Ylesia, though subspecies of reek could be found on Iridonia, Kashyyyk, Balmorra, the Codian Moon, Tatooine and Saleucami.

Though herbivores by nature, they were often fed meat for exhibition sports and - in extreme cases - executions as seen in the combat arena on Darvannis. All reeks, including subspecies, were normally brown in color and only changed depending on their diet, though their leathery skin turned a dark red when fed meat and made the reeks much more aggressive. As reeks cannot thrive on meat, they were given just enough plant matter to keep them healthy.^[1]

■ Reek

Type: Horned quadruped

DEXTERITY 1D+1

PERCEPTION 1D

Hide 2D, search 2D+1

STRENGTH 6D

Special Abilities:

Enraged: When enraged, a reek gains +1D to all Perception rolls made to determine initiative.

Gore Attack: A reek can gore with its horn for STR+1D damage.

Thick Skin: Due to a reek's thick hide, it gains a +2D bonus to Strength rolls when resisting physical damage,

and +1D bonus to Strength rolls when resisting energy damage.

Move: 10

Size: 6 meters long^[7]

Rill

One of the swiftest land animals on Tatooine, the rill is a reptilian predator that hunts womp rats and other large mammals. Fiercely territorial, an individual rill (or a rill and its young) stakes out a patch of desert and defends it vigorously against all intruders. To sleep and protect itself from Tatooine's blistering heat, the rill burrows into the sand several meters below the surface. These nests are also where rills lay their eggs, burying the eggs under sand to hide them from scavengers. The first task of a newly hatched rill is to successfully dig its way back up to the surface, or else be abandoned by its mother and broodmates.^[4]

■ Rill

Type: Swift desert reptile

DEXTERITY 5D

Dodge 7D

PERCEPTION 2D

Search 3D, sneak 3D+1

STRENGTH 2D+1

Special Abilities:

Claws: Do STR+1D+2 damage.

Teeth: Do STR+2D damage.

Tail: Does STR+1D damage.

Burrowing: Rill can burrow in soft or medium density sand or dirt, laying in wait.

Fiercely Territorial: When their territory or their brood is threatened, rill get +2D Strength and +2D+2 Perception to initiative rolls.

Move: 18

Size: 2 meters long



Salky Hound

Many know the salky hound for its acute senses, unbreakable claws and exceptionally powerful bite; few know this vicious beast was actually designed in a laboratory. The Republic military contracted a bioengineering firm to breed a dangerous but intelligent creature, able to protect remote bases in the Outer Rim without the expense of droids or troops. Unfortunately, the scientists weren't able to make their creation obedient. Salky hounds turned out to be ferocious and impossible to train for military action. After several accidental deaths, the Republic military canceled the contract, and salky hounds were banned from the Core Worlds. However, many breeding pairs were sold quietly on the black market, and the hounds have appeared on dozens of worlds since. Many mercenary and criminal organizations deploy salky hounds when they have no need to capture someone alive.⁶⁶

Salky hounds are aggressive beasts, some suspect that they even have Rancor personality genes. Law enforcement agencies, military groups, and criminal organizations are always on the lookout for well-trained beasts for security, and biological engineers have long endeavored to create the perfect genetic specimen. Their most infamous and controversial creation has been the Salky hound.

On request from the Republic Military to develop a creature to guard installations in the Outer Rim, scientists bred various beasts from around the galaxy. They filtered for such traits as extended and naturally sharpened claws, ultra-keen senses, tremendous jaw strength, and a vicious demeanor. The Salky Hounds were the result of this effort.

In their first deployment, Salky Hounds were brutally effective, but when the military began to station them in more prominent installations, the



hounds' flaw became evident: their vicious instincts were impossible to contain. Even when ordered by their masters to simply restrain, Salky Hounds attacked their targets with lethal force. After several dozen people were killed, the military recalled the Hounds.

Since the military cancelled the contract, the biological engineering firm

responsible for the Salky Hounds has been marketing the creatures on the black market. Several criminal and mercenary organizations have purchased the Salky Hounds. Rumors suggest some of these dangerous beasts have even been purchased by entities on Coruscant. This would be highly illegal as Salky Hounds are banned from the Core Worlds.^[1]

■ Salky Hound

Type: Bioengineered predator

DEXTERITY 4D

Dodge 6D+2

PERCEPTION 5D

Search 8D, sneak 6D+1

STRENGTH 4D

Brawling 6D, climbing/jumping 7D, running 6D

Special Abilities:

Claws: Do STR+1D+2 damage.

Powerful Bite: Does STR+4D damage.

Acute Senses: Salky hounds get +3D to *search* rolls involving sight or smell.

Move: 8

Size: 1.2 meters at shoulder

Orneriness: 7D



Sand Bat

Sand bats are unremarkable winged predators found in the deserts of Tatooine. They often lie in wait in darkened alcoves, striking passers by if their rest is disturbed.

■ Sand Bat

Type: Avian scavenger

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 2D

Special Abilities:

Flight: Sand bats can fly or glide in

atmospheres.

Talons: Do STR+1D damage.

Move: 10 (air)

Size: 0.5 meters long, 1 meter wingspan

Sand Demon

If not for the tall tales of desert nomads and a few grainy satellite reconnaissance images, Tatooine's so-called "Sand Demon" would be considered a myth. Jawas say the Sand Demon is feared by all other life on the planet, including the mighty krayt dragon—for the Sand Demon is the krayt's only predator. Some stories report that the beast is capable of "sand swimming," gliding underneath the surface of the desert as if it were water. Others claim it bores through rock using its hardened, talon-like legs. Cave paintings suggest the Sand People believe the Sand Demon devours the life essence of its victims, growing stronger and tougher with each kill. They depict stories of centuries-old demons that have become immune to injury, a warning heeded by even the most skeptical outsiders.⁶

Sand Demons are one of the most feared creatures on Tatooine. It is said that they can sort of swim or glide through the sands and that Jedi could use the Force and their abilities of serenity to tame the beasts. In the Sith Warrior Storyline the Sith at one point must cover himself in the blood of the Sand Demon in order to uncover secrets held by the Sand People.^[1]



■ Sand Demon

Type: Massive insectoid predator

DEXTERITY 2D

Dodge 5D

PERCEPTION 2D

STRENGTH 8D

Climbing/jumping 8D+2

Special Abilities:

Armor: The natural armor of the sand demon grants it a +2D bonus to Strength when resisting physical damage.

Bite: Does STR+2D damage.

Talons: Do STR+1D+2 damage.

Sand Swimming: Sand demons can 'swim' or glide through soft sand with ease, and even bore through solid rock.

Move: 20 (land), 10 (sand), 3 (rock)

Size: 4 meters long

Sand Worm

Sand worms are massive, vicious grub-like predators infesting the desert wastelands of Tatooine. They are aggressively hostile, and are opportunistic in attacking travelers, as they are often the only source of food around.^[1]

■ Sand Worm

Type: Massive insectoid predator

DEXTERITY 2D

PERCEPTION 2D+1

STRENGTH 6D

Brawling 8D

Special Abilities:

Claws: Do STR+1D+2 damage.

Teeth: Do STR+2D damage.

Move: 12

Size: 4 meters tall





Sandtusk

Predators on Tatooine have learned to give the sandtusk a wide berth, as this reptilian scavenger is far from an easy meal. Protected by ridges of bone and capable of goring flesh with its tusks, a sandtusk not only repels attempts to prey on it, but often chases down and finishes off a would-be attacker. Sandtusks mainly feed on carrion, and their powerful maws are capable of crunching through even krayt dragon bones to reach the nutrient-rich marrow inside. A platoon in the Republic's Thirty-eighth Infantry—several members of which had lived on Tatooine—named its armored walker “the Sandtusk.” True to form, it carried the soldiers safely through the harshest battles of the Great War.^[4]

■ Sandtusk

Type: Reptilian scavenger

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 5D

Brawling 6D, climbing/jumping 6D

Special Abilities:

Claws: Do STR+1D+2 damage.

Teeth: Do STR+2D damage.

Tusks: Do STR+2D+2 damage.

Tenacity: A sandtusk will rarely attack first, but will chase down a wounded adversary with single-minded fury.

Move: 9

Size: 2-3 meters long

Orneriness: 3D+2

Scyk

The bloodthirsty scyks inhabit remote regions of Tatooine, thankfully far from most settled areas. They seem almost to delight in carnage, brutally tearing through prey and unwary desert travelers. Their fangs are a prized trophy among hunters, who rarely escape the creatures without scars. The Sith beastmaster Lord Adrazar found the scyk a deadly and eager servant. However, no amount of training or Force manipulation could persuade the creatures to cooperate in packs for more than a few days. The scyk that survived—obviously the strongest—now guards his personal domicile on Dromund Kaas.^[4]

■ Scyk

Type: Reptilian predator

DEXTERITY 1D+2

PERCEPTION 3D

Search 6D+2

STRENGTH 8D

Brawling 9D, climbing/jumping 9D, running 10D+2

Special Abilities:

Armor: The natural armor of the scyk grants it a +2D bonus to Strength when resisting physical damage.

Claws: Do STR+2D damage.

Teeth: Do STR+2D damage.

Carnage: An angered scyk will tear into its victims with unbridled brutality.

Independent: While scyks may be domesticated for a very few days at most, they will quickly revert to their primal nature.

Move: 15

Size: 1.8 meters at shoulder, 10 meters long





Shaclaw

Massive, armored insects, shaclaws use their powerful foreclaws primarily for burrowing into the soil in search of the roots and subterranean mammals that make up their diet. If challenged, however, they can also use their claws as savage weapons capable of shredding the flesh or armor of their enemies. The Gormak consider the meat of the shaclaw to be a delicacy, but within minutes of dying the insects release a deadly toxin into their tissues that contaminates the flesh. To circumvent this, the Gormak have become quite skilled at capturing shaclaws and cooking them alive.

Xenoanthropologists are quick to note that Gormak only dine on shaclaws during special coming of age feasts in which the capture and preparation of the meal is considered an essential part of the ritual celebration. The Voss reject this symbolic justification, however, and point to the practice of cooking any creature alive as proof of Gormak savagery and barbarism.^[4]

■ Shaclaw

Type: Massive armored insectoid

DEXTERITY 1D

PERCEPTION 2D+1

Search 8D

STRENGTH 5D

Special Abilities:

Armor: The natural armor of the shaclaw grants it a +2D bonus to Strength when resisting physical damage.

Claws: Do STR+3D damage.

Toxic: A dead shaclaw immediately begins decomposing into a toxic state.

Burrowing: Shaclaws can burrow into rough soil with great ease using their foreclaws.

Move: 15

Size: 5.5 meters tall

Shyrack

Eyeless, winged monstrosities that hunt in swarms, Shyracks are cave-dwelling terrors indigenous to Korriban. Fiercely territorial, they attack intruders with aggression and frenzy.

Typically cave-bound, every sixty-three years the Shyracks of Korriban spill from their habitats every day for the entire summer. They fill the sky, blotting out the sun and moon, and rain their bluish droppings onto everything below. Before the Sith returned to re-claim Korriban, every sixty-third summer saw biologists from across the galaxy



descend on the planet to observe the purpling of the red terrain.^[4]

■ Shyrack

Type: Avian swarming predator

DEXTERITY 2D+1

Dodge 4D

PERCEPTION 1D

Search 5D

STRENGTH 3D

Special Abilities:

Claws: Do STR+1D+2 damage.

Teeth: Do STR+1D damage.

Blindsight: Shyracks have powerful nonvisual senses, being able to hunt in complete darkness. They don't suffer any of the penalties for poor lighting conditions.

Hive Mind: Shyracks hunt together in packs. If there is more than one shyrack present, each gains +1D to *search* rolls.

Move: 6 (ground), 20 (air)

Size: 1.5 meters long, 2.8 meter wingspan

Orneriness: 2D

Sleen

Sleek and web-footed, the sleen is among the fastest creatures that crawl through the Dromund Kaas jungle. It feeds primarily on the eggs of other Dromund Kaas lizards, but it has been known to hunt small prey and can be vicious in protecting its territory against intruders. The early Sith were known to keep sleens as guard animals and pets, but the practice went out of favor as Dromund Kaas became more densely populated and the sleens proved difficult to keep in close quarters. Hunting sleens are still kept among certain high-ranking Imperial military officers, bred and trained by generations of family servants.^[4]



Skifter Hound

Skifter hounds are street predators found on Nar Shadda.^[1]

■ Skifter Hound

Type: Street predator

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 4D

Special Abilities:

Armor: The natural armor of the skifter hound grants it a +2D bonus to Strength when resisting physical damage targeting its back or crown.

Claws: Do STR+1D+2 damage.

Teeth: Do STR+2D damage.

Move: 8

Size: 0.8 meters long

■ Sleen

Type: Reptilian predator

DEXTERITY 3D+2

Dodge 4D

PERCEPTION 4D

Search 8D

STRENGTH 6D

Brawling 8D, climbing/jumping 7D+1, running 8D

Special Abilities:

Claws: Do STR+1D+2 damage.

Teeth: Do STR+2D damage.

Fiercely Territorial: When their territory is threatened, sleen get +2D Strength and +2D+2 Perception to initiative rolls.

Move: 18

Size: 4.5 meters long

Orneriness: 3D



Swoopstriker

The Swoopstrikers are aggressive flying creatures that inhabit Balmorra. They have large bat-like wings and four legs.

■ Swoopstalker

Type: Avian predator

DEXTERITY 3D

Dodge 6D

PERCEPTION 1D

STRENGTH 3D

Special Abilities:

Flight: Swoopstrikers can fly or glide in atmospheres.

Talons: Do STR+2D damage.

Move: 15 (air)

Size: 1.8 meters long, 3.5 meter wingspan

Tauntaun

The tauntaun is an omnivorous reptomammal occupying a key position in Hoth's ecosystem. Beyond providing a food source for wampas and the feline whitefangs, tauntauns also expand the planet's natural tundra by spreading fast-growing moss and lichen to new growth areas. In fact, scientists speculate that Hoth's limited fauna would quickly go extinct if the tauntauns disappeared. More important to Republic, Imperial and White Fang forces on Hoth, tauntauns provide the promise of a native means



of traversing the icy plains. Adult tauntauns can move at speeds of up to ninety kilometers per hour—useful for outrunning all manner of foes. The trick, of course, is domesticating these notoriously ill-tempered beasts.⁶

A species of omnivorous reptomammals who are indigenous to the icy planet of Hoth, Tauntauns are commonly used as pack animals.^[1]

■ Tauntaun

Type: Arctic omnivore

DEXTERITY 2D

PERCEPTION 3D

STRENGTH 4D

Special Abilities:

Charge attack: Does STR+1D+1 damage.

Arctic: Tauntauns can withstand frigid temperatures that are deadly to most other creatures (although their stamina in the cold is not unlimited).

Move: 16

Size: 1.3-2 meters at shoulder

Orneriness: 1D ^[6:222, 30:92, 37:54, 38:13, 36:180, 39:92]

Terentatek

The legendary terentatek is a vicious, tusked monster that feeds on the blood of Force sensitives. Terentateks are known to cluster wherever there is a strong dark side presence and to remain dormant for many years before emerging to hunt. How terentateks came to be is a subject of much debate. Ancient chronicles report terentatek-like creatures on Korriban, twisted by the dark side rituals performed by early Dark Jedi. Other sources attribute their creation directly to the Sith Lord Exar Kun, who performed many Force experiments

on creatures on Yavin Four. Terentateks are undoubtedly one of the most vicious of all creatures steeped in the dark side, and they are doubly dangerous because of their unnatural resistance to Force powers. Jedi throughout the ages have tried to wipe terentateks from the galaxy, but the creatures have proven incredibly resilient. The most recent concerted effort was three centuries ago; many terentateks were destroyed, but the hunt took the lives of many Jedi Masters, as well.⁶



Gore Attack: Can gore with its horns for STR+3D damage.

Teeth: Do STR+5D damage.

Force-Devouring: Terentateks are drawn to the blood of Force-sensitive beings, and are vicious and single-minded in its pursuit.

Force-Immunity: Terentateks cannot be affected by the Force.

Hibernation: Terentateks can hibernate for many years.

Move: 15

Size: 3.2 meters tall

Titan

The titan known as The Primal Destroyer resembles a Terentatek - a mutated Sith beast - except with protruding tusks and titanic size. Found on Belsavis. Throughout the course of the fight it will spawn adds: rancors, smaller versions of itself and an unknown beast. It is supposed that it has control over that particular area and can manipulate the environment and its inhabitants to ward off enemies.

While not clearly wearing an armor of sort, its entire body is surrounded in a cocoon-like outer shell with varying spikes covering it.^[1]

At an average adult height of 3.2 meters, Terentatek are creatures which feed off the blood of Force Sensitives, and inhabit caves and tombs strong with the dark side of the Force. Several guard the entrance to a section of Naga Sadow's tomb. Terentatek resemble Rancors, except they have a number of spines growing from their backs and a pair of flaps, or horn like projections rather like tusks attached to their mouths. Supposedly, terentatek hibernate and remain dormant for many years, only to return when the dark side is strong in the galaxy.^[1]

■ Terentatek

Type: Massive Force-devouring predator

DEXTERITY 4D

PERCEPTION 3D+1

Search: tracking 4D, search: Force 8D

STRENGTH 7D+1

Special Abilities:

Armor: +3D protection against physical and energy attacks.

Claws: Do STR+3D damage.

■ Titan

Type: Towering predator

DEXTERITY 2D

PERCEPTION 3D

Search 6D

STRENGTH 8D

Brawling 10D, stamina 9D

Special Abilities:

Armor: +4D protection against physical and energy attacks.

Claws: Do STR+5D damage.

Gore Attack: Can gore with its horns for STR+5D damage.

Teeth: Do STR+3D damage.

Creature Control: Titans have some limited control over nonsentient creatures, particularly rancors and other large-scale predators, directing them to attack its enemies.

Move: 35

Size: 12 meters tall



Thranta

Thrantas are a species of flying animals indigenous to Alderaan. Their powerful wing muscles and internal air sacs allow them to stay aloft while carrying large amounts of weight, making them perfect aerial mounts. Early Alderaanian colonists made extensive use of thrantas, using them for personal and military transport. Their popularity on Alderaan generated an enormous demand for the animals on Coruscant; thousands of thrantas were transplanted, but they were unable to survive the city-world's heavy air pollution. Since that debacle, the Alderaanians have refused to export the thrantas offworld and hunting them on Alderaan is strictly forbidden. This has only made thranta smuggling and thranta poaching



more appealing in certain circles.”

Thrantas, also called Krogan Dolphin Birds, are a group of flying animals found originally on Alderaan. While there were multiple species and breeds varying in size and functions (some for personal travel, others for massive air ferries), most thrantas served the purpose of being air transport.^[1]

■ Thranta

Type: Avian omnivore

DEXTERITY 2D+2

Dodge 4D

PERCEPTION 2D

Search 5D

STRENGTH 3D

Special Abilities:

Flight: Swoopstrikers can fly or glide in atmospheres.

Talons: Do STR+1D damage.

Move: 20 (air)

Size: 3.5 meters long, 5 meter wingspan

Orneriness: 1D

Trinthan Prowler

Cat-like and deadly, the Trinthan Prowler originated in the Trinith system before being sold across the galaxy for use as trained hunters and trackers. After a string of incidents where bystanders were badly mauled, the Republic made Trinthan prowler breeding illegal and a large number of the beasts were released into the wild. They can now be found on a great many planets, where their predatory skills have allowed them to thrive feeding on smaller, slower and weaker creatures.”

■ Trinthan Prowler

Type: Hostile mammalian predator

DEXTERITY 3D

Dodge 5D

PERCEPTION 3D+2

Search 5D, sneak 6D

STRENGTH 6D

Brawling 7D, climbing/jumping 7D+1, running 8D

Special Abilities:

Claws: Do STR+2D damage.

Teeth: Do STR+3D damage.

Charge Attack: Does STR+1D+1 damage.

Gore Attack: Can gore with its tusks for STR+1D damage.

Move: 12

Size: 2.2 meters long

Orneriness: 4D

Tuk'ata

These oversized hounds were bred to be fearless and relentless. Left to guard the Sith tombs of Korriban, they have sharp horns, long claws and savage teeth. They are unusually intelligent and

seem capable of communicating with one another through unknown means.

It is said that the species was nonviolent and grazing before being corrupted by Sith alchemical experiments that awakened a latent part of their brains and changed them into unnatural abominations. Random mutations now occur that produce some tuk'ata that can live for centuries and grow to immense proportions.⁶

Tuk'ata have three rows of teeth, sharp claws and horns. They can recognize Force users and attack them with ferocity. These creatures were once bred for training purposes, but have long since become guardians for the old tombs on Korriban.^[1]



■ **Tuk'ata**

Type: Hostile mammalian predator

DEXTERITY 4D
PERCEPTION 4D+1

Search 6D
STRENGTH 5D+2
Brawling 7D,
climbing/jumping 8D,
running 7D

Special Abilities:

Claws: Do STR+2D damage.

Teeth: Do STR+2D damage.

Charge Attack: Does STR+1D+1 damage.

Gore Attack: Can gore with its tusks for STR+2D damage.

Move: 16

Size: usually 2-3 meters long

Orneriness: 6D

Varactyl

Originating on the planet Utapau, where they were trained and used extensively as mounts, the

varactyl has become a popular mode of non-mechanized transportation across the galaxy. As a result, the reptavian creatures have thrived on a great many worlds, both as mounts and in the wild. The most famous varactyl-rider, Hrosus the Swift, was able to coax his mount to phenomenal speeds, once beating a swoop bike in a head-to-head race. This same speed makes varactyl formidable opponents; although they can be peaceful, loving creatures when among creatures they view as friendly, they are highly territorial and viciously protect their nests from aggressors.⁶

The varactyl, also known as dragonmounts, are reptavian herbivores native to Utapau. They have beaked faces and long, powerful tails that can stretch to 10 meters long. The varactyl's flexible neck supports its armor-plated skull, and both male and female dragonmounts have crests and a ridge of mid-body spines displayed during courting ritual. While females sport blue green plumage and skin, males were mostly dull shades of orange and brown. Most important were the varactyl's five-clawed feet. Not only can a varactyl run at very fast speeds, but their claws are adapted to climbing the rocky walls of Utapau's sinkholes. This marks the varactyl as an excellent mount for the native Utapauns.^[1]

■ **Varactyl**

Type: Riding lizard

DEXTERITY 3D
PERCEPTION 2D+1

STRENGTH 4D+1

Special Abilities:

Stealthy: Varactyls are naturally quiet and stealthy creatures, capable of moving around in near total silence. They gain a bonus +2D to their Perception for sneaking or stealth related dice rolls.

Diurnal: Varactyls are cold blooded and operate best during the heat of the day, at night they become sluggish, losing 1D from their Dexterity and Perception attributes, and 4 points from their move.

Move: 18

Size: 15m long, up to 4 meters tall

Orneriness: 1D+2^[7]



Vine Cat

The heavily armored, sharp-toothed vine cat can pounce up to eight meters and has been known to tear

a sleen apart in less than ten seconds. Its armored frill and hide protect it against larger predators such as the jurgoran, and its claws make it an expert climber when it needs to get away. The vine cat was introduced to Dromund Kaas by the early



Sith from the dark forest world of Ziost and is responsible for wiping out three of Dromund Kaas's native herbivorous species to date. "

Vine cats are jungle felines found originally in the outlying portions of Haruun Kal. Other types of vine cats now reside on Dromund Kaas, Taral V, and Ziost. They come in half a dozen subspecies, and their skins are sometimes cured to make leather.

The savage Vine Cats are nearly insatiable. Their large size requires them to feed often, and they've evolved into efficient and clever hunters. Long, Heavy tails provide them with extraordinary Balance; They are as comfortable scaling rocky cliffs as they are leaping from tree to tree. Possessed of large, razor-sharp claws and a ferocious bite, vine cats have been known to tear the heavily armor sleet apart in less than ten seconds. With a compact muscular structure and the ability to leap eighty meters or more, the vine cat is never to be underestimated.

The vine cats have been introduced to new world by the Sith, who prize them for their ferocity and cunning. The beasts adapt remarkably well to new environments, from the

dark forest of their native Ziost to the spawns of Dromund Kaas. This adaptability has proven unfortunate for many native species introduced to vine cats, such as the Scrapbeak Groundling, driven to extinction within a mere three months of contact. The Sith have an appreciation for this show of strength and domination, and it's likely they will continue carrying these creatures with them to new worlds.^[1]

■ Vine Cat

Type: Hostile mammalian predator

DEXTERITY 2D

Dodge 4D+2

PERCEPTION 3D

Search 4D, sneak 6D+1

STRENGTH 5D

Brawling 6D, climbing/jumping

10D, running 6D

Special Abilities:

Claws: Do STR+1D damage.

Teeth: Do STR+2 damage.

Exceptional Balance: The vine cat's long agile tail allows it to comfortably scale extremely steep surfaces.

Move: 12

Size: 2.1 meters long



Vorn Tiger

Vorn tigers are a dangerous breed of feline predators distinguished

by their distinctive horns and sleek coats. They are solitary hunters by nature and most are extremely territorial. They typically avoid major settlements but are absolutely merciless to anyone unlucky enough to wander into their hunting grounds. Vorn tigers often mark their territory by gouging bark from trees with their horns. Zoologists have noted that these markings are both unique and consistent—each vorn tiger seems to scratch in a consistent and unique pattern.⁶⁶

■ Vorn Tiger

Type: Hostile mammalian predator

DEXTERITY 2D

Dodge 3D+2

PERCEPTION 2D

Search 6D

STRENGTH 4D

Special Abilities:

Claws: Do STR+1D+1 damage.

Teeth: Do STR+2D damage.

Move: 15

Size: 3 meters long



Vrblther

Indigenous to the planet Varl, vrblthers were often kept as pets by rich and powerful Hutts. When Varl was vaporized over ten thousand years ago, the species survived only because many of the fierce bipedal predators had accompanied their owners to Nar Shaddaa and Hutta. The beasts proved resilient to the pollutants and toxins commonly found in their new environments, and their numbers grew rapidly. Packs of vrblthers are known to roam the lower levels of Nar Shaddaa, in constant search of their next meal.⁶⁶

Vrblthers are dangerous predators who hunt in the lower levels of Nar Shaddaa in packs, but they were originally taken from Varl as pets for the Hutts.^[1]

■ Vrblther

Type: Predator

DEXTERITY 4D+1

PERCEPTION 3D+2

Hide 4D+2, search 7D, tracking 7D+2, sneak 6D

STRENGTH 3D+2

Brawling 6D, climbing/jumping 7D

Special Abilities:

Claws: Do STR+2 damage.

Teeth: Do STR+1D damage.

Multiattack: A vrblther can make two brawling attacks in a round without incurring multiple action penalties.

Further actions take penalties normally.

Exceptional Reflexes: Gain a +1D bonus to all Perception rolls made to determine initiative.

Low-light Vision: Can see twice as far as humans in dim light.

Move: 10 (climbing)

Size: 3-4 meters tall^[41:121, 41:126]



Wampa

The fearsome wampa is Hoth's apex predator. These surprisingly intelligent beasts pose a major hazard to unwary travelers, especially those wandering near unexplored caves. More than one combat patrol has vanished after seeking shelter in a seemingly unoccupied ice cavern. Among fresh arrivals to the planet, horror stories circulate of men swallowed whole by these towering creatures. The more terrifying truth is that wampas prefer

fresh meat and rarely kill a victim outright, instead stunning or incapacitating prey. Future meals are dragged back to a wampa's lair and suspended immobilized from the cave's ceiling. Wampa victims may have hours or even days to contemplate their eventual fates.™

Wampa ice creatures are carnivorous predatory reptomammals indigenous to the Outer Rim ice planet Hoth. The bipedal beasts stand over two meters in height with shaggy white fur constantly stained by the blood and guts of slaughtered prey. Wampas are armed with jagged yellow teeth and deadly claws. Primarily solitary hunters, wampas occasionally hunt in packs, preferring to ambush their prey from the camouflage of Hoth's snow banks and blizzards. Stunned victims are carried back to the creatures' lairs, typically large ice caves, where the wampas eat at their leisure.^[1]

■ Wampa

Type: Ferocious arctic predator

DEXTERITY 3D

PERCEPTION 4D

Search: arctic tracking 6D, sneak: arctic 7D

STRENGTH 7D

Special Abilities:

Claws: Do STR+1 damage.

Teeth: Do STR+2 damage.

Camouflage: +3D to sneak in arctic climates, heat-diffusing body adding +2D to sneak versus sensors.

Howling: Wampa howls are a rudimentary form of communication that allows Wampas to coordinate attacks. These howls are virtually indistinguishable from the sound of Hoth's winds.

Move: 13

Size: 3 meters tall ^[6:224, 38:11, 36:181, 39:94]

Wingmaw

Wingmaws are a biological oddity, an evolutionary breath of Balmorran life that developed on an isolated chain of islands; it was only six hundred years ago that wingmaws were accidentally carried to the mainland by unwary explorers. The creatures maintain insect-like social structures despite their reptilian appearance, frequently traveling in groups and favoring open spaces to dark caves. The Wingmaw population on Balmorra has increased rapidly since the Imperial invasion, as the creatures' primary predator—the Balmorran Mawearer, another transplant from the island chain—was completely wiped out during the bombardment. Unchecked, the Wingmaw has become a threat to Imperial and resistance soldiers alike and wreaked havoc on the rest of the Balmorran Ecosystem. They are bold carnivores and scavengers, happily swarming on a lone fighter or an unprepared convoy.™

■ Wingmaw

Type: Avian reptilian carnivore

DEXTERITY 2D

PERCEPTION 2D+2

Search 5D

STRENGTH 3D+2

Special Abilities:

Claws: Do STR+1 damage.

Teeth: Do STR+2 damage.

Move: 15 (air)



Size: 1.3 meters long, 4 meter wingspan

Womp Rat

Carnivorous rodents native to Tatooine, womp rats are a menace to any permanent settlement. They reproduce at a staggering rate and are known to stalk urban alleyways and remote moisture farms alike, prompting some authorities to maintain a standing bounty on the creatures. Vicious and ill-tempered, they prefer meals of organic debris and runoff—but even lone womp rats will attack any creature that gets too close, often spreading virulent disease. When found in the desert, womp rats also hunt in packs, emerging from burrows and swarming their unfortunate victims in a flurry of claws and teeth. A dozen womp rats can overwhelm a full-grown dewback in just a few seconds, and larger packs regularly feast on fresh bantha. They are hideous creatures in general.⁶

Some variations can cause Womp Rat Fever.^[1]

■ Womp Rat

Type: Carnivorous rodent

DEXTERITY 2D

PERCEPTION 1D+2

STRENGTH 2D+1

Special Abilities:

Claws: Do 2D+2 damage.

Teeth: Do 3D+1 damage.

Pack Hunters: These vicious Tatooine natives attack in packs of up to five. The hairy carnivores usually circle once, then lunge. They scatter when a total of three wounds has been inflicted on the pack as a whole or an incapacitated result has been inflicted upon any single individual.

Move: 5

Size: 2.1 meters long ^[31:50, 42:90]



Wraid

Hunting dangerous predators is a tradition on Tatooine, and stalking the deadly wraid is often a test to separate the amateurs from the experts. In addition to its great strength and powerful jaws, a

wraid is able to quickly cover large distances by breaking into a bounding sprint. The impact of its massive forelegs creates highly distinctive tracks in the sand for hunters to either follow or avoid. Rumors persist across Tatooine of a gigantic “alpha” wraid that stalks deep in the desert wastes. Some hunters claim to have seen it; others tell tales of stumbling across its oversized claw prints before the desert wind blew them away. Its existence, however, has never been confirmed.⁶

Wraids are large reptilian creatures found on many desert planets around the galaxy, including Tatooine and Korriban as well as other planets like Tython, and living in places like caves, or just wandering the desert in search of food.

Wraids are pinkish-red in color and have very powerful front legs, enabling them to move very quickly when agitated in long, bounding strides. They have large claws at the end of their feet and sharp teeth, making them dangerous to the unwary. They also have two small back legs.^[1]



■ Wraid

Type: Large reptilian predator

DEXTERITY 3D

PERCEPTION 4D

Search 7D

STRENGTH 6D+2

Brawling 8D, running 9D

Special Abilities:

Claws: Do STR+1D damage.

Teeth: Do STR+3D damage.

Move: 16

Size: 3 meters at shoulder, 4.5 meters long

Xuvva

The flapping of thick, hairless wings is often the last sound heard by a victim of the deadly xuvvas. Their fangs bite with brutal precision, quickly disabling prey while filling the xuvvas’ swollen



Move: 9, 1 (space)

Size: 0.5 meters long, 1 meter wingspan

Yozusk

Yozusks were originally referred to as "rock wardens" by the Sith when they arrived on Dromund Kaas, because they nested in the cliffsides around the jungle and because of the hard, rocky protrusions on their backs. Though they are extremely territorial, they primarily feed on animals living beneath the ground, which they dig up with their long arms. They are nocturnal creatures and rely primarily on their sense of smell

stomachs. The creatures then take flight and hunt down their next meal using sensitive electroreceptors in their horn-like antenna. A single xuvva is capable of killing a trained hunter; an entire flock can reduce a mature Hutt to bones in minutes.

Unknown to most, xuvvas are distant relations to the decidedly less vicious mynock. Like their parasitic cousins, xuvvas latch onto power sources and leech their electrical energy. Ten years ago, an entire xuvva flock sapped enough power from a subterranean conduit to cause a blackout over half of Jiguuna. In a fit of fury, Nem'ro the Hutt placed a bounty on the creatures that was quickly called off when his palace became littered with the trophies of dead xuvvas.⁶

■ Xuvva

Type: Avian parasite

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 2D

Special Abilities:

Teeth: Do STR+2 damage.

Energy Drain: survive by draining energy from starships and facilities.

Flight: Xuvvas who drain enough energy can fly.

Silicon Life Forms: Silicon-based life forms and can survive in the vacuum of space.

Stealthy: Xuvvas are naturally quiet and stealthy creatures, capable of moving around in near total silence. They gain a bonus +2D to their Perception for sneaking or stealth related dice rolls.



in the darkness. They are incredibly strong, and many young thrill-seekers cut their teeth fighting the yozusks before moving on to the larger, more powerful gundarks.⁶

■ Yozusk

Type: Nocturnal predator

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 4D

Special Abilities:

Armor: The natural armor of the yozusk grants it a +2D bonus to Strength when resisting physical damage.

Claws: Do STR+1D damage.

Teeth: DO STR+3D damage.

Scent: Yozusk have an extremely good sense of smell and receive +2D bonus to all Perception tasks involving smell.

Nocturnal: Yozusk fruit bats are active primarily at night; if encountered during daylight (they normally hide in caves), they receive a -1D Strength and Perception penalty.

Move: 8 (night), 3 (day)

Size: 2 meters tall

Zeldrate

The zeldrate is a sleek predator that used to hunt bormus in the Balmorran plains—but with the bormu population dwindling, the zeldrate has increasingly targeted sentient prey. Imperial troops and resistance fighters wounded during battle are common victims, but bolder zeldrates have assaulted full squads. Prior to the invasion, zeldrates were hunted for a caustic chemical secretion useful as a cleaning solution for industrial parts. Today, with Balmorran industry operating below half capacity,

the zeldrate population has seen a slight increase—balanced by the fact that they are often killed seeking easy prey on the battlefield.”

■ Zeldrate

Type: Reptilian scavenger

DEXTERITY 2D

PERCEPTION 2D+2

STRENGTH 3D

Special Abilities:

Claws: Do STR+1D damage.

Teeth: Do STR+2D damage.

Scavenger: Zeldrates are drawn to fresh carcasses, often braving battle sites to eat the dead (or dying).

Toxic Secretion: Zeldrates produce a toxic substance in their mouths that causes 2D Strength damage on contact.

Move: 15

Size: 4.5 meters long





CHAPTER SIXTEEN: GAMEMASTER SECTION

RUNNING CAMPAIGNS IN THE OLD REPUBLIC

The galaxy of The Old Republic is massive, rich with possibility, and overflowing with potential adventure and intrigue. Set during a particularly troublesome period in the Republic's history, your players' characters emerge upon a stage charged with story potential. Will they be Jedi, protectors of peace and justice in a war torn universes, bound by oath to uphold the tenets of peace and democracy? Will they be Republic soldiers, fighting on the front lines to defend a society that has stood for countless generations against the greatest threat in millennia? Will they be politicians, trying to defend the Republic against rot from within - or better yet, be the very instruments of that corruption? Will they be bounty hunters, smugglers, free traders, or wayward travelers, just trying to make a quick credit in a callous universe? Or will they be Imperial soldiers or Sith Warriors, engines of destruction and defenders of an ancient society bent on reclaiming its former greatness - and its rightful place upon the galactic stage?

RUNNING A JEDI CAMPAIGN

Long called the guardians of peace and justice in the galaxy, the Jedi Knights continue to stand as bastions of good in times of evil, of hope in times of desperation. Few beings receive the Force's call to join this band of scholars, healers, and warriors. And of those who begin the journey, only a dedicated few eventually become full-fledged Jedi Knights.

Mastering the ways of the light side of the Force requires tenacity, serenity, concentration, and a willingness to remain open to possibilities that seem otherwise implausible (the character must be Force-sensitive).

Most Jedi apprentices, or Padawans, encounter difficulties with at least one of these areas, and therefore rely on an instructor - usually a Jedi Master - to help them recognize and overcome whatever obstacles stand in their path.

Those interested in learning of the Force and the techniques that manipulate it must locate a teacher willing to impart such knowledge to them.^[27:138]

Finding An Instructor

Many would-be Jedi encounter their first test of patience and perseverance in their search for a teacher. While many more Jedi Masters exist throughout the galaxy than after Palpatine's Great Jedi Purge, the number of students seeking instruction causes teachers to carefully select those they believe most likely to complete their training. Some Jedi Masters even require a candidate to successfully perform a task or pass a test to earn an apprenticeship.

To teach a Force skill to an initiate, an instructor must have a basic proficiency in that skill (whether it be control, sense, or alter) that is higher than his student's (if the pupil already possesses ability in that area). As potential Jedi Knights increase their prowess with the Force, they must locate more experienced teachers who can provide further instruction.

An individual who decides to take on Force students must tread carefully. The responsibilities associated with such a position may not become apparent until it is too late. An instructor must

constantly watch for pupils with a propensity for seeking the easy path to power, who do not possess the will to resist the temptations of the Dark Side. Empowering such weak souls can have dangerous consequences - for both the instructor and the galaxy as a whole.

All Force teachers develop a permanent relationship with their students - the Jedi Way demands it. If a Jedi turns to the Dark Side, her instructor must expend every effort to return her to the light, or to destroy her if efforts to sever the Dark Side's grip fail. The taint of darkness does not easily wash away, and cannot be hidden from Jedi Masters. Any Knight who commits an act of evil knows to expect a visit from his former (or current) mentor in the near future.

A teacher must have at least 3D in the Force skill he wishes to teach, and must have a higher die code than his student. He can teach only those powers he has already learned.^[27:139]

Apprenticeship

Along with the instructor, a student of the Force also has duties. Typically, a Jedi apprentice spends the majority of his time attending lectures, receiving one-on-one tutelage, practicing Jedi skills and powers, constructing a lightsaber, and reviewing what he has already learned. On rare occasions, he may find an uncluttered moment to enjoy a favorite pastime or just a short respite from his daily work, but usually he remains focused on his efforts day and night.

In addition to Force-related study, an apprentice must also perform routine chores for his Master, from compound maintenance and cleaning to agricultural activities such as nerf herding, depending on the needs and lifestyle of the instructor. These tasks serve a more important purpose than mere upkeep, however. They teach a student humility and simplicity, two traits every Jedi Knight must possess to shield himself from the dark side in all of its shadowy guises.^[27:139]

Learning Skills And Powers

Learning to use and manipulate the Force occupies less than half of an apprentice's time. Rather, most Masters concentrate on teaching the responsibilities of possessing such power and the role of the Jedi Knights in the galaxy.

Grasping the basics of any skill typically requires one to three weeks, and great expenditure of effort on the part of the student (and the Master, as well, in some cases). Practice of the technique itself accounts for only a portion of that time, since the Master tempers progress with caution, ensuring that the would-be Jedi does not succumb to the lure of quick power. Those apprentices who ignore

HOLOCRONS AND ANCIENT TEXTS

Individuals with a natural talent for the Force may be able to learn Force skills and powers without an instructor (at the gamemaster's discretion, of course). The being must, however, have access to a Jedi or Sith Holocron or a manuscript of some sort covering such abilities in explicit detail.

For such situations, increase the Character Point cost by 50 percent, and the training time by 100 percent. Characters may not increase any Force skill beyond 3D using this method, and may learn only those powers described within the holocron or text (which should be a limited number, usually somewhere in the range of five to ten).^[27:139]

this aspect of acquiring Force skills often balance on a fine line between the light and the dark.

A long-standing debate over which skill to teach first, *control* or *sense*, rages on to this day. The majority of instructors do agree, however, that *alter* should always be taught last.

Learning a Force skill requires at least one week of intense study and ten Character Points. After that period has expired, the character receives the skill at 1D, plus one Force power based on that skill (or a combination of the newly acquired skill and another Force skill already possessed by the character).^[27:139]

Increasing Force Proficiency

Raising a Force skill by one pip requires the following: a number of Character Points equal to the character's current die code in that skill (the value in front of the "D") and the same number of days of study and practice. If a Jedi does not have the benefit of an instructor, double the amount of Character Points and days. At the end of the training period, the character receives one pip in the skill plus a Force power based on it or on a combination of it and another skill the character possesses.

Learning a power without increasing a Force skill has a cost of five Character Points and one week of study and practice. Powers that require multiple skills have a cost equal to the number of skills multiplied by five, although the training time does not increase.^[27:140]

Flexing Force Powers

At times, a Jedi may wish to use a Force power in a way not explicitly covered in its entry. If the proposed attempt is consistent with the spirit of the power, feel free to allow it. Experienced Jedi, especially, have learned to subtly alter the Force at a subconscious level, enabling them to extrapolate from the rigid parameters normally followed. Characters may not, however, create new powers in this manner.

To compensate for the unorthodox usage, the character must spend a Force Point (subject to normal rules for replacement based on the good or evil of the action), but does not receive the double-dice bonus. ^[27:140]

Visions And Premonitions

Jedi Knights and others with an affinity for the Force occasionally experience visions and premonitions that guide them toward certain decisions or point them to areas requiring the presence of a Force-user.

You can use this tactic in the game to steer your player characters in the dramatically appropriate direction, thereby preventing them from unknowingly wandering away from the adventure.

You may also use premonitions to show characters how their failure might affect their friends, family members, charges, or the galaxy as a whole. If a valiant Jedi has a vision in which the young woman under his protection is murdered by an assassin because the Jedi had become momentarily distracted, he will form then on dedicate every second to watching over his charge.

The tension of the situation has been exacerbated since the Jedi now has something to worry over, to make him question his own abilities.

Of course, you must use this technique sparingly, so that players do not feel that they do not have control of their characters' destinies. ^[27:142]

The Jedi Way

The following passage is an excerpt from *Becoming One with the Force* by the ancient Jedi Master Trayos Toreggen:

The Jedi Way is more than just a system of techniques for controlling, sensing, and altering the Force. It is a philosophy of existence in which the individual sees his true nature as a part of a larger whole. The Jedi seek to live in harmony with the universe, focusing on discipline and awareness to reach his goal. Many are the temptations to grasp at ephemeral equilibriums, to create conflict between nature and the mind, to fall onto easier

TYTHON

The Jedi training center on Tython makes a perfect starting point for a new Jedi campaign, much as the center on Ossus did during the *Tales of the Jedi* era.

Characters can come to the planet at the request of their Masters or as initiates seeking tutelage in the Force., providing they are aware of the planet's existence and know its location (which could lead to an adventure on its own).

As a base for both training and missions, Tython provides many opportunities for bringing characters together, allowing them to learn new skills and powers, and giving them tasks that necessitate the intervention of the Jedi. So long as a character continues to stay true to the Jedi Way and accepts the duties assigned to him, all lodging and nourishment comes at no cost. ^[27:142]

paths. This the Jedi strives to avoid at all costs, no matter how dear.

Jedi player characters must at all times abide by the philosophies of the Jedi Way. Violation of any of its tenets results in the immediate reception of a Dark Side Point, a game representation of the character's faltering.

The Jedi focus their efforts on creating harmony between all beings. They detest violence of any sort, reluctantly engaging in combat only after all other attempts at conflict resolution have failed.

A Jedi must always act from a position of peace and understanding, never out of fear or anger. Using the Force for selfish purposes - self-gain, egotism, even convenience - crosses the boundary between the light and the dark sides.

Jedi characters may not allow evil to take place once they become aware of its working. To remain aloof in situations where a Jedi's intervention would prevent the Dark Side from attaining another foothold is grounds for a character to receive a Dark Side Point.

A Jedi must constantly be wary of his path, making certain he does not stray toward the Dark Side, but remains firmly in the light. ^[27:143]

The Dark Side Of The Force

While the Dark Side does not outclass the light side in any way, it does offer a seemingly quicker - yet more costly - path to power. The dark side thrives on black thoughts, words, and actions, inducing beings throughout the galaxy to engage in such wickedness in exchange for ability to wield the Force to commit subsequent evil acts.

OPTIONAL RULE: A SLOW PROGRESSION INTO DARKNESS

A character receives a negative personality trait each time he gains a Dark Side Point (up to six, at which point he falls completely to the dark side). Each time a player character earns a Dark Side Point, either choose or randomly select (by rolling 4D) a negative trait from the following list. ^[27:144]

Dice Roll	Trait
4	Arrogant
5	Compulsive
6	Contempt for non-Jedi
7	Deceitful
8	Depressed
9	Disagreeable
10	Disenchanted with the Jedi Way
11	Disloyal
12-13	Egotistical
14	Hateful
15	Hopeless
16	Impatient
17	Miserly
18	Obsessive
19	Paranoia
20	Phobia
21	Power-hungry
22	Quick to anger
23	Selfish
24	Suspicious

Often the darkness manifests itself in a subtle way to mask its presence from an individual as it coaxes him to stray further from the light. Only after the being has performed the act does the Dark Side reveal itself, pointing out how simple and easy power comes to those who fulfill its wishes. With such black-hearted deed, the being steps further down the path to full immersion in the Dark Side, losing most of his former self in the process.

A character may add 1D per Dark Side Point to his Force skills during any Force power use. If this added ability to manipulate the Force is not used for the betterment of the galaxy, the character risks falling farther from the path of light, earning himself a Dark Side Point per power attempt.

If a character refuses to take advantage of the Dark Side's offering (i.e., the character does not add the dice bonus), increase the difficulty of any Force power use by at least one level to reflect the concentration exerted by that character to avoid the temptations of the Dark Side. ^[27:143]

Jedi Player Characters

Encourage players to select Jedi characters with differing abilities. The character templates provided at the back of this book give an excellent starting point for creating a Jedi with a defining slant. For example, a player could choose to design a beast-master, a peacemaker, a warrior, or even a mystic, depending on his tastes. Of course, a Jedi character can have no particular focus, enabling him to fill in wherever he is needed. ^[27:145]

Ongoing Goals

Each Jedi should devote a portion of his time every day or week to constructing or modifying his lightsaber.

An adventure could even center around the search for a particular type of crystal, a rare vein from the Adegan family, for example. A Jedi's lightsaber is an outward symbol of both his station and his current level of ability, so continual upgrading should be considered mandatory.

Jedi who have earned Dark Side Points by performing actions of an evil nature (or failing to prevent such actions), must dedicate themselves to atonement, undertaking tasks or quests to wash away the taint of the dark side. ^[27:145]

Designing Adventures

You can create adventures in a variety of ways, depending upon its context in a campaign. The Jedi may be assigned to help restore peace on a war-ravaged planet, arbitrate a dispute between two systems, protect precious ore being transported to the Core for Republic ship construction, investigate a series of strange disturbances throughout a sector that might be the work of the Dark Side, or seek out and destroy a Sith sorcerer and his minions in a remote system on the Frontier.

One way to design an adventure is to skim through the Jedi Force powers and create situations that require one or more abilities, especially those that do not involve combat. These scenarios provide player characters an incentive to learn some of the more esoteric powers.

Another adventure type revolves around the backgrounds of the Jedi characters. Choose an element of a character's history that could return to

LIGHTSABER CONSTRUCTION

Jedi apprentices spend a great deal of time and effort constructing lightsabers, an elegant weapon of ancient technologies. The blade helps the Jedi focus, attuning him to the Force so that it more easily flows through him. It is used for combat only when other methods of conflict resolution have ended in failure.

Most Jedi build several lightsabers over a lifetime, each saber more powerful and well-balanced than the last. These improvements reflect the Jedi's increasing prowess in his use and understanding of the Force. The loss of a lightsaber can so demoralize a Jedi that he momentarily stumbles in his ability to access the Force (losing 1D from all Force skills until he constructs a new blade).

A lightsaber must have the following parts: a power cell, a handgrip, an activation plate, a safety, a belt ring (optional), a blade-length adjuster, an emitter matrix, a recharge socket, a lens assembly, a focusing crystal, and a power conduit. Most handgrips have a length of 24 to 30 centimeters, with the blades themselves extending up to 1.5 meters.

The type of crystal used to focus the energy from the power cell determines the harmonic resonance and lethality of the weapon. Jedi Knights use Adegan crystals almost exclusively, as they have done for millennia. The Adegan family includes the following crystals in order of rarity (the die code in parentheses represents the blade's base damage when using that crystal):

kathracite (3D+2), *relacite* (4D), *danite* (4D+2), *mephite* (5D), and *pontite* (5D+2).

To construct a lightsaber from its components parts takes a minimum of one month and requires a successful lightsaber repair/engineering roll against a Very Difficult difficulty.

Decrease the difficulty by one level for each extra month spent building the saber, to a minimum of Easy. At the gamemaster's discretion, the time can be shortened as well, but the difficulty quickly increases to Heroic.

Jedi characters may adjust a lightsaber's base damage die code through modifications (as indicated in the "Improving Vehicles, Vessels, and Weapons" section in Chapter Two, "Attributes and Skills," of the Star Wars Roleplaying Game, Revised and Expanded). Characters rely on their lightsaber repair/engineering skill to make such improvements. ^[27:142]

"haunt" him, like a debt, a family feud, or even a lost relative.

Third, you can develop a scenario that allows Jedi characters to atone for Dark Side acts or to find a new Master who will further their study.

The characters' Jedi Master might send the apprentices on test missions to gauge their level of proficiency and their understanding of the Jedi Way. Sometimes, the characters may even be paired with another group, such as a Republic trooper or explorer unit. ^[27:145]

Developing a Campaign

When running a long-term Jedi campaign, you must carefully weave together the many different strands that represent the Jedi's responsibilities and goals. Alternate between adventures based on personal goals (lightsaber construction, finding an ancient Jedi Holocron, locating a Master proficient in a power the Jedi wish to learn) and those focusing on galactic duty (mediation, discovering Dark Side devices, destroying Sith structures, defending helpless beings).

Where possible, combine the two, intertwining individual and societal goals. While the Jedi track down a wanted criminal, for example, they might stumble upon a holocron in the possession of an unscrupulous and stubborn collector.

Balance these two aspects of the campaign carefully, noting which your players seem to enjoy more. The point of the game is to have fun, so your job as gamemaster is to ensure it. ^[27:146]

JEDI TRIALS

"The trials are difficult. Many try and fail, so I advise you not to be complacent."

—Grand Master Satele Shan, to Shigar Konshi

The Jedi Trials, also known as the Trials of Knighthood, Jedi rituals, or Jedi ceremonies, were the challenges by which Jedi Padawans were given as pre-requisites for achieving Knighthood, and were sometimes retaken by Knights to earn the rank of Jedi Master. The trials were administered by the Jedi High Council to any Padawan they deemed worthy of becoming a Jedi.

The primary trials were a set of five, and were the:

Trial of Skill

Trial of Courage

Trial of the Flesh

Trial of Spirit

Trial of Insight

In addition, the Council could assign substitute tests or use an exceptionally trying mission in place of the traditional tests. Like the Initiate Trials, these

REFEREEING A GROUP OF JEDI

Running a party of Jedi characters through an adventure (or an entire campaign) can quickly become a difficult task. The amount of record-keeping and rules involved in playing Jedi characters and their Dark Side counterparts requires a fair amount of organization and cooperation among the players and the gamemaster.

To ease these pressures you may wish to take steps to prevent their occurrence in the first place. For example, make a photocopy of the Jedi powers list found in this book (in Chapter Three) so that you can quickly check difficulties and modifiers rather than having to waste time flipping through the text to find the chart.

You can cut back on the amount of rules-checking by determining the results of various skill attempts without referring to the information contained herein, instead relying on your judgment to come to a conclusion.

Also, make certain that all players have their turn to speak. Star Wars adventures should be fast and cinematic; don't allow one player to monopolize and thereby slow down the game. Questions whose answers do not affect the night's game session (like whether or not the gamemaster will allow a character to create a new Force power), should be put off until later.

All participants in a Star Wars scenario should strive to ensure that everyone else enjoys the adventure. If you can do that, you won't encounter any problems.

[27:143]

tests were required to be taken in order to proceed to the next rank in the Jedi Order.^[5]

History of the Trials

The Jedi trials have been an integral tradition within the Jedi Order since its conception on Tython. Before the formation of the High Council and the mainstreaming of the Jedi academy's teachings, the Trials were highly informal, administered by a Padawan's master and known to be quite harsh and sometimes impossible. To rectify this, the High Council formalized five tests. Thousands of years after the Great Galactic War following the New Sith Wars and the Ruusan Reformation, these tests would be given at the Coruscant Jedi Temple in a specialized Jedi Trials Chamber, utilizing a specialized chamber equipped

with a state-of-the-art hologram projector capable of producing tangible simulacrum of ancient Jedi and Sith. This room would also be designed to test other skills, many of which were created to replicate the uncertainty a Jedi would face in the field. However, at the time of the Great Galactic War and Cold War, these tests are still conducted in the field with real, measurable consequences. As the Jedi are currently facing a threat unlike they have seen in many centuries, it is the view of the Council that allowing the realities of combat and galactic strife mold and shape their next generation of Jedi Knights is the clearest course of action.

Overseen by the High Council and the current battlemaster, the Trials are over once all tests are completed. If the Padawan is successful in completing the series of challenges, the Master will then prepare their apprentice for the Knighthood ceremony. As the scheduled ceremony approaches, the Padawan will spend an entire day in deep meditation. As the time comes to ascend to the position of Knighthood, the Padawan will enter the council chamber and kneel before the Grand Master of the Order and have their Padawan braid severed. Should the apprentice be unsuccessful in completing the trials, they are permitted to take them again until they pass.

Within the text of *The Jedi Path*, the long dead Chief Librarian Restelly Quist recorded a story she had heard of where several Trials were accomplished at the same time. Apparently, while in the eighth hour of the Trial of Skill, three Padawans partaking in the Trials simultaneously were faced with another trial each. Fighting an endless horde of holographic warriors, one student completed his Trial of Insight and Skill once he realized the warriors were illusions. The second defeated foe after foe while she believed her life to be threatened; thus passing the Trials of Courage and Skill. The third student failed to complete the Trials after being overwhelmed by fatigue.

Exceptions were sometime made in the passing of the trials, but they were few and far between. In times of turmoil, the trials could be bypassed at the discretion of the High Council if the Padawan had shown great skill, courage, or dedication to the Order. In such cases the apprentice was considered to have passed the trials through their various accomplishments, negating the need for formal testing.^[5]

Trial of Skill

"You will need all of your skill to survive."
—Spirit of Kento Marek, to his son

The Trial of Skill was one of the oldest trials in the battery of tests preferred by the Order. While the test did consist of numerous displays of lightsaber technique, the main thing that the battlemaster looked for when judging a potential Knight was their ability to avoid distraction through self-discipline. Before its formalization, the trial was made up of acrobatic feats, while using the Force to levitate objects in the midst of storms. As the test was incorporated into the more standard academy testing, the High Council required that each participant face off against some form of adversary, though the individual or individuals they faced varied in species or allegiance, and could be made of flesh and blood or a clever simulacrum created from archived data. In some cases, Padawans were forced to compete with the battlemaster in a duel, or even the Grand Master, and outlast their attacks. Other students might face many opponents, some of them attacking with a lightsaber, others manipulating perception or altering the environment in the chamber. Additionally, the Council could opt to use the simulacrum program and send any number of Sith Lords to test the stamina of a young Padawan.

During the history of the Order, there have been many notable tests given, displaying ingenuity on several levels. One of the earliest noted attempts at the test was by young Rouggle during the Golden Age of the Old Republic. A contemporary of Thame Cerulian, Rouggle did not pass the test as the manipulation of the tiles beneath his feet caused him to fall, ending the test. During the Clone Wars, Anakin completed this trial when he defeated Asajj Ventress on Yavin 4. One of the most interesting cases was the testing of Kazdan Paratus, who was able to defeat his opponent by creating a series of droids in a short period of time. The last recorded test was given during the days of the Empire, when Sith Lord Darth Vader sent his secret Apprentice Starkiller to the Temple to face the simulacrum in the form of a dead Pau'an Sith named Darth Desolus. Using his advanced skills to wear down the projection, the assassin used the Force to pull a statue down on the holographic foe, completing the test.^[5]

Trial of Courage

Because courage was a vital quality in a Jedi, the Trial of Courage was seen as appropriate to give even to those who didn't specialize in combat. Because it was important to remain in the dark about what one would face during the test, most Jedi did not divulge details on individual tests. Before the test was mainstreamed, battlefield heroics or facing down a Sith Lord qualified as passing. But due to the nature of the Republic's

OPTIONAL RULE: IMBUING LIGHTSABER CRYSTALS

An advanced Jedi and Sith practice involves meditating on a lightsaber crystal during construction to imbue it with the user's Force power. Doing so focuses and refines the crystal's already fine crystalline structure to produce a purer, more potent and more efficient blade that hums with the power of the Force.

A Jedi or Sith wishing to imbue their lightsaber crystal with the Force needs to make a Moderate *control* roll to focus their attention, followed by a Difficult *alter* roll to modify the crystal. For every ten points they exceed the alter difficulty by, they add one pip to the crystal's base damage. However, if they miss the *alter* roll by 10 points or more, roll 1D and consult the damage chart below:

- 1-3 crystal is shattered
- 4 damage -1D
- 5 damage -2
- 6 damage -1

A crystal can be modified more than once, but the difficulty to do so increases one level each time (or 3D beyond Heroic). The crystal must also be removed from the lightsaber housing to do so.

The focusing of lightsaber crystals also has the potential to change their resonance frequency, and therefore the color of their blades. Where this manifests most often is with dark side users, wherein the focusing of their anger and hatred frequently results in a bright crimson blade. To reflect this, if a Force user modifies their lightsaber crystal in this manner, roll 1D. If the result is greater than or equal to their number of Dark Side Points, the dark side has no effect. However, if the result is less than their number of Dark Side Points, the blade color is changed to blood red to represent their gradual fall to the dark side. This rule may be ignored by characters who are already possessed by the dark side; generally, it is intended to reflect the welcoming pull of the character's darker impulses while they are still attached to the light.

Golden Age, the Council required a different sort of challenge in order to stay relevant. The Council could simulate a dangerous mission in the Trials Chamber, or send a student on an actual mission out of the Temple. These tests had the potential to be deadly and extremely challenging, illustrating why the Council did not just let anyone take the Trials.

Notable tests included the assignment of Darsha Assant to recover the Black Sun intelligence agent

Oolth from the bowels of the Coruscant underworld. While she managed to grab him initially, Oolth wound up dying. Assant was later intercepted by Sith Lord Darth Maul and killed; failing her Trials. Later, Padawan Obi-Wan Kenobi would face Maul after the Zabrak Sith had killed Kenobi's master, the venerable Qui-Gon Jinn. Kenobi defeated Maul on Naboo, passing the Trials in the eyes of the Council. Kenobi's Padawan would also forgo formal Trials; the Council deemed Anakin Skywalker's bravery throughout the Clone Wars as sufficient.^[5]

Trial of the Flesh

The Trial of the Flesh was the most trying test given at the Temple. Involving the apprentice overcoming great physical pain, hardship, or loss, the test sometimes resulted in death or dismemberment. Throughout history, the Trial was known to involve bloodshed of some form. At the height of the Pius Dea Era, the Order subjected its apprentices to burst of energy applied directly to the skin, known as the Burning. While this type of torture was abandoned by the Order, battle scars were accepted as passage during the New Sith Wars. It wasn't that uncommon for Padawans who defeated a Lord of the Sith on the battlefield to pass the Trials of the Flesh, Skill and Courage at the same time. During the Arkanian Revolution, Squire Kinning lost an arm in order to pass the tests. During the Golden Age, the Council saw the separation of Master and Padawan at the end of their journey together as a significant trial, as the relationship was usually very close.

During the Clone Wars, Padawan Anakin Skywalker lost his right forearm during a duel with Count Dooku on Geonosis. While this was out of recklessness, Master Kenobi convinced the Council to accept this as the Trial of the Flesh.^[10] During the Dark Times, Sith assassin Starkiller faced and defeated the simulacrum representation of his father in the High Council Chambers of the Coruscant Temple. In the reformed Order during the New Republic era, Apprentice Tenel Ka was able to overcome the loss of her left arm and refused to have a mechanical replacement, thus passing her test.

During the Galactic Civil War, Luke Skywalker passed the Trial of the Flesh by losing his right hand in his battle with his father, Darth Vader, in Cloud City.^[5]

Trial of the Spirit

"Facing the mirror."
—Even Piell

To pass the Trial of the Spirit, apprentices had to look deep within their souls, on a quest of self-discovery. This test was designed to pit a potential Knight against their most dangerous enemy: the darkness within themselves. Often, apprentices did not like what they saw, and it could be a highly traumatic experience. Because of this grueling self-examination, this Trial was often known as Facing the Mirror. While bearing similarities to the Trial of Skill, this test did not involve moving at all in most cases; instead a Padawan delved deep into a meditative trance to combat their inner fears and demons. Because of the ultra-personal details of the test, it is not one that even the High Council dare dictate, a Padawan must write the script for what will transpire on the journey. Because of the dangers of such deep meditation, a Master was always present to help guide a student back; after they pushed them past where they least desired to go in their thoughts. The worst that could happen following a failed trial is awakening from meditation screaming and mentally broken.

Throughout the final days of the Order, the test was taken by several thousand Jedi. Whether facing visions of nexu or dangerous foes, the test always proved extremely emotionally trying. While not quite orthodox, the High Council acknowledged that Anakin Skywalker had indeed passed the Trial while on Nelvaan in 19 BBY. There on a mission, Skywalker fell into deep meditation and saw himself as Darth Vader, his future incarnation as Dark Lord of the Sith. Several decades later, Skywalker's own son, Luke, would be urged to take on the same trial on the swamp world of Dagobah. As per tradition, the exiled Grand Master Yoda observed the test from nearby, as young Skywalker entered the mysterious cave that cropped out of the muck. Inside, Skywalker dueled briefly with his father, Darth Vader, before removing his head from his armored body. As the helmeted head of Vader rolled past Skywalker's feet, the mask blew apart revealing Luke's own face staring back at him.

Another notable test was held at the Temple on Coruscant; granted the ancient edifice was in ruins and the Jedi Trials Chamber inaccessible. The Sith assassin known as Starkiller once again had infiltrated the Temple and headed straight for the Holocron Chamber within the Tower of First Knowledge. After opening a holocron of his father, Kento Marek, the assassin fell into a trance and envisioned dueling a pure dark side version of his self. Turning his back on Darth Vader and the dark side so as not to wind up as the shadow figure he had dueled, Starkiller left the Temple for the final time.^[5]

The Trial of Insight

The Trial of Insight was the last test offered as part of the Trials of Knighthood. Installed in the Trials program after noting that while a Jedi could take down a Sith, they could be undone by common thieves, this test helped a Jedi to see what was really in front of their eyes through use of the Force. Seeing through illusion, evaluating an individual's true persona, and unveiling lies are essential to a successful mission. To complete the test, Padawans were forbidden from reviewing any of the possible puzzles in the Jedi Archives; such an advantage would make the test moot. The Trial might require a Padawan to analyze and decipher the High Riddles of Dwartii, or decode broken text in scattered files. Sometimes, a field of stones would be laid out on the Trials Chamber floor and a Padawan would be forced to locate the single grain of sand amongst it.

While not officially authorized by the High Council due to its disbandment, this Trial was undertaken by Sith apprentice Starkiller during the years before the Galactic Civil War. Due to the Temple's interior damage and computer malfunctions, Starkiller faced a simulacrum that was able to manifest itself within the Temple Archives. Taking on the appearance of Darth Phobos, a long dead Theelin Sith Lady, Starkiller was forced to see past her disguises as she transformed her image into that of his beloved pilot and friend, Juno Eclipse. While it proved difficult at first, Starkiller crushed the Sith simulacrum under a pile of rubble, defeating the program.

A satellite facility of the Jedi academy on Coruscant, the Academy on Almas took a different route to teaching than the main school at the Jedi Temple. When a student was thoroughly prepared to take the Trials a group of Masters were called to oversee them. A battery of three tests were developed to best test potential Knights, and were considered by some to be weaker than those of the main academy, and tougher by others. During the Clone Wars, Jedi Master Ki-Adi-Mundi was sent to the Academy, to review its trials and decide whether or not to continue with the Academy's program. He decided in favor of keeping it.

The first test was an inquiry by the Almas Council on the student's understanding and utilization of the Jedi Code and its tenets. Application of the Code and how it applied to each individual student was critiqued and analyzed until the Council was assured that they understood the Jedi philosophies and embodied what it was to be Jedi. After successfully passing the first trial, the student was sent to the basement of the academy where they were instructed to meditate for five days. If they completed the meditation, they exited

the small chamber and were authorized to take the third and final test. The final test typically took place in the deserts of Almas where students underwent a sort of fusion of the Coruscant trials. In the desert, students defeated their fears through combat, demonstrations of the Force, or any other skill they could bring to the fore.^[5]

RUNNING A VILLAINOUS CAMPAIGN

Heroic campaigns are the bread and butter of Star Wars. Band together, destroy the superweapon, defeat the villain, save the princess. Cue "Throne Room" march! Or, there's the tried-and-true tramp freighter campaign: a lovable band of gold-hearted misfits desperately trying to keep buying and keep flying amidst a tough galaxy. Cue "Here They Come!" But what of a *villainous* campaign?

The *Heroes and Rogues* supplement includes a section on running a campaign as Imperials during the Rebellion era, focusing mainly on being low-level soldiers or officers, trying to walk the line between patriotic duty and a growing sense that their superiors *might* be evil. These aren't *villains*, per se, as much as they are soldiers for a villainous cause.

The Old Republic era for the Star Wars Roleplaying game, however, opens up a whole new set of possibilities for running new and interesting campaigns. In this age, villains are not necessarily cloaked in shadow or hiding their motivations, nor are they limited by Darth Bane's infamous Rule of Two. At the time of the Great Galactic War and subsequent Cold War, the Sith are everywhere, roaming the galaxy openly. This leads to great opportunities for running campaigns from a *true* villain's perspective... But what does that mean for you, your players, or your campaign?

The important thing to know is that villainous campaigns have the potential to play very differently from heroic campaigns, and they risk falling into chaos or disarray much more readily as a result. One thing they share in common with heroic campaigns, though, is the function of action and consequence. Just as heroic campaigns are kept in check by the effects of the players' actions and the gamemaster's villains, a good villainous campaign is kept in check by the effects of the players' actions and the gamemaster's *heroes*.

One of the first major differences, however, is that while a heroic campaign is often driven by the plotting and goals of a good villain, simply reversing this trend does not necessarily make for a

good villainous campaign; a villainous story should not be driven by the plotting of the heroes. Heroes by their definition desire peace and democracy, and their goals are not conducive to plot-driving ambitions. Rather, a good villainous campaign should be driven either by the plotting and scheming of the *characters themselves*, or by the schemes of an even greater villain. That's right, even villains have villains.

Feed Your Dark Side

So, your players have villainous intentions. In designing an epic, entertaining, and suitable campaign for your players, you first need to define their motivations for roleplaying villains. Discuss this with your players, figure out what makes them tick, what type of game they really want to play.

A good villain in a movie or similar work of fiction often has a strong emotional motivation. This is important to determine. The most common are *fear, revenge, pleasure, hatred, greed, passion, or inadequacy*.

A good *campaign*, however, should be structured with larger intentions even than that. The first step in building a good villainous campaign is deciding whether your players wish your campaign structure to be based on *Balance* or *Destruction*.

A *Balance*-based villainous campaign is built on structure, planning, maneuvering, and scheming. The PCs are focused on long-term goals, of outwitting their opponents, of being the architects of their own victory. A *Balance*-favoring villain rarely kills without purpose, and seldom leaves long lines of bodies behind her; the *balance*-favoring villain knows that every action on her part calls for a reaction from the forces of good in the galaxy, and every move is calculated to favor the long game, not short-term gains. She plans and schemes, she integrates herself into society without openly feeding her dark impulses. She knows that indulging selfishness only leads to a quick demise; it may even be distasteful. She may be kind, compassionate, honorable, even generous; after all, a good villain, be it PC or NPC, thinks of themselves as the hero, and the heroes as misguided, or at worst, dangerously delusional (see *Roleplaying A Sith*, Chapter Three). She knows that the goals she pursues are righteous ones, and is smart enough to channel her villainous - to her, valorous - intent only on those who deserve it, and not innocent bystanders. A campaign based on *Balance* can be long-lasting, rich, and character-driven. Additionally, it can focus on the grayer shades of morality, on the fine line between knowing what is right and following what you feel is necessary. Think of a campaign based around the *player*

characters of Chancellor Palpatine and Anakin Skywalker.

Conversely, your players may wish to play a campaign based on *Destruction*. Put succinctly, *Destruction*-based campaigns "burn brightly and are snuffed swiftly." The destructive villain is a marauder; he strikes first, he does not suffer fools, he kills for pleasure. Innocents are of no concern to him; he will burn a thousand corpses to achieve his goals, and he will revel in the sorrow he has wrought. In this manner, the destructive villain allows the players to live out their darker impulses in a wave of gleeful carnage. However, this is the Star Wars universe, after all - a universe that is shepherded and protected by the Jedi Knights, in which order and justice is restored in the end, though often with heavy casualties. If your players wish to embark on a campaign of destruction and mayhem, inform them up front that they very likely *will* lose. Let them embrace it. Such bold actions on their part are almost sure to bring out a response from the Jedi and the Republic; the bolder the action, the swifter the response. If your players are primed for this, though, the campaign can be a gleeful amount of fun, even though it will almost assuredly end in their deaths.

I Sense Much Fear in You

An important factor in a villainous campaign is that of *Fear*. Whereas the Jedi seek to banish fear from their minds, to seek serenity in battle, a villain is always in its embrace. A villain without *fear* is one without *intent*.

This can take many forms; the fear of failure, the fear of losing control, the fear of defeat. Fear is the driving force.

Consider the Sith apprentice. She is fearful of the Sith being snuffed out by the twisted, misguided Jedi ways. She is fearful of being found out in her operations. Most of all, however, she is fearful of failure, of disappointing her Master, the punishment for which is almost assuredly death. As she advances through the ranks, she gains her Master's trust - though failure looms always above her head; the greater the victory, the greater the potential fall.

Eventually, she recruits an apprentice of her own. She trains him, she guides him. His abilities grow. Though she is fearful of being discovered, she plots with him to overthrow her Master, to elevate herself to a position of greater power. Eventually, her coup is successful; she has achieved Her own Mastership... But what of the apprentice she trained so well, perhaps *too* well? Is he now plotting her own demise...? And what of her Master's powerful allies? Just as she conquers one



fear, another emerges to take its place, like a hideous hydra. And constantly calling, beckoning, whispering... is the promise of a swift and terrible death should she fail.

ADVENTURE HOOKS

The following are adventure hooks adapted from actual missions in *The Old Republic*. As the gamemaster, it is your prerogative to use them in whatever manner you see fit; don't feel obliged to adhere to a story outline just because it transpired that way in the game. These are rough jumping-off points, interesting plot threads to start with and to weave your own rich tapestry of adventures and stories. You may use them in their entirety, interweave bits and pieces of plots, or simply use them as background rumors in some far-flung cantina - who knows if they're truth or fiction? Besides, that Gand has been drinking *pretty* heavily.

Consider that the entire universe is at your fingertips. The *Old Republic* game was able to scratch only the barest surface of this rich possibility; you and your players are uninhibited by class, plot, location, or any of the limitations of the video game format.

The only established plot that this book recommends is the base setting of the Sacking of

Coruscant and the subsequent Treaty (see *Galactic History*). Beyond that - the fate of the Sith, the Battle of Corellia - these are all up to you and your players, whether to follow events or break from the story entirely. In fact, the only real rule is that there are *no* rules. Feel free to throw out, rewrite, or change as you see fit. The Sith never took Coruscant? Interesting! Where could that lead...?

The Black Talon

Group Type: Imperials

On the edge of the Empire's borders, a small skirmish has taken occurred between Imperial cruisers and Republic forces. During the battle, a Republic warship carrying an Imperial defector slipped away and is now on a direct course for Republic space. The Empire refuses to risk letting valuable military secrets fall into enemy.

But the Captain of the Black Talon has refused the order, and now Imperial command has turned a group of loyal imperials who have procured transport on the ship. Their orders: take control of the Black Talon from the rebellious Captain, hunt down the damaged Republic warship and recapture the defector.

When the group first comes aboard the Black Talon, they will be directed to talk to Lieutenant Sylas. After talking to Sylas, the group will be directed to talk to the protocol droid NR-O2 who patches the group through to Imperial Grand Moff Kilren. Kilren wants a defector aboard the Republic Thranta-class warship Brentaal Star and tasks Captain Revinal Orzik to intercept it. The captain disobeys that order and Kilren and tasks the group to seize control of the ship.^[2]

The Esseles

Group Type: Republic

The Esseles, a Republic transport that routinely carries civilians to and from the Republic capital world of Coruscant, has come under assault. Attacked by a powerful Imperial warship under the command of a ruthless Moff, the outgunned and outnumbered crew of the Esseles ready themselves to fight against the coming Imperials.

Having booked passage on the transport to Coruscant, champions of the Republic now find themselves thrust into this dire situation. Taking up

arms, they must now band together to battle back the Imperial boarding parties, defend the passengers and crew of the *Esseles* and free the transport from the Imperial warship.^[2]

Hammer Station

Group Type: Any

Pressed by the Sith Empire during the war, the Republic Senate sank its meager resources into ever-more desperate measures to end the conflict. One of the resulting projects was Hammer Station, a prototype mobile facility built around a combined tractor beam and massive gravity cannon. The tractor beam captured nearby asteroids, and the cannon launched the asteroids at near-relativistic speeds at a chosen target. No shield could handle that magnitude of kinetic energy. When positioned over a planet, Hammer Station was capable of devastating entire cities in a single shot. However, Hammer Station's attacks could not be tempered. The asteroids caused planet-wide dust clouds and groundquakes, rendering entire worlds nearly uninhabitable. After seeing the destruction, the Republic Senate could not authorize its use, even against the Empire, and ordered the project scrapped. The Hammer Station project files were classified and later destroyed in a Senate tower bombing after the Treaty of Coruscant was signed.^[4]

Constructed by the Republic Engineering Corps during the war, Hammer Station was designed to serve as the ultimate deterrent against the Empire; a devastating superweapon that could wreak planet-wide destruction. The prototype battle station was built to utilize a gravity cannon that could hurl asteroids at planets and enemy capital ships. Once the Treaty of Coruscant was signed, the Republic military decommissioned the station and it was assumed to be destroyed when sent on a collision course with a nearby sun.

Now the station has reappeared under the control of the Advozse Hegemony, who have begun

using the station's cannon to conquer unaligned worlds near the contested borders. Allowing the Advozsec to control the station poses a threat to both the Empire and the Republic, and both sides now assemble strike teams to storm Hammer Station and eliminate this deadly threat once and for all.

Hammer Station was originally designed by Republic Engineers in the waning days of the War as a super-weapon against the Empire. Rather than carry traditional turbo-lasers, the mobile battle station instead uses a massive accelerator to launch asteroids at near lightspeed against its enemies. This made Hammer Station deadly both against planetary targets and capital ships, whose shields were designed to stop energy weapons, not high speed impacts. After the Treaty of Coruscant, the Senate issued an order to destroy the station, which was never carried out. Now in the hands of a radical fringe, Hammer Station represents a threat to both the Empire and the Republic.^[2]



Athiss

Group Type: Any

For most galactic travelers, the planet Athiss barely warrants a second glance on the scanner. It appears to be nothing more than a small world off the Descri Wris hyperlane, with little of interest besides a scattering of unexplored ruins. But the Jedi Archives tell a grim story. The Jedi Master Chamma visited Athiss early in his career and clashed with a dark side entity there. The duel, and the oppressive

feeling of evil on Athiss's surface, drove Chamma close to the dark side of the Force. Shaken by the experience, he went into a self-imposed exile; it was almost a century before he came to terms with what he had seen and felt on Athiss, and was able to return to the order. The many ruins on Athiss have never been properly studied. They resemble the architecture of the ancient Sith Empire, but their purpose is mysterious. A few records of Athiss survive in the libraries of the Citadel, but

contemporary Sith scholars are forbidden from studying them, on the personal order of the Emperor.^[4]

A millennium ago the planet Athiss was a Sith sanctuary that held the sanctuary of Vodal Kressh, a powerful Sith Lord and among the greatest alchemists the Empire had ever known. Vodal was a powerful and ambitious Sith, but he was also utterly mad. So much so that after his death the Emperor ordered Kressh's sanctum sealed, and the planet declared a forbidden zone. Now something stirs on the planet's surface once again.

A Republic archaeological team discovered the planet while on a survey mission, and began to

become bounty hunters or join private militaries, one Clan turned their back on the Mandalorian leadership and set out on a ritualized quest for battle.

The militant clan Varad has hijacked the powerful Republic warship "Allusis", and has begun a campaign of brutality against both Republic and Imperial controlled worlds. Clan Varad poses a risk to the stability of the Outer Rim and cannot go unpunished for their actions. Now both the Republic and Empire put into motion plans to take the Allusis for themselves, and punish the rogue Mandalorians for their actions.^[2]



excavate the ancient Sith ruins. During their study of the ruins the strike team has discovered something powerful, feeding on the Dark Side power that emanates from the ruins. Now both the Republic and the Empire are scrambling together strike teams to make their way to the planet, confront the threat and make sure that it never leaves the abandoned world.^[2]

Mandalorian Raiders

Group Type: Any

During the war, one of the Empire's most valuable allies was the Mandalorians; a society of warrior-based clans that are united under their leader, Mandalore. When the treaty of Coruscant was signed and the war ended, many Mandalorians found themselves growing restless. While many Mandalorians broke away from their clans to

Cademimu

Group Type: Any

Cademimu, a shadowport in the Cademimu sector along the Celanon Spur, is in chaos. Under investigation by the Republic for numerous crimes against his people, the planetary Governor, Choranov, has declared the planet's independence from the Republic and imposed martial law. Now Choranov has unleashed his private army to quell the civilian uprising. Even worse, the Governor's army has taken control of a powerful Republic missile array, leaving the Celanon Spur trade route completely defenseless!

With this vital trade route left defenseless, the Republic scrambles to assemble a strike team to head to Cademimu and retake the missile array. But they are not alone; the Empire sees the Cademimu uprising as a rare opportunity to expand their

power. While the Republic hopes to reestablish control of their world, the Empire dispatches a team of their own to capture the missile stockpile and both Cademimu and the Celanon Spur under Imperial control.^[2]

Boarding Party

Group Type: Imperial

Centuries ago, a powerful Jedi Master stood against the Sith Emperor. Although the Jedi was defeated, the Sith Emperor chose to spare his life and instead placed him in stasis. For the next three hundred years, the Emperor probed the Jedi's mind, learning of the existence of a powerful space station. But the Jedi was powerful, and resisted the Emperor's repeated attempts to learn its location. After three centuries, the Jedi escapes from his stasis.

Hidden deep within a dangerous region of space, an Imperial prison houses a legendary Jedi Master. Long before the Sith Empire's return from exile, this Jedi traveled to the farthest reaches of the galaxy to confront the Emperor himself. But the Jedi was defeated, and held in stasis as the Emperor attempted to purge information from the Jedi's mind.

For ages this Jedi was thought to have been dead, but now a Force ghost has revealed that not only does the long-lost Jedi live, but he is being held prisoner within the treacherous Maelstrom Nebula. Armed with this knowledge, Jedi Master Oteg assembles a group of the Republic's most elite heroes and sends them to the Imperial world of Taral V. There they will battle against the legions of Imperial soldiers, as well as deadly creatures, as they steal Imperial star charts that will lead them straight to the hidden prison.^[2]



He has, but the Jedi is not alone; a Republic fleet has formed a blockade around the station, and a direct Imperial assault would result in catastrophic losses. Rather than sacrificing a sizable portion of their fleet, the Empire sets in motion a plan to capture a Republic cruiser and sneak a small team of the Empire's most elite warriors behind the Republic fleet and claim the station for the Empire.^[2]

Taral V

Group Type: Republic

The Foundry

Group Type: Imperial

The Foundry was an engineering marvel that was built into a massive asteroid situated in a long-forgotten star system. It consisted of at least twelve manufacturing levels according to data obtained by Imperial Intelligence that were each capable of producing thousands of droids. A series of vast tunnels honeycombed the asteroid which suggested that automated mining droids were used to excavate the interior of any useful ores. It was believed by the Imperial Reclamation Service that

the facility used a network of tractor beams to capture and break down nearby asteroids to provide new raw material for its endless mass production.^[2]

This facility was believed to be at least twenty to thirty thousand years old and was built by a long forgotten alien species. The specifications matched those of three other space stations that had been discovered by the Sith Empire with all of these possessing tremendous power. These stations included the Star Forge and another facility that was able to xenofarming entire worlds. The full extent of the production capabilities of the Foundry were unknown though it was believed it was able to change the entire galaxy.

Revan was aware of the existence of the Foundry and kept that knowledge hidden from Sith Emperor. After his freedom from the Maelstrom Prison, he travelled to the facility where he intended to unleash an army of extermination droids against the Sith Empire to eliminate the threat posed by the Emperor.

Following an intense battle, a Republic cruiser carrying supplies to this hidden space station is now in Imperial hands. As the ship is readied for the assault, the Empire learns the location of the station, as well as its true value. Built deep inside an asteroid, the complex has the power to create a nearly endless army of Battle Droids that answer solely to the station's master. The Empire knows that control of this station can sway the war, and put together a plan to take it from the Republic.

But it won't be easy. The station is in the hands of a mad Jedi who wants to purge the galaxy of Sith, and the complex itself is surrounded by a Republic fleet. To take the station, the Empire sends a small group of its most powerful champions to the asteroid surface to storm the base, fight their way through the army of droids and defeat the crazed Jedi once and for all.^[2]

Built into a massive asteroid in a long-forgotten star system, the Foundry is an engineering marvel. According to data obtained by Imperial Intelligence, the Foundry has at least twelve manufacturing levels capable of producing thousands of droids. Vast tunnels honeycombing the asteroid suggest automated mining droids were used to pick the interior clean of any useful ores. The Imperial Reclamation Service believes the Foundry now uses a network of tractor beams to capture and break apart nearby asteroids, providing raw materials for its endless mass production. The Foundry appears to be at least twenty to thirty thousand years old, built by a long-forgotten alien species. Its specifications resemble those of three other space stations discovered by the Empire, each possessing vast power—one, the “Star Forge,” constructed fleets of warships, while another was capable of xenofarming entire planets. The extent of the Foundry's production capabilities are as yet unknown, but if history is any guide, the station could change the galaxy.^[4]



Maelstrom Prison

Group Type: Republic

The Maelstrom is a huge green cloud of charged space dust and raw energy which altered navigation coordinates and fuddled navigation computers. During the Great Galactic War, the Maelstrom served as an important location for the Sith Empire. The Empire hid a space station in

the Maelstrom that served as a prison for Revan.

After a vicious battle on and above Taral V, the Republic now holds the coordinates of the secret Imperial prison, as well as valuable star charts that are needed to navigate the dangerous nebula that surrounds it. With this information, ships led by the Jedi Master Oteg make their way to the Maelstrom Nebula and rescue the captured Jedi. But they are not alone; an Imperial fleet under the command of a vicious Grand Moff pursues them, determined to make the Republic pay for their attack on an Imperial world

As Republic and Imperial fleets battle, a small group of elite heroes make their way into the prison. Now they must work together to fight their way through elite Imperial soldiers, deadly war droids and powerful Sith to find and free the Jedi prisoner.^[2]

Located along the Relgim Run, the vast Maelstrom Nebula has hampered navigators and explorers for centuries; the nebula's unpredictable electromagnetic radiation means the safe routes through the Maelstrom change every few minutes. When the Empire came into possession of an ancient Gree computer capable of calculating safe passage through the Maelstrom, however, Imperial strategists decided the nebula would be the perfect location to house high-risk prisoners. The Maelstrom Prison is a massive space station that uses both modern and ancient methods of containment. Intelligence recovered by the Republic SIS suggests some chambers were built according to specifications provided by the Emperor himself. The exact number of prisoners held is unknown, but tentative projections put the number at less than thirty; this, in turn, suggests that freeing any of the inmates would be a significant blow to the Empire.^[4]

Colicoid War Games

Group Type: Any

The Colicoids are an insectoid species that specialize in the development and sale of weapons and technology. Throughout the war, the Colicoids have sold their wares to both sides, but now they wish to align themselves with one faction. To see which side is more deserving of their business, the Colicoids have constructed an advanced war game on a remote asteroid located somewhere in the Outer Rim.

To gain the favor of the Colicoids and deny the enemy of valuable weaponry, both the Republic and the Empire have agreed to take part in the war game. Now both factions must send their most elite warriors to the asteroid, where they will battle against both the many traps that have been laid, and the Colicoids themselves.^[2]

The Red Reaper

Group Type: Any

In the century before the Sith Empire's return to the known galaxy, the powerful Sith Lord Ikorl was among the Emperor's most honored servants. Ikorl, himself a Sith Pureblood, believed in the genetic superiority of pureblooded Sith and became obsessed with discovering other Purebloods that

fled from Korriban centuries ago. Over time Ikorl convinced the Dark Council to allow him to search for these lost Sith, and he set off with an expeditionary fleet.

Seventy years have passed. Darth Ikorl has returned from his expedition with an army of mad Sith, and has begun a campaign to purify the galaxy of those he deems as unworthy. Having already laid waste to an Imperial fortress at the edge of the galaxy, Ikorl now sets his sights on the Republic-controlled world of Chandrila. While the Republic scrambles to defend their world, the Empire plots its revenge against Ikorl for his betrayal. Both factions now assemble elite groups of their strongest warriors to board his flagship and defeat Ikorl once and for all.^[2]

Directive 7

Group Type: Any

A faction of renegade droids calling themselves 'Directive 7' has rebelled against their creators, and has begun a campaign of extermination against all biological life in the galaxy. The rebellion seems to be spreading, with several Republic colonies and a fleet of Imperial ships having already been decimated by the droids. But not everyone in Directive 7 agrees.

An anonymous traitor has leaked information on Directive 7 to both the Republic and Imperial militaries. This information outlines their ultimate objective: to transmit a powerful signal across the galaxy, turning every droid in known space to their cause. Now the Republic and the Empire each assemble teams to head to Directive 7's headquarters on the small moon of Zadd, where they must bring down the organization and prevent the signal from being transmitted.^[2]

The False Emperor

Group Type: Any

After an intense battle, the forces of the rogue Sith Lord have been driven from Ilum. Now both the Republic and Empire each possess the coordinates to the Imperial traitor's battlestation. Knowing that their defeat on Ilum will only serve as a temporary setback to the renegade Empire's offensive, both sides realize that the time to strike is now.

The Empire and Republic call on their most powerful heroes to board the Sith's stolen battlestation and bring an end to their march across the galaxy. But the rogue Sith was prepared, and has readied the battlestation in preparation for the confrontation that lies ahead. Now the most elite heroes in the galaxy must battle their way through a seemingly endless army of droids and

soldiers before facing off with the rogue Sith to crush their new Empire once and for all.^[2]

The Battle of Ilum

Group Type: Any

There is a traitor among the Sith. Using their knowledge of the Imperial military to their own advantage, one of the most feared military commanders in the galaxy has turned their back on the Empire, and has declared themselves the leader of a new, stronger Empire. Now the traitorous Sith Lord has commandeered a powerful Imperial battlestation, and has used their influence to build a formidable army. Now the traitor intends to use a fleet of experimental starships to purge the Empire of old and crush the Republic once and for all.

The new Empire's new target: Ilum. As Imperial and Republic forces clash over this vital world, the new Empire's fleet intervenes and opens fire on both factions weakened forces. With this new Empire posing a threat to both the Republic and Empire, both sides assemble teams of their most powerful and experienced heroes. Their mission: fight through the renegade's forces, commandeer one of their ships and make their way to the Sith traitor's battlestation.^[2]

Kaon Under Siege

Group Type: Any

The Tion Hegemony is on the edge of absolute chaos. A mysterious outbreak of the Rakghoul virus has ravaged the region, and the Tion nobility have sealed their borders in an attempt to stop the virus from spreading further. But their actions may have come too late; several worlds have already been lost to the plague, and now another world, Kaon, has fallen victim to the spreading virus.

Thousands have perished, and countless more have been warped into deadly monstrosities. In the midst of the devastation, a small band of survivors struggle to fight off the nearly endless horde of twisted monstrosities. Realizing the threat that the Rakghoul plague poses, both the Empire and Republic assemble strike teams to head to Kaon, rescue the survivors and learn the truth behind the Rakghoul outbreak.^[2]

The Lost Island

Group Type: Any

The survivors of Kaon have been rescued, and the truth of the Rakghoul outbreak has been learned; a scientist, branded a traitor by

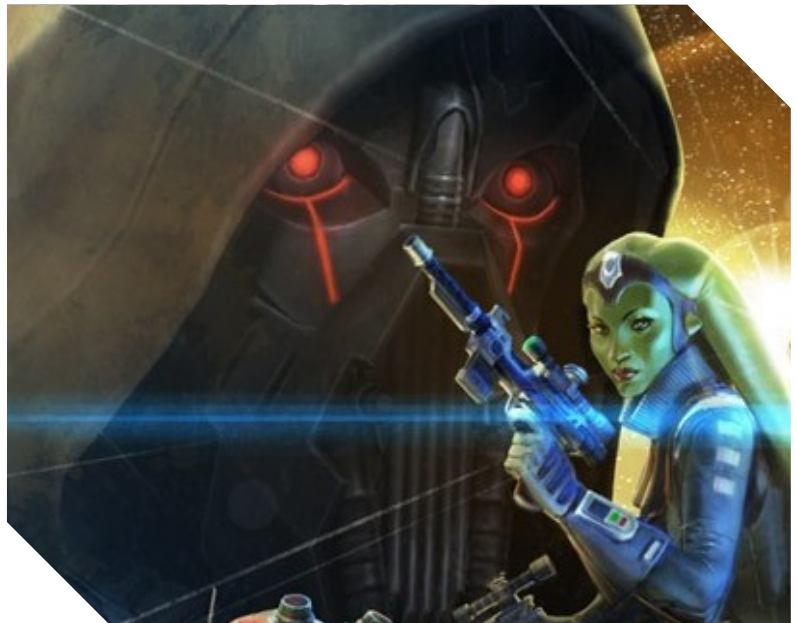
the Tion Hegemony years earlier, released the virus in an attempt to eliminate the Tion nobility. With his plan thwarted and his identity revealed, the scientist has gone into hiding while continuing to plot his takeover of the Tion Hegemony.

Though he believes himself to be safe, agents for both the Republic and the Empire have traced him to a small island on Ord Mantell. Now both factions assemble strike teams to dispatch to Ord Mantell to battle their way through twisted monstrosities before confronting the scientist in his island laboratory. While the Republic wants to see the Rakghoul virus destroyed, the Empire sees an opportunity to take the virus for itself and turn it into a powerful weapon...^[2]

Kuat Drive Yards

Group Type: Any

For centuries, many of the galaxy's largest and most powerful warships have been built by Kuat Drive Yards: a massive corporate complex of manufacturing plants and docks that form a ring around the planet Kuat. As a key part of the Republic war machine, Kuat Drive Yards has been one of the Empire's primary targets for some time. Thanks to the strategies of the shrewd and ambitious Admiral Ranken, the time for an Imperial attack has finally come. However, Fleet Admiral Bey'wan Aygo, the Bothan leader of the Republic's forces on Kuat, refuses to surrender such a critical war asset. The result is a fierce battle over control of Kuat that will see both factions calling on their greatest warriors to join the fray.^[2]



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