

STAR WARS

ROLE PLAYING GAME

KNIGHTS OF THE OLD REPUBLIC



Jon L., Carlos P
Jason G.

STAR WARS

ROLEPLAYING GAME

Knights of the Old Republic

A Supplement of material from the Lucasarts game to be used with the d20 Star Wars Roleplaying Game ®

Written by

Jon "Ghengis Ska" Larsen, Carlos "Solarc" Portillo

Artists

Jason Gagne, E. Sacchi (backgrounds), Eugene Young (picture for Yavin Hunter).

Play Testers

Thomas "Cherokee" Carmichael (Candor Slegan), Jared Carmichael (Jaster), Jason Gagne (Gno'E Dal).

Based on the *Star Wars Roleplaying Game*® by Andy Collins, Bill Slavicsek, and JD Wiker, utilizing mechanics developed for the DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.



The contents of the document are the sole possession and property of the authors, Jon Larsen, Carlos Portillo (henceforth referred to as "the Authors ") and Jason Gagne (henceforth referred to as "the Artists ") unless otherwise noted. Distribution, reproduction, or display other than on (<http://www.home.mindspring.com/~ghengiska> henceforth referred to as the Site) is forbidden -permission granted upon request and contingent on the author 's approval.

Any files owned by the Author found on other locations on the internet or in print without permission/knowledge of the Author is considered (by law) copyright infringement, and those responsible will be pursued as per the maximum extent of the laws of the United States of America, and/or International Copyright laws, including (but not restricted to) the Berne Convention, the Universal Copyright Conventions, and the Uruguay Round Agreement (WTO).

Reproduction with the intent of sale, or actual sale is, according to United States Copyright Law, an infringement on George Lucas et al, being a challenge to the commercial viability of Star Wars: The Roleplaying Game by Wizards of the Coast. The files contained within this document are not for sale, and are designed and presented for the private use of parties using Star Wars: The Roleplaying Game. Use of material releases author of any and all liability concerning any challenge to LucasFilm, Ltd., and their copyrights where concerned, as a result of any action of a viewer/user of the material.

All works that are the property of Lucas Film Limited, Bioware or Wizards of the Coast are still their properties, usage of them by me is not meant to infringe unduly on those rights. Any logos, titles, and other iconography associated with Star Wars used are for identification purposes only, and are copyright ultimately by Lucasfilm, Ltd. or the owner of the logo in question. All other graphics and logos specific to the document are the exclusive property of the Author and Artists unless mentioned otherwise.

This game product contains no Open Game Content.

Where not covered in the following, should a copyright contest occur, the Author will FULLY YIELD to the letter of the law with no contest:

Dungeons & Dragons and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast, Inc. The d20 System logo is a trademark owned by Wizards of the Coast, Inc. Bioware, the Bioware Odyssey Engine, and Bioware logo are restricted trademarks of Bioware Corp

STAR WARS ® or &tm; and © 2001 Lucasfilm, Ltd. Title, character, and place names protected by all applicable trademark laws. All rights reserved. Used without authorization, and will be removed promptly upon request with no contest on the part of the Author. The material contained herein is unofficial, and is not intended for sale. It in no way can be deemed a contest of the rights and ownership of Lucasfilm Ltd., or licensees thereof, including West End Games / Wizards of the Coast.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Where not covered above, all material written by the author is presented under the auspices of the Fair Use sections of the United States Copyright Law, as the only thing non-original to the author(s) is the very concept of the Star Wars "universe," thus this additional creative work does not pose any threat or challenge to the commercial viability of Lucasfilms, Ltd., or licensees there of, including West End Games /Wizards of the Coast. In accordance with Fair Use, the author(s)do(es) indeed claim sole copyright, thus removing all material contained on the website from "public domain."

Table of Contents

| | | | | | |
|---|-----------|------------------------------|-----------|---|------------|
| Introduction | 3 | T3-M4 | 49 | Armor Upgrades | 86 |
| Sources | 3 | Enemies | 50 | Equipment On the Body | 86 |
| Timeline | 3 | Darth Malak | 50 | Slots | 86 |
| Chapter 1 Galactic organizations | 8 | Calo Nord | 51 | Wearable Equipment | 86 |
| Republic in the KOTOR era | 8 | Saul Karath | 52 | Dampening Units | 86 |
| Communications | 10 | Darth Bandon | 52 | Regulators | 86 |
| Republic Sympathy | 11 | Galaxy map | 54 | Gauntlets | 87 |
| Joining the Republic | 11 | Chapter 3 Planets | 55 | Personal Shields | 87 |
| Leaving the Republic | 11 | Dantooine | 56 | Stimulants | 88 |
| Faction Feats | 11 | Background | 56 | Stimulants and the Force | 89 |
| Republic Prestige Classes | 11 | Creatures | 57 | Chapter 6 Computer Droid Equipment | 91 |
| Jedi | 12 | Kath Hound | 57 | Security Spike | 91 |
| Jedi Sympathy | 13 | Kinrath | 58 | Computer Spike | 91 |
| Joining the Jedi | 13 | Kinrath Eggs | 59 | Droid Equipment | 92 |
| Leaving the Jedi | 13 | Kashyyyk | 60 | Repair Kit | 92 |
| Faction Feats | 13 | Background | 60 | Repair Packs | 92 |
| Jedi NPC's | 14 | Creatures | 61 | Chapter 7 Recreation | 93 |
| Zhar Lestin | 14 | Kinrath | 61 | Pazzak | 93 |
| Vrook Lamar | 15 | Tach | 62 | Chapter 8 Droids | 94 |
| Vandar Tokare | 15 | Ritual Beast | 62 | Maintenance | 94 |
| Dorak | 16 | Koriban | 63 | Utility | 94 |
| Jedi Shadow Prestige Class | 17 | Background | 63 | Protocol | 95 |
| Jedi Sentinel Core Class | 18 | Creatures | 64 | Security | 95 |
| Generic Jedi Sentinels | 21 | Shyrack | 64 | Dymaxion Hovering Patrol Droid | 96 |
| Sith | 22 | Tuk'ata | 65 | Patrol Droid | 96 |
| What do you mean by Sith | 22 | Tarentatek | 66 | Guard Droid | 96 |
| Sith Sympathy | 24 | Mannan | 68 | Assault droid | 97 |
| Joining the Sith | 24 | Background | 68 | Sentry droid | 97 |
| Leaving the Sith | 24 | Selkath | 69 | XK Series | 97 |
| Faction Feats | 24 | Prestige Class: Shasan Adept | 69 | Ancients | 98 |
| Sith Prestige Classes | 24 | Creatures | 71 | Chapter 9 Swoop Racing | 99 |
| Sith NPC's | 25 | Firaxan Shark | 71 | Mechanics | 99 |
| Uthar Wynn | 28 | Progenitor | 71 | Swoop Bike Stats | 103 |
| Yuthura | 29 | Research Sub | 71 | Generating a Race randomly | 103 |
| Minor Factions | 30 | Taris | 72 | Swoop Bike stats | 104 |
| Mandalorians | 30 | Background | 72 | Tracks | 105 |
| Mandalorian Specific Equipment | 31 | Creatures | 72 | Chapter 8 Starships | 107 |
| Basilisk War Droid | 31 | Rakghoul | 72 | Fighters | 107 |
| Mandalorian Armor | 31 | Rakghoul serum | 73 | a -Attack craft | 107 |
| Mandalorian Sympathy | 32 | Tatooine | 74 | b -Attack Craft | 107 |
| Mandalorian Code | 32 | Background | 74 | g -Wing | 108 |
| Joining the Mandalorians | 32 | Creatures | 75 | s fighter | 108 |
| Leaving the Mandalorians | 32 | Wraid | 75 | Transports | 109 |
| Faction Feats | 32 | Yavin | 76 | t Transport | 109 |
| Mandalorian Warrior Prestige Class | 33 | Background | 76 | Ebon Hawk | 109 |
| Exchange | 34 | Floater Herbivore | 77 | Thren | 110 |
| Hierarchy | 34 | Hunter-Floater | 78 | Capital | 110 |
| Exchange Sympathy | 34 | Yavin IV | 78 | Leviathan | 110 |
| Davik | 35 | Yavin Space Station | 78 | Sith Cruiser | 111 |
| Geno Haradan Assassins Guild | 35 | Savium | 78 | Republic Cruiser | 111 |
| Geno Haradan Sympathy | 37 | Star Forge System | 79 | Republic Troop carrier | 111 |
| Joining the Geno Haradan | 37 | Rakata | 79 | References Acknowledgements | |
| Leaving the Geno Haradan | 37 | Background | 79 | Side Bars | |
| Faction Feats | 38 | Rakatan | 80 | Navigation Beacons | 10 |
| Geno Haradan Assassin Prestige class | 38 | Creatures | 80 | Jedi Code | 13 |
| Czerka Corporation | 39 | Gizka | 80 | Sith Code | 24 |
| Corporate Sympathy | 40 | Chapter 4 The Force | 81 | Mandalorian Code | 32 |
| Hutts | 40 | Force Saving Throws | 81 | Force Powers | 81 |
| Hutt Sympathy | 41 | Force Powers | 81 | Shield Technology | 87 |
| Chapter 2 Personalities of the Era | 43 | Lightsaber Crystals | 81 | Stimulants | 89 |
| Allies | 43 | Crystal Crucible | 82 | Varinet Rule | |
| Bastila Shan | 43 | Skull Crucible | 83 | Force Saving Throws | 81 |
| Canderous Ordo | 43 | Chapter 5 Equipment | 84 | | |
| Carth Onasi | 44 | Weapon Upgrades | 84 | | |
| Jolee Bindo | 45 | Ranged Weapon Upgrades | 84 | | |
| Juhani | 45 | Melee Weapon Upgrades | 84 | | |
| Mission Vao | 46 | | | | |
| Zaalbar | 47 | | | | |
| HK-74 | 47 | | | | |



Introduction

"For over a thousand generations the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the dark times, before the Empire."

- Obi-wan Kenobi

Since the time those words were first heard in a darkened movie theaters all across the world, many have been inspired by their implications. An ancient order of protectors and guardians, charged with keeping a star spanning galactic Republic from harm and danger over the centuries. A danger that eventually manifested itself in the galactic Empire as told in the stories of Anakin and Luke Skywalker. But what about the foundations of that conflict and those institutions? What kind of galaxy existed before the Skywalkers? There have been many stories told about that "old republic" since Obi-wan first brought it to our attention. This guide takes as it's source one of those stories; *The Knights of the Old Republic* video game (KotOR) brought to us by Bioware, Wizards of the Coast, and Lucas Arts.

It is our intention for this guide to serve as an aid to GMs and players of the *Star Wars Roleplaying Game* (SWRPG) for creating and augmenting games set in the period covered in the KotOR videogame. We have done our best to translate and accurately represent the personalities, vehicles, equipment, and organizations portrayed in the KotOR video game for use in the SWRPG. Within this guide you'll find descriptions and statistics for planets, creatures, villains, organizations, heroes, and all their stuff. You'll also find rules for KotOR specifics like Paazak, era specific character and prestige classes, and Swoop racing. Our intention is not to mirror the specific features in the videogame, but to harmonize the concepts, organizations, personalities, and items portrayed in the videogame to be used within the D20 framework of the SWRPG. We've take the Blockade of the Taris system by the Sith Armada under the command of Darth Malik as a reference point for this guide (This will allow you to play the videogame, with very few spoilers.)

Sources

Many books and other source material were consulted to create this guide besides the KotOR videogame. Chief among the consulted materials are the Sourcebooks by Wizards of the Coast for

the SWRPG; the *Revised Core Rule book for Star Wars the Roleplaying Game*, the *Power of the Jedi Sourcebook*, the *Darkside Sourcebook*, and the *Hero's Guide*. The Dark Horse Comic's series *Tales of the Jedi* also served as a guide to the background of KotOR and our guide as well.

In addition we have consulted some online resources for the guide. The official game website at Lucas Arts contains a lot of the background information for many of the characters, equipment, and organizations presented in this guide. The Wizards of the Coast website provided valuable insights and information; especially the Planet Hoppers and Jedi Counseling columns. The Bioware website provided some information as well as a few of the screenshots in this guide. We consulted some online compilations; the Completely Unofficial Star Wars Encyclopedia at the.force.net, the musings of fans at Wizards of the Coast's Star Wars discussion boards, and the SWRPGNetwork forums.

The KotOR videogame is set almost 4,000 years before the Battle of Yavin and the destruction of the first Death Star. The galaxy at this time is both familiar and very different from the time when Luke and Obi-wan met and began their quest. This is the time of the Sith Wars; a series of conflicts between the galactic Republic and the Sith.

Timeline

This is an a timeline of events leading up to the start of the Knights of the Old Republic videogame, some 3,956 years before the battle of Yavin. In order to simplify the timeline for this era of play, we have chosen the blockade of Taris as year zero. (BTB: Before Taris Blockade).

1044 BTB

– *The Great Hyperspace War* –

Republic scouts Gav and Jori Daragon, make a random hyperjump with their ship, *Starbreaker 12*, and "discover" the Sith Empire. They are held captive until rescued by Naga Sadow, a clever Sith Lord who uses both Gav and Jori to advance his position politically as well as create a pretext for invading the Republic. Naga Sadow arranges for *Starbreaker 12* to leave the Korriban system with a hidden tracking device on it that reveals the location of the Republic to the Sith. Gathering his fleet at Khar Shian, Sadow orders an attack on Coruscant when he discovers it's location.

Sadow uses Sith illusion to make the fleet look much larger than it truly is, and assaults multiple planets throughout the Republic with Massassi warriors and giant beasts. At one point, Naga Sadow is distracted enough for the Jedi to see through the illusions and drive the Sith off Coruscant and other worlds. The Sith lose battles across the Republic, but not before Sadow makes the super giant Primus Goluud go supernova nearly destroying the Republic fleet. The shattered remains of the Sadow's fleet return to the Sith Empire, only to find Ludo Kressh, Sadow's rival, securely in place as Dark Lord of the Sith. Sadow is exiled from the Sith Empire.

The Republic fleet, led by a vengeful Empress Teta and Jori Darragon, destroys the Sith Empire. However, Sadow escapes with the use of a Sith Nova device. With the other Sith forces destroyed, the Republic celebrates its victory.

The Jedi Odan Urr studies the Sith's abandoned and wrecked ships, and discovers a Sith Holocron.

Naga Sadow and his remaining Massassi warriors arrive on the quiet jungle moon of Yavin IV. He secretly establishes a base, and builds great temples. He intends to restore the glory of the Sith.

The Veeshas Tuwan Sith library on Arkania is attacked and destroyed by several Jedi Masters.

1,042 BTB

Naga Sadow places himself into suspended animation in a specially built chamber on Yavin IV, in preparation for a new Sith golden age.

A Jedi learning center and library is established by Odan-Urr on Ossus, the quiet world where Master Ooroo trained him

1040 BTB

The 'Jedi Shadows', a secretive band of Jedi Knights devoted to gathering information on Dark Side users, including the Sith, are formed. They are often charged with infiltrating such organizations to gather information.

750 BTB

In response to discoveries that the Sith are an outgrowth of their own Order, the Jedi begin to establish a loose hierarchy. A group of trusted Jedi Masters begin meeting in a Jedi Assembly to discuss galactic affairs and the Jedi's role in them.

644

Odan-Urr becomes a presider of Jedi assemblies, a post he will hold for six centuries.

514 BTB

Freedon Naad, a Jedi apprentice refused knighthood by the Masters, kills Jedi Master Matta Tremayne steals a ship, and flies toward the worlds of the former Sith Empire

509 BTB

After several years of searching, Freedon Nadd comes upon the planet Yavin IV. Freedon battles the native Massassi, and discovers ancient temples. He finds and revives Naga Sadow from his cryogenic slumber. Sadow spends the rest of his natural life training Nadd in the ways of the ancient Sith.

494 BTB

The Dark Lord of the Sith Freedon Nadd comes to Onderon, a primitive world on the outer edges of the Republic. He subjugates the walled civilization of Iziz, Onderon's only city, using the dark power of the Sith. He institutes a policy of banishing those who would not worship him out into the lethal jungles of Onderon. Those who survive the hostile conditions create the Beast Lords culture.

442 BTB

Freedon Nadd dies on Onderon. He takes the form of a Dark side spirit.

244 BTB

The planet Tatooine is settled by Corporate off-world miners. The oldest city on Tatooine, Anchorhead, is established near the site of a very deep well.

200 BTB

Taris is gripped by famine due to pollution. The rich citizens hoard food, leaving the poor to starve. Class warfare soon escalates to civil war, and after millions of deaths, the surviving poor are permanently banished to the horrid Undercity of the planet. Lost during this war is a self-sufficient colony, a "Promised Land" beneath the Undercity and tended by droid workers.

194 BTB

The Hapes Cluster, is first settled by the Lorell Raiders, pirates who seize beautiful women to be their mates.



92 BTB

A group of Jedi knights destroy the Lorell Raiders in the Hapes Cluster. The women, former captives of the raiders, take control of the Hapes cluster and elect their first queen to represent them.

The Hyabb-Twith Campaigns take place between the Jedi and the Nelori Marauders of Dachat at the Hyabb-Twith Corridor. Jedi Master Arca Jeth plays a key role in resolving the conflict.

66 BTB

Carthas, a wondrous city located on the planet Benja-Rihn is beset by a swarm of savage beasts, but is saved from destruction by the mysterious Tet-Ami. At this time, the mysterious Tet-Ami is rumored to discover The Orb of Passage, an unusual stone said to grant its possessor the ability to control time.

64 BTB

Intrepid explorers and traders from the Brentaal League begin forging hyperspace routes deep into the Expanse Region. They create a string of colonies to provide the League with new resources for a booming economy back in the Core Worlds.

44 BTB

A huge droid uprising occurs on Coruscant, where nearly every droid on the planet turns against its master. Jedi Master Arca Jeth and many other Jedi on Coruscant help defend the planet's citizens from the malfunctioning droids. This event is later known as The Great Droid Revolution.

Galactic explorers from the Old Republic make contact with world of Onderon. Off-world traders begin to arm the Beast-Lords with advanced weaponry.

The first Republic settlers arrive at the planet Muzara. They establish a base atop one of the massive plateaus and begin to oversee the agricultural enterprises planned for Muzarav, intended to produce food for export to nearby settlements that are not yet self-sufficient.

42 BTB

– The Beast Wars of Onderon and Freedon Nadd Uprising –

Queen Amanoa of Onderon calls upon the Jedi Knights to help bring the war with the newly armed Beast Lords on her world to an end. The Jedi Ulic Qel-Droma, Cay Qel-Droma, and the Twi'lek Tott Doneeta try to negotiate a peace treaty between the two sides. But they discover the Dark Side

followers have taken control of Iziz, the one walled city on Onderon. The Jedi and Beast Lords are nearly overcome by Queen Amanoa's Dark Side powers but the queen dies when Jedi Master Arca Jeth exposes her to the power of the Light Side. Princess Oron and the Beast Lord Galia are married and become King and Queen of Onderon.

Within a month, a sudden uprising of Dark Side warriors besiege Iziz, led by the old King Ommin. King Ommin was thought to be dead but was in hiding and under tutelage of the dark spirit of Freedon Nadd. The Jedi are overwhelmed by the Darksiders led by the armored Warb Null. King Ommin kidnaps Master Arca Jeth, and Ulic Qel-Droma, after defeating Warb Null, calls on the Republic to help the Jedi at Onderon. Jedi Master Thon, Shoaneb Culu of Alpheridies, and Nomi Sunrider travel to Coruscant with to plead with the Senate for help.

The Republic Senate is reluctant at first to help. But when Setal and Aleema Keto, two bored aristocrats from the Empress Teta System and members of the secret Dark Side cult called the Krath steal Sith artifacts from the Galactic Museum of Coruscant, the Senate is finally swayed by the arguments of Master Thon and Nomi Sunrider. A Republic fleet, under the command of Naomi Sunrider, is sent to engage the Darksiders on Onderon.

The Ketos manage to make their way to the Darksider headquarters on Onderon, where they receive aid and instruction from Nadd and King Ommin.

The Jedi/Republic forces unite with Ulic and his group of Jedi knights and defeat the Dark Side soldiers and Sith war droids. King Ommin is killed. Arca Jeth is freed, but the Ketos, guided by the Dark Side spirit Nadd, escape.

With the Republic distracted by the crisis on Onderon and other border wars, the Provisional Governor Myrial of Argazda declares the Kanz sector independent, and quickly annexes all worlds in the sector.

41 BTB

- The Rise of the Krath and fall of Ulic Qel Droma –

The Krath lead a political coup in the Empress Teta system. They use Sith magic to eradicate all opposition.

While studying Sith artifacts to find clues that will help against the coming offensive against the Krath, Ulic Qel-Droma suddenly receives a vision from Freedon Nadd, predicting that he will become a powerful Sith lord. Ulic and Nomi lead a Republic force to protect Koros Major, last free world of the Tetan system, but are defeated by the Krath ships and Setal and Aleema's evil Sith magic.

An unprecedented assembly of ten thousand Jedi occurs at Mount Meru on the planet Deneba to discuss the Krath problem. Ulic proposes infiltrating the Krath to learn their dark secrets and plans, but his fellow Jedi advise against it. A sudden attack by Krath war droids devastates the Jedi ranks on Deneba and Master Arca is brutally slain. Ulic blames himself for Arca's death. Ignoring the warnings of Nomi, Master Ood Bnar and Master Odan-Urr, he attempts to infiltrate Cinnagar, capital of the Teta system. However, Setal and Aleema are prepared for him. Infecting Ulic with Sith poison, Aleema seduces him, and eventually, Ulic succumbs to the Darkside. Ulic's ex-lover Nomi Sunrider, Ulic's brother Cay Qel-Droma, and Tott Donnetta make attempts to rescue Ulic, but realize that Ulic is lost to them.

Meanwhile, Exar Kun – an angry and reckless student of Vodo Siosk-Baas – finds his way to Dxun, where he is seduced to the Dark Side by the spirit of Freedon Nadd. Kun continues on to Korriban, where Nadd forces him complete his journey down the Dark path. Kun establishes his base on Yavin IV, the old base of Naga Sadow, destroys Freedon Naad, and enslaves the Massassi race. Kun finds Naga Sadow's spaceship and he studies Sith alchemy.

Exar Kun attacks Ulic and Aleema at the Empress Teta System. But the spirit of Marka Ragnos, an ancient Dark Lord of the Sith, intervenes and tells them they must work together. Ragnos declares Exar Kun the new Dark Lord of the Sith, and Ulic Qel-Droma his lieutenant.

40 BTB

– War against Exar Kun –

Lord Mandalore is defeated by Ulic at Harkul and the Mandalorian clans subsequently ally themselves with Ulic. Exar Kun travels to Ossus, steals a Sith Holocron, and murders the Master Odan-Urr. Exar Kun then lures 20 Jedi knights to Yavin VI and releases Dark Side spirits from the Sith holocron that possess the Jedi. The

possessed Jedi are sent to murder their former masters. Most succeed in their dark task.

The Krath and Mandalorians, under the leadership of Ulic Qel-droma, launch a surprise attack against the Republic shipyard at Foerost, capturing 300 Republic ships. They then invade Corusant. The invasion is repelled and Ulic, betrayed by Aleema, is captured and put on trial before the Senate. Before he is judged, Exar Kun rescues Ulic by putting the senate under a powerful Sith spell and then Kun murders his former master Vodo-Siosk Baas.

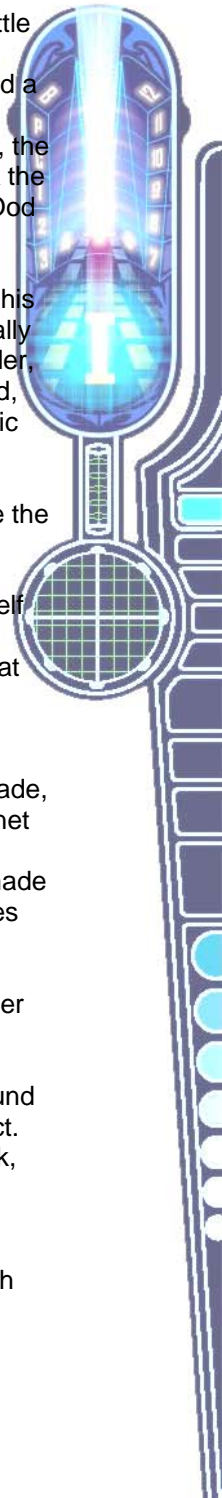
Ulic sets in motion the battle at Kemplex, a battle that results in the deaths of Aleema and three Jedi, the creation of the Cron asteroid field, and a supernova that devastates an entire sector of space. As the Nova shock wave nears Ossus, the dark Jedi Exar Kun and Ulic Qel-Droma attack the planet and seek to plunder the Jedi artifacts. Ood Bnar transforms himself to protect the most important Jedi artifacts from Exar Kun and his Massassi warriors. Cay desperately confronts his own brother, Ulic, and is brutally slain. Ulic finally sees what harm he has done and Nomi Sunrider, with grief and anger over all that has happened, strips Ulic of contact with the Force forever. Ulic vows to destroy Exar Kun.

On Onderon, the Mandalorians attempt to take the city, but are repulsed by Republic forces. Ulic leads the Jedi and Republic fleet to Yavin IV. Realizing he cannot win, Exar Kun hides himself and survives by using the life force of all the remaining Massassi to trap his spirit in the great temples.

39 BTB

When the Cron System is destroyed the Dashade, a race of reptilian humanoids native to the planet Urkupp, are driven to extinction. An ancient Falleen royal, whose retinue included 38 Dashade "Shadow Killer" enforcers, cryogenically freezes them for later use. A Dashade is revived each century or so, and put to use. The last known Dashade from this group, was the Shadow Killer Ket Maliss.

Corellian and Aqualish colonies spring up around the Gorothe system, and come into open conflict. The Gorotheites, under the rule of Rel'kan J'Kek, declare neutrality and set off a bidding war between the two sides for use of the planet's resources. Intoxicated with power, J'Kek's demands become unreasonable. The Aqualish



"Barralena" and the Corellians join forces to send giant asteroids slamming into Gorothe Prime. The planet becomes a fiery wasteland, and the Gorotheites are slaughtered almost to the point of extinction. The Republic and the Jedi, preoccupied with the Sith War, ignores Gorothe's plight.

The Jedi find themselves forced to adapt in the wake of the Sith War. With the loss of the Jedi library of Ossus, the Order finally agrees to the need for more cooperation between themselves and the Republic. The ziggurat on Coruscant begins to grow rapidly, as diplomatic arenas and liaison offices join the training centers, meditative chambers, instruction theatres, libraries, and botanical gardens.

30 BTB

– Formation of the Jedi Council and Redemption of Ulic Qel-Droma -

The Jedi Knights hold the first convocation in a decade at the partially-built Exis Station. Naomi Sunrider calls for the creation of Jedi Council to coordinate the Jedi resources, training, and efforts. Ulic Qel-Droma is killed on Rhen Var after training Vima Sunrider as a Jedi and quelling the anger of Sylvar. Ulic Qel Droma vanishes in the manner of a Jedi master.

The Scout Service is established by the Republic with the long term goal to map and chart every world in the republic and the galaxy beyond.

24 BTB

Improvements in Hyperspace nav-computer technology make hyperspace beacons obsolete along the main trade routes.

10 BTB

The newly reorganized Mandalorian clans begin raiding outer rim systems, careful to avoid Republic worlds.

7 BTB

- Mandalorian Wars begin –

Three separate sectors of Republican space are attacked by Mandalorian clans and the Senate sends its fleet to repel the invaders. The Senate quickly sends a formal plea to the Jedi Council, and the Council refuses to commit the Jedi, seeking patience instead. Some Jedi answer the Senate's call in defiance of the Jedi Council. Among them are Revan and Malak, two young Jedi Knights who convince several Jedi to defend the Republic. Revan, a brilliant military

tactician, leads the Republic Fleet to multiple victories against the Mandalorians.

4 BTB

- Mandalorian Wars End -

With a victory at Malachor V, and the unconditional surrender of the Mandalorian clans to the Republic, the Mandalorian conflict comes to a close. But instead of returning home, one third of the Republic's fleet under Revan and Malak disappear deep into unexplored space, claiming to be after the remnants of the Mandalorian warfleet.

2.5 BTB

Revan and Malak, the heroes of Mandalorian War, return from beyond the outer rim worlds. They openly declare themselves as Sith and attack Republic and Corporate worlds with a new fleet of unknown origin. For the next two years the Sith systematically conquer many worlds along the Rim-ward ends of the Perlemian and Hydian trade routes.

1 BTB

The Queen of the Hapes Consortium begins construction of the Star Home, a large fortress/palace ship that is constructed with the finest materials available at the time.

.5 BTB

A group of Jedi daringly attack the Sith Fleet, board Revan's Flagship, and confront the Sith lord. The Sith Flagship is destroyed by Darth Malak as he turns on his former master. Malak is now control of Sith fleet, and takes the mantle of his former master as Dark Lord of the Sith.

0 BTB

Taris, a decaying industrial world in the outer rim, is blockaded by the Sith Fleet.



Galactic organizations

The Republic in the KOTOR era

Life in the Republic

The Republic is big, its institutions are relatively stable, not volatile, and change is slow. The most remarkable aspect of the Republic is that life has not changed too much through the ages. One noticeable difference is that the Republic is smaller and only covers only about a fraction of the galaxy's worlds when compared to later eras.

- The boundaries of the Republic are not strictly defined to one set of sectors or region of space. The only general rule one can make is that worlds closer to the Core Region and along trade routes tend to have some kind of relationship with the Republic. Almost all of the charted worlds in the Deep Core and Core worlds regions of galactic space are members of the Republic and have been for some time. The Republic presence within this region of space is almost omnipresent.
- The majority (more than 70% by some estimates) of the worlds within the Colonies and Inner Rim are Republic members or have some sort of relationship with the Republic. Some are old members, others have only joined within the last millennium. There are still some systems within this region that remain uncharted or cataloged. The space lanes in this region of space are regularly patrolled by Republican forces.
- Most of the worlds in the Expansion region are not members of the Republic. The exception to this rule are worlds along trade routes leading to the Core Worlds. These worlds have had some contact with either traders and smugglers for economic reasons or in some cases contact with the Jedi or Republic forces

fighting Sith in the War against Exar Kun. Because of recent advances in hyperspace technologies and the last Sith War, the Expansion Region is attracting a lot of Corporate attention. Corporate settlements and outposts bring raw materials to the Republic Core worlds as well as serve as a point of debarkation for settlers and the point of import for refined goods from the interior worlds.

- Much of the Mid Rim and Outer Rim regions remain relatively unexplored by the Republic in this era of play. There are Republic worlds, settled by veterans of the last war, or groups of colonists that want open spaces but wish to maintain ties to the civilization that lie within these regions of space. But by and large, the Republic presence is very limited in these regions. The Republic fleet tries to protect the Republic settlements and engage the invading Sith along the Hydran Way and Perlemian Trade routes. Most of the Republic settled worlds are roughly technologically equal to the Core Republic worlds, but there are a few throwbacks or worlds so out of the way that they have decayed or collapsed completely.
- Corporate interests have also settled on planets along the Mid and Outer Rim, driven by profits and dreams of cornering the market on some commodity. For the



most part they are only interested in profits and trading partners and will function just as easily under the auspices Republic as the Sith. On many corporate worlds in the outer regions operate independently, answering to their Corporate owners and not a specific government. They effectively act as the local government.

The Senate and Republic Government

While local governments control most affairs, the Senate is the most important institution within the Republic. The senate has not changed very much in the 20,000 years since it's inception.

- It's a representative government that governs Republic systems though the powers of an executive (Chancellor) elected by a body of representatives of the member worlds (Senate). The Senate consists of elected representatives of the member worlds (Senators) and it's officers. Technically, Republic Fleet commanders and Generals receive their charges from, and are directly accountable to, the Senate.
- The Senate has the power to train and raise troops, ships, and material to protect the Republic from threats, both internal and external. It may also enter into negotiations with other interstellar organizations and bodies, such as independent systems and world consortia or other corporate entities on behalf of it's member worlds. In addition, the Senate has created bureaucratic departments to carry out the laws and responsibilities assigned to them by the Senate.
- While most local laws and customs prevail within member home worlds or systems jurisdiction, the Senate can (and does) make interstellar law that supercedes local authority. In times of war, in matters of interstellar trade, in matters of defense of republic citizens and member worlds, or matters that promote the common good of it's members (as decided by it's members within the Senate), the Republic Senate has the right and authority to supercede any local laws or authority. If a member world believes that it has been treated unfairly, they have a right to appeal and take their case before the Senate and arrange a different settlement.
- Because the Senate is an open, representative body, and membership is voluntary, the Republic rarely interferes with local customs or laws. The Senate prides itself as a multi-cultural and tolerant institution and

is loathed to intervene in a world's customs unless it absolutely has to. As a result, there are actually very few instances where local laws and customs are superceded by Republic officials.

- The Senate does have the right to investigate and report on disputes between Republic worlds or other corporate entities. Sometimes, in order to avoid the appearance of playing politics with an investigation or dispute, they will assign the investigative or mediation role to members of the Jedi Order.
- If an individual or corporate entities are found to have violated Republican Laws after an investigation, they will be tried by prosecutor assigned by the Senate. If the crimes are deemed so grievous as to affect multiple worlds with the Republic, the Chancellor of the Senate will serve as prosecutor and the entire Senate will serve as judge and jury of the accused.

Hyperspace Travel Technology in the KOTOR era
Hyperspace travel has been in existence since the founding of the Republic and has been a key reason for it's growth and prosperity. During the KOTOR era, modes of hyperspace transportation are in transition.

- Due to new advances in hyperspace technology, Hyperspace travel has increased significantly. The efforts of the Scout Service, as well as Corporate interests, have fueled a number of exploratory expeditions over the last two decades. The War with the Sith has curtailed exploration in contested sectors of space, but in other areas of the galaxy surveys and exploration continues.
- In the Era of the Knights of the Old Republic there are still many older hyperspace navigation beacons along the trade routes. Older vessels still use them for travel. The earlier Navicomps serve more as repositories for the various Navicomp beacon coordinates than for actual computers to calculate jumps. While the Navicomps of this older era still make those calculations, they can only make the calculations for system or beacons in there memory cores, and/or out to the next beacon in line. Many ships do not have the newer Navicomps and still rely on this method of moving their vessels though hyperspace. Ships that do have newer Navicomps still don't move as easily or as well as vessels equipped with the more modern Navcomps.
- Vessels with the older technology use Stellar maps, with known charted routes, like roads

between systems. A trip would consist of multiple jumps from one Hyperspace Beacon to another until one neared the beacon closest to the desired destination. From there the coordinates for that particular planet, or system can be downloaded with a Computer Use check DC 15, to plot a course there. Most Navicomps can only store 5 or so known locations in memory at a time. Any system not in the memory has to be flown to as above increasing the flight time by x2 or at a risk random jump.

- While the Navigation beacons (or Hyperspace Buoys as they are sometimes called) are seeing lesser and lesser use by vessels traveling through hyperspace, they still remain important in one respect. They Navigation beacon also serve as a relay network for hyperspace transmissions and continue to be important with respect to galactic communications.

Navigation Beacon Adventure Hooks

Navigation Beacons can be a very interesting adventure hook on many sides of the conflicts and factions in this Era. Because of the way they are set up, with the need to pull the final navigation coordinates for nearby systems out of them and then go to those systems the Navigation Beacon is going to be busy intersection of galactic travel. A planet's proximity to a Beacon can make or break its economy, like Taris when the trade routes moved away due to easier routes. Adventures could be based off of Pirates staking out a profitable beacon at a crossroads, attacking ships that come into the area, or slicing in and giving false coordinates to direct them to other places, perhaps a deep space ambush, or a government could divert ships towards its world to increase the flow of traffic. PCs could be working to safeguard the beacons, or even be nefarious individuals working to lay many of those traps. Beacons can be used as a chance to encounter other space ships, like fighter wings of Sith, or Republic forces.

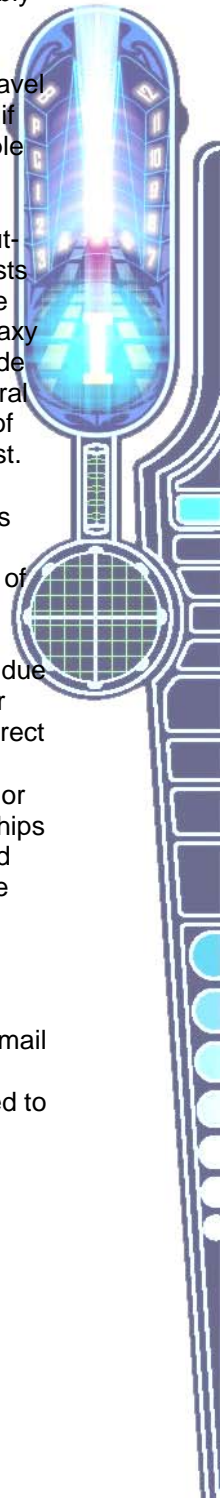
Communications in the KOTOR Era

While most intra system and planetary communications function the same way they do in the Star Wars movies and novels of the later eras, the KOTOR era presents some very significant changes in communication between star systems.

- There is no Holonet in the Republic during the KOTOR era of play. Hyperspace transmitters

are not capable of real time communication. The fastest speed that information travels is literally the fastest speed that a ship can travel in Hyperspace in this era. Ships can use hyperspace transceivers of this era to communicate with one another, but the range for these transmissions is limited to a several parsecs. Hyperspace messages that need to reach recipients more than a sector of space have to navigate through a network of relay stations that retransmit the messages until they reach their destination. The exact range of a hyperspace communications depends on a great many factors and varies considerably throughout the galaxy. In addition, retransmission is a slow and complicated process. The time it takes a message to travel to its destination is significantly increased if the communiqué must travel through multiple regions of space.

- Through the use of Navigation Beacons, planetary communications centers, and out-system relay stations, a loose network exists where hyperspace communications can be relayed effectively from one end of the galaxy to another, but only along hyper-space trade routes or within the boundaries of the central Republic worlds. Communication outside of these well defined regions is difficult at best.
- This network usually functions pretty efficiently, but with the current Sith War, it's virtually impossible to transmit messages between the Republic and the Sith sphere of influence. In some sectors of space, Corporate interests have set up private communications networks and relays. But due to the war, the Sith and the Republic either monitor and censor traffic or have taken direct control of such facilities.
- In areas where there are no relay stations or Navigation Beacons, specialized courier ships move messages in mass between selected jump points as a service or for a fee. There are even worlds that use bulk electronic storage units, capable of containing a few terabytes of information, that loaded on to cargo freighters are used to transmit information across large distances. Such "mail runs" are often sponsored by planetary governments or corporate entities that need to communicate significant amounts of information, but do not have access to the "network" due to local conditions, distance from a relay station or Navigation Beacon, local astronomical anomalies, or political



conditions which make transmission by hyper transceiver impossible.

- The most efficient and longest ranged hyperspace transmitters are actually aboard Capital class warships or large specially designed Scout Service vessels. These vessels, because of the quality of their communications systems and hyper drives are often able to transmit communications at 1X speeds for much greater distances than the average freighter or commercial vessel.

Playing in the Republic in the KOTOR Era

Republic Sympathy

The best way to gain Republic sympathy is by helping and promoting it as the governing body of the galaxy, and working with its representatives.

Joining the Republic

Being the largest government in the galaxy at the time, any species of a Republic member race is welcome to join the army or navy, serve in defense of the republic, or travel to Coruscant and work in some governmental capacity. Perhaps for a senator or other influential official. Many are part of the Republic faction by simply being a citizen, under its protection and openly declaring their allegiance. There are no special requirements to join the Republic faction.

Leaving the Republic

Unless one goes outlaw, flees from known Republic space, or sides with another faction opposed to the republic, there is not one much can do to leave the ubiquitous galactic government.

Faction Feats

There are no special faction feats for members of the Republic.

Republic Prestige Classes

Being the large homogenous mass that the republic is, there is no specific Prestige class for the body, almost any prestige class or available class is open to the members of the republic.





Jedi

The Jedi During the KOTOR Era

Guardians of justice and protectors of the peace, the Jedi Order has always stood ready to defend the Republic against any threat. The Jedi of the KOTOR era would still be recognizable as Jedi to their counterparts in the Rise of the Empire Era, but they are a bit more loosely organized than what you see in episodes I and II. There are significant differences between the Jedi as they are in KOTOR and when they are at their height of power and influence.

Jedi Council

The preeminent organization among the Jedi, the Jedi Council does not have the control or provide the homogenization that you see among the Jedi of later eras, but still is a very influential institution among the Jedi.

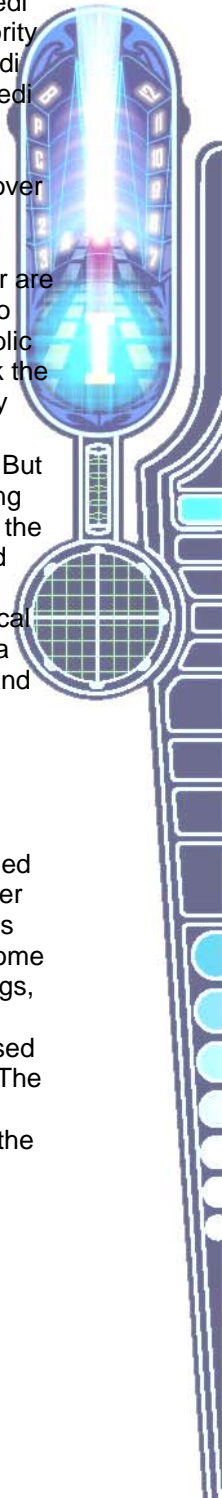
- The Jedi Council is less than 30 years old when the world of Taris is invaded by the Sith Armada. The Jedi Presider Naomi Sunrider called for it's formation at the at the Jedi Assembly on Exis Station. The Council consists of 12 Jedi Masters with impeccable reputations and great accomplishments to their names. At this time, almost all the Council members are veterans of the previous conflict against Exar Kun.
- The Council's primary responsibility is to maintain relations between the Jedi and the Republic government during this era, as well as standardize training practices and coordinating efforts of the Jedi and the various Jedi Academies. The Jedi Council serves as the voice of all the Jedi when acting in it's capacity as the official liaison with the Republic. The Jedi Council is a consensus building organization at it's core.
- The Jedi Council has only just started in it's efforts at guiding and making uniform Jedi

academy practices and training. But the Jedi Council does not have any power or authority over the conduct of Jedi Knights. While Jedi Council members are greatly respected, Jedi Masters and leaders of the various Jedi Academies still maintain the key role in implementing practices and enforcement over the Jedi under their tutelage and over Jedi within their jurisdiction.

- Neither the Jedi Council nor the Jedi Order are formally bound in an institutional manner to the Republic in this era of play. The Republic and planetary governments are free to ask the Jedi for help, but the Jedi are not bound by law to do so.
- The Jedi Council is located on Coruscant. But when faced with a crisis, instead of dictating policy from the newly completed towers at the Jedi temple, the Council is inclined to send one or more council members to affected region of space and enlist the aid of the local Jedi in the region. They do so by building a consensus with the local Jedi authorities and draw from whatever resources they can to meet the need or face the threat.

Jedi Assembly

The supreme body of the Jedi Order, is actually the Assembly; a gathering of Jedi, called together by a Jedi Presider, to discuss whatever crisis faces the order. This collective body does not meet very often and only those Jedi that come to the Assembly have a voice in the proceedings, but all voices that wish to speak are heard. Decisions by the Assembly are consensus based and binding to all members of the Jedi Order. The last Jedi Assembly took place almost 30 years before the invasion of Taris, at Exis Station in the Teedio system.



Jedi Praxium (Academy)

The newest institutions of the Jedi in the KOTOR era are the Jedi Academies, or Praxium; learning centers where Jedi come together to train and exchange knowledge of the Force.

- While the Jedi Council has begun the process of standardizing the Jedi training, practices, and methods, it's a process that will inevitably take millennia, not a scant few decades to complete. Many alternative Force traditions exist side by side with "more traditional" Jedi teaching at this time. The Jedi are slowly absorbing alternative Force user traditions and practices.
- Academies vary in their governing structure. Some have a single Jedi master that solely guides the Jedi under his or her care. Others have a select group of masters that cooperatively share in the executive functions of the academy. No matter what the governing structure of a specific academy, all take an active role in local politics as well as serve as meeting places for all Jedi in the area.
- The Jedi Code is the core set of principles that serve as guidelines for the Jedi's goals, outlook, and education, but there are different takes by the each of the various Jedi Academies in the galaxy as to how to implement the Code. The differences in interpretation are relatively minor, but significant to some Jedi Masters. Over the next two millennia, the Jedi Council will make interpretive rulings on the code and eventually become it's preeminent interpreter.
- Jedi Academies are located in at least the following locations in the KOTOR era: Arkania, Caamas, Coruscant, Dantooine, Exis Station, Teya V. This is not a complete listing, many more academies exist in the KOTOR era. GMs are encouraged to make their own Academy setting, if they deem it appropriate to do so.

Playing Jedi in a KOTOR Era game

As with all the different Star Wars eras, there are some eccentricities that exist in the time period that will affect game play in that era. This applies to the Jedi as well.

- Jedi in the KOTOR era will often train as "warriors", since this era of play often features confrontation with the Sith or Mandalorians. Due to the presence of Jedi Academies, it's quite likely that Jedi PCs will encounter Jedi that have one or more prestige classes from

the *Power of the Jedi Sourcebook* and have an opportunity to learn from them.

- Due to the lack of a formal system to identify Force users, It's not uncommon for a beginning PC or NPCs to have 1 or 2 levels of Force Adept before progressing on to the Jedi classes. Force Adepts and Force Warriors are also more common than in the Rise of the Empire era, since much of the galaxy is unexplored and many planets have not come into contact with the Jedi teachings.
- It is fairly common to see Jedi wearing armor and using a variety of weapons when fighting against the Mandalorians or the Sith, especially if they are serving with Republic troops. The standard weapon for the Jedi will always be the Lightsaber and, unless the situation dictates it, Jedi will likely wear little more than unassuming robes. But if the occasion calls for other attire or equipment, Jedi will not hesitate to use whatever is necessary.
- During the Sith Wars of the KOTOR era, Jedi are under constant threat of assassination by bounty hunters and other unsavory characters hired by the Sith. For this reason, it is very rare for a Jedi to be operating alone outside Republic controlled space. Most will be acting in small groups at the behest of their master, an academy, or the Jedi Council. Some Jedi will be found fighting alongside the Republic forces.
- The Jedi are concerned with Sith infiltration as well as gathering information about possible Darkside users and other threats to the Republic and the galaxy in general. Jedi who are specifically seek these types of information gathering/infiltration missions are most likely to be trained as Jedi Sentinels (see below) and or Jedi Shadows.
- As the conflicts with the Sith come to halt after the battle of Ruusan, the Jedi Order stops training Jedi Sentinels. By the time of the Naboo crisis, Jedi Sentinels are nonexistent and the only way to learn of them is by looking into historic archives of the order or perhaps consulting a Jedi Holocron from an earlier era.

Jedi Code

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.

Jedi Sympathy

The Jedi are a loosely organized group that shares information with other Jedi and those working with either one Jedi master, or a group of Jedi. A Jedi gains sympathy with the entire Jedi organization by actively promoting the ideals of the using the light side of the Force, and opposing evil and the dark side. Opposing the Sith is another direct means of gaining sympathy with the Jedi. In this era, light side force using traditions freely exchange knowledge of the Force with one another. Any character may have sympathy with the Jedi but only Force sensitive individuals that undergo training and abide by the Jedi Code may join the Jedi Faction proper.

Joining the Jedi

In this era, the Jedi Order are a very loosely-knit group. Individual Jedi Masters run schools in which they teach several students at a time, while numerous Jedi wander the galaxy by themselves.

- There is no formal method of recruiting for the Jedi at this time. In most cases training does not start until the prospective student is discovered and usually well into their adolescent years.
- Most Jedi consider children incapable of withstanding the rigor of training as a Jedi in this era.
- When a Jedi discovers a force sensitive and prospective student, they will often bring them to their former master to be trained or train them themselves. The primacy of the padawan/master relationship has existed since Jedi were founded. The only difference from previous eras is that this is likely to take place at an academy, and the padawan learner will likely have access to more than one Jedi as teacher and advisor.
- It is common for Jedi in this era to have more than one padawan learner at a time. Many Jedi were killed in the Sith Wars of 40 years ago and the order has made it a priority to regain it's numbers.
- In previous eras of play, the Jedi were assigned as watchmen over specific star systems, keeping an eye toward preserving a peaceful and just environment. That is true in the KOTOR era as well. The only difference being that the local Jedi Academy or the Jedi Council often requests of a Jedi to investigate certain matters or serve as a system's watchman. Jedi who are specifically seek these types of information gathering and

infiltration missions are most likely to be trained as Jedi Sentinels and/or Jedi Shadows (see class description that follow).

Any force sensitive individual that has a good heart and wished to learn and wield the force for the light side is welcome to join the Jedi.

Leaving the Jedi

Joining the Jedi is considered a life long commitment however some Jedi after long years of studying and adherence to the code will leave the order. Leaving the Jedi order results in the loss of all sympathy, and results in a person from being barred in taking anymore Jedi levels or classes. They may rejoin if they show a dedication to the Jedi Code and Jedi causes.

Faction Feats

There are no specific faction feats for the Jedi.

Jedi Prestige Classes

There are no specific Jedi Prestige classes, joining the Jedi allows one to take and gain levels in Jedi base classes and classes out of the other Sourcebooks as well as the Jedi Shadow

Jedi NPC's

Zhar Lestin

Zhar Lestin is a middle aged Twi'lek entrusted with the basic training of the Jedi hopefuls at the Dantooine compound. He helps to guide the young on their quest to becoming full-fledged Jedi Knights. Questioning them on the Jedi Code, and what is in their hearts so that they may make the proper choices of the Jedi Path to take, Councilor, Guardian or Sentinel.



Zhar Lestin: Middle Age Male Twi'lek, Jedi Consular 7/Jedi Instructor 5; **Init** +0 (+0 Dex); **Def** 19 (+0 Dex, +9 Class); **Spd** 10m; **VP/WP** 91/12; **Atk** +7/+2 melee (1d3-1, punch), +8/+3 melee * (4d8-1, crit 19-20, Lightsaber), +8/+3 ranged (by weapon); **SQ** Deflect (Attack -3, Defense +2, Extend Defense and Attack), Increase Lightsaber damage



+2d8, Inspire Confidence +3, Jedi Knight, Low-light vision, Resilient, Transfer Force Point, When you make a Successful Wis Check for danger you get +2 to Initiative; **SV** Fort +8, Ref +7, Will +11; **SZ** M; **FP**: 0; **Rep**: +5; **Str** 9 (-1), **Dex** 11 (+0), **Con** 12 (+1), **Int** 15 (+2), **Wis** 15 (+2), **Cha** 13 (+1).

Equipment: Clothes [Jedi Cloak (+1 Fort save versus severe weather), Jedi robes], Lightsaber, Utility Belt [Jedi] (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches, Credit Voucher 500 crds)

* Zhar Lestin has constructed his own Lightsaber.

Skills: Appraise +6, Bluff +5, Computer Use +10, Craft (lightsaber) +8, Diplomacy +5 Gather Information +5 Knowledge (Alien species) +4, Knowledge (Jedi lore) +4, Knowledge (World lore) +4, Read/Write Basic, Read/Write Ryl, Sense Motive +6, Speak Basic, Huttese, Ithorese, Lekku, Nikto, Rodese, Ryl, Shyriiwook, Treat Injury +12

Force Skills: Affect Mind +5, Battlemind +5, Enhance Ability +6, Enhance Senses +9, Farseeing +8, Force Defense +11, Force Stealth +4, Force Strike +6, Friendship +5, Heal Another +7, Heal Self +6, Illusion +5, Move Object +4, See Force +14, Telepathy +6

Feats: Force-Sensitive, Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Aware, Control, Dissipate Energy, Enhanced Danger Sense, Exotic Weapon Proficiency (lightsaber), Focus, Force Mastery, Kinetic Might, Sense

Vrook Lamar



Vrook Lamar is of an interesting species few have seen in the galaxy. His origins and past are unknown. Vrook has been involved in every major Jedi decision making body for over 200 years. He has great wisdom and many seek him out for his sage advice. Vrook is a small green hued creature that evades every question

directed towards him about his species and past.

Vrook Lamar: Old Male Unknown, Jedi Consular 7/Jedi Master 10; **Init** +2 (+2 Dex); **Def** 25 (+2 Dex, +12 Class, +1 Size); **Spd** 6m; **VP/WP** 138/13; **Atk** +16/+11/+6 melee (1d2, punch), +18/+13/+8 ranged (by weapon), +19/+14/+9

melee * (3d8+4d8, Lightsaber [Short] Crit 18-20); **SQ** +2 dodge bonus to Defense when wielding a Lightsaber, +2 will save for fear effects, +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Deflect (Attack -3, Defense +2, Extend Defense and Attack), Force Secret (Improve Heal Self, Move Object, Telepathy), Gain +2 to aid others, Increase Lightsaber damage +4d8, Jedi Knight; **SV** Fort +12, Ref +11, Will +15; **SZ** S; **FP**: 9; **Rep**: +7; **Str** 10 (+0), **Dex** 14 (+2), **Con** 13 (+1), **Int** 17 (+3), **Wis** 15 (+2), **Cha** 16 (+3).

Equipment: Clothes [Jedi Cloak (+1 Fort save versus severe weather), Jedi robes], Lightsaber [Short], Utility Belt [Jedi] (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches, Credit Voucher 500 crds)

* Vrook Lamar has constructed his own Lightsaber [Short].

Skills: Balance +4, Bluff +10, Computer Use +5, Craft (lightsaber) +7, Gather Information +10, Hide +6, Intimidate +12, Knowledge (Alien species) +10, Knowledge (History) +5, Knowledge (Jedi lore) +10, Read/Write Basic, Sense Motive +10, Speak Basic, Treat Injury +10, Tumble +7

Force Skills: Affect Mind +13, Battlemind +5, Enhance Ability +10, Enhance Senses +10, Farseeing +15, Force Defense +10, Force Strike +11, Friendship +10, Heal Another +10, Heal Self +5, Move Object +15, Plant Surge +7, See Force +15, Telepathy +10

Feats: Consular's Guidance, Exotic Weapon Proficiency (short lightsaber), Force-Sensitive, Improved Critical (Lightsaber [Short]), Iron Will, Persuasive, Weapon Finesse (Lightsaber [Short]), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Aware, Control, Dissipate Energy, Exotic Weapon Proficiency (lightsaber), Force Flight, Force Mastery, Lightsaber Defense, Powerful Presence, Sense

Vandar Tokare

Vandar Tokare is a middle aged jedi of the Order with an extremely critical eye when it comes to training young Padawan learners. While he is wise and knowledgeable in the ways of the Force, he is also wary of padawans too eager to advance in their training. The reason for his critical attitude stems from his youth, when as a young padawan himself, he witnessed was a first hand witness to the reckless abandon and destruction that Exar Kun brought to the galaxy. And the betrayal of Revan and Malik is still fresh in his mind.



Vadar Tokare : Adult Male Human, Jedi Guardian 10; **Init** +3 (+3 Dex); **Def** 20 (+3 Dex, +7 Class); **Spd** 10m; **VP/WP** -/13; **Atk** +11/+6 melee (1d3+1, punch), +13/+8 ranged (by weapon), +15/+10 melee * (4d8+1, crit 19-20, Lightsaber); **SQ** +1 bonus to defense against a specific target., +2 dodge bonus to Defense when wielding a Lightsaber, +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Choose

one non-Force Skill, which you can take 10 on, Deflect (Attack -4, Block, Defense +2, Extend Defense and Attack), Increase Lightsaber damage +2d8; **SV** Fort +8, Ref +10, Will +7; **SZ** M; **FP**: 7; **Rep**: +3; **Str** 13 (+1), **Dex** 16 (+3), **Con** 13 (+1), **Int** 12 (+1), **Wis** 14 (+2), **Cha** 13 (+1).

Equipment: Clothes [Jedi Cloak (+1 Fort save versus severe weather), Jedi robes], Lightsaber, Utility Belt [Jedi] (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches, Credit Voucher 500 crds)

* Vadar Tokare has constructed his own Lightsaber.

Skills: Balance +5, Climb +5, Computer Use +3, Craft +4, Intimidate +6, Jump +4, Knowledge (Jedi lore) +3, Pilot +8, Read/Write Basic, Speak Basic, Tumble +10

Force Skills: Affect Mind +6, Battlemind +8, Enhance Ability +6, Force Defense +8, Force Strike +6, Heal Self +6, Move Object +6

Feats: Combat Reflexes, Combat Veteran, Dodge, Force-Sensitive, Starship Operation (starfighter), Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Exotic Weapon Proficiency (lightsaber), Lightsaber Defense, Mettle, Sense

Dorak

Dorak is the Archivist at the Dantooine academy. He has access to great stores of knowledge and is consulted by the academy

council for his insights in to the past. Dorak trusts that his knowledge of the past will help those in the present from repeating mistakes in the future. He is an old man of dark color, and balding white hair.



Dorak: Old Male Human, Jedi Consular 8/Jedi Scholar 7; **Init** +0 (+0 Dex); **Def** 20 (+0 Dex, +10 Class); **Spd** 10m; **VP/WP** 86/10; **Atk** +6/+1 melee (1d3-3, punch), +7/+2 melee * (4d8-3, crit 19-20, Lightsaber), +9/+4 ranged (by weapon); **SQ** Deflect (Attack -4, Defense +2, Extend Defense and Attack, Extend Defense), Direct +2, Gain +2 to aid others, Healing, Increase Lightsaber damage +2d8, Jedi Knight, Record Jedi Holocron, Scholarly

Knowledge +6; **SV** Fort +8, Ref +8, Will +14; **SZ** M; **FP**: 6; **Rep**: +8; **Str** 5 (-3), **Dex** 10 (+0), **Con** 10 (+0), **Int** 18 (+4), **Wis** 17 (+3), **Cha** 12 (+1).

Equipment: Clothes [Jedi Cloak (+1 Fort save versus severe weather), Jedi robes], Lightsaber, Utility Belt [Jedi] (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches, Credit Voucher 500 crds)

* Dorak has constructed his own Lightsaber.

Skills: Bluff +7, Computer Use +15, Craft (lightsaber) +9, Diplomacy +8, Gather Information +11, Intimidate +7, Knowledge (Alien species) +7, Knowledge (History) +10, Knowledge (Jedi lore) +15, Knowledge (Sith lore) +7, Knowledge (World lore) +9, Listen +5, Read/Write Basic, Old Galactic Standard, Rodese, Sith, Tchuukthese, Search +5, Sense Motive +11, Speak Aqualish, Basic, Catharese, Dosh, Lekku (Understand Only), Mandalorian, Old Galactic Standard, Rodese, Shyriiwook, Sith, Tchuukthese, Spot +10, Treat Injury +10

Force Skills: Affect Mind +5, Drain Knowledge +10, Empathy +10, Enhance Ability +5, Enhance Senses +13, Farseeing +15, Force Strike +8, Friendship +5, Heal Another +9, Heal Self +5, Move Object +10, Plant Surge +6, See Force +13, Telepathy +9

Feats: Alertness, Consular's Guidance, Force-Sensitive, Persuasive, Skill Emphasis (Knowledge [Jedi lore]), Weapons Group



Proficiency (blaster pistols, simple weapons),
Worldwide

Force Feats: Alter, Aware, Control, Exotic
Weapon Proficiency (lightsaber), Force Mastery,
Force Mind, Psychometry, Sense

Jedi Shadow Prestige Class

As the dark shadow of the Sith rose in the Old Republic, the Jedi developed a group dedicated to gathering information on them and relaying it back to the others so they could better fight the Sith, and other Dark Siders.

The Jedi Shadow specializes in gathering information, on the forces that oppose the Jedi and the Republic to a lesser extent. Most of these individuals work as “spies”, infiltrating the dark side circles or organizations to gather information. They are masters of disguise and adaptability, capable of blending in just about anywhere. They are also capable of creating near-flawless identities for long-term projects after investing the proper amount of research and prep work. Jedi Shadow are as quick of wit as they are on their feet, and if they don’t know how to handle a situation, they’re savvy enough to never let anyone realize it. Individuals who are exceptionally intelligent or skilled are most likely to be chosen over others.

This prestige class though designed and adapted from a WEG template from the Tales of the Jedi Companion for the Old Republic Era could be revived by the Council in the Rise of the Empire, or even the New Jedi Order and is a good fit for characters like Quinlan Vos who goes undercover into the Separatists to gather information on them during the Clone Wars, or for a Jedi infiltrating the Peace Brigade.

Requirements

To qualify to become a Jedi Shadow a character must fulfill the following criteria.

Base attack bonus: +5

Skills: Bluff 6 ranks, Diplomacy 4 ranks, Disguise

6 ranks, Gather Information 6, Sense Motive 6 ranks,

Feats: Alter, Control, Sense

Special: Jedi Knight

Game Rule Information

Vitality: A Jedi Shadow gains 1d8 vitality per level. The characters Constitution modifier applies.

Class Skills

The Jedi Shadow Class skills (and key ability for each) are Balance (Dex), Bluff (Cha), Computer Use (Int), Craft (Int)*, Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Int)*, Listen (Wis), Move Silently (Dex), Profession (Wis)*, Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex).

Skill points at Each Level: 8 + Intelligence Modifier

Starting Feats

The Jedi Shadow gains the following feats:
Weapon Group Proficiency (Blaster Pistol)
Weapon Group Proficiency (Vibro Weapons)

Class Features

The following are features of the Jedi Shadow Prestige class.

Bonus Feat: The Jedi Shadow gains at level one a bonus feat. The bonus feat must be selected from the following list, and the Jedi Shadow must meet all the prerequisites of the feat to select it.

Acrobatic, Alertness, Cautious, Dodge, Defensive Martial arts, Deceptive, Elusive target, Mobility, Nimble Sharp Eyed, Skill Emphasis, Stealthy, Shadow, Track, Weapon Focus

Cover Identity: The Jedi Shadow creates and sets up cover identities to aid him an individual mission and usually discards them after the mission’s completion. To create an identity the Jedi Shadow must spend a certain amount of time researching to establish the identity. The difficulty and time are based on the profile of the identity being created; consult the following table for check DCs and times.

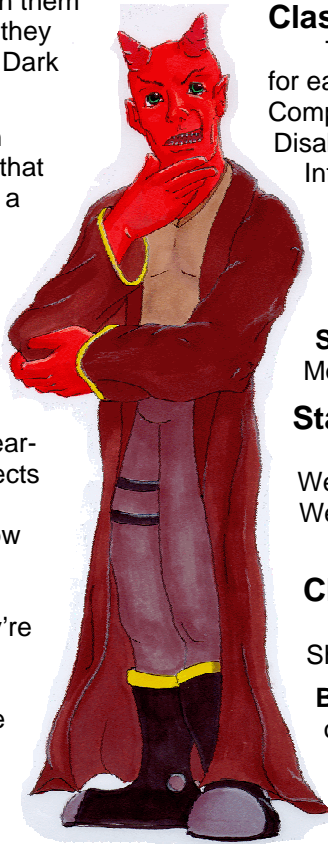


Table 1-2 Jedi Shadow

| Level | Base Attack | Fort save | Reflex save | Will save | Special Ability | Defense bonus | Reputation |
|-------|-------------|-----------|-------------|-----------|-------------------------------------|---------------|------------|
| 1 | +1 | +0 | +2 | +2 | Bonus Feat, Cover Identity | +1 | +0 |
| 2 | +1 | +1 | +2 | +2 | Contact | +1 | +0 |
| 3 | +2 | +1 | +3 | +3 | Evasion | +2 | +0 |
| 4 | +2 | +2 | +3 | +3 | Contact, Increase Lightsaber damage | +2 | +1 |
| 5 | +3 | +2 | +4 | +4 | Skill Mastery | +3 | +1 |

Table 1-1: Cover Identity

| Identity Type | Time | Cost credits | DC | Examples |
|---------------|---------|--------------|----|--|
| Common | 1 day | 100 | 15 | Everyday person—laborer, craftsman, guard. |
| Moderate | 1 week | 500 | 20 | Military officer, a noble, a specialized craftsman |
| Difficult | 3 weeks | 1500 | 35 | A ranking officer, a government official, an powerful merchant |

To create the identity the Jedi Shadow must make a successful, Disguise, and Gather Information checks at the listed DC. Each represents an aspect of the preliminary work that must go into creating this identity. Failure on one skill check results in additional 25% time added to the creation time with a subsequent cost of 25% of the credits; after the added time has elapsed the skill check must be made again—failure this time results in another penalty of 25%

Once successfully created, this identity is almost undetectable under normal scrutiny. Only if the Jedi Shadow does something particularly unusual or is operating under extremely tight security will his identity come into question. Jedi Shadows must be particularly wary around those specifically trained to look for deception, as interaction with individuals such as these may provoke skill checks to avoid suspicion.

The ability does not allow one to imitate an individual of another species, note that this ability does not allow one to impersonate a living individual; the identity created is entirely new.

Contact: A Jedi Shadow of 2nd level or higher cultivates associates and informants. Each time the Jedi Shadow gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany an Jedi Shadow on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Jedi Shadow's behalf).

At 2nd level, the Jedi Shadow gains a low-level contact, and at 4th level a mid-level contact. The Jedi Shadow can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Jedi Shadow owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the

services they render, and experts in the use of skills normally want to be paid for the services they provide.

Information on Contacts is found in the Gamemastering chapter of the *Star Wars Roleplaying Game*.

Evasion: If the Jedi Shadow is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Jedi Shadow suffers no damage if he or she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor

Increase Lightsaber Damage: As a Jedi Shadow gains levels, the amount of damage dealt by his lightsaber increases. Each time the Jedi gains increase lightsaber damage, the weapon's damage increases by 1d8.

Skill Mastery: The Jedi Shadow becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so.

Jedi Sentinel

The Jedi Sentinel uses the Force to defend against and root out deceit and injustice throughout the galaxy. They strike a balance between the physical aspects of the Jedi Guardian and the mental aspects of the Jedi Consular.

Exploits

A Jedi Sentinel will most likely be found in an investigative role, working with other Jedi. They often work on behalf of Jedi council, or Jedi Masters at a particular enclave, or law enforcement with a need to discreetly gather information. Some Jedi Sentinels go on to take the Jedi Investigator prestige class or Jedi Shadow prestige class if they qualify. If they walk in darkness, Jedi Sentinels often serve their dark masters as spies.

Background

A Jedi Sentinel typically starts out as a Padawan learner instructed by a higher-ranking Jedi Master or Jedi Knight. He is encouraged by his or her mentor to pursue intellectual and physical endeavors. The Jedi Sentinel would be



just as likely to be found in a library, as he would be found in a training facility.

Abilities

Jedi Sentinels should be gifted in all areas, but having a good Intelligence, Wisdom, Charisma, and Dexterity scores are beneficial for a Jedi Sentinel.

Vitality

Jedi Sentinels gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Jedi Sentinel's class skills and their key abilities are as follows:

Bluff (Cha), Climb (Dex), Computer Use (Int), Craft* (Int), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Read/Write Language (none), Search(Int), Sense Motive (Wis), Spot (Wis), Speak Language (none), Treat Injury (Wis).

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Sith Lore), Profession (cook).

Skill points at 1st level: (6 + Int modifier) x 4.

Skill points at each additional level: 6 + Int modifier.

Class Features

All of the following are class features of the Jedi Sentinel.

Starting Feats

Jedi Sentinels begin play with the following feats.

Exotic Weapon Proficiency (lightsaber)

Force-Sensitive*

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (simple weapons)

*This feat has associated Force skills. These associated Force skills are class skills for this character class due to the possession of this feat.

Equipment

A Jedi starts play with a lightsaber provided by his Master. Later, the Jedi may construct his own lightsaber.

Force Training

The Jedi Sentinel gains a bonus Force feat at 1st, 3rd, and 4th levels. This bonus Force feat must be selected from the following list: Alter, Control, Sense.

Once one of these Force feats are selected, its associated Force skills become class skills.

Deflect (Defense)

A Jedi learns to deflect blaster bolts and other projectiles with his lightsaber, thereby providing a dodge bonus to Defense against such attacks.

Deflecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using Deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. The Jedi then gains the dodge bonus against all ranged attacks directed at him in the round.

Each time the Jedi gains deflect (defense), it provides a +1 dodge bonus to Defense when he uses a lightsaber to block ranged attacks. Deflect (defense) can also be used in conjunction with total Defense for even greater protection, providing the dodge bonus for deflecting the attack, and the +4 dodge bonus granted by using total defense.

Bonus Feats

At 2nd, 10th, 13th, 15th, and 19th level the Jedi Sentinel gains a bonus feat. All prerequisites must be met and the Jedi Sentinel must choose from the following list: Agile Riposte Alertness, Attuned, Cautious, Combat Reflexes, Peacemaker, Self-Sufficient, Shadow, Sharp-Eyed, Skeptical, Stealthy.

Deflect (Attack)

A Jedi learns to deflect blaster bolts with his lightsaber and to redirect the attack back toward a target within one range increment of the Jedi's position. The type of blaster used against the Jedi governs the range increment.

Deflecting and redirecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using Deflect (attack) when an opponent declares an attack against him but before any attack rolls are made. Deflect (defense) and Deflect (attack) can be used together in the same round, however, the Jedi can decide to forgo the Deflect (defense) bonus in order to receive a better chance at redirecting the attack.

The Jedi can deflect and redirect a number of attacks equal to ½ his Jedi level, rounded up. The redirected attack must miss the Jedi by 5 or less; any attack that hits the Jedi or misses by 6 or more cannot be redirected.

If the Jedi can redirect the attack, the Jedi immediately rolls an attack using his lightsaber attack bonus and applies a -4 penalty. If the attack is high enough to hit, the redirected attack deals damage to the target (the type of blaster determines the amount of damage dealt). Each time the Jedi gains Deflect (attack), the penalty associated with the redirected attack is lessened by one.

Increase Lightsaber Damage

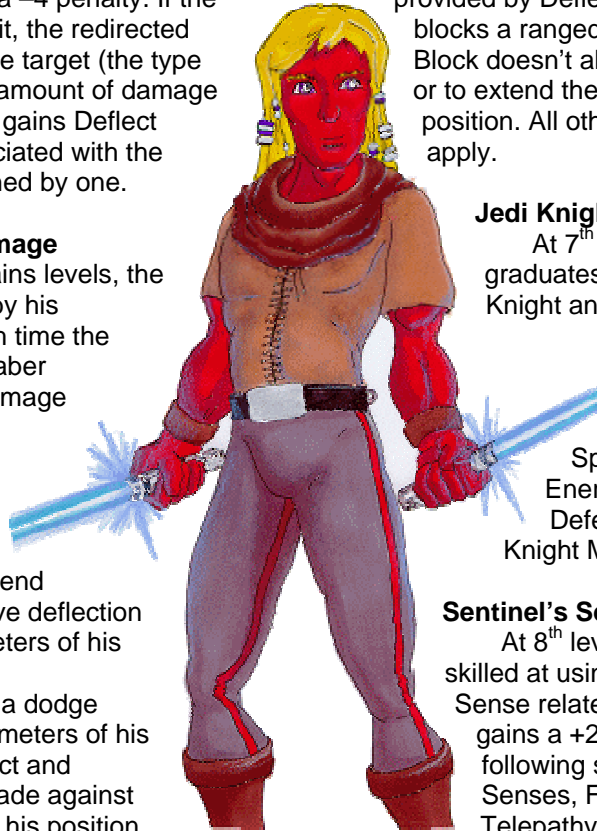
As a Jedi Sentinel gains levels, the amount of damage dealt by his lightsaber increases. Each time the Jedi gains increase lightsaber damage, the weapon's damage increases by 1d8.

Deflect (Extend Defense and Attack)

At 5th level, the Jedi Sentinel learns to extend her defensive and offensive deflection skills to others within 2 meters of his position.

Now the Jedi can provide a dodge bonus to anyone within 2 meters of his position, and he can deflect and redirect ranged attacks made against anyone within 2 meters of his position.

All rules regarding Deflect (defense) and Deflect (attack) apply; the result of this is that the Jedi may extend this ability in order to help those nearby.



Block

This is a modified form of Deflect (defense) that allows the Jedi to deflect a ranged attack without the use of a lightsaber. The Jedi must have some sort of protective gear, or an item that can withstand the ranged attack. The dodge bonus provided by Deflect (defense) is used when a Jedi blocks a ranged attack without a lightsaber. Block doesn't allow a Jedi to redirect the attack or to extend the defense beyond the Jedi's position. All other rules for Deflect (defense) apply.

Jedi Knight

At 7th level, the Jedi Sentinel graduates from Padawan learner to Jedi Knight and gets a bonus knight feat. This bonus knight feat must be drawn from the following list, and the sentinel must meet any prerequisites: Burst of Speed, Knight Speed, Dissipate Energy, Lightsaber Defense, Knight Defense, Force Mastery, Force Mind, Knight Mind, Weapon Focus (lightsaber).

Sentinel's Sense

At 8th level a Jedi Sentinel becomes skilled at using the Force to augment his Sense related Force skills. The Jedi Sentinel gains a +2 Sentinel bonus to checks for following skills: Drain Knowledge, Enhance Senses, Farseeing, Fear, See Force, Telepathy.

Credits

A 1st level Jedi Sentinel starts play with 1d4 x 250 credits.

Table 1-3 Jedi Sentinel

| Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation |
|-------|-------------|-----------|----------|-----------|-------------------------------------|---------------|------------|
| 1 | +0 | +1 | +2 | +2 | Force Training, Deflect (Def. +1) | +3 | +1 |
| 2 | +1 | +2 | +3 | +3 | Bonus Feat | +4 | +1 |
| 3 | +2 | +2 | +3 | +3 | Force Training, Deflect (Attack -4) | +4 | +1 |
| 4 | +3 | +2 | +4 | +4 | Force Training | +4 | +1 |
| 5 | +3 | +3 | +4 | +4 | Deflect (Extended Def. & Attack) | +5 | +2 |
| 6 | +4 | +3 | +5 | +5 | Increased Lightsaber Damage 3d8 | +5 | +2 |
| 7 | +5 | +4 | +5 | +5 | Jedi Knight | +6 | +2 |
| 8 | +6/+1 | +4 | +6 | +6 | Sentinel's Sense | +6 | +2 |
| 9 | +6/+1 | +4 | +6 | +6 | Deflect (Def. +2), Block | +6 | +3 |
| 10 | +7/+2 | +5 | +7 | +7 | Bonus Feat | +7 | +3 |
| 11 | +8/+3 | +5 | +7 | +7 | Increased Lightsaber Damage 4d8 | +7 | +3 |
| 12 | +9/+4 | +6 | +8 | +8 | Deflect (Attack -3) | +8 | +3 |
| 13 | +9/+4 | +6 | +8 | +8 | Bonus Feat | +8 | +4 |
| 14 | +10/+5 | +6 | +9 | +9 | Deflect (Defense +3) | +8 | +4 |
| 15 | +11/+6/+1 | +7 | +9 | +9 | Bonus Feat | +9 | +4 |
| 16 | +12/+7/+2 | +7 | +10 | +10 | Increased Lightsaber Damage 5d8 | +9 | +4 |
| 17 | +12/+7/+2 | +8 | +10 | +10 | Deflect (Attack -2) | +10 | +5 |
| 18 | +13/+8/+3 | +8 | +11 | +11 | | +10 | +5 |
| 19 | +14/+9/+4 | +8 | +11 | +11 | Bonus Feat | +10 | +5 |
| 20 | +15/+10/+5 | +9 | +12 | +12 | Deflect (Defense +4) | +11 | +5 |

Generic Sentinel: Adult Male Human, Jedi Sentinel 3; **Init** +1 (+1 Dex); **Def** 15 (+1 Dex, +4 Class); **Spd** 10m; **VP/WP** 27/12; **Atk** +3 ranged (by weapon), +4 melee (1d3+2, punch), +4 melee (2d8+2, crit 19-20, Lightsaber); **SQ** Deflect (Attack -4, Defense +1); **SV** Fort +3, Ref +4, Will +3; **SZ** M; **FP:** 4; **Rep:** +1; **Str** 14, **Dex** 12, **Con** 12, **Int** 15, **Wis** 11, **Cha** 12.

Equipment: Clothes [Jedi Cloak] (+1 Fot save versus severe weather), Clothes [Jedi robes], Lightsaber, Utility Belt [Jedi] (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches, Credit Voucher 500 crds)

Skills: Bluff +5, Climb +4, Computer Use +4, Craft (lightsaber) +4, Disguise +5, Gather Information +5, Listen +3, Pilot +8, Read/Write Basic, Search +4, Sense Motive +2, Speak Basic, Spot +6, Survival +2, Treat Injury +6

Force Skills: Battlemind +3, Enhance Ability +4, Enhance Senses +2, Force Stealth +5, Friendship +3, Heal Self +5

Feats: Alertness, Force-Sensitive, Self-Sufficient, Spacer, Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Control, Enhanced Danger Sense, Exotic Weapon Proficiency (lightsaber), Sense

Generic Sentinel: Adult Male Human, Jedi Sentinel 6; **Init** +1 (+1 Dex); **Def** 16 (+1 Dex, +5 Class); **Spd** 10m; **VP/WP** 48/12; **Atk** +5 ranged (by weapon), +6 melee (1d3+2, punch), +6 melee (2d8+2, crit 19-20, Lightsaber); **SQ** +1 bonus to defense against a specific target., Deflect (Attack -4, Defense +1, Extend Defense and Attack), **SV** Fort +4, Ref +6, Will +5; **SZ** M; **FP:** 6; **Rep:** +2; **Str** 14, **Dex** 13, **Con** 12, **Int** 15, **Wis** 11, **Cha** 12.

Equipment: Clothes [Jedi Cloak] (+1 Fot save versus severe weather), Clothes [Jedi robes], Lightsaber, Utility Belt [Jedi] (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches, Credit Voucher 500 crds)

Skills: Bluff +5, Climb +4, Computer Use +4, Craft (lightsaber) +4, Disguise +6, Gather Information +5, Listen +3, Pilot +9, Read/Write Basic, Search +5, Sense Motive +3, Speak Basic, Spot +7, Survival +2, Treat Injury +8

Force Skills: Affect Mind +5, Battlemind +5, Enhance Ability +6, Enhance Senses +2, Force Stealth +5, Friendship +3, Heal Another +6, Heal Self +5, Move Object +8

Feats: Alertness, Dodge, Force-Sensitive, Self-Sufficient, Spacer, Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Enhanced Danger Sense, Exotic Weapon Proficiency (lightsaber), Sense

Generic Sentinel: Adult Male Human, Jedi Sentinel 9; **Init** +3 (+3 Dex); **Def** 19 (+3 Dex, +6 Class); **Spd** 10m; **VP/WP** 61/12; **Atk** +8/+3 melee (1d3+2, punch), +8/+3 melee (3d6+1d8+2, Lightsaber [Short]), +9/+4 melee (3d8+2, crit 19-20, Lightsaber), +9/+4 or +5/+5/+0 ranged (3d6, Blaster [Pistol]); **SQ** Deflect (Attack -4, Block, Defense +2, Extend Defense and Attack), Jedi Knight, Sentinel's Sense; **SV** Fort +5, Ref +9, Will +6; **SZ** M; **FP:** 7; **Rep:** +3; **Str** 14, **Dex** 17, **Con** 12, **Int** 15, **Wis** 11, **Cha** 12.

Equipment: Blaster [Pistol], Clothes [Jedi Cloak] (+1 Fot save versus severe weather), Clothes [Jedi robes], Lightsaber, Lightsaber [Short], Utility Belt [Jedi] (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches, Credit Voucher 500 crds)

Skills: Bluff +6, Climb +4, Computer Use +7, Craft (lightsaber) +7, Disguise +6, Gather Information +6, Knowledge +3, Knowledge +4, Listen +3, Pilot +12, Read/Write Basic, Search +7, Sense Motive +5, Speak Basic, Spot +9, Survival +2, Treat Injury +10

Force Skills: Affect Mind +5, Battlemind +5, Enhance Ability +6, Enhance Senses +2, Force Stealth +6, Friendship +3, Heal Another +6, Heal Self +7, Move Object +12

Feats: Alertness, Ambidexterity, Exotic Weapon Proficiency (short lightsaber), Force-Sensitive, Self-Sufficient, Spacer, Two-weapon Fighting, Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Enhanced Danger Sense, Exotic Weapon Proficiency (lightsaber), Sense





Sith

Just as the Jedi from the KOTOR era differ from their intellectual and spiritual decedents, so too do their darksider counterparts The Sith. The Sith play a powerful and important role in the KOTOR era.

What do you mean by "The Sith"?

The meaning of "The Sith" depends greatly on the context. Different groups have different ideas about who "The Sith" are. Here are a few examples of how some define "The Sith" in the KOTOR era of play.


- The Ancient Sith, sometimes called 'Pureblood Sith', were a race that was subjugated by exiled, renegade Dark Jedi several millennia before the Great Hyperspace War. That near-human race had all but ceased to exist by the end of the Great Hyperspace War.
- Over the next millennium, the survivors of the Ancient Sith race degenerated into the Massassi on the Moon of Yavin IV. They were rediscovered, pressed into service of the Dark Lord, and then ultimately sacrificed by Exar Kun.
- In the KOTOR era, "The Sith" are not a race, but a group of Darkside devotees, some that are force sensitive, that follow a set of ideas and teachings laid down by the Sith of the previous era; during the Great Sith Empire. Basically, members ascribing to a Social Darwinist philosophy on steroids.
- For most Republic citizens, the faceless Sith troopers and their leaders are "The Sith". A group of battle hardened soldiers bent on destroying the republic and conquest of the galaxy.
- Among the Jedi, "The Sith" are Darkside Force users that have been trained in the Ancient Sith dark arts, currently following their Dark Lord, Darth Malik.

The Sith at War

The Sith hierarchy in the KOTOR era is slightly different than that of the Galactic Empire. They are ruthless conquerors bent on galactic domination, just like the Emperor, but circumstance has made the Sith masters play their hand in a different manner.

- Sith have always used subterfuge to further their gains. This is no different in the KOTOR era. But due to the invasion and occupation, the Sith's intentions are more visible and open, even more so than during the Galactic Empire era. There are no precious and delicate institutions to be placated or duped within the Sith sphere of influence. There is no need cover the armored fist.
- The most visible and almost omnipresent tool of the Sith are the Sith Troopers. Unlike other armies in other eras, many Sith Troopers were at one time Republic soldiers that served in the Mandalorian Wars. The Sith do recruit and use conscripts, but they quickly train them and integrate new recruits into existing Sith veteran units. This allows the veterans to enforce harsh discipline on the new Troopers and the recruits can learn from their more experienced comrades. Should the new recruit fail to grasp these two facets of Sith army life, the new Trooper will not survive for long within the ranks of the Sith forces.
- The Sith use specially designed War Droids to augment their armies. They are heavily armed, often carry advanced innovative weaponry, as well as good armor and shielding. They are often used to augment the garrison forces at important Sith facilities.
- Elite Sith troops are rare, but are often used as bodyguards for important political and military leaders as well as strike forces for important mission objectives in combat. Elite Sith troops will often have Sith Force users of





one type or another as leaders or specialized members of a strike team.

- The Sith sometimes use non-Sith fighters and troops to carry out special missions. Mercenary companies, including Mandalorian clans, are often employed when either the use of Sith Troopers would be too conspicuous or extra ground forces are needed. If a Sith Commander wants to keep his enemies, peers, or even his superiors in the dark about a special operation, he'll often use Mercs to guarantee some level of discretion.
- Sith are apt to use specialized Sith assassins or Bounty Hunters if the opportunity presents itself. Assassination is a legitimate means to promote oneself within the Sith hierarchy as well as eliminate external foes.
- The most powerful tool at the disposal of Darth Malik is the Sith Fleet (with the exception of the Force, of course). The Sith seem to have an endless supply of strangely designed warships. Their ships are both powerful and technologically advanced, and the source of these ships remains a mystery. With the help of experienced ex-Republic crews, the Sith fleet has been victorious in almost every encounter with the Republic by the time Taris is invaded.
- At the top of the hierarchy stands the Sith Leadership. At the very pinnacle stands Darth Malik and his personal apprentice, Darth Bandon. Beneath them stand various planetary governors, fleet admirals, generals, and other military leaders. All serve the Sith ideal and are loyal to Darth Malik. They are the ones who control the machinery that makes the Sith war effort effective and deadly. With some notable exceptions, they are all Darkside Force users of one type or another.
- While the Sith may seem to be overwhelmingly focused on conquering the galaxy, in the KOTOR era they do not seem to interfere too much with corporate traders. Sith allow for business as usual within their sphere of influence, so long as they can maintain security and the corporation can pay its proper dues to the Sith (in the form of taxes or bribes). The only exception is that the Sith expect military priorities to take absolute precedence over any other concerns. For example, if a planet is under a blockade, due to activities by groups the Sith consider hostile, they will not tolerate any unauthorized trade or business activity that is not sanctioned by the Sith commanders.

Playing the Sith in the KOTOR era

The Sith in the KOTOR era present interesting opportunities and challenges for both GM and players alike. There are significant differences between the Sith of this Era and their intellectual descendants.

- Like Sith from the previous era, most of them experience with another organization before joining the Sith effort. Many Sith Troopers served previously in Republic forces or were recruited from mercenary clans. Sith Force users will typically have a level or two of Force Adept, one of the Jedi classes if they trained with the Jedi prior to falling to the Darkside of the Force. They may even have some levels in non-Sith Darkside prestige classes.
- The Darkside Devotee, Darkside Marauder, and Darkside Witch prestige classes are available classes for PCs and NPCs during the KOTOR Era. Much of the Galaxy is unexplored and has yet to come under the influence of the Sith, the Republic, or the Jedi. As such, there are many traditions that have embraced the Darkside of the Force, but do not follow the ways of the Sith.
- Probably the most important distinction for a Sith Force user is: There is no rule of 2 among the Sith Prestige classes. All Sith prestige classes are available to all who can convince someone to teach them, as long as they meet the other prerequisites in *The Darkside Sourcebook*.
- The Prestige classes available for Sith PCs and NPCs are: Sith Acolytes, Sith Warrior, and Sith Lord. In order for a NPC or PC to take any of these classes when they advance a level, they must be a primary apprentice of a Sith Master, some kind of instructor, have some other kind of instructor with the appropriate knowledge (such as a Sith Dark Spirit), or have access to some kind of fantastic instructional device (like Sith Holocron) in addition to meeting the prerequisites.
- The Sith do take care to only teach those they deem "worthy" of the honor to learn the Sith secrets and Sith dark powers. A would be student will have to pass many tests and trials to get the attention of a Sith Master and become his or her apprentice.
- The Sith Force users still follow the master/apprentice mode for teaching their secrets, with a twist. The Sith Master will almost always have only one primary apprentice that benefits from all the Master has to teach. Several lower ranking learners

are taught nothing but the rudimentary skills and compete with one another to become the Sith Master's primary apprentice. If a lower ranking apprentice impresses a Sith Master with his skill, they will take that person on as a primary apprentice... once he or she has faced and defeated any current primary apprentice of the Sith Master.

- Eventually the primary apprentice will try to replace his or her Master, become the primary apprentice of a more powerful master, or find some other place where they can become their own Master within the Sith Organization. There is no limit to the number of "pairings" that can have Sith Prestige classes. Because of this, the Sith leadership is constantly changing and constantly on their guard against their own colleagues.
- The only exception to the traditional master/apprentice pairing is for those that enter the Sith Academy on Korriban. Students here can learn various Sith and Darkside Force user techniques from different Sith masters and compete for prestige among their peers. After they have proven themselves worthy, they will be paired with a suitable Sith Master and learn the intricacies of Sith teachings and take on Sith Prestige classes.
- All but a few Sith force users have fallen under the sway of Darth Malik and Darth Bandon when the Sith Fleet blockades the Taris system. While many plot to advance their position in the Sith hierarchy, only a handful have tried to split the Sith forces and form their own organization away from the current Dark Lord. All have met an untimely end at the hands of the current Darth Malik and his followers. Still, rumors persist of other Sith Lords or Sith forces that do not follow the Dark Lord; vestiges from an earlier era or a group that somehow managed to slip through the current Dark Lord's grasp. (For an example of this, see the entry for Thule in *Geonosis and the Outer Rim Worlds*)

Sith Sympathy

The Sith are much more regulated and regimented organization than others in the KotOR Era. Sympathy is gained by actively promoting the ideals of the using the force for the dark side, and opposing the light side. Opposing the Jedi, and the Republic is another means of gaining sympathy. Promoting the Sith and Living by the Sith code gains sympathy with them. They typically refer to it as prestige. Any character may

The Sith Code.

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
Passion fuels the force that we use

have sympathy with the Sith but only Force sensitive individuals may join.

Joining the Sith

To join the Sith faction one must show dedication to the ideals that they support first, then one must prove themselves worthy of being accepted into the Sith ranks. Before access is even granted one must be Force Sensitive and gain the attention or favor of a high ranking Sith. At the Sith Academy on Korriban, typically Uthar or Yuthara, or some other instructor must be convinced of a prospective members worthiness. If they deem them worthy, the prospective candidate is "tested". The Sith take great delight in "testing" prospective members, with cruel tortures, and acts of degradation. Many who have no say in allowing members into the order will test non force sensitive in an effort to prove their cruelty and strength to their superiors. You must have at least one point of Sith Sympathy one to join the Sith Faction, as well as be Force Sensitive

Leaving the Sith

The Jedi consider the Jedi path a life long commitment. The Sith consider the dark path no less of a commitment; the difference becomes apparent when someone wishes to leave. The Jedi will feel sad, and let someone go on their way. The Sith are likely to feel betrayed and strike out, killing the former associate in fear, and out of motivation to remove the weak. If a person escapes the Sith with their life, they loose all Sith Sympathy and will likely find themselves hunted by the Sith.

Faction Feats

There are no specific faction feats for the Sith

Sith Prestige Classes

There are no new Sith PrC classes; those detailed in the RCR or *Dark Side Sourcebook* can be learned at the Sith Academy or from a Sith NPC that takes on the PC as his or her primary apprentice. Active Sith Sympathy is also required to gain levels in Sith Classes.



Sith NPC's

While the majority of the battalions now under Sith command are comprised of traitorous Republic forces, they are far from hodge-podges of disorganized troops. Only the strong are granted acceptance into the ranks of the Sith army; those judged too weak to be of use are put to an ignoble end. Traitors may be welcomed into the ranks, but a level of fear is quickly established to make certain they are not so quick to change sides again.

Functionally, the armor of the Sith trooper is just as protective as most Republic equipment, but it has also been carefully designed to inspire dread. Armor plating is presented more obviously, making it appear more imposing, and the features of the wearer are completely obscured to make them a faceless inhuman entity. A Sith trooper is perceived as an extension of the Sith, and even in close combat an opponent sees only the cold faceplate of the helmet, never the soldier inside.

Sith Guard: Adult Male Human, Thug 3; **Init** +1 (+1 Dex); **Def** 12 (+1 Dex, +1 Class); **Spd** 8m (Armor); **VP/WP** -/11; **Atk** +4 melee (1d3+1, punch), +4 melee (2d6+1, Vibroblade), +4 or +0/+0 ranged (3d8, crit 19-20, Blaster [Rifle]), +4 ranged (4d6+1, Grenade [Frag]); **SQ**; **SV** Fort +3, Ref +2, Will +0; **SZ** M; **FP:** 0; **Rep:** +0; **Str** 12 (+1), **Dex** 13 (+1), **Con** 11 (+0), **Int** 9 (-1), **Wis** 8 (-1), **Cha** 10 (+0).



Equipment: Blaster [Rifle], Grenade [Frag], Sith armor [Standard] (Damage Reduction: 5, +6 to Fortitude saves made to resist cold and hot temperatures), Vibroblade

Skills: Balance -3, Climb -3, Escape Artist -3, Hide -3, Intimidate +6, Jump -3, Listen +1, Move Silently -3, Read/Write Basic, Search +1, Speak Basic, Spot +2, Swim -3, Treat Injury +1

Feats: Armor Proficiency (light, medium, powered), Weapons Group Proficiency (blaster rifles, simple weapons, vibro weapons)

Sith Trooper: Adult Male Human, Soldier 3; **Init** +1 (+1 Dex); **Def** 15 (+1 Dex, +4 Class); **Spd** 8m (Armor); **VP/WP** 25/11; **Atk** +4 melee (1d3+1, punch), +4 melee (2d6+1, Vibroblade), +4 ranged (4d6+1, Grenade [Frag]), +5 or +1/+1 ranged (3d8,

crit 19-20, Blaster [Rifle]); **SQ** +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m.; **SV** Fort +3, Ref +2, Will +0; **SZ** M; **FP:** 0; **Rep:** +1; **Str** 12 (+1), **Dex** 13 (+1), **Con** 11 (+0), **Int** 9 (-1), **Wis** 8 (-1), **Cha** 10 (+0).



Equipment: Blaster [Rifle], Grenade [Frag], Sith armor [Standard] (Damage Reduction: 5, +6 to Fortitude saves made to resist cold and hot temperatures), Vibroblade

Skills: Balance -3, Climb -3, Demolitions +5, Escape Artist -3, Hide -3, Intimidate +5 (+5 ranks), Jump -3, Knowledge (Sith lore) +0, Listen +1, Move Silently -3, Pilot +5, Read/Write Basic, Repair +1, Search +1, Speak Basic, Spot +1, Swim -3, Treat Injury +5

Feats: Armor Proficiency (light, medium, powered), Point Blank Shot, Precise Shot, Weapon Focus (Blaster [Rifle]), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Sith Lieutenant : Adult Male Human, Soldier 3/Noble 2; **Init** +1 (+1 Dex); **Def** 16 (+1 Dex, +5 Class); **Spd** 8m (Armor); **VP/WP** 30/11; **Atk** +5 melee (1d3+1, punch), +5 melee (2d6+1, Vibroblade), +5 ranged (4d6+1, Grenade [Frag]), +6 or +2/+2 ranged (3d8, crit 19-20,



Blaster [Rifle]); **SQ** +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m., Favor +1, Inspire Confidence, Noble bonus class skill (Intimidate); **SV** Fort +3, Ref +4, Will +3; **SZ** M; **FP:** 0; **Rep:** +2; **Str** 12 (+1), **Dex** 13 (+1), **Con** 11 (+0), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 10 (+0).

Equipment: Blaster [Rifle], Grenade [Frag], Stormtrooper armor [Standard] (Damage Reduction: 5, +6 to Fortitude saves made to resist cold and hot temperatures), Vibroblade

Skills: Balance -3, Climb -3, Computer Use +4, Demolitions +6, Diplomacy +3, Escape Artist -3, Hide -3, Intimidate +7, Jump -3, Knowledge (Sith lore) +3, Listen +1, Move Silently -3, Pilot +5, Read/Write Basic, Repair +2, Search +2, Sense Motive +2, Speak Basic, Spot +1, Swim -3, Treat Injury +5

Feats: Armor Proficiency (light, medium, powered), Point Blank Shot, Precise Shot, Weapon Focus (Blaster [Rifle]), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Sith Commander : Adult Female Human, Soldier



3/Noble 3; **Init** +1 (+1 Dex); **Def** 16 (+1 Dex, +5 Class); **Spd** 10m; **VP/WP** 53/14; **Atk** +6 melee (1d3+1, punch), +6 melee (2d6+1, Vibroblade), +6 ranged (4d6+1, Grenade [Frag]), +7 or +3/+3 ranged (3d8, crit 19-20, Blaster [Rifle]); **SQ** +1 bonus on attack

and damage rolls with ranged weapons, for targets with 10m., Favor +2, Inspire Confidence, Noble bonus class skill (Intimidate), Resource Access; **SV** Fort +6, Ref +4, Will +3; **SZ** M; **FP**: 0; **Rep**: +2; **Str** 12 (+1), **Dex** 13 (+1), **Con** 14 (+2), **Int** 11 (+0), **Wis** 8 (-1), **Cha** 15 (+2).

Equipment: Blast vest and Helmet (Damage Reduction: 2), Blaster [Rifle], Grenade [Frag], Vibroblade

Skills: Balance +0, Climb +0, Computer Use +5, Demolitions +6, Diplomacy +7, Escape Artist +0, Hide +0, Intimidate +11, Jump +0, Knowledge (Sith lore) +4, Listen +1, Move Silently +0, Pilot +7, Profession (military officer) +2, Read/Write Basic, Repair +2, Ride +2, Sense Motive +3, Speak Basic, Spot +1, Swim +0, Treat Injury +5

Feats: Alertness, Armor Proficiency (light), Point Blank Shot, Precise Shot, Quick Draw, Starship Operation (space transport), Weapon Focus (Blaster [Rifle]), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Sith Captain : Adult Male Human, Soldier 3/Noble 3/Officer 2; **Init** +1 (+1 Dex); **Def** 18 (+1 Dex, +7 Class); **Spd** 10m; **VP/WP** 69/14; **Atk** +7/+2 melee (1d3+1, punch), +7/+2 melee (2d6+1, Vibroblade),

+8/+3 or +4/+4/-1 ranged (3d6, Blaster [Pistol]);

SQ +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m., Favor +2, Inspire Confidence, Leadership, Noble bonus class skill (Intimidate), Resource Access; **SV** Fort +8, Ref +6, Will +5; **SZ** M; **FP**: 0; **Rep**: +3; **Str** 12 (+1), **Dex** 13 (+1), **Con** 14 (+2), **Int** 12 (+1), **Wis** 8 (-1), **Cha** 15 (+2).



Equipment: Blast vest and Helmet (Damage Reduction: 2), Blaster [Pistol],

Grenade [Frag], Vibroblade

Skills: Balance +0, Bluff +4, Climb +0, Computer Use +6, Demolitions +7, Diplomacy +10, Escape Artist +0, Gather Information +7, Hide +0, Intimidate +10, Jump +0, Knowledge (Sith lore) +5, Knowledge (Tactics) +3, Listen +1, Move Silently +0, Pilot +7, Profession (military officer) +2, Read/Write Basic, Repair +3, Ride +2, Sense Motive +7, Speak Basic, Spot +1, Swim +0, Treat Injury +5

Feats: Alertness, Armor Proficiency (light), Point Blank Shot, Precise Shot, Quick Draw, Starship Operation (space transport), Weapon Focus (Blaster [Pistol]), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Sith Students

Sith Student – Ex Jedi: Adult Male Human, Jedi



Guardian 5; **Init** +2 (+2 Dex); **Def** 17 (+2 Dex, +5 Class); **Spd** 10m; **VP/WP** 53/14; **Atk** +6 melee (1d3+1, punch), +6 melee (3d8+1, crit 19-20, Lightsaber), +7 ranged (by weapon);

SQ Deflect (Attack -4, Defense +1), Increase



Lightsaber damage +1d8, Tainted; **SV Fort** +6, Ref +6, Will +2; **SZ M; FP: 3; DSPs: 4; Rep: +2; Str** 13 (+1), **Dex** 15 (+2), **Con** 14 (+2), **Int** 12 (+1), **Wis** 9 (-1), **Cha** 10 (+0).

Equipment: Lightsaber

Skills: Balance +3, Craft (lightsaber) +4, Intimidate +3, Jump +2, Knowledge (Jedi lore) +2, Knowledge (Sith lore) +7, Read/Write Basic, Read/Write Sith, Speak Basic, Tumble +4

Force Skills: Affect Mind +2, Battle Influence -4, Battlemind +3, Drain Energy +4, Enhance Ability +4, Fear +1, Force Grip +3, Force Light -5, Force Lightning +9, Force Strike +6, Heal Another -5, Heal Self +4, Move Object +6, Plant Surge -3, See Force +5

Feats: Combat Reflexes, Force-Sensitive, Power Attack, Quick Draw, Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Exotic Weapon Proficiency (lightsaber), Sense

Sith Student - Force Adept: Adult Male Human, Force Adept 4; **Init** +1 (+1 Dex); **Def** 15 (+1 Dex, +4 Class); **Spd** 10m; **VP/WP** 36/14; **Atk** +2 melee (1d3-1, punch), +2 melee (1d6-1/1d6-1, Quarterstaff), +4 ranged (by weapon); **SQ**; **SV Fort** +4, Ref +3, Will +5; **SZ M; FP: 3; DSPs: 4; Rep: +0; Str** 9 (-1), **Dex** 13 (+1), **Con** 14 (+2), **Int** 15 (+2), **Wis** 12 (+1), **Cha** 10 (+0).

Equipment: Quarterstaff

Skills: Knowledge (Sith lore) +8, Listen +4, Read/Write Basic, Sith, Sense Motive +5, Speak Basic, Spot +5, Survival +2, Treat Injury +7

Force Skills: Affect Mind +6, Drain Energy +4, Enhance Ability +4, Enhance Senses +4, Fear +5, Force Lightning +11, Force Strike +7, Heal Self +4, Move Object +8, See Force +9

Feats: Force-Sensitive, Weapons Group Proficiency (primitive weapons, simple weapons)

Force Feats: Alter, Aware, Control, Dark Power, Force Shield, Mind Trick, Sense

Sith Apprentice - Force Adept: Adult Male Human, Force Adept 4/Sith Acolyte 4; **Init** +1 (+1 Dex); **Def** 17 (+1 Dex, +6 Class); **Spd** 10m; **VP/WP** 74/14; **Atk** +5 melee (1d3, punch), +6 ranged (by weapon), +7 melee * (3d8, crit 19-20, Lightsaber); **SQ** Increase Lightsaber damage +1d8; **SV Fort** +8, Ref +5, Will +9; **SZ M; FP: 3; DSPs: 5; Rep: +5; Str** 10 (+0), **Dex** 13 (+1), **Con** 14 (+2), **Int** 15 (+2), **Wis** 12 (+1), **Cha** 10 (+0).

Equipment: Lightsaber

* Sith Apprentice - Force Adept has constructed his own Lightsaber.

Skills: Bluff +4, Computer Use +5, Diplomacy +4, Gather Information +4, Intimidate +4,

Knowledge (Sith lore) +8, Listen +4, Read/Write Basic, Sith, Sense Motive +5, Speak Basic, Spot +5, Survival +2, Treat Injury +7

Force Skills: Affect Mind +8, Alchemy +6, Drain Energy +4, Enhance Ability +6, Enhance Senses +4, Fear +5, Force Grip +4, Force Lightning +13, Force Stealth +2, Force Strike +11, Heal Self +7, Move Object +8, See Force +9

Feats: Force-Sensitive, Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, primitive weapons, simple weapons)

Force Feats: Alter, Aware, Control, Dark Power, Exotic Weapon Proficiency (lightsaber), Focus, Force Shield, Mind Trick, Sense, Sith Sorcery



Sith Apprentice – Ex Jedi Guardian:
Adult Male Human, Jedi Guardian 5/Sith Acolyte 3; **Init** +2 (+2 Dex); **Def** 19

(+2 Dex, +7 Class); **Spd** 10m; **VP/WP** 77/14; **Atk** +8/+3 melee (1d3+1, punch), +9/+4 melee * (3d8+1, crit 19-20, Lightsaber), +9/+4 ranged (by weapon); **SQ** 1.5x Dex Mod instead of Str, 2x if two handed, Deflect (Attack -4, Defense +1), Increase Lightsaber damage +1d8, Tainted; **SV Fort** +9, Ref +8, Will +7; **SZ M; FP: 3; DSPs: 7; Rep: +5; Str** 13 (+1), **Dex** 15 (+2), **Con** 14 (+2), **Int** 12 (+1), **Wis** 10 (+0), **Cha** 10 (+0).

Equipment: Lightsaber

* Sith Apprentice - JG has constructed his own Lightsaber.

Skills: Balance +3, Bluff +8, Craft (lightsaber) +4, Intimidate +3, Jump +2, Knowledge (Jedi lore) +2, Knowledge (Sith lore) +7, Read/Write Basic, Sith, Basic, Tumble +4

Force Skills: Affect Mind +4, Alchemy +4, Battle Influence -4, Battlemind +8, Drain Energy +4, Enhance Ability +6, Fear +2, Force Grip +3, Force Light -4, Force Lightning +9, Force Strike +10, Heal Another -4, Heal Self +6, Move Object +6, Plant Surge -3, See Force +6

Feats: Combat Reflexes, Exotic Weapon Proficiency (sith sword), Force-Sensitive, Power Attack, Quick Draw, Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Dissipate Energy, Exotic Weapon Proficiency (lightsaber), Form IV Mastery, Sense, Sith Sorcery

Dark Jedi: Adult Male Human, Jedi Guardian

7/Jedi Master 5; **Init** +3 (+3 Dex); **Def** 22 (+3 Dex, +9 Class); **Spd** 10m; **VP/WP** -/14; **Atk** +14/+9/+4 melee (1d3+2, punch), +15/+10/+5 ranged (by weapon), +16/+11/+6 melee * (4d8+2, crit 18-20, Lightsaber); **SQ** +1 bonus to defense against a specific target., +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense

action, Dark Side, Deflect (Attack -4, Defense +2, Extend Defense and Attack), Force Secret (Improve Heal Self, Move Object), Increase Lightsaber damage +2d8; **SV** Fort +10, Ref +11, Will +8; **SZ** M; **FP**: 0; **DSPs**: 24; **Rep**: +5; **Str** 15, **Dex** 17, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12.

Equipment: Clothes [Jedi Cloak] (+1 Fot save versus severe weather), Clothes [Jedi robes], Lightsaber x2, Utility Belt (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches)

* Dark Jedi has constructed his own Lightsaber.

Skills: Bluff +6, Climb +4, Computer Use +4, Gather Information +3, Jump +4, Read/Write Basic, Sense Motive +4, Speak Basic, Treat Injury +8, Tumble +12

Force Skills: Affect Mind +8, Battle Influence -7, Battlemind +9, Drain Energy +8, Enhance Ability +10, Fear +7, Force Grip +4, Force Light -8, Force Lightning +6, Force Stealth +5, Heal Another -8, Heal Self +10, Move Object +7, Plant Surge -8, See Force +6

Feats: Acrobatic, Combat Reflexes, Dodge, Force-Sensitive, Improved Critical (Lightsaber), Power Attack, Two-weapon Fighting, Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Dissipate Energy, Exotic Weapon Proficiency (lightsaber), Sense

Sith Teachers

Uthar Wynn is a middle aged human, who has risen through the ranks of the Sith by sheer power and determination. Through subtle manipulation of those around him, in the Sith army and

Academy he has put himself into a position of great power and control. He is personally accepting and controlling who can make it into the next generation and ranks of the Sith. He takes great pleasure in converting and twisting Jedi to the Sith way, being a failed Jedi himself.

Uthar Wynn: Adult Male Human, Force Adept

1/Jedi Guardian
4/Sith Warrior
4/Sith Lord 3; **Init** +2 (+2 Dex); **Def** 22 (+2 Dex, +10 Class); **Spd** 10m; **VP/WP** 113/15; **Atk** +11/+6/+1 melee (1d3, punch), +12/+7/+2 melee * (4d8, crit 19-20, Lightsaber), +13/+8/+3 ranged (by weapon); **SQ** +2 dodge bonus to Defense when

wielding a Lightsaber, +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Dark Side, Deflect (Attack -4, Defense +1); **SV** Fort +14, Ref +13, Will +12; **SZ** M; **FP**: 6; **DSPs**: 24; **Rep**: +4; **Str** 11, **Dex** 14, **Con** 15, **Int** 14, **Wis** 14, **Cha** 14.

Equipment: Clothes [Jedi Cloak] (+1 Fot save versus severe weather), Clothes [Jedi robes], Dark Combat Jumpsuit (Damage Reduction: 3, Cortosis weave, +2 bonus on saves made against See Force and Telepathy), Lightsaber, Utility Belt (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches)

* Uthar Wynn has constructed his own Lightsaber.

Skills: Balance -1, Climb -3, Computer Use +4, Escape Artist -1, Hide +2, Intimidate +12, Jump -3, Knowledge (Alien species) +3, Knowledge (Force lore) +3, Knowledge (Sith lore) +10, Listen +6, Move Silently -1, Read/Write Basic, Sense Motive +7, Speak Basic, Spot +6, Swim -3, Treat Injury +6, Tumble +5

Force Skills: Affect Mind +8, Battle Influence -6, Battlemind +14, Drain Energy +8, Drain Knowledge +10, Enhance Ability +7, Fear +12, Force Defense +7, Force Grip +15, Force Light -6, Force Lightning +17, Force Strike +12, Heal Another -6, Heal Self +13, Move Object +11, Plant Surge -6, See Force +5, Telepathy +3

Feats: Armor Proficiency (light), Force-Sensitive, Frightful Presence, Skill Emphasis (Heal Self), Weapons Group Proficiency (blaster pistols, primitive weapons, simple weapons, vibro weapons)

Force Feats: Alter, Control, Dark Power, Dissipate Energy, Exotic Weapon Proficiency (lightsaber), Force Shield, Force Whirlwind, Hatred, Lightsaber Defense, Malevolent, Mettle, Sense

Yuthura is a youngish female twi'lek she is



currently in charge of accepting new candidates into the Academy weighing whether they can stand the trials that Uthar and the other teachers put forth. She is whole heartedly into the spirit of the Sith, believing that those with power should take what they desire. She has plans to raise her position and status in the academy, possibly by assassinating Uthar.

Yuthura: Adult Female Twi'lek, Force Adept

2/Soldier 1/Dark Side Devotee 2/Sith Acolyte 2/Sith Warrior 5; **Init** +5 (+1 Dex, +4 Bonus); **Def** 24 (+1 Dex, +13 Class); **Spd** 10m; **VP/WP** 100/13; **Atk** +10/+5 ranged (by weapon), +12/+7 melee (1d3+3, punch), +14/+9 melee * (3d8+3, crit 18-20, Lightsaber); **SQ** +3 Dodge bonus to Defense

when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Dark Side, Dark Side Talisman +2, Enemy Bonus +1, Increase Lightsaber damage +1d8, Low-light vision, Resilient, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +15, Ref +11, Will +13; **SZ** M; **FP:** 0; **DSPs:** 12; **Rep:** +6; **Str** 16 (+3), **Dex** 12 (+1), **Con** 13 (+1), **Int** 15 (+2), **Wis** 12 (+1), **Cha** 12 (+1).

Equipment: Lightsaber

* Yuthura has constructed her own

Lightsaber.

Skills: Bluff +7, Computer Use +4, Diplomacy +3, Intimidate +9, Knowledge (Sith lore) +10, Listen +3, Read/Write Basic, Ryl, Sith, Sense Motive +8, Speak Basic, Lekku, Ryl, Sith, Spot +5, Treat Injury +5, Tumble +6

Force Skills: Affect Mind +8, Alchemy +10, Battle Influence -7, Battlemind +10, Drain Energy +5, Enhance Ability +7, Fear +10, Force Defense +10, Force Grip +8, Force Light -7, Force Lightning +15, Force Stealth +8, Friendship +3, Heal Another -7, Heal Self +8, Move Object +6, Plant Surge -6, See Force +10

Feats: Armor Proficiency (light), Force-Sensitive, Improved Critical (Lightsaber), Improved Initiative, Infamy, Skill Emphasis (Force Lightning, See Force), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons)

Force Feats: Alter, Burst of Speed, Control, Dissipate Energy, Exotic Weapon Proficiency (lightsaber), Mettle, Sense, Sith Sorcery



Minor Factions

While the Sith and the Republic with its Jedi are important powers in the Galaxy they are not the only groups or organizations to exist that have an effect on the galaxy.

Mandalorians

Shortly after the devastating war against Exar Kun, the still vulnerable Republic was faced with a new threat: a Mandalorian invasion on the Outer Rim. United under Mandalore (the ceremonial name given to their leader), the ruthless warrior clans descended en masse on an unsuspecting galaxy.

Countless lives were lost in the fierce battles, and dozens of worlds were ravaged by the would-be conquerors. In the end the Republic - with the aid of many young Jedi - defeated the invaders. Even though the horde was scattered, many of the soldiers escaped the slaughter. The surviving Mandalorians - identifiable by their distinctive weapons and armor - can often be found working as mercenaries, bodyguards and other similar professions well suited to their violent natures.

The first contact with the Mandalorians came when they reached out of the vast empty uncharted reaches of the Outer rim to invade and pillage the civilized regions of the galaxy held by the Republic 35 years ago. In that time period they came into contact with the Sith, and banded joined them during the



Great Sith Wars. The original Mandalore was defeated by Ulic Qel-Droma, and agreed to help Ulic during the Sith War. The Mandalore sent his forces to invade Kemplax Nine, while he went to Coruscant to rescue Ulic and Exar Kun. After regrouping their forces, the Sith Lords ordered the Mandalorians to descend on Onderon. While Mandalore attacked Iziz his forces were overcome and defeated during a pass of the Dxun moon. They subsequently fled to the moon for refuge.

When they arrived on Dxun, Mandalore was killed by one of Dxun's fierce beasts. After this encounter the Mandalorian forces withdrew from the war.

About ten years ago the Mandalorians reemerged, raiding systems in the Outer Rim and capturing many planets. The Republic decided that they needed to prepare to confront the Mandalorians; last remaining threat of the Great Sith War. Three years after their reemergence, when word reached the Senate of destruction and havoc the Mandalorians had caused after a coordinated attack on three sectors of Republic space, the Republic assembled a strike force to face the Mandalorians. Several Jedi, among them Revan and Malak, joined the Republic fleet against the wishes of the Jedi High Council. The Jedi lead the armies of the Republic against the Mandalorians and prevail in the conflict, but they do not destroy the race. When Revan and Malak disappeared beyond the Outer Rim, the vanquished Mandalorians were scattered across the galaxy. Some return to Mandalore, while the others stay in the Republic working as mercenaries, bounty hunters, hired muscle, or continue to raid weak settlements and defenseless targets in the outer sectors of the galaxy.

The Mandalorians are a near-human race from the planet Mandalore that is near the Gargon system in the Mandalore Sector. Mandalore is a lush jungle planet world in the far reaches of the outer rim.

The Mandalorians developed into an honor bound culture with a fierce warrior ethic. While capable of cruelty and ruthlessness in battle, most consider them better than the Sith, because of their sense of martial honor. They care not about winning or losing but for the battle itself, believing honor and glory are won by engaging in battle. Even losing gains Mandalorians honor, if they lose fighting a worthy enemy.

The Mandalorians divide themselves into major clans. Members of a Mandalorian Clan are born, raised, and trained to reach the pinnacle of combat ability. Those who were too weak or unwilling to fight die young, leaving only the strongest to reach adulthood. There are about two hundred individual clans. Those clans are made up of five thousand 'tribes' each, with a tribe encompassing one distinct family and extended family. For the most part, Mandalorians are defined by their clan, and then by tribe/family within that clan. The dominant Clans are the Ordo, Fett, Kalta, Hogra, Shysa, Dala and many others.



Their leader is called The Mandalore. He represents all the Mandalorian clans and is the head of the military. The first Mandalore known by the Republic died on Dxun and another took the helmet and mantel after a long right of succession. The next Mandelore lead his forces out to raid and pillage and died in the Mandalorian Wars, at Revan's hands. There is no know current Mandalore as the rights of succession have not been confirmed among the Mandalorian clans. Some believe that the scattered Mandalorians are members of multiple clans attempting to continue the fight in order to gain the prestige and prowess in battle to claim the Helmet and Title of Manalore.

Most of the massive Mandalorian fleets and fighters were confiscated and absorbed into the Republic fleet after the battle of Malachor V. However, the signature war craft of the Mandalorian Warrior remains in their arsenal; the Basilisk War Droid.

Mandalorian Specific Equipment.

Basilisk War Droid

These weapons of war where developed by the Mandalorian warriors and serves as mounts to both ride into battle and as automated attack ships in their quest to conquer star systems. A Basilisk War Droid is an enclosed mobile space suit, with enough weapons to pose a threat to even a small capital ship. They are launched from a carrier ship and the warriors ride them though space to their objective. They are capable of atmospheric as well as short range space operations. Basilisk droids are designed to look like animals ranging from predatory animals like wolves and panthers to even insect like creatures.

Basilisk War Droids can operate on their own or be operated by a Mandalorian warrior. There were several models of Basilisk droids produced, with different mission profiles such as bombers, stealth ships, and combat strike craft. Each clan typically chooses a style and mission type for use



to both ride into battle and as automated attack ships in their quest to conquer star systems. A Basilisk War Droid is an enclosed mobile space suit, with enough weapons to

as their mounts depending on the mission objectives.

War Droid

Craft: Drop pod; **Class:** Starfighter; **Cost:** 57.00 kCr; **Size:** Fine (5m length); **Initiative:** +8 (+8 size); **Crew:** 1 (Unique); **Passengers:** 0; **Cargo Capacity:** 5 kilograms; **Consumables:** 1 Day; **Hyperdrive:** None; **Maximum Speed:** Attack (Average, 5 squares/action); **Atmospheric Speed:** 200 km/h (3 squares/action); **Maneuvers:** +8 (+8 size); **Defense:** 28 (+8 size, +10 armor); **Hull Points:** 25 (DR 5); **Shield Points:** 0 (DR 5).

Weapon: Blaster Cannon [Light] (1); **Fire Arc:** Front; **Attack Bonus:** +8 or +4/+4 (+8 size); **Damage:** 1d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Droid controled War Droid

Craft: Drop pod; **Class:** Starfighter; **Cost:** 57.00 kCr; **Size:** Fine (5m length); **Initiative:** +12 (+4 crew, +8 size); **Crew:** 1 (Skilled +4); **Passengers:** 0; **Cargo Capacity:** 5 kilograms; **Consumables:** 1 Day; **Hyperdrive:** None; **Maximum Speed:** Attack (Average, 5 squares/action); **Atmospheric Speed:** 200 km/h (3 squares/action); **Maneuvers:** +12 (+8 size, +4 crew); **Defense:** 28 (+8 size, +10 armor); **Hull Points:** 25 (DR 5); **Shield Points:** 0 (DR 5).

Weapon: Blaster Cannon [Light] (1); **Fire Arc:** Front; **Attack Bonus:** +14 or +10/+10 (+8 size, +4 or +0/+0 crew, +2 fire control); **Damage:** 1d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Mandalorian Armor



All suits of Mandalorian Armor come with a Helmet that provides a +2 bonus on Spot Checks due to superior motion sensors, a +2 bonus to Listen checks, sensors that give Darkvision up to 24m, an integrated comlink, and a range finder that reduces range penalties by ½. Medium Mandalorian Armor can normally has one weapon mount, heavy Mandalorian Armor has two built in weapon

mounts, and Powered armor has three weapon mounts. In all cases the weapon mounted cannot

be larger than Medium size, although it can be a ranged or melee weapon.

Mandalorian Armor

Armor Type: Medium armor; **Proficiency Group:** Medium; **Cost:** 10,000; **Damage Reduction:** 4; **Max Dex Bonus:** +4; **Armor Check Penalty:** -3; **Speed:** 8 m/4 m; **Weight:** 15 kg; **Availability:** Restricted Faction; **Era:** common up to Rise of the Empire, rare after that Rare

Mandalorian Assault Armor

Armor Type: Medium; **Proficiency:** Medium; **Cost:** 15,000; **Damage Reduction:** 5; **Max Dex Bonus:** +3; **Armor Check Penalty:** -4; **Speed:** 8 m/4m; **Weight:** 20 kg; **Availability:** Restricted Faction; **Era:** common up to Rise of the Empire, rare after that Very Rare

Mandalorian Heavy Armor

Armor Type: Heavy; **Proficiency:** Heavy; **Cost:** 19,000; **Damage Reduction:** 6; **Max Dex Bonus:** +1; **Armor Check Penalty:** -6; **Speed:** 6 m/2 m; **Weight:** 40 kg; **Availability:** Restricted Faction; **Era:** Rare up to Rise of the Empire

Mandalorian Battle Armor

Armor Type: Powered; **Proficiency:** Powered; **Cost:** 24,000; **Damage Reduction:** 7; **Max Dex Bonus:** +1; **Armor Check Penalty:** -3; **Speed:** 8 m/ 4 m; **Weight:** **Availability:** Restricted Faction **Era:** Very rare in Old Republic

Mandalorian Sympathy

Either actively promoting the Mandalorian goals, or acting in a manner that is consistent with their code gains sympathy.

Mandalorian Code

Their code is composed three simple facets of life: Strength, Honor, and Death. To A Mandalorian, strength is equated with life. The strong have the right to rule and conquer the weak. If an opponent fights back then they are not seen as weak, even if they can not defeat the Mandalorians; the act of defending oneself instead of capitulation is seen as giving one both spiritual strength and honor.

To the Mandalorian honor is very important. Honor is gained by fighting, no matter the odds or situation. Once battle is engaged, victory brings honor. And while defeat is not desirable, even fighting and losing gives honor to the defeated for at least they acted and fought. It is considered

more honorable to die fighting than to survive though dishonorable means.

Death is another important part of the code. Everyone dies. But what matters to the Mandalorian Warrior is how a person dies. Do they pass on with Strength and Honor, or some other way.

Mandalorian Code

Strength is life, for the strong have the right to rule
Honor is life, for with no honor one may as well be dead

Death is life, one should die as they have lived

Joining the Mandalorian Clans

Joining a Mandalorian clan is a problem because there are few remaining Clans are seen in Republic space. Most have retreated back to their home or rim world planets. However, if an individual with great skills gains the notice of one of the clan members and if the clan leader considers the person worthy of acceptance, the clan leader will extend an invitation to join their clan. The candidate is given a mission that involves a serious threat to that person's life and the clan observes how the candidate handles the situation. If the candidate survives and proves themselves honorably, they are offered the chance to join the clan. If the candidate accepts, they are offered a series of partners for marriage. Typically they choose humans or near humans, but someone who has shown great personal honor of another species is eligible to join. Once accepted and married into the clan he is eligible for the Mandalorian Warrior Prestige class.

Leaving the Mandalorian Clans

If the clan member ever dishonors the clan, or violates martial code as seen by the Mandalorians they are outcast, this does not stop them from advancing in the class, but it can limit or stop access to some of the items specific to them. When outcast they are stripped of any armor and equipment that they achieved in the class, as well as loss all sympathy points they if able to earn or acquire more later on there is no prohibition against it, nor will action be taken against the outcast.

Faction Feats

Co-ordinate fire

When firing at an opponent, the Mandalorain gains a +1 bonus on their attack roll for each ally that



who has fired upon the same target earlier in the round.

Mandalorian Warrior Prestige Class

The Mandalorian Warrior Prestige class represents the epitome of this warrior organization. They are seen as the prime examples of The Mandalorian Code of honor.

Requirements

To qualify to become a Mandalorian Warrior a character must fulfill the following criteria.

Base attack bonus: +7

Skills: Intimidate +8 ranks, Knowledge (tactics), +5 ranks, Survival +8 ranks

Feats: Armor Proficiency (Light)

Special: To become a Mandalorian Warrior, a character must have had accepted into a Mandalorian Clan, through marriage or be one by birth. Mandalorian Sympathy +2.

Game Rule Information

Vitality: A Mandalorian Warrior gains 1d10 vitality per level. The characters Constitution modifier applies.

Class Skills

Class Skills: The Mandalorian Warrior 's Class skills (and key ability for each) are Climb (Str), Craft (Int)*, Demolitions (Int), Disable Device (Int), Intimidate (Cha), Jump (Str), Knowledge (Int)*, Pilot (Dex), Profession (Wis)*, Repair (Int), Ride (Dex), Swim (Str), Survival (Wis), Treat Injury (Wis)
Skill points at Each Level 6 + Int modifier

Class Features

The following are features of the Mandalorian Warrior Prestige class.

Starting Feats:

- Armor Proficiency (Medium)
- Weapon Group Proficiency (Blaster Pistol)
- Weapon Group Proficiency (Blaster Rifle)
- Weapon Group Proficiency (Simple Weapons)

- Weapon Group Proficiency (Heavy Weapons)
- Weapon Group Proficiency (Vibro Weapons)

Exotic Weapon Proficiency:

The Mandalorians are known for their use of uncommon weapons. These weapons are usually integrated into their armor. At 1 st level the Mandalorian Warrior gains

Access to Equipment

Starting at 1st level the Mandalorian Warrior gains access to the special equipment unique to the Mandalorian Warriors, specifically the armor. The Mandalorian Warrior has access to armor equal in price based on their Mandalorian sympathy. For every point of sympathy they have they gain access to equipment of 4000 value, so at +3 Sympathy they have access to the Mandalorian Armor.

Into the Fray

Unlike conventional warriors the Mandalorian Warrior welcomes multiple opponents as he is able to use his tactical expertise to cause groups of enemies to hamper their own efforts. He receives a +1 dodge bonus to his defense against ranged attacks, to a maximum of his Mandalorian Warrior level, for each enemy above one within 6 m of the character.

Fearsome Reputation

Beginning at 4th level the Mandalorian Warrior know the best way to win is talk an opponent down, but never back down if they need to fight. Mandalorian Warrior gain a +4 morale bonus on all Intimidate skill checks and on opposed Intimidate checks and in addition he adds his Reputation bonus to all Gather Information skill checks.

Bonus Feat

At 3rd, and 5th level, the Mandalorian Warrior gets a bonus feat. The bonus feat must be selected from the following list; GMs should add non-core rulebook feats to this list according to their wishes. The Mandalorian Warrior must meet all prerequisites for the feat to select it.



Table 1- 4 Mandalorian Warrior Prestige Class

| Level | Base Attack Bonus | Fortitude | Reflex | Will | Special Ability | Defense bonus | Reputation |
|-------|-------------------|-----------|--------|------|---|---------------|------------|
| 1 | +1 | +2 | +0 | +0 | Access to Equipment, Exotic Weapon Proficiency: | +1 | +0 |
| 2 | +2 | +3 | +0 | +0 | Into the Fray | +1 | +1 |
| 3 | +3 | +3 | +1 | +1 | Bonus Feat | +2 | +1 |
| 4 | +4 | +4 | +1 | +1 | Fearsome Reputation | +2 | +1 |
| 5 | +5 | +4 | +1 | +1 | Bonus Feat | +3 | +2 |

Armor familiarity, Armour Proficiency (heavy), Armour Proficiency (powered), Co-ordinate Attack, Combat Veteran, Defensive Martial Arts, Defensive roll, Exotic Weapon Proficiency, Frightful Presence, Martial Arts, Point Blank Shot, Weapon Specialization, Weapon Focus

For Use in your Game.

The Mandalorians can be an interesting variation on the Classic SW theme. Instead of just fighting the Sith, The Mandalorians can be used as another antagonist, during the KotOR Era. Or You can use them as raiders, and pirates too dishonored to return home, forced to be mercenaries working for the Exchange or a Hutt.

Use the time line and place your campaign prior to KotOR and make the player characters part of Reven and Malik's Fleet before they go to the Dark Side. Your campaign can be the fighting the Mandalorian wars, taking place years prior to the Taris blockade. Alternatively, the player characters could join the Mandalorians or be Mandalorians involved in the conquests of the Mandalorian Wars. Because of the various Mandalorian clans or clan members try to gain dominance and become the next Mandalore, trying to reclaim lost glory could provide a long running theme in the game.

Exchange

No one knows how or where the Exchange started; a multi world organization believed to originate some 1800 years prior to the blockade of Taris. At some point the Exchange become criminal organization that began to use violence throughout the galaxy.. All members are sworn to a strict ethical code called the Lammug. The Lammug is a group of rules, that all members of the Exchange are expected to follow, failure to do so usually means death.

The Exchange has become so strong that they are rumored to have either become politicians, are able to influence police and local planetary security forces, gain access to weapons, and star ships. The Republic and many local governments have tried to eliminate the Exchange but after each major galactic conflict the organization grows. Just after the Mandalorian Wars it reached it's peak of power. The

Hyperspace and Sith wars fueled a drive to bring illegal and hard to find goods which created a continuing and self-perpetuating criminal economy. The Exchange feeds on fear and corruption and is motivated by the potential for profits. Their drive impacts particular locales, planetary regions, and entire sectors of the galaxy.

The Exchange maintains their position through the use of violence or threat of violence, corrupting public officials, and extortion. Much like the huge conglomerates they resemble, the Exchange has expanded their activities into areas such as smuggling drugs and other embargoed commodities, industrial and technological espionage, financial market manipulation, and the corruption and control of influential groups within and outside of the galactic legal system.

Behind the Exchange are galactic organizations - the four major Crime groups currently active are the Dokka family, Villeda Syndicate, Ventresca Cartel and the Bjerke

Hierarchy

The individual Exchange operations are set up in a hierarchical in structure

The System Boss – controls the operations of the Exchange in that system.

The Under boss – there are typically one to three Under bosses, each controlling a planet or other larger operation like a space station within a system.

Counselor - Each under boss has a consular acting as an advisor with specialist skills and information to aid the syndicate.

Captain – there are numerous Captains, the captains control much of the day-to-day operations

Soldiers - They enforce discipline over both members and non-members through the use of intimidation, assaults, and murder.

Associates - Corrupt politicians, police and others that are not strictly members of the syndicate, but provide aid or information to it's operatives.

Exchange Sympathy

The information about the Black Sun Faction in the Heroes Guide can be used for this time period for the Exchange. Sympathy and Prestige classes and other Faction information can serve as the basis of just about any galactic crime organization. We suggest you use the Black Sun faction information for providing a basis for the Exchange in your campaign.



Davik

It is rumored that Davik, reigning crime lord on the planet Taris, agreed to spare the life of a brilliant technician who owed him a large sum of credits in exchange for the construction of this custom-made suit of armor. The legend holds that the armor was so remarkable, Davik decided to have the technician "eliminated" anyway, just to prevent any possibility of ever having to face anyone wearing a similarly designed suit. Davik is a member of the Exchange the story above best describes his temperament; Greedy, self serving, and always looking to make a deal that will put you further into his debt.

Davik: Adult Male Human, Scoundrel 4/Noble 3/Soldier 2/Exchange Boss 3; **Init** +2 (+2 Dex); **Def** 19 (+2 Dex, +7 Class); **Spd** 10m; **VP/WP** 70/11; **Atk** +11/+6 melee (1d3+2, punch), +11/+6 or +7/+7/+2 ranged (3d6+3, Blaster [Pistol, Mastercraft +3]); **SQ** +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Black Sun Sympathy, Favor +6, Gain an additioan



Lucky roll, Illicit barter, Inspire Confidence, Inspire Fear -2, Lucky (1/day), Minions, Noble bonus class skill (Intimidate), Precise Attack +1, Resource Access, Tainted; **SV** Fort +7, Ref +10, Will +7; **SZ** M; **FP**: 2; **DSPs**: 10; **Rep**: +7; **Str** 15, **Dex** 14, **Con** 11, **Int** 13, **Wis** 13, **Cha** 16.

Equipment: Ayelixe Tuff1 Combat Suit [Mastercraft +3] (Damage Reduction: 4), Blaster [Pistol, Mastercraft +3]

Skills: Appraise +5, Balance +1, Bluff +19, Climb +1, Computer Use +5, Diplomacy +15, Escape Artist +1, Forgery +5, Gather Information +11, Hide +5, Intimidate +17, Jump +1, Knowledge (Streetwise) +11, Knowledge (World lore) +3, Listen +9, Move Silently +9, Pilot +9, Read/Write Basic, Repair +9, Search +9, Sense Motive +13, Sleight of Hand +7, Speak Basic, Swim +1, Tumble +6

Feats: Armor Proficiency (light), Extra Lucky, Influence, Persuasive, Quick Draw, Shady Merchant, Skill Emphasis (Pilot), Starship

Operation (space transport), Underworld Connections, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

For Use in your game

The Exchange can be used much like the Hutts, with the PCs working for or against them, but being the Exchange they are much more behind the scenes, they don't have a public face, and could be an elusive enemy hiring different bands to do their bidding, with out the other factions even knowing.

Genoharadan Assassins Guild

This secret cabal is just a rumor to most people who enjoy crime stories. While some old and wise Jedi who study histories and records may guess at the Guild's existence, it would not be a sure fact to the student. The few members in the Republic Senate and Governments of other planets that do know of it's existence have no true knowledge of the extent or power the Guild holds, they think it is a minor faction, while it's size in members makes it a minor faction the power it wields in shaping galactic events is not in the least minor.

The GenoHaradan Assassins Guild is an ancient organization. Xim the Despot first founded it five thousand years before the formation of the galactic republic. Xim used them as his personal assassin squad and they where instrumental in his rise to power. For thirty years Xim used them to eliminate his rivals and enemies, and to keep himself in power. When the Hutts overthrew Xim at the Third Battle of Vontor, the Genoharadan Guild lost its backer and support. Following Xim's defeat, the guild went under ground for many generations, some say they began to work for the Hutts in their civil war that erupted not long after.

Over time the organization grew and developed, branching out and working for many elite clients. The Guild controlled by one person was up for hire by anyone with the knowledge and power to find and pay for them. This arrangement existed for centuries where the Guild was just the hired killers and servant of the politically powerful. However in the past few hundred years the Guild changed, four overseers were put into place, each of them powerful individuals in their own rights, who where each secret but drawn from within the guild. The Guild in that time period went from one controller to four overseers. The Guild went from being servants, to being a power in their own right.

For the past few centuries the GenoHaradan have been involved in shaping events themselves. By careful and expedient use of lethal force to shift power and alter events. The Overseers would keep the guild from being a tool of any one force or faction, by balancing the desires of a particular overseer with those of his peers.

Vorn Daasraad: Adult Male Gamorrean, Scout 2/Scoundrel 4/Soldier 1/Genoharadan Assassin 5; **Init** +2 (+2 Dex); **Def** 19 (+2 Dex, +7 Class); **Spd** 10m; **VP/WP** -/18; **Atk** +10/+5 or +6/+6/+1 ranged (3d8, crit 19-20, Blaster [Carbine]), +12/+7 melee (1d12+3, Arg'garok), +12/+7 melee (1d3+3, punch); **SQ** +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Cold Blooded Killer, Illicit barter, Lucky (1/day), Poison Use, Precise Attack +1, Sneak attack +1d6, Tainted, Targeted +2, Targeted Critical, Trailblazing, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +12, Ref +11, Will +9; **SZ** M; **FP:** 0; **DSPs:** 8; **Rep:** +2; **Str** 16, **Dex** 14, **Con** 18, **Int** 10, **Wis** 16, **Cha** 7.

Equipment: Arg'garok, Blast vest and Helmet (Damage Reduction: 2), Blaster [Carbine]

Skills: Balance +6, Bluff +10, Climb +6, Diplomacy +2, Disable Device +12, Disguise +3, Escape Artist +6, Hide +13, Jump +6, Listen +9, Move Silently +13, Pilot +6, Repair +2, Search +5, Sleight of Hand +5, Speak Gamorrean, Spot +13, Survival +11, Swim +2, Treat Injury +7, Tumble +8

Feats: Alertness, Armor Proficiency (light), Cleave, Exotic Weapon Proficiency (arg'garok), Power Attack, Skill Emphasis (Search), Stealthy, Track, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons)

Rulan Prolik: Adult Male Shi'ido, Scout 1/Soldier 4/Scoundrel 2/Genoharadan Assassin 5; **Init** +1 (+1 Dex); **Def** 20 (+1 Dex, +7 Class, +2 Misc); **Spd** 10m; **VP/WP** 57/13; **Atk** +11/+6 melee (2d4+3, crit 19-20, punch), +9/+4 ranged (by weapon); **SQ** +2 to Bluff in Combat, Check is Move Action, +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Cold Blooded Killer, Illicit barter, Lucky (1/day), Opponent you designate does not apply STR bonus to hit roll, it is still used for damage, Poison Use, Shapeshift, Sneak attack +1d6, Tainted, Targeted +2, Targeted Critical, Telepathy, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +7, Ref +9, Will +5; **SZ**

M; **FP:** 0; **DSPs:** 9; **Rep:** +2; **Str** 16, **Dex** 12, **Con** 13, **Int** 14, **Wis** 11, **Cha** 13.

Equipment:

Skills: Balance +3, Bluff +15, Climb +7, Computer Use +7, Diplomacy +5, Disable Device +12, Disguise +28, Escape Artist +11, Forgery +4, Hide +11, Intimidate +6, Jump +7, Move Silently +11, Pilot +5, Read/Write Shi'idese, Repair +7, Sleight of Hand +6, Speak Shi'idese, Spot +7, Survival +4, Treat Injury +5, Tumble +6

Feats: Armor Proficiency (light), Combat Expertise, Defensive Martial Arts, Impersonator, Improved Feint, Improved Martial Arts, Martial Arts, Stealthy, Track, Unbalance Opponent, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, vibro weapons)

Ithorak Guldar : Adult Male Selkath, Scoundrel 4/Soldier 2/Genoharadan Assassin 3; **Init** +1 (+1 Dex); **Def** 17 (+1 Dex, +6 Class); **Spd** 10m; **VP/WP** 41/17; **Atk** +8/+3 or +4/+4/-1 ranged (3d8, Blaster [Heavy Pistol]), +9/+4 melee (1d3+2, punch), +9/+4 melee (2d4+2, Vibrodagger); **SQ** +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Amphibious, Cold Blooded Killer, Illicit barter, Lucky (1/day), Poison, Poison Use, Precise Attack +1, Sneak attack +1d6, Tainted, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +8, Ref +7, Will +5; **SZ** M; **FP:** 0; **DSPs:** 7; **Rep:** +3; **Str** 15 (+2), **Dex** 12 (+1), **Con** 17 (+3), **Int** 12 (+1), **Wis** 14 (+2), **Cha** 12 (+1).

Equipment: Blaster [Heavy Pistol], Vibrodagger

Skills: Appraise +5, Balance +5, Bluff +15, Computer Use +3, Demolitions +2, Diplomacy +5, Disable Device +11, Disguise +5, Escape Artist +7, Forgery +3, Hide +16, Knowledge (Streetwise) +2, Knowledge (World lore) +2, Listen +7, Move Silently +13, Pilot +3, Read/Write Selkath, Repair +3, Sleight of Hand +5, Speak Selkath, Spot +9, Swim +12, Treat Injury +6, Tumble +8

Feats: Armor Proficiency (light), Heroic Surge, Improved Martial Arts, Martial Arts, Skill Emphasis (Hide), Stealthy, Underworld Connections, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Hulas : Adult Male Rodian, Scout 2/Scoundrel 4/Soldier 1/Genoharadan Assassin 4; **Init** +2 (+2 Dex); **Def** 18 (+2 Dex, +6 Class); **Spd** 10m; **VP/WP** 45/11; **Atk** +10/+5 or +6/+6/+1 ranged (3d8, Blaster [Heavy Pistol]), +8/+3 melee (1d3, punch), +8/+3 melee (2d6, Vibroblade); **SQ**





+1 bonus to defense against a specific target., +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, 1 per rd if Dodged person attacks and misses may make a an AoO, Cold Blooded Killer, Dark Side, Illicit barter, Lucky (1/day), Poison Use, Precise Attack +1, Sneak attack +1d6, Targeted +2, Trailblazing, Uncanny Dodge (Dex bonus to Defense); **SV**

Fort +6, Ref +10, Will +6; **SZ** M; **FP**: 0; **DSPs**: 15; **Rep**: +2; **Str** 10, **Dex** 15, **Con** 11, **Int** 13, **Wis** 13, **Cha** 12.

Equipment: Blaster [Heavy Pistol], Vibroblade

Skills: Appraise +4, Balance +4, Bluff +14, Climb +5, Computer Use +3, Demolitions +6, Diplomacy +5, Disable Device +10, Escape Artist +7, Gather Information +3, Hide +10, Jump +5, Knowledge (Streetwise) +2, Knowledge (World lore) +3, Listen +3, Move Silently +12, Read/Write Basic, Read/Write Rodese, Repair +3, Ride +7, Search +8, Sleight of Hand +10, Speak Basic, Speak Rodese, Spot +10, Survival +11, Treat Injury +6, Tumble +12

Feats: Agile Riposte, Armor Proficiency (light), Dodge, Skill Emphasis (Survival, Tumble), Street Smart, Track, Two-weapon Fighting, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

GenoHaradan Sympathy

The GenoHaradan organization is so secretive that few know of its existence in the first place as a hard fact. That combined with the low number of members and those being dispersed across the galaxy contacting them is almost impossible, they usually contact you. This means gaining sympathy with them is very hard, and next to impossible unless they wish it.

Daring and bold acts, that have the potential to shape galactic events tend to draw their attention, if these acts including killing powerful individuals, it will definitely draw the attention of a GenoHaradan overseer. Since these overseers are secretive, few if any of their operatives know that they work for an overseer. Many an operative has

thought that they are working for some middle level manager, never finding out that they were working for one of true powers of the Guild. The sympathy required to join the organization is earned in the testing process, each kill for them earns one sympathy point, and a new sympathy point is required to gain a level in the GenoHaradan prestige class.

Joining the GenoHaradan Assassins

A pre-existing agent of the GenoHaradan must contact you before the entry process can begin. Once contacted the potential candidate must prove their loyalty and dedication to the guild with little to no information about the guild first. This only happens after someone within the organization has deemed a person is worthy, usually after a very noteworthy kill by that potential candidate. The candidate is then contacted and receives precise instructions to meet a specific being at a specific location, alone. When the candidate arrives the simple initiation process begins.

The candidate is given a short list of names, typically 1-3, that the Guild wants killed, the candidate must then kill those targets, Generally all targets that the guild wants killed for the test are powerful or well guarded individuals. Many have some of the best security money can buy, and killing one, let alone three is considered no easy task, great cunning, guile and resources are required to complete them. The candidate is allowed to use any means and help they can find, but at no point should they reveal to anyone the reasons for killing the target. Once the list is completed they are allowed into the Guild, and that contact will be their contact for typically the entire life of the new member. The only time a new contact is ever needed is if for some reason the original contact is killed. Due to the secretive nature of the Guild, the unforeseen death of a contact above you typically ends a persons career in the Guild because of the personal and individual means of giving orders.

Leaving the GenoHaradan Assassins

Once one attains membership into the guild there is no turning back. As long knowledge of the organization is kept a secret, the guild member is given a lot of freedom. However, a breach of this secret trust typically results in a quick and painful death, usually because the blabbermouth's name suddenly appears on the test list for almost every new potential candidate

Faction Feats

Assassination [Genoharadan faction]

You are trained and skilled at killing quickly and skillfully.

Prerequisites: Weapon focus, BAB +7, Sneak Attack, Genoharadan Sympathy +4

Benefit: As a Full attack action on a target that may be sneak attacked, you can make an assassination attack. This attack provokes an attack of opportunity but if you hit no matter what your threat range it is considered a critical hit threat. This attack roll is, at a -4, if the roll hits, you must still roll another attack roll to confirm the hit at the current attack bonuses.

Genoharadan Assassin Prestige Class

The Genoharadan assassin views their work as a job that ensures the balance and stability in a chaotic galaxy, and the organization provides the skills and training and resources to do it well.

Many of the Genoharadan assassins do not personalize their victims nor revel in the success, these emotion and egotism lead to mistakes, and they rarely have the luxury of correcting such errors. They kill to bring structure and order the galaxy, to affect and shape history for what they consider noble ends many strongly believe in. This code as put forth by the guild that defines the targets they consider legitimate. The code provides mental stability and prevents them from driving themselves insane with guilt.

The code makes many of the Genoharadan dangerous and they expect certain things from their contacts and handlers. Pity the handler who crosses the line of the Genoharadan and uses it for their own personal ends, and is found out, for they find themselves the next target. In a morally ambiguous galaxy, the Genoharadan can be Genoharadan Assassin Prestige Class heroes and villains and many a troubled being has found redemption through violence and order this organization fosters on the Galaxy.

Requirements

To qualify to become a Genoharadan Assassin a character must fulfill the following criteria.

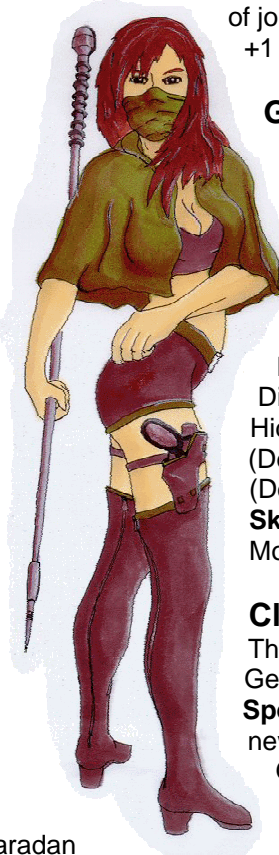
Base attack bonus: +5

Skills: Disable device 8 ranks, Hide 8 ranks, Move Silently 8 ranks

Feats:

Dark Side Points: 3

Special: Must have undergone a test that requires them to kill at least one individual just for the sake of joining the Guild. Genoharadan Sympathy +1



Game Rule Information

Vitality: A Genoharadan Assassin gains 1d6 vitality per level. The characters Constitution modifier applies.

Class Skills

The Genoharadan's Class skills (and key ability for each) are Balance (Dex), Bluff (Cha), Craft (Int)*, Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Knowledge (Int)*, Move Silently (Dex), Profession (Wis)*, Sleight of Hand (Dex), Spot (Wis), Tumble (Dex).

Skill points at Each Level: 8 + Intelligence Modifier

Class Features

The following are features of the Genoharadan Assassin Prestige class.

Special: To advance in level you must gain a new point of sympathy from the Genoharadan Assassins Guild. Extra points from previous levels do not carry over to the next level. Meaning if a Character with this class has

Genoharadan Assassins Guild Sympathy of +8 at 2nd level, they must earn at least one more to go to 3rd level the two extra sympathy points can not be used to achieve 3rd level.

Starting Feats

The Genoharadan Assassin gains the following feats:

Weapon Group Proficiency (Blaster Pistol)

Weapon Group Proficiency (Vibro Weapons)

Table 1 – 5 Genoharadan Assassin Prestige Class

| Level | Base Attack Bonus | Fortitude | Reflex | Will | Special Ability | Defense bonus | Reputation |
|-------|-------------------|-----------|--------|------|--|---------------|------------|
| 1 | +0 | +0 | +1 | +1 | Cold Blooded Killer, Sneak attack +1d6 | +1 | +0 |
| 2 | +1 | +0 | +2 | +2 | Uncanny Dodge | +1 | +0 |
| 3 | +2 | +1 | +2 | +2 | Poison Use, Sneak attack 2d6 | +2 | +1 |
| 4 | +3 | +1 | +2 | +2 | Targeted +2 | +2 | +1 |
| 5 | +3 | +1 | +3 | +3 | Targeted Critical | +3 | +1 |

Cold Blooded Killer

Little sways the GenoHaradan Assassin from their chosen course of action. A Genoharadan assassin gains a +4 morale bonus to all opposed Diplomacy and Bluff checks and opposed Intimidate level checks.

Sneak Attack: At 1st level the Genoharadan Assassin gains this ability, it is exactly like the bounty hunter ability of the same name. The extra damage dealt increases by +1d6 every at 3rd level. If an Genoharadan assassin gets a sneak attack bonus from another source the bonuses on damage stack.

Uncanny Dodge

At 2nd level the GenoHaradan Assassin gains the Uncanny Dodge ability, or increases the potency of the ability if she already has it. She retains her Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker (She still loses her Dexterity bonus to Defense if she's immobilized) If the Assassin already has Uncanny Dodge She can no longer be flanked; she can react to opponents on opposite sides of herself as easily as she can react to a single attacker.

For use in your Game

The GenoHaradan can be used either for or against the party, if one of the PC joins, the GenoHaradan can occasionally contact the player for jobs, a must if they want to advance in the class. This can be an instant adventure as Hutts, the Exchange, or even Corrupt Republic Senators hire the GenoHaradan Assassin guild to knock people off. The Assignments need not be much different depending on the Characters morals, but some of the reasoning may have to be changed if your PCs have moral compunctions. Just killing a crime lord who is working against your clan would not work, it would have to be designed to benefit the Republic, buy stopping slavers or pirates, Hutt Crime Lords, the Exchange, etc. Any of these motivations could work for a Tainted/Darksider but they don't need the moral justification of stopping evil, they can use the paycheck, or eliminating the competition as good enough reasons. A GenoHaradan Assassin can also be used as an antagonist sent to kill someone the group is protecting; a Hutt Crime lord they are in service to, or a Republic Senator, etc.

Poison Use:

At 3rd level, the GenoHaradan Assassin is trained in the use of poison and never risks accidentally poisoning themselves when applying poison to a blade.

Targeted

At 4th level the GenoHaradan Assassin's professionalism makes them keenly focused on the task of killing. As a move action, that provokes an attack of opportunity, the Assassin may select one visible target and thereafter gain a competence bonus in combat against that particular target. Only one opponent may be targeted at a time but the GenoHaradan Assassin may stop targeting an opponent as a free action. The GenoHaradan Assassin gains the target bonus as a competence bonus to all attack and damage rolls against that particular target. The target bonus applies to a single individual and lasts until the GenoHaradan Assassin chooses a new target. The bonus is +2

Targeted Critical

Due to her lethal focus, at 5th level the GenoHaradan Assassin increases the critical threat range of their weapons by 1 when attacking an opponent whom they have Targeted



Czerka Corporation



The Czerka Corporation is just one of six different corporations that are in essence granted Corporate Autonomy' by the Republic. They are so large that they can set their own laws within their own boundaries and are allowed to police themselves. While they have not

yet been awarded a seat in the Senate, they are largely self-regulating and independent.

Czerka Corporation was the first such company to be granted autonomy and is beloved by some as a model corporation that takes care of its 'citizens'. After Czerka Corp was awarded sovereignty, there was a push by other corporations petitioning for this right. By the time of the blockade of Taris, only six so far in galactic history have been granted this right of autonomy, three others are petitioning for this.

The six most powerful Corporate States are; the Trade Federation, Czerka Corp, The Techno Union, Aratech Droids, Nova Sicilia and Nanhis Tech. While some would hold these corporations up as examples of what can be accomplished with out Republic interference, others fear and mistrust them. Czerka Corp is known to have a monopoly in certain areas of the known galaxy. They use extortion and bribery to gain control of markets and drive smaller local competitors out of business. They drive up the prices on food and water in areas that they control to maximize profits, and are known to traffic in slave labor outside of the Republic. They have recently garner exclusive trade rights with all Sith controlled worlds.

The power these companies hold in galactic affairs can be seen in the outcome of some major events like the war between Selis II and Tanbinbak I, when the corporations ended the war on their own without the participation of the Republic or even the warring planetary governments. The leaders of Czerka Corp., Nova Sicilia, and several other corporations decided to end the conflict after a particularly illuminating lunch. They found that while minor conflicts were good for business, a large galaxy-wide war should be avoided since it would be disruptive. While bragging about their security forces, they discovered that each of them had some of the same armaments and equipment that the contestants in the Selis-Tanbinbak war, since they sold the stuff to them in the first place. So they came up with a plan to end the conflict and restore profitability to their companies.

Nine separate corporate strike teams and mercenary forces were sent to Selis II and Tanbinbak I armed with intelligence garnered from the both world's satellites that Czerka Corp. had sold them. In three days time the conflict was ended and both worlds were suddenly without offensive systems. The corporations claimed both planets, split the assets, and the governments of Selis II and Tabinbak I were no more. Other worlds were outraged and delighted at the same

time over the quiet and unorthodox ending of the conflict. Debate raged in the Senate for some time as to whether or not the corporations had the right to annex the offending planets. Many now fear the same situation will happen on Kasshyk. As they have done on other planets where the corporation forecloses on the planet for their trillion credit debts then they are annexed and the corporation begins selling off pieces of it to other Corporations.

Corporate sympathy

The information about the Corporate Sector in the *Heroes Guide* works very well for prestige classes and sympathy for Corporations in the KoTOR era. We suggest that you use the information in the *Heroes Guide* for the various autonomous corporations in your KoTOR game.

For Use in your Game

The Corporations are a rising interest; they have been able to take over vast amounts of resources and forever trying for more. They work well as an antagonist to either the Republic or Jedi Aligned, or even many of the other Factions. The Corporations would not even think it unseemly to hire the Genoharadan. Any resource or market that a corporation could use exploit can bring them into contact or opposition with the players. Other Factions who want to control areas could have feuds etc with the Corporations.

As protagonists the PC's can work for them scouting resources, opening new trade routes crushing the competition etc.

Hutts

The Hutt species has been a powerful force in the galaxy, for millennia. Ever since they acquired hyper drives they have been exploring and expanding their territories. This exploration brought them into contact with Xim the Despot. At this time Xim and the



Hutts fought several fierce battle near the uninhabited world of Vontor. These battles ended in stalemates, or actually defeats for the Hutts until the Hutts discovered the Si'Klaata Cluster. In this region of space the Hutts found a number of



strong, warrior-like races that lived in the Cluster. The Hutts signed the Klatooins, Niktos, and Vodrans into perpetual servitude. With this large new force of warriors the Hutts were able to make a decisive victory during the Third Battle of Vontor. This was the last battle against Xim, and left the Hutts in control of large areas of the galaxy.

During this time period many Hutts could not escape their own greedy nature, and soon began to covet each other's holdings. Inter-clan wars broke out. During this time period they employed and used the races they discovered to fight amongst themselves, as well as using some of the Assassins from GenoHaradian, or any other force they could find. The clans eventually broke off relations with each other, as the fighting grew worse and worse, and many were killed. However the Hutts realized that this state of constant warfare was bad for business. Large corporations and other entities were nibbling at the vast empire as the Hutts fought amongst themselves. So some of the Leading kajidics decided to end the fighting, they began exchanging messengers with each other in an effort to cease hostilities. Some of the Hutts took to killing the messengers if they didn't like the message, but this further impaired business. So in secret many of the lower clans banded together and hired assassins to gather all of the great kajidic heads together on Nal Hutta. When an assassin executed them all, the remaining lower clans and prominent Hutts gathered on Nal Hutta. After this gathering, all the clans made a pact that recognized messengers as sacrosanct and agreed to cease hostilities.

That was some 1000 years ago, in that time the Hutts have been very distrustful and do not trust any other races. They have been slowly rebuilding their territories, and see much of the hostilities in the galaxy as a chance to regain lost ground in both territory of planets and business opportunities.

Hutt Sympathy

The Information about the Hutt Faction in the Heroes Guide works well for this time period for Sympathy and Prestige classes. We suggest that you use the other Faction information to further detail the Hutt faction in your game.

Motta

Like most of his species, Motta is a powerful and influential figure on the planet he chooses to call home. Unfortunately for Motta, his chosen planet is Tatooine, a dune-covered wasteland

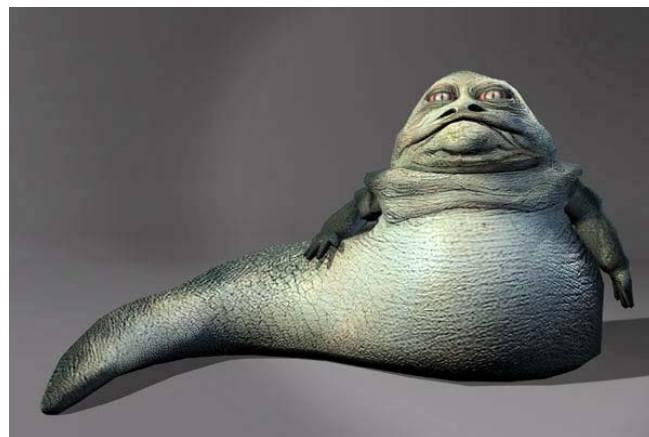
sparsely populated by only a handful of miners and hunters. Because of this, few people outside of Tatooine have even heard of Motta the Hutt, and those who have think little of him.

But the ambitious Hutt is trying to change his reputation as a small time operator.

He has complete control over the (admittedly second-rate) swoop track circuit on Tatooine, and there are rumors that he is trying to increase his wealth and power by delving into a popular Hutt pass time: smuggling

For Use in your Game

The Hutts are an interesting group, at this point in time they are far more powerful than they are in the Rise of the Empire or later. The successfully defeated Xim some years back (for a Hutt who can live 1000 years this is relatively recent history to them), However the greed spawned by just after that time period is ever present, and the Hutt Civil war could still be in Full swing as one Clan vies for control of areas of galactic resources. The Hutts can be benefactors or antagonists'; hiring the PC's to work for them as guards, agents etc, or foes that are trying to take reclaim portions of the galaxy they think are theirs. The Hutts can interact with almost any faction Hiring or Controlling Genoharadan, Mandalorain. Or at odds with the Exchange, Corporations and Even the Republic or Sith on a minor scale.



Motta: Adult Male Hutt, Scoundrel 4/Noble 2/Crimelord 5; **Init** -1 (-1 Dex); **Def** 15 (-1 Dex, +7 Class, -1 Size); **Spd** 2m; **VP/WP** 65/16; **Atk** +4/-1 ranged (by weapon), +7/+2 melee (1d4+2, punch); **SQ** +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Can't be knocked prone, Contacts (Assassin, Sith Lord, x2), Favor

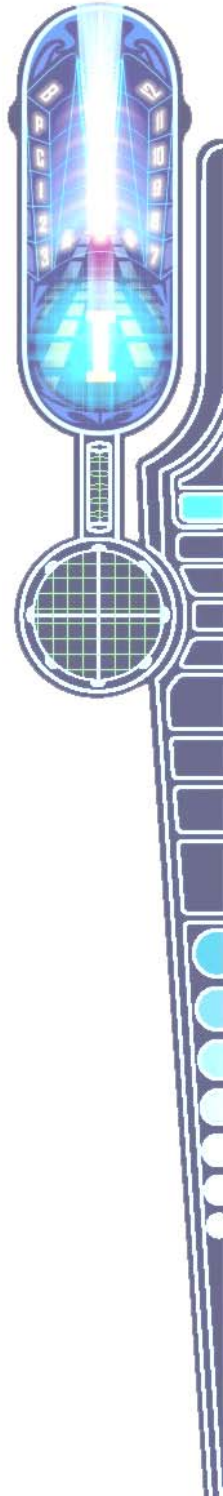
+1, Force Resistance (Gains +6 bonus on Will saves against force skills and feats.), Illicit barter, Inspire Confidence, Inspire Fear -2, Lucky (1/day), Minions, Noble bonus class skill (Intimidate), Precise Attack +1, Resource Access; **SV** Fort +5, Ref +8, Will +9; **SZ** L; **FP**: 0; **Rep**: +9; **Str** 15, **Dex** 8, **Con** 16, **Int** 15, **Wis** 12, **Cha** 18.

Equipment: Starship [Personal Transport]

Skills: Appraise +6, Bluff +18, Computer Use +4, Diplomacy +17, Forgery +8, Gamble +3, Gather Information +14, Hide -5, Intimidate +18, Knowledge (Alien species) +5, Knowledge

(Bureaucracy) +3, Knowledge (Streetwise) +5, Listen +11, Pilot +1, Read/Write Basic, Huttese, Search +10, Sense Motive +13, Sleight of Hand +7, Speak Basic, Huttese, Spot +14, Tumble +7

Feats: Alertness, Diplomatic Immunity, Infamy, Shady Merchant, Skill Emphasis (Spot), Underworld Connections, Weapons Group Proficiency (blaster pistols, simple weapons)



Personalities of the Era

Allies

Bastila Shan



To most, the Jedi order is more than a vocation; it is a calling. To a select few it is much more. Bastila Shan is the quintessential Jedi: trained from a very young age and gifted with a natural ability with the Force that has given her both renown and considerable pride. Despite her youth, Bastila is skilled in the rare art of Battle Meditation, through sheer force of will she can influence the course of a battle. One side is given courage and strength while the other is sapped of their will. This ability alone has put Bastila into the forefront of the Republic's plan to defeat the Sith.

Bastila is brash and impulsive. She is overconfident and seems to walk invincible through her world, though that is hardly the case. Bastila is well aware of the responsibility that presses down on her shoulders. Her Jedi masters urge her to be cautious, but Bastila turns every fiber of her being towards defeating the Sith menace and proving herself to the Jedi. No one doubts that she will one day be a great Jedi... but at what cost? Bastila possesses all the qualities that separate those special few destined to leave their mark on history, but her very youth and determination may be what ultimately consumes her. She has much to learn, and little time to learn it as the Sith menace continues to gather its strength.

Even in the dark halls where the Sith Lords gather, young Bastila is whispered to be a Jedi of note. Who knows the terrible cost of such dark praise?

Bastila Shan: Adult Female Human, Jedi Sentinel 4; **Init** +4 (+4 Dex); **Def** 18 (+4 Dex, +4

Class); **Spd** 10m; **VP/WP** 30/12; **Atk** +4 melee (1d3+1, punch), +4 melee (2d8+1/2d8+1, crit 19-20, Lightsaber [Double-bladed]), +7 ranged (by weapon); **SQ** Deflect (Attack -4, Defense +1); **SV** Fort +3, Ref +8, Will +5; **SZ** M; **FP:** 3; **Rep:** +3; **Str** 12 (+1), **Dex** 18 (+4), **Con** 12 (+1), **Int** 10 (+0), **Wis** 13 (+1), **Cha** 15 (+2).

Equipment: Clothes [Jedi Cloak] (+1 Fort save versus severe weather), Clothes [Jedi robes], Lightsaber [Double-bladed], Utility Belt [Jedi] (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches, Credit Voucher 500 crds)

Skills: Bluff +4, Climb +2, Craft (lightsaber) +1, Intimidate +4, Listen +3, Pilot +5, Read/Write Basic, Search +2, Sense Motive +3, Speak Basic, Spot +7, Treat Injury +6

Force Skills: Affect Mind +6, Battle Influence +4, Battlemind +4, Force Defense +2, Force Strike +6, Heal Another +3, Heal Self +4, Inspire +6, Move Object +9

Feats: Alertness, Ambidexterity, Force-Sensitive, Two-weapon Fighting, Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Battle Meditation, Control, Exotic Weapon Proficiency (double lightsaber), Kinetic Might, Sense

Canderous Ordo

Canderous Ordo makes his living as a mercenary, selling his services to the highest bidder. Most often this turns out to be an underworld figure wanting to capitalize on his considerable skills as a combatant, tactician, and outright thug. If his criminal clients knew where he learned his trade, however, even they might have second thoughts about hiring him.



Canderous is a Mandalorian, and as such, he was on the losing side of the Mandalorian Wars with the Republic. He was no

foot soldier, however, and had an active hand in the planning and execution of many battles that did not go in the Republic's favor. There is a lot of blood on his hands, and he doubts that enough time has passed for people to view his actions as he does, with the impersonal eye of a career soldier. Likewise, he takes no insult from the defeat of his people. It was all just business.

For now, Canderous spends his time employed by Davik, a crime lord with influence throughout the Taris undercity. The traitorous actions of Revan and Malak and the current aggression of the Sith have distracted the citizens of the Republic to the point where they are no longer concerned about defeated enemies, and he can go about his business in peace. Working as a smalltime enforcer is not how he pictured his career ending up, however, and any offer for more interesting work would likely get serious consideration.

Canderous Ordo: Adult Male Human, Soldier 6; **Init** +1 (+1 Dex); **Def** 16 (+1 Dex, +5 Class); **Spd** 10m; **VP/WP** 62/17; **Atk** +4/+4/-1 or +2/+2/+2/-3 ranged (3d8+2, crit 19-20, Blaster [BlasTech T-21, Light Repeating]), +8/+3 melee (1d3+2, punch); **SQ** +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m., Gain +2 on damage with chosen weapon; **SV** Fort +7, Ref +3, Will +4; **SZ** M; **DSP:** 5, **FP:** 2; **Rep:** +2; **Str** 15 (+2), **Dex** 12 (+1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 10 (+0).

Equipment: Blaster [BlasTech T-21, Light Repeating], Clothes [Work], Flight suit [Padded] (Damage Reduction: 2, +2 to Fortitude saves made to resist cold environments), Utility Belt (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches)

Skills: Balance -1, Climb +0, Craft (Stimulants) +4, Escape Artist -1, Hide -1, Intimidate +9, Jump +0, Knowledge (Alien species) +2, Knowledge (History) +3, Knowledge (Mandalorian) +5, Move Silently -1, Pilot +10, Read/Write Basic, Repair +6, Speak Basic, Swim +0, Treat Injury +11

Feats: Armor Proficiency (heavy, light, medium), Point Blank Shot, Power Attack, Quick Draw, Toughness, Weapon Focus (Blaster [BlasTech T-21, Light Repeating]), Weapon Specialization, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Carth Onasi

A career soldier at 38, Carth has seen more than his fair share of war. A skilled pilot and superior tactician, he has always faced his duty with grim determination, believing that loyalty and dedication to the Republic would see him through. He has come to discover, however, that not everyone holds this opinion.



Hailed as a hero of the Mandalorian War, when the Sith began threatening Republic space again, Carth thought that they could be fought like any other enemy, but their influence extends far past simple starships and blasters. Though he will not speak of it, a very personal betrayal has affected him deeply. Duty called him to fight the Sith, but now outright hatred threatens to replace it.

It's no longer clear whether he fights to stop the destruction, or to avenge what has already been destroyed.

Carth Onasi : Adult Male Human, Soldier 5; **Init** +3 (+3 Dex); **Def** 18 (+3 Dex, +5 Class); **Spd** 10m; **VP/WP** 46/12; **Atk** +6 melee (1d3+1, punch), +9 or +5/+5 ranged (3d6+3, Blaster [BlasTech DH-22, Pistol]) Two Weapon +7 and +6 or +3/+3 and +2, +8 or +4/+4 ranged (3d6, Blaster [Pistol]) ; **SQ** Gain +2 on damage with chosen weapon; **SV** Fort +5, Ref +4, Will +1; **SZ** M; **FP:** 0; **Rep:** +1; **Str** 13 (+1), **Dex** 16 (+3), **Con** 12 (+1), **Int** 13 (+1), **Wis** 10 (+0), **Cha** 12 (+1).

Equipment: Blaster [BlasTech DH-22, Pistol], Blaster [Pistol], Clothes [Work], Flight suit [Padded] (Damage Reduction: 2, +2 to Fortitude saves made to resist cold environments), Utility Belt (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches)

Skills: Astrogate +3, Balance +1, Climb -1, Computer Use +3, Craft +3, Disable Device +2, Escape Artist +1, Hide +1, Jump -1, Knowledge (History) +4, Knowledge (Republic) +4, Listen +3, Move Silently +1, Pilot +12, Read/Write



Basic, Repair +7, Speak Basic, Spot +3, Swim -1, Treat Injury +9

Feats: Ambidexterity, Armor Proficiency (light, medium), Two-weapon Fighting, Weapon Focus (Blaster [BlasTech DH-22, Pistol]), Weapon Specialization, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Jolee Bindo

A former smuggler, and skilled Jedi, who has chosen to retreat from society and live out his days in seclusion and obscurity, Jolee Bindo cloaks himself in indifference to hide his sorrow. He appears as a cantankerous old man who readily dismisses the wide world and its troubles with an impatient wave of his hand, but his care and wisdom still shine through the many layers he has draped around his heart.



His story is unknown aside from rumors that he fought in the great war of Exar Kun four decades ago, a time when Jedi turned against Jedi and the dark side threatened to swallow the galaxy. What happened so long ago that would push a man to leave the Jedi order, to leave civilization itself and go into self-imposed exile in the deepest shadows of wild Kashyyyk? Jolee himself is not forthcoming and scoffs at any suggestion that he might be something more than what he appears: an old man.

One thing that is very clear; he is weary of this world and its endless, pointless struggles. He insists that all he wants is peace, but Jolee Bindo's eyes, the eyes of a fighter, the eyes of a Jedi - tell a different story.

Jolee Bindo: Old Male Human, Jedi Consular 5/Scout 1; **Init** +3 (+3 Dex); **Def** 18 (+3 Dex, +5 Class); **Spd** 10m; **VP/WP** 46/12; **Atk** +4 melee (1d3+1, punch), +5 melee * (2d8+1, crit 19-20, Lightsaber), +6 or +2/+2 ranged (3d6, Blaster [Pistol]); **SQ** +1 bonus to defense against a specific target., +2 dodge bonus to Defense when wielding a Lightsaber, Deflect (Attack -4, Defense +1, Extend Defense and Attack), Gain +2 to aid others; **SV** Fort +6, Ref +7, Will +7; **SZ** M; **FP:** 5; **Rep:** +2; **Str** 12 (+1), **Dex** 16 (+3), **Con** 12 (+1), **Int** 12 (+1), **Wis** 15 (+2), **Cha** 15 (+2).

Equipment: Blaster [Pistol], Clothes [Jedi Cloak] (+1 Fort save versus severe weather), Clothes [Jedi robes], Clothes [Work], Lightsaber* Jolee Bindo has constructed his own Lightsaber, Utility Belt (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches)

Skills: Computer Use +2, Craft (lightsaber) +6, Knowledge (Jedi lore) +3, Knowledge (World lore) +2, Listen +5, Pilot +4, Read/Write Basic, Repair +5, Sense Motive +3, Speak Basic, Spot +5, Survival +4, Treat Injury +8

Force Skills: Affect Mind +7, Empathy +4, Force Defense +5, Force Strike +9, Heal Another +12, Heal Self +10, Move Object +10

Feats: Consular's Guidance, Dodge, Force-Sensitive, Self-Sufficient, Skill Emphasis (Move Object), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Compassion, Control, Exotic Weapon Proficiency (lightsaber), Lightsaber Defense, Sense

Juhani

Juhani, like most Cathar who choose to join the Jedi Order, is locked in a never ending struggle to find a balance between her instincts and her training. The feline Cathar are known throughout the galaxy for their courage in battle, their fierce loyalty and their quick tempers; such intense passions can make it difficult for one of this proud species to follow the way of the light.

Yet Juhani has given herself fully to the Jedi, and she is determined to master both her volatile emotions and her ability in the Force. She strives to be a paragon of the Order; she has sworn to live her life completely by the Jedi code. Because of this, she does not easily accept failure in herself or in others.

Still, there are some among the Order who



question whether this Cathar can ever learn to control her burning passions. It remains to be seen whether Juhani can live up to her own demanding standards, but even her own Master fears her impossible quest for perfection will result in frustration and despair... emotions that can lead to the dark side.

Juhani : Adult Female Cathar, Jedi Guardian 6; **Init** +3 (+3 Dex); **Def** 18 (+3 Dex, +5 Class); **Spd** 12m; **VP/WP** 72/14; **Atk** +7/+2 melee (1d3+1, punch), +8/+3 melee * (3d8+1, crit 19-20, Lightsaber), +9/+4 ranged (by weapon); **SQ** Emersion, * +2 dodge bonus to Defense when wielding a Lightsaber, +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Deflect (Attack -4, Defense +1, Extend Defense and Attack), Increase Lightsaber damage +1d8, Natural Weapons; **SV** Fort +7, Ref +8, Will +4; **SZ** M; **DSP**: 2; **FP**: 2; Rep: +2; **Str** 13 (+1), **Dex** 16 (+3), **Con** 14 (+2), **Int** 14 (+2), **Wis** 12 (+1), **Cha** 13 (+1).

Equipment: Clothes [Jedi Cloak] (+1 Fort save versus severe weather), Clothes [Jedi robes], Lightsaber, Utility Belt [Jedi] (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches, Credit Voucher 500 crds)* Juhani has constructed her own Lightsaber.

Skills: Computer Use +3, Craft (lightsaber) +6, Hide +6, Move Silently +7, Read/Write Basic, Catharese, Speak Basic, Catharese, Treat Injury +3, Tumble +8

Force Skills: Affect Mind +9, Force Stealth +5, Force Strike +10, Heal Another +4, Heal Self +4, Move Object +10

Feats: Force-Sensitive, Power Attack, Stealthy, Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Burst of Speed, Control, Exotic Weapon Proficiency (lightsaber), Lightsaber Defense, Sense

* Juhani has the Emersion special ability as a bonus, for information about Emersion see the Hero's Guide Web Enhancement provided by WotC.

Mission Vao

Surviving in the Lower City of Taris is no



easy task, particularly for a young Twi'lek girl on her own. But Mission has not only survived in the hard world of the swoop gangs, she's thrived. Nobody knows the hidden alleys, backstreets and secret entrances in the Lower City like this former street urchin, and she's even been known to explore the creature-infested sewers of the Undercity itself.

Of course, such active curiosity is bound to create enemies, and there are some - particularly the Black Vulkar swoop gang - who would like to bring Mission's adventures to a permanent end. But despite the dangerous situations she constantly finds herself in, this spirited young Twi'lek always manages to find a way out. And if her quick reflexes, quick thinking and even quicker mouth can't save her, she always has one last card she can play: her eight foot-tall Wookiee companion, Zaalbar.

The odd pair have been inseparable ever since Zaalbar arrived on Taris, and despite the obvious contrasts between them, their friendship



has benefited them both. Zaalbar knows that Mission will always come up with a plan to make sure they have food in their bellies and a safe place to stay. And Mission knows that whatever trouble her schemes might get them into, Big Z will always be there to watch her back.

Mission Vao: Adult Female Twi'lek, Scoundrel 2/Scout 1; **Init** +3 (+3 Dex); **Def** 15 (+3 Dex, +2 Class); **Spd** 10m; **VP/WP** 16/12; **Atk** +1 melee (1d3, punch), +1 melee (2d6, Vibroblade), +4 ranged (3d4-1, Blaster [Czerka 411, Pistol]); **SQ** +1 bonus to defense against a specific target., +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Illicit barter, Low-light vision, Lucky (1/day), Resilient; **SV** Fort +3, Ref +7, Will +1; **SZ** M; **FP:** 1; **Rep:** +0; **Str** 10 (+0), **Dex** 16 (+3), **Con** 12 (+1), **Int** 14 (+2), **Wis** 11 (+0), **Cha** 12 (+1).

Equipment: Blaster [Czerka 411, Pistol], Clothes [Camouflage Poncho], Clothes [Casual], Utility Belt (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches), Vibroblade

Skills: Demolitions +10, Disable Device +9, Escape Artist +7, Gamble +4, Hide +11, Listen +5, Move Silently +9, Read/Write Basic, Ryl, Repair +6, Sleight of Hand +8, Speak Aqualish, Basic, Lekku, Rodese, Ryl, Shyriiwook, Spot +6, Survival +2, Tumble +8

Feats: Cautious, Dodge, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, vibro weapons)

Zaalbar

The city world of Taris is a strange place to find a Wookiee, but Zaalbar has managed to create a life for himself there, far from the kilometer high wroshyr trees of his homeworld. Zaalbar will say little about why he left Kashyyyk, but it is obvious that the memories of his old life are painful.

Yet even though the secret miseries of Kashyyyk have been left behind, Taris brings its own brand of suffering. Aliens are never welcome on Taris, and this is particularly true for eight-foot tall, hair-covered giants capable of snapping one's neck with a single, casual swipe. Zaalbar's beastly appearance and strange language lead many to believe that he is nothing but an animal, barely capable of thought and

useful only for his great strength and legendary Wookiee temper.



With these prejudices working against him, Zaalbar seemed destined to end up as an enforcer for one of the many swoop gangs on Taris. But a chance meeting with a young Twi'lek girl named Mission Vao saved him from a life of senseless violence. Mission recognized Zaalbar was more than a lumbering brute and the two quickly became the best of friends.

The strange pair are now a familiar site

in Taris' Lower City, and whenever the irrepressible young Twi'lek gets into trouble, her Wookiee companion is always close by to help get her out.

Zaalbar: Adult Male Wookiee, Scout 3; **Init** +1 (+1 Dex); **Def** 14 (+1 Dex, +3 Class); **Spd** 10m; **VP/WP** 36/20; **Atk** +3 ranged (3d10, crit 19-20, Bowcaster), +7 melee (1d3+5, punch), +7 melee (3d4+5, Ryyk Blade); **SQ** Extraordinary Recuperation, Heart +1, Trailblazing, Wookiee Rage; **SV** Fort +7, Ref +3, Will +3; **SZ** M; **FP:** 1; **Rep:** +1; **Str** 20 (+5), **Dex** 12 (+1), **Con** 20 (+5), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 8 (-1).

Equipment: Bowcaster, Ryyk Blade

Skills: Climb +11, Demolitions +6, Intimidate +3, Listen +7, Read/Write Basic, Shyriiwook, Repair +4, Speak Basic (Understand Only), Shyriiwook, Spot +7, Survival +7, Treat Injury +3

Feats: Exotic Weapon Proficiency (bowcaster), Power Attack, Track, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

HK-47

A self-sentient killing machine, it is obvious merely from its menacing appearance that HK-47 is far more than an ordinary combat droid. With a devastating arsenal of high-powered weaponry, a ruthless and single-minded pursuit

of its termination targets, and a pre-programmed disregard for all organic life, this Hunter-Killer model is one of the most dangerous assassins in the galaxy.

Rumored to have been created by Czerka Corp to eliminate the heads of rival corporations, HK-47 is quite capable of laying waste to an entire



building in an effort to dispose of a single target, as it has demonstrated on more than one occasion in the past. This wanton carnage, combined with the tendency of the droid's previous owners to come to rather gruesome ends, has led most civilized planets to issue explicit bans on all HK-model assassin droids.

But on the dangerous worlds of the Outer Rim, having a merciless, flame-throwing engine of destruction at your side can be quite useful... until it decides you're the next target.

HK-47 (ready for sale): Fourth-degree walking protocol/assassin droid, Diplomat 1/Soldier 3/Scoundrel 5: **Init** +6 (+2 Dex, +4 Improved Initiative); **Def** 16 (+2 Dex, +4 class); **Spd** 10 m; **VP/WP** 35/14; **Atk** +8/+4 melee (1d6+3, unarmed strike) or +7/+3 ranged; **SQ** Assassination protocols, illicit barter, lucky (1/day), precise attack +1, protected memory core; **SV** Fort +4, Ref +7, Will +5; **SZ** M; **FP** 0; **DSP** 12; **Rep** +0; **Str** 16, **Dex** 14, **Con** 11, Int 14, **Wis** 12, **Cha** 10. Challenge Code C.

Equipment: Encrypted comlink (installed), environmental compensator, heuristic processor, locked access, restraining bolt (removed upon purchase), rust inhibitor, secondary battery, self-destruct system (disabled), sensors (improved package, infrared vision, motion, sonic, and telescopic), translator unit, vocabulator.

Skills: Bluff +14, Computer Use +6, Demolitions +14, Diplomacy +6, Gather Information +6, Hide +10, Intimidate +9, Knowledge (Tactics) +6, Listen +13, Move

Silently +10, Read/Write Basic, Repair +4, Sense Motive +5, Speak Basic*, Sith, Tusken, Spot +16. *This droid is also equipped with a translator unit.

Feats: Armor Proficiency (light, medium, heavy), Dodge, Improved Initiative, Low Profile, Persuasive, Point Blank Shot, Precise Shot, Skill Emphasis (Spot), Toughness, Trustworthy, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Special Qualities: Assassination Protocols -- Assassination protocols may only be unlocked through a successful Core Level 4 Repair check (see below) and grant HK-47 an additional +2 bonus on attack rolls and a +2 bonus to Defense 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. This bonus stacks with the target bonus granted by any bounty hunter levels he might gain.

Protected Memory Core -- By careful use of the 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. This use of the Repair skill is unique to HK-47, though you may choose to incorporate a similar system into another droid character.

Each attempt takes more time and skill the deeper one digs. HK's repair protocols dictate that the master must have ranks in the Repair skill to convince the droid to reveal his delicate circuitry for probable mishandling. If the master has ranks, HK will never refuse to open his heart, even if previous attempts have led to damage.

The memories recovered are up to the GM. Anyone who has played through Knights of the Old Republic may wish to use the plot of that game for HK's memories. But you can also use HK-47 in your own adventures -- even those in the three "modern" *Star Wars* eras -- by coming up with startling memory core revelations of your own.

Table 2-1 Memory table

| Memory Core Level | Repair DC | Time(Rounds) | HK-47 Level |
|-------------------|-----------|--------------|-------------|
| 1 | 10 | 5 | 9 |
| 2 | 14 | 8 | 11 |
| 3 | 18 | 12 | 14 |
| 4 | 24 | 18 | 18 |

Core Level 1 - Success -- HK-47 gains an immediate +2



permanent increase to Strength, Dexterity, or Constitution (master's choice). Memory of currently malfunctioning "assassination protocol" and of master before Anchorhead Ithorian restored. *Failure* -- No result.

Core Level 2 - Success -- HK-47 gains an immediate +4 permanent increase to Intelligence, Wisdom, or Charisma (master's choice). Memories of another previous master restored. *Failure* -- HK-47 suffers a permanent -2 loss to Strength, Dexterity, or Constitution (use 1d3 for random selection).

Core Level 3 - Success -- HK-47 gains an immediate +2 permanent increase to the attribute of the master's choice, and a permanent +2 bonus to Defense. Memories of yet another deceased master restored.

Immediately add one bonus feat for free from the soldier's bonus feat list. *Failure* -- HK-47 suffers a permanent -2 loss to Intelligence, Wisdom, or Charisma (use 1d3 for random selection), and a permanent -1 penalty on all attack rolls.

Core Level 4 - Success -- Assassination protocols, self-destruct system, and memory core fully restored. Memory of original master returns. HK-47 receives permanent +2 increases in all abilities, a +1 bonus on attack rolls, and a +1 bonus to Defense. If HK-47 is not yet 20th level and he meets the requirements for the class, add free levels of the Bounty Hunter prestige class until he is. 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 statistics above) and must begin the process of rediscovery anew. Penalties from previous failed Repair checks as well as bonuses are erased, though the independent core remains intact.

T3-M4

Among the premier utility droids currently available are those in the T3 series. Though more expensive than most standard models, T3 droids contain the latest in advanced circuitry and programming, and are easily fitted with a variety of customized upgrades.

T3-M4, a prototype of the latest model in this prestigious line, was created in a droid shop on Taris to serve as a personal security unit for an anonymous buyer. Along with the standard functionality, T3-M4 was equipped with light



armor plating and upgradeable weapon functionality. These combat capabilities, combined with the droid's innate computer slicing and code breaking skills, have led many to speculate about the identity of the droid's unknown buyer. Given the expense, abilities

and advanced technology of this little droid, most suspect that T3-M4 is being fitted for something far more than a simple personal security position.

T3-M4: Expert 3/Tech Specialist 3; **Init** +2 (+2 Dex); **Def** 15 (+2 Dex, +2 Class, +1 Size); **Spd** 10m; **VP/WP** 20/14; **Atk** +8 or +4/+4 ranged (3d8, Blaster [Heavy Pistol]); **SQ** 2nd Degree Droid, Astromech Chassis, Expert class skill (Astrogate, Computer Use, Craft, Demolitions, Disable Device, Forgery, Knowledge, Repair), Research; **SV** Fort +4, Ref +4, Will +5; **SZ** S; **FP:** 0; **Rep:** +1; **Str** 10, **Dex** 15, **Con** 14, **Int** 21, **Wis** 10, **Cha** 10.

Equipment: Armor ('Blast vest and Helmet' equivalent, Damage Reduction: 2), Blaster [Heavy Pistol], Comlink, Flamethrower, Heuristic Processor, Internal Storage, Magnetic Feet, Telescopic Appendage, Tool Mount x3, Weapon Mount, Welding Laser

Skills: Astrogate +10, Balance +1, Climb -1, Computer Use +19, Craft (computers) +10, Craft (electronic devices) +10, Craft (tools) +10, Demolitions +16, Disable Device +16, Escape Artist +1, Forgery +11, Hide +5, Jump -1, Knowledge (Alien species) +6, Knowledge (Chemistry) +9, Knowledge (Engineering) +9, Knowledge (Physics) +9, Knowledge (Technology) +9, Move Silently +1, Pilot +6, Read/Write Binary, Repair +16, Search +14, Sleight of Hand +1, Speak Binary, Swim -1, Tumble +1

Feats: Ambidexterity, Armor Proficiency (light), Cautious, Gearhead, Skill Emphasis (Computer Use), Weapon Focus (Blaster [Heavy Pistol]), Weapons Group Proficiency (blaster pistols, simple weapons)

Enemies

Darth Malak



Five short years ago, Darth Malak was no more than a promising student at the Jedi Academy on Dantooine. Though only a young man, his skill in battle and prowess with the lightsaber had already earned him renown within the Order. Given his abilities, and his arrogance, it was only natural that he should ignore the warnings of

his Master and join the Republic fleet in its battle against the Mandalorian raiders on the Outer Rim.

In the Mandalorian wars, both Malak and his close friend Revan found the glory they were seeking. While many credited Revan's military strategies for the campaign's success, others were quick to point to Malak's fierce courage and relentless fury at the forefront of every battle as the key to Republic victory.

Already recognized as heroes, Malak and Revan pursued the fleeing Mandalorians into the uncharted regions of space, and all contact was lost. It was only when Revan returned as the Dark Lord of the Sith, with Malak as the Sith Master's general and chosen apprentice, that the galaxy learned what fate had befallen them.

The heroes had become conquerors. With each Sith victory, soldiers and Jedi alike began to abandon old allegiances to join the new power. In desperation, the Order set a trap to capture the two rogue Jedi. Details of the ensuing battle are unclear, but even though Revan and many

Jedi were killed, Malak managed to survive the trap that destroyed his Master.

Darth Malak: Male Human Jedi Guardian 11/Sith Lord 9: Init +2 (+2 Dex); Defense 26 (+2 Dex, +14 class); Spd 10 m; VP/WP 158/16; Atk +23/+18/+13/+8 melee (7d8 +5, lightsaber) or +24/+19/+14/+9 melee (2d6 +9, crit 19-20, ancient mastercraft Sith sword), +20/+15/+10/+5 ranged; SQ Block, DR 5, enhanced Force powers, deflect (defense +2, attack -3), exceptional minions, Jedi Knight, resource access; SV Fort +16, Ref +15, Will +14; SZ M; FP 11; DSP 30; Rep +5; Str 20, Dex 14, Con 16, Int 13, Wis 17, Cha 20. Challenge Code H.
Equipment: Lightsaber, ancient mastercraft Sith sword (attack +1, damage +4), vast resources of mysterious origin.

Skills: Balance +7, Intimidate +19, Knowledge (Sith lore) +14, Pilot +11, Read/Write Basic, Read/Write Sith*, Speak Basic, Speak Sith*.

Force Skills: Affect Mind +9, Control Mind +14, Battlemind +17, Enhance Ability +15, Fear +20, Force Defense +15, Force Grip +18, Force Lightning +24, Force Strike +11, Move Object +15, Telepathy +13.

Feats: Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Exotic Weapon Proficiency (Sith sword)*, Force-Sensitive, Power Attack, Skill Emphasis (Knowledge [Sith Lore]), Weapon Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Drain Force*, Force Mind, Force Whirlwind, Hatred*, Knight Defense, Lightsaber Defense, Malevolent, Master Defense, Mettle, Rage*, Sense, Sith Sorcery*, Sith Sword Defense*.

Special Qualities: Damage Reduction 5 -- Darth Malak ignores the first five points of any kind of damage. Whether this is due to hidden armor linked to his voice mask or the physical result of Sith alchemy is anyone's guess.

Enhanced Force Powers -- Using a mysterious power source as yet undiscovered (complete *Star Wars: Knights of the Old Republic* to learn more), Darth Malak possesses extraordinary dark side Force powers out of proportion, in game terms, with his class and level. He gained three additional Force feats and 24 bonus skill points exclusively for dark side skills. In any battle, the first Force point Darth Malak spends on a dark side-related roll does not subtract from his total.



Calo Nord



At first glance Calo Nord seems harmless enough. He is small in stature, a quiet little man who moves with a careful, almost deliberate precision. Yet the twin blasters on his belt give a hint as to the true nature beneath his disturbingly expressionless face. And among the criminals and scum inhabiting the Outer Rim, no name is more feared than

that of the galaxy's most notorious bounty hunter.

Bought as a slave while still a young boy, Calo began his life of bloodshed on his sixteenth birthday by butchering his owners or so the legend holds. His next victims were the ones who had sold him into a life of servitude, his own parents. It was inevitable such bloody vengeance would bring retribution, and a price was placed on the young man's head.

But Calo had a natural instinct for survival, and for killing. He toyed with the bounty hunters who came after him, learning all their tricks and techniques before dispatching them with ruthless efficiency. Eventually the attempts on his life stopped, though not before dozens had failed in their efforts to collect the small fortune resting on his head. Those responsible for placing the bounty on him were the next to feel Calo's wrath. No longer a target himself, Calo became one of the hunters. With each bounty he collected, his reputation grew.

There are those who claim Calo is nothing but a myth, a story created to frighten would-be criminals. But the victims staring into his unwavering predator's gaze could testify that he is all too real... if any of them were still alive.

Calo Nord: Adult Male Human, Fringer 1/Scout 2/Scoundrel 1/Soldier 5/Bounty Hunter 3; **Init** +3 (+3 Dex); **Def** 20 (+2 Dex, +8 Class); **Spd** 8m (Armor); **VP/WP** 153/18; **Atk** +11/+6 melee (1d3+2, punch), +11/+6 melee (2d6+2, Vibroblade), +12/+7 ranged (, Grenade [Merr-Sonn G-20 Glop]), +12/+7 ranged (1d6, Grenade [Merr-Sonn WW-41 Cryoban]), +12/+7 ranged (4d6+1, Grenade [Frag]), +12/+7 ranged (8d6+6, Thermal Detonator), +13/+8 or +9/+9/+4 ranged (3d6+7, Blaster Critical 18-20 [Merr-Sonn 434, Pistol, Mastercraft +3])x2; **SQ** +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Fringer bonus class skill (Intimidate), Gain +2 on damage with chosen weapon, Illicit barter, Sneak attack +1d6, Target bonus +2, Trailblazing; **SV** Fort +14, Ref +11, Will +6; **SZ** M; **FP**: 0; **Rep**: +3; **Str** 14 (+2), **Dex** 16 (+3), **Con** 18 (+4), **Int** 16 (+3), **Wis** 13 (+1), **Cha** 14 (+2).

Equipment: Battle armor [Medium, Mastercraft +3] (Damage Reduction: 8), Blaster [Merr-Sonn 434, Pistol, Mastercraft +3, Modified Improved Critical], Clothes [Formal], Grenade [Frag] x4, Grenade [Merr-Sonn G-20 Glop] x4, Grenade [Merr-Sonn WW-41 Cryoban] x4, Medical Kit [Mastercraft +1] x3, Medpac [Mastercraft +1] x2, Thermal Detonator x3, Utility Belt (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches), Vibroblade

Skills: Astrogate +10, Balance -2, Bluff +10, Climb +5, Computer Use +4, Demolitions +7, Escape Artist -2, Gather Information +12, Hide +8, Intimidate +14, Jump +1, Listen +9, Move Silently +7, Pilot +12, Profession +5, Read/Write Basic, Repair +13, Search +7, Sense Motive +4, Speak Basic, Spot +10, Survival +10, Swim +1, Treat Injury +15, Tumble +3

Feats: Alertness, Ambidexterity, Armor Proficiency (light, medium), Contract Hunter, Improved Critical (Blaster [Merr-Sonn 434, Pistol]), Self-Sufficient, Track, Two-weapon Fighting, Weapon Focus (Blaster [Merr-Sonn 434, Pistol]), Weapon Specialization (Blaster [Merr-Sonn 434, Pistol]), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, slug throwers, vibro weapons)

Saul Karath

The corruption of Republic forces has



proven to be the most devastating weapon in the Sith arsenal, culminating in a betrayal that may turn the tide of a burgeoning war. Admiral Saul Karath, a pivotal figure in the victory over the Mandalorians only five years ago, stunned his peers when he declared the Republic not worthy of his support. He transferred his allegiance to the Sith Lord Revan, taking with him a large number of troops and the Indictor flagship

he commanded, the Leviathan.

Karath was the first officer of significant rank to go over, and he set a dark precedent. Rather than face an enemy that knows their every tactic, several other officers have followed his path. Many that remain loyal to the Republic trained directly under the admiral. For them, the coming conflict has become far more personal in nature.

Saul Karath: Adult Male Human, Noble 2/Soldier 3/Officer 7; **Init** +1 (+1 Dex); **Def** 20 (+1 Dex, +9 Class); **Spd** 10m; **VP/WP** 101/12; **Atk** +10/+5 ranged (3d6+1, Blaster [Imperial Munitions/BlasTech KK5, Pistol]), +9/+4 melee (1d3, punch); **SQ** +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m., Favor +1, Inspire Confidence, Leadership, Noble bonus class skill (Pilot), Requisition Supplies, Tactics, Uncanny Survival; **SV** Fort +8, Ref +8, Will +9; **SZ** M; **FP:** 0; **Rep:** +6; **Str** 10 (+0), **Dex** 13 (+1), **Con** 12 (+1), **Int** 15 (+2), **Wis** 12 (+1), **Cha** 18 (+4).

Equipment: Blaster [Czerka Munitions/BlasTech KK5, Pistol], Clothes [Local uniform], Code Cylinder, DataPad (+2 computer bonus on Intelligence checks relating to Computer Use checks involving downloading. With related datacards +2 bonus to Knowledge checks.), I.D.[Organization],Key [card]

Skills: Appraise +6, Bluff +18, Computer Use +11, Diplomacy +19, Gather Information +16, Intimidate +18, Knowledge (Bureaucracy) +9, Knowledge (History) +8, Knowledge (Politics) +7, Knowledge (Sith lore) +3, Knowledge (Tactics) +10, Pilot +11, Read/Write Basic, Repair +7, Sense Motive +16, Speak Basic, Treat Injury +8

Feats: Armor Proficiency (light), Frightful Presence, Point Blank Shot, Precise Shot, Spacer, Starship Operation (capital ship), Weapon Focus (Blaster [Imperial Munitions/BlasTech KK5, Pistol]), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, starship weapons, vibro weapons)

Darth Bandon

Like most of Malak's followers, Bandon was



once a student of the Jedi. But though the Force flowed through him, Bandon could never accept the Jedi teachings. Powerful emotions like anger and hate raged within him, and they fueled his strength. When the Sith rose to power, Bandon rejected his old Master and fled to the Sith Academy on Korriban.

There he embraced the dark side and the way of the Sith with every

fiber of his being. His great strength in the Force, his natural cruelty and his absolute ruthlessness in his quest for power soon set him apart from his fellow students, and drew the calculating eye of Lord Malak himself.

In the tradition of their order, Malak sought a single pupil from among his many followers to become his chosen apprentice: one who could learn the terrible secrets of the Sith and use them to destroy the Jedi and the Republic.

So far, Darth Bandon has proven himself to be an excellent choice. Many Jedi have fallen



beneath the blade of his lightsaber, and he has yet to meet his equal in combat. In time, Bandon may even challenge Malak for the mantle of Dark Lord, for this is the way of the Sith: the strong must rule, and when the apprentice surpasses the Master, the Master must fall.

But such ambitions are for the future. For now, Bandon is focused on the destruction of the Republic and the slaughter and extinction of the entire Jedi Order.

Darth Bandon: Adult Male Human, Jedi Guardian 7/Sith Warrior 3/Sith Lord 2; **Init** +4 (+4 Dex); **Def** 23 (+3 Dex, +10 Class); **Spd** 8m (Armor); **VP/WP** 115/15; **Atk** +13/+8/+3 melee (1d3+1, punch), +16/+11/+6 ranged (by weapon), +17/+12/+7 melee * (5d8+1/5d8+1, crit 19-20, Lightsaber [Double-bladed]); **SQ** +2 dodge bonus to Defense when wielding a Lightsaber, +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Dark Side, Deflect (Attack -3, Defense +2, Extend Defense and Attack), Enemy Bonus +1, Increase Lightsaber damage +3d8, Resource Access, With 2 melee weapons may designate an opponent to get +2 dodge bonus from; **SV** Fort +13, Ref +14, Will +9; **SZ** M; **FP:** 0; **DSPs:** 24; **Rep:** +6; **Str** 13 (+1), **Dex** 19 (+4), **Con** 15 (+2), **Int** 14 (+2), **Wis** 13 (+1), **Cha** 12 (+1).

Equipment: Clothes [Sith Cloak] (+1 Fort save versus severe weather), Clothes [Sith robes], Dark Battle armor [Padded] (Damage Reduction: 5, +2 Force bonus against all light side powers), Lightsaber [Double-bladed]

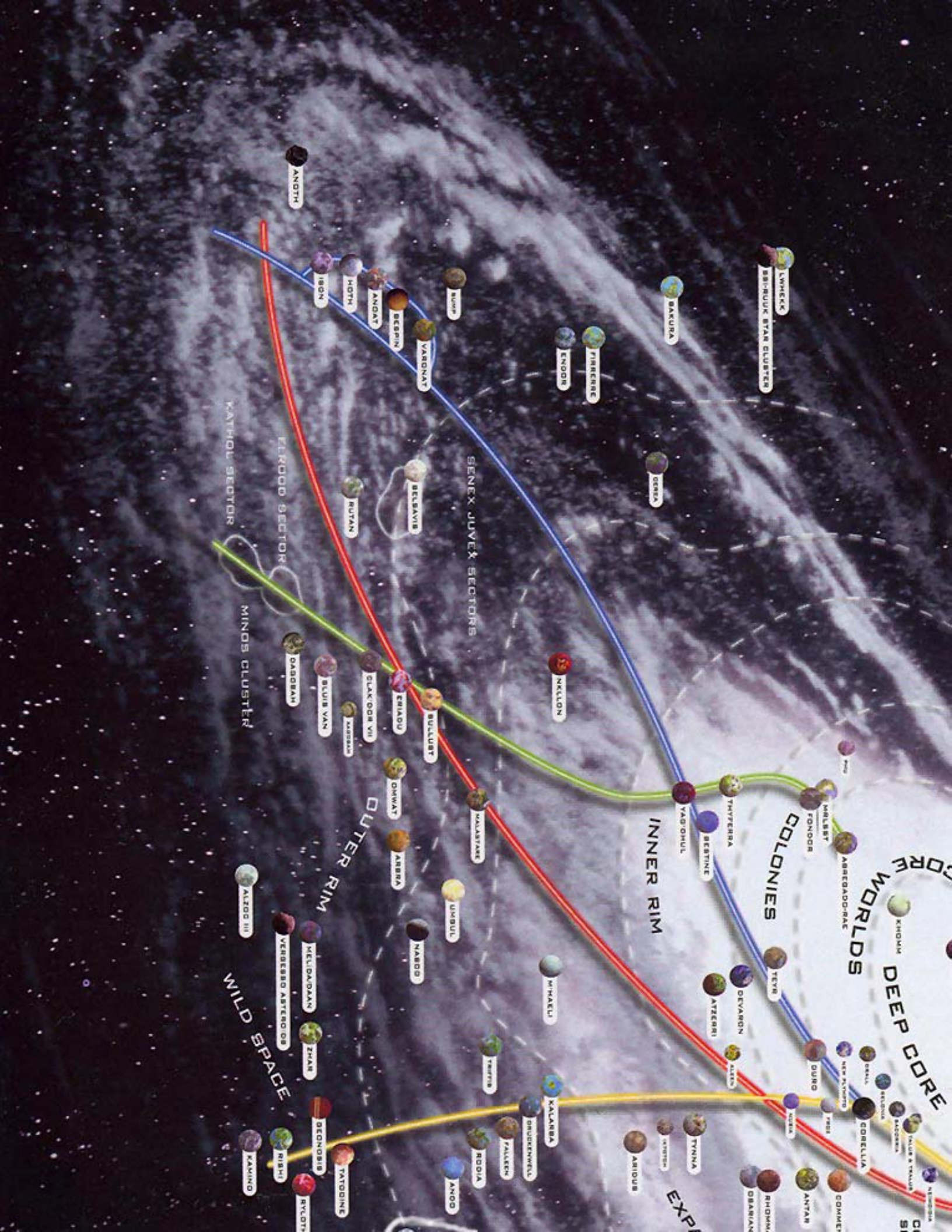
* Darth Bandon has constructed his own Lightsaber [Double-bladed].

Skills: Balance +2, Climb -3, Craft (lightsaber) +6, Escape Artist +0, Hide +0, Intimidate +9, Jump -3, Knowledge (Jedi lore) +4, Knowledge (Sith lore) +10, Move Silently +0, Read/Write Basic, Sith, Sense Motive +4, Speak Basic, Sith, Swim -3, Tumble +10

Force Skills: Affect Mind +3, Battle Influence -7, Battlemind +10, Drain Energy +6, Enhance Ability +14, Fear +10, Force Defense +8, Force Grip +14, Force Light -7, Force Lightning +16, Force Strike +12, Heal Another -7, Heal Self +10, Move Object +10, Plant Surge -6

Feats: Ambidexterity, Armor Proficiency (light, medium), Force-Sensitive, Improved Two-weapon Fighting, Off-Hand Parry, Two-weapon Fighting, Weapon Finesse (Lightsaber [Double-bladed]), Weapons Group Proficiency (blaster pistols, simple weapons, vibro weapons)

Force Feats: Alter, Control, Exotic Weapon Proficiency (double lightsaber), Exotic Weapon Proficiency (lightsaber), Lightsaber Defense, Sense, Summon Storm



ANOTH

ISON

HOTH

ANDAT

BESPIN

YAVIN

RUUM

ENDOR

TIBERE

BARURA

GEREA

LYNECK

BENRUOK STAR CLUSTER

KATHOL SECTOR

MIROGANA SECTOR

SENX JUVEK SECTORS

MINDS CLUSTER

DAAGBRAH

SCUIS VAN

GLAK DOO VII

XARRA

ERIAOU

BULLUAT

OWIAT

ARBRA

HULLARYAE

JUBUL

NABDO

MINKELI

YALANEBA

GRUZENWELL

FALKEH

RODIA

ANOD

RYNOT

TATOOINE

BENDOIS

RISHI

ZAKIMO

WILD SPACE

ALZOO III

YENGESO ASTEROIDS

MELODAN

ZHAR

MINKELI

YALANEBA

GRUZENWELL

FALKEH

RODIA

ANOD

RYNOT

TATOOINE

BENDOIS

RISHI

ZAKIMO

INNER RIM

YAVIN

BEETINE

THYPERA

MELST

FONDOR

ABERGADONAE

TEYR

DEVANON

ATZERRI

ATEE

DURO

TRESS

GOBELILLA

NEW MYRDDIN

REVAL

REVV

ALDERAAN

HAILU & TKALUA

NIMBORA

COLONIES

DEEP CORE

EXPLORATION

OBABIAN

RHOMM

ANTAN

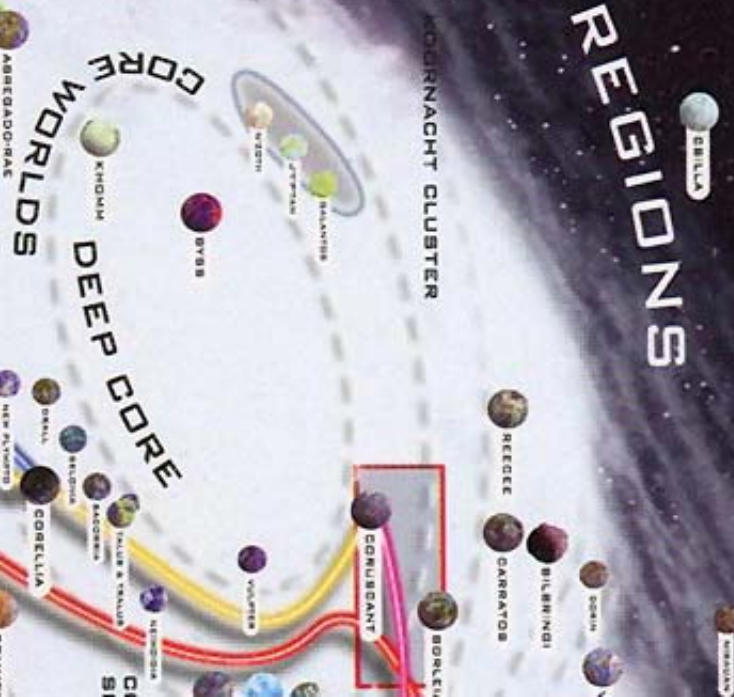
COMMER

TYNNA

XETH

AIRDUS

UNKNOWN REGIONS





CORELLIAN SECTOR

BALYSSRA

TELEI

ONGERON

TOGGRIA

ANZAT

MUNTO GOORU

MON GALAMARI

TORRAL

TUND

ZELTOS

AMBRIA

KASHYK

TRABORNA

BIKHISARI

KEGAN

COMMENDOR

ANTAR

MYNINE

MIRBAN

RHOMMAMMOU

OSARIAN

THOLATIN

TRABORNA

SNEVE

SHALADIVA

BIKHISARI

KLATODINE

KEBBEL

INDOSHAR

TOYDARA

GA BOODHAY

NAL HUTTA

KOR SHODRA

YLEBIA

BARAB I

RENN

SAVORS

PEOB

LAHRSANE

KOTHULIS

ROTHAWUI

WONHUS MAHREL

ROON

KOVAK

RIVLOTH

RISHI

YAKING

TATODINE

OSIB

ANOD

RODIA

LNWELL

LUKEEN

ABIDUS

NINA

RECH

LIJA

RECH

RECH

EXPANSION REGION

HUTT SPACE

Planets

The galaxy is a big wide open space, and this is just a few of the planets that played a pivotal role in the days of the Sith Wars. In the System blocks there are a few new descriptions of world types. The World types used are described here.

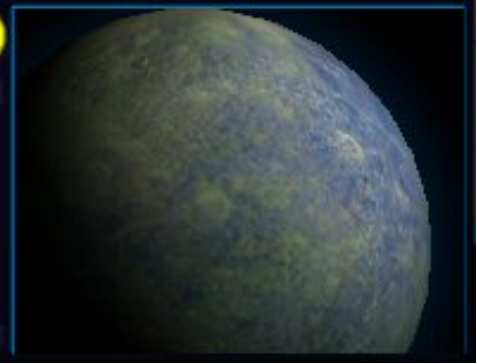
World types

- **Brown dwarf:** an immense gas giant just short of the critical mass threshold needed to become a small star.
- **Carbonaceous:** asteroid belt composed mainly of carbon compounds. These planetoids can be used to make oil or synthetics. They are dark brown in color.
- **Chunk:** a small airless world less than 1000 km in diameter.
- **Desert:** a planet with an atmosphere but without liquid water. (Example: Mars)
- **Failed Core:** a planet which accumulated an atmosphere but which never accumulated enough mass to become a gas giant. (Example: Triton)
- **Gas Giant:** a massive planet with an atmosphere of hydrogen and helium.
- **Hot House:** a planet with a large greenhouse-effect atmosphere. (Example: Venus)
- **Ice Ball:** a plain ball of frozen gases. (Example: Pluto)
- **Icy:** asteroid belt composed mainly of dirty ice-balls of frozen water, ammonia and methane. They could be used as a source of hydrogen fuel. They vary in color from bright white to dull black, depending on the impurities mixed in with the ice.
- **Nickel-Iron:** asteroid belt composed mainly of nickel and iron. These planetoids rich in minerals are typically a medium gray in color.
- **Post Garden:** a world which has a history of life, but which has since developed a greenhouse effect. (Example: Earth eons from now)
- **Pre Garden:** a planet in the life zone that has the prerequisites for life, given sufficient time, life will evolve on the world, shifting the atmosphere from methane and water vapor to nitrogen and oxygen. (Example: Earth eons ago)
- **Ring:** an asteroid belt orbiting a planet.
- **Rock:** a plain rock ball with no appreciable atmosphere. (Example: Mercure)
- **Stony:** an asteroid belt composed mainly of silicon compounds. These planetoids are light gray or tan in color.
- **Terrestrial:** a world with a hospitable environment and an oxygen atmosphere. (Example: Earth)
Sub Types:
 - **Arid:** a world with a hospitable environment but with less than 20% of liquid water.
 - **Glacier:** a planet with an atmosphere and a heavy overburden of ice.
 - **Jungle:** a world with a hospitable environment entirely covered by jungles and swamps.
 - **Ocean:** a world with a hospitable environment with more than 90 % of liquid water.
 - **Steppe:** a world with a hospitable environment and between 30 and 50 % of liquid water.
 - **Tundra:** a world with a hospitable environment, a large portion of water is locked by surface frost. Tundra conditions could be described as cold arid planet.



DANTOOINE

CLIMATE: TEMPERATE GRASSLAND
NATIVE SPECIES: NONE NATIVE, NOW SETTLED
DOCKING: JEDI ACADEMY



Dantooine

Planet: Dantooine
Planet Type: Terrestrial
Climate: Temperate
Terrain: Grasslands, steppes
Atmosphere: Breathable
Gravity: 1.2 Standard
Diameter: 8,008 km
Length of Day: 25 standard hours
Length of Year: 378 local days
Sentient Species: Dantari, Colonists
Language: Basic
Population: 2 million
Species Mix: Human colonists 90%,
Government: Republic member
Major Exports: Foodstuffs
Major Imports: Technology and luxury items
Region: Outer Rim
Sector: Mayagil
System/Star: Dantooine

| Planets | Type | Moons |
|-----------|-------------|-------|
| Arntelend | Hot House | - |
| Bornab | Hot House | - |
| Dantooine | Terrestrial | 2 |
| Bargaloo | Failed Core | - |
| Nik | Gas Giant | 11 |

Background

An olive, blue and brown-colored world, Dantooine is far removed from the bustle of the galactic trade routes. Two moons float in the skies above while herds of livestock and simple balloon-like creatures, related to Thranta, roam empty steppes and savannas of lavender grasses. Separated by forests of spiky blba trees, colonists maintain individual family estates largely isolated from each other. Population density remains one of the lowest of the Republic settled worlds. A small spaceport handles new arrivals and an outpost of Aratech Corporation arranges most of the imports for local merchants.

The most notable feature of Dantooine is the Jedi academy, originally founded by Jedi Master Vodo-Siosk Baas. For generations now it has served to train promising Jedi Padawans, with several dozen students in attendance at any given time. The most infamous graduate, Exar Kun, was trained by Vodo-Siosk Baas himself. Exar Kun was a Jedi Apprentice that embraced the seductive powers of ancient Sith magic. Forty years ago he began a war upon the Republic that had grave consequences, but through great effort and sacrifice on the part of the Jedi he was defeated. The legacy of his taint is slowly passing away in the wake of the Mandalorian Wars and the coming of a new Sith threat.

The presence of a Jedi Academy on Dantooine grants a level of security unsurpassed anywhere else in the galaxy; life on Dantooine is sedate. The Independent family clans go about their business leaving the landscape virtually untouched. Very little industrial development has taken place on Dantooine. A number of ruins have been unearthed far from the settlements and some of the colonists have made it their goal to study them, but no official resources have been devoted to pinpointing their origins. Off-world concerns have distracted such introspection, and Dantooine remains an unspoiled world for now.



Dantooine Creatures

Kath Hound

The Kath hound is one of Dantooine's most fearsome predators. These pack animals consists of a dominant alpha male with a few females and a small band of juvenile male offspring of the alpha male that stay in the periphery of the pack. Typically with these bands are juvenile males of either the alpha male or the last alpha male. These subordinate males, tend to be very aggressive, challenging any creature that comes into its territory, in an effort to gain prestige and experience to one day take over a pack, when these males come of age they leave the pack and either go independent or join another pack.

As the Kath Hound grows and matures it develops a prodigious set of horns, ranging from the large ventral head horns of the Bull to a full-blown alpha male of a pack typically referred to a Horn Kath Hound.

The Kath hound primarily tries to gore it's opponent with his horns. Female and juvenile males just head butt if they are threatened. As a male Kath hound grows, his horn can deliver devastating blows against foes as well as other Kath hounds during ritual combat for mating rites. The Females have the same stats as the Juvenile Kath Hound. Packs typically are of up to 10 animals but have been known to range from as small as 6 to 15. The packs are usually strung out in the old river valleys or on the plains with the Juveniles and Bulls on the edges of the territory, and not clumped together in one large group.

Members in pack; 1d4+2 females, 1d4 Juveniles, and 1d4 Bull and 1 Horn Kath Hound.



Kath Hound: Juvenile Plains, Predator 3/Pack Animal 2; **Init** +1 (+1 Dex); **Def** 15 (+1 Dex, +4 Natural); **Spd** 8 m; **VP/WP** 47/18; **Atk** +10 melee

(1d8+4, crit 20, Slam (head-but)), +5 melee (1d4+1, crit 20, bi); **SQ** Carnivorous, Lowlight vision (30m); **SV** Fort +12, Ref +6, Will +3; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 16, **Dex** 12, **Con** 18, **Int** 2, **Wis** 14, **Cha** 16.

Skills: Intimidate +5, Listen +8, Spot +8, Survival +5

Feats: Improved Bantha Rush, Power Attack, Track



Bull Kath Hound: Adult Plains, Predator 4/Pack Animal 3; **Init** +1 (+1 Dex); **Def** 15 (+1 Dex, +4 Natural); **Spd** 8 m; **VP/WP** 63/18; **Atk** +12 (1d8+4, crit 20, gore), +6 melee (1d4+1, crit 20, bite); **SQ** Carnivorous, Lowlight vision (30m); **SV** Fort +13, Ref +8, Will +4; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 14, **Cha** 16.

Skills: Hide +4, Intimidate +5, Listen +8, Spot +8, Survival +5

Feats: Improved Bantha Rush, Power Attack, Track, Weapon Focus (Gore)

Horn Kath Hound: Adult Plains, Predator 5/Pack Animal 4; **Init** +1 (+1 Dex); **Def** 15 (+1 Dex, +4 Natural); **Spd** 8 m; **VP/WP** 83/22; **Atk** +14 melee (1d10+5, crit 20, Gore), +8 (1d4+1, crit 20, bite); **SQ** Carnivorous, Lowlight vision (30m); **SV** Fort +14, Ref +8, Will +4; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 17, **Dex** 12, **Con** 19, **Int** 2, **Wis** 14, **Cha** 16.

Skills: Hide +4, Intimidate +6, Listen +9, Spot +9, Survival +5

Feats: Improved Bantha Rush, Power Attack, Toughness, Track, Weapon Focus (Gore)



Albino Kath Hound: Adult Plains, Predator 7/Pack Animal 3; **Init** +1 (+1 Dex); **Def** 15 (+1 Dex, +4 Natural); **Spd** 8 m; **VP/WP** 96/21; **Atk** +16 melee (1d10+6, crit 20, gore), +10 melee (1d4+2, crit 20, bite); **SQ** Carnivorous, Lowlight vision (30m); **SV Fort** +14, **Ref** +9, **Will** +5; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 18, **Dex** 12, **Con** 18, **Int** 2, **Wis** 14, **Cha** 16.

Skills: Hide +4, Intimidate +6, Listen +9, Move Silently +5, Spot +9, Survival +5

Feats: Improved Bantha Rush, Power Attack, Toughness, Track, Weapon Focus (Gore)

Kinrath

The Kinrath are a subterranean insect species that nest in dark caves or other damp locations. The creatures have even been reported in the extreme environs of Kashyyyk. They have also been known to nest in areas that are sensitive to the Force. Jedi in search of naturally occurring Force crystals for their lightsabers have come into contact with Kinrath.

For the most part Kinrath are simple mindless insects. They do not venture far their territory, attacking only invaders with no discernable tactics. They rely on swarming and attempt to strike their prey with their poisonous claw. Prey typically consists of small mammals and rodents or creatures that wander in from the outside seeking shelter..

In some cases, usually in an area strong in the Force or containing Force Nexus, a Hive Kinrath will develop. Hive Kinrath can control and coordinate the actions of other Kinrath. Swarms of Hive controlled Kinrath are very dangerous, since all Kinrath are poisonous.

There are typically 10 Kinrath in a given nest, to determine the number of Kinrath in a nest roll 2d6+4.

Kinrath: Adult Subterranean, Vermin 5; **Init** +3 (+3 Dex); **Def** 17 (+3 Dex, +4 Natural); **Spd** 10 m; **VP/WP** 27/10; **Atk** +6 melee (1d6, crit 20, claw), -2 melee (1d6, crit 20, bite); **SA** Poison; **SQ** Darkvision (20m), Exoskeleton, Insectoid; **SV Fort** +4, **Ref** +7, **Will** +3; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 10, **Dex** 16, **Con** 10, **Int** 1, **Wis** 14, **Cha** 2.

Skills: Climb +2, Hide +5, Jump +2, Listen +12, Move Silently +8, Spot +4

Feats: Weapon Finesse (Claw)

SQ: Insectoid - Creatures with this trait have no discernable anatomy. You can cut the head off of a cockroach and it will die, but not from the loss of its head -- it will starve to death because it has no mouth. Other insects can be chopped in half, or lose a whole segment, and continue living. Insects aren't like mammals, either, with vulnerable vitals, the loss of which spells near-instant death. An insect never has to make a Fortitude save when it take WP damage. It still suffered the negative effects of having suffered WP damage from a Critical but never requires a for save to continue fighting.

Exoskeleton - The hard chitinous outer skeleton of the creature gives it a Natural Armor bonus of +4

Poison - The bite of a Kinrath deals poison on a successful critical, Injury, Fortitude DC 15, initial damage 1d6 Str. and secondary damage 1d6 Dex.



Hive Kinrath: Adult Subterranean, Vermin 7; **Init** +3 (+3 Dex); **Def** 17 (+3 Dex, +4 Natural); **Spd** 10 m; **VP/WP** 47/13; **Atk** +8 (1d6, crit 20, claw), +0 melee (1d6, crit 20, bite); **SQ** Darkvision (20m), Exoskeleton, Insectoid, Poison; **SV Fort** +5, **Ref**



+8, Will +4; SZ M; Face/Reach 2 m by 2 m/2 m; Str 10, Dex 16, Con 10, Int 1, Wis 14, Cha 2.

Skills: Climb +2, Hide +5, Jump +2, Listen +13, Move Silently +9, Spot +4

Feats: Toughness, Weapon Finesse (Claw)

SQ: Insectoid - Creatures with this trait have no discernable anatomy. You can cut the head off of a cockroach and it will die, but not from the loss of its head -- it will starve to death because it has no mouth. Other insects can be chopped in half, or lose a whole segment, and continue living. Insects aren't like mammals, either, with vulnerable vitals, the loss of which spells near-instant death. An insect never has to make a Fortitude save when it take WP damage. It still suffered the negative effects of having suffered WP damage from a Critical but never requires a for save to continue fighting.

Exoskeleton - The hard chitinous outer skeleton of the creature gives it a Natural Armor bonus of +4

Hive Mind - The Hive Kinrath controls a hive mind, all Kinrath within 20 m of the Hive Kinrath are in constant communication. Any Kinrath that are in this range makes it so If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No Kinrath in a group is considered flanked unless all of them are, and it gives them a +4 Bonus to Spot and Listen Checks, and a +2 Bonus to attack rolls.

Poison - The bite of a Kinrath deals poison on a successful critical, Injury, Fortitude DC 15, initial damage 1d6 Str. and secondary damage 1d6 Dex.

Number of eggs in nest, for every 3 Kinrath in a nest there will be 1 egg.

Kinrath Egg: Defense 6, Damage Reduction 3, Wound Points 8, DC to break 18.

Roll randomly on **Table 3-1 – Kinrath egg crystals** to determine if egg contains a crystal. The properties of the Crystals are described in Chapter 4, The Force

Table 3-1 – Kinrath egg crystals

| D20 | Result |
|-------|--------------------|
| 1-13 | No Crystal |
| 14-17 | Roll on table 3-2 |
| 18-19 | Roll on table 3-3 |
| 20 | Roll on table 3-4; |

Table 3-2

| Roll d10 | Crystal |
|----------|---------|
| 1-3 | Rubat |
| 4-5 | Damid |
| 6-7 | Luxum |
| 8-9 | Jenraux |
| 10- | Phond |

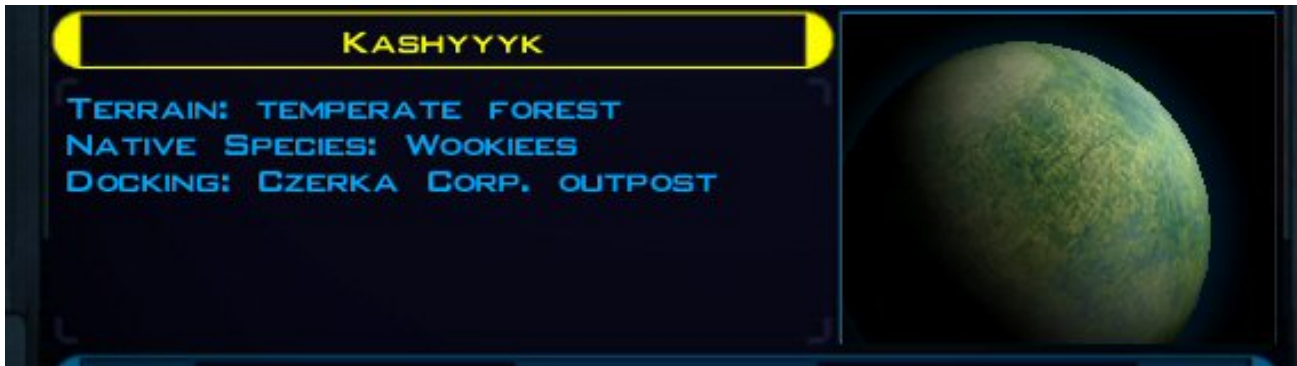
Table 3-3

| Roll d10 | Crystal |
|----------|----------|
| 1-3 | Eralam |
| 4-5 | Nextor |
| 6-7 | Opilia |
| 8-9 | Firkrann |
| 10- | Sigil |

Table 3-4

| Roll d6 | Crystal |
|---------|---------|
| 1-2 | Sapith |
| 3-4 | Upari |
| 5-6 | Bondar |





Kashyyyk

Planet: Kashyyyk
Planet Type: Terrestrial
Climate: Temperate –Semi Tropical
Terrain: Immense Wroshyr forests and jungles
Atmosphere: Breathable
Gravity: 1.2 Standard
Diameter: 8,008 km
Length of Day: 26 standard hours
Length of Year: 381 local days
Sentient Species: Wookiees
Language: Shyriiwook
Population: 6 million
Species Mix: Wookiees 99%,
Government: Tribal clans
Major Exports: Wookiees, organic goods
Major Imports: Limited technology
Region: Mid Rim
Sector: Sumitra
System/Star: Kashyyyk
Legal Differences: The life debt, a bond of honor sworn in response to great deeds or sacrifice

| Planets | Type | Moons |
|--------------------|-------------|-------|
| Sumit | Hot House | |
| Trandosha (Hsskor) | Desert | |
| Durcron | Gas Giant | 10 |
| Kashyyyk | Terrestrial | |
| Sumgalia | Ice Ball | 2 |

Background

A lush world of teeming forests, Kashyyyk is the barely tamed home of the mighty Wookiees. This Mid Rim planet also shares a star system with the homeworld of the reptilian Transdoshan. The close proximity of these worlds and a deep-rooted cultural animosity has fueled many altercations between the two physically powerful species.

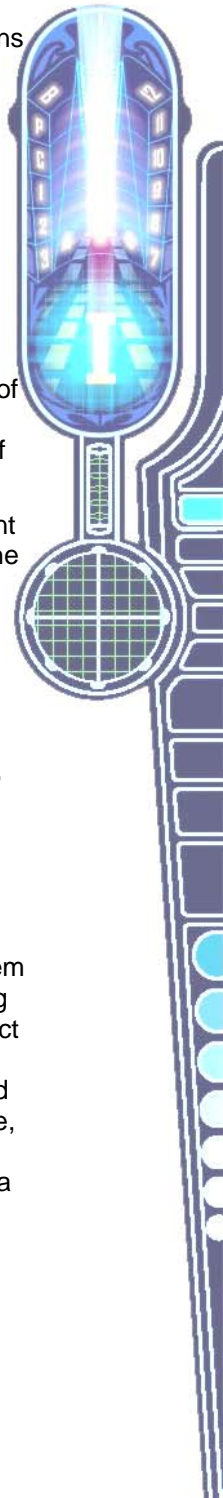
The forest have unquestioned dominance on Kashyyyk. The ancient wroshyr trees are the most

visible form of life on Kashyyyk. Kilometers-tall, the trees often fuse together forming a stronger, conjoined tree. The limbs in the forest canopy are so thickly intertwined that they form a natural cradle for Wookiee architecture. Entire cities are perched in the wroshyr branches, housing millions of Wookiees.

The planet hosts a unique ecosystem of seven distinct and biodiverse layers. Wookiees occupy only the uppermost forest canopy. It is possible to live a long life on the upper boughs, never once having seen the forest floor. Most inhabitants count this as a blessing, since the environment becomes more deadlier as you descend. Terrible creatures lurk in the chaotic forest floor. Even with the aid of advanced technology it is difficult to survive for any length of time at the lowest levels. Only the bravest of hunters dare to descend, and only the luckiest of those ever return.

Even though the Wookiees are the dominant lifeform, predators abound; the horned katarn, the five-limbed kkekkrro, and, lurking in the shadows, the creepy arachnid webweaver. Lurking in the shadows are the creepy arachnid webweaver. The foggy skies of Kashyyyk are pierced by the high-pitched cries of the avian kroyies in their colorfully swirled plumage. Other prowlers include the mighty boles, the netcaster, the incendiary flame beetle, and the loathsome gorryl slug. Of course, there are some helpful animals too -- a wiry breed of bantha and the multi-legged sureggi provide sure-footed transportation in the treacherous undergrowth.

The Wookies have a long established system of tribal villages in the forest canopy, built among the highest branches of the endless forest. Direct confrontation between separate communities is rare, dominance and stature traditionally decided by ritual hunts. But the ritual hunts are in decline, as outside forces have become an increasing threat to the Wookiees. Already surrounded by a plethora of natural enemies, the added complication of off-world interference has been very disruptive to Wookiee society.



The village of Rwookrrorro is the most important among the Wookiee tribes, and is currently led by the black-furred Chuundar (CHOON-dar). Unlike his predecessors, he seems bent on expanding the reach of his power through whatever means he can exploit. Regarded suspiciously by his people, he has abandoned many of their traditional ways, and seems less concerned with what most Wookiees value above all else: honor. He remains unchallenged by carefully manipulating the fears of his people

Despite the untamed nature that encases Kashyyyk, Chuundar's actions have allowed outside interests to gain a foothold. The near-limitless Czerka Corporation has established a series of small spaceports under the guise of searching the forests for unique resources. Such expeditions would normally be tremendously expensive, but the company has found a brutally efficient cost-saving measure: slave labor. This foul trade has begun in earnest, with some local inhabitants all too willing to assist

Kashyyyk Creatures



Kinrath

These are similar to the ones found on Dantooine, and are related, but due to the more deadly nature of Kashyyyk's jungles, they are more dangerous. All types of Kinrath found on Dantooine are here as well, but there are two types unique to Kashyyyk; the Forest Kinrath and the Viper Kinrath..

Forest Kinrath: Adult Forest, Vermin 8; Init +3 (+3 Dex); Def 17 (+3 Dex, +4 Natural); Spd 10 m; VP/WP 52/13; Atk +9 melee (1d6+1, crit 20, claw), +2 melee (1d6+1, crit 20, bite); SQ Camouflage, Darkvision (20m), Exoskeleton, Insectoid, Poison;

SV Fort +6, Ref +9, Will +4; SZ M; Face/Reach 2 m by 2 m/2 m; Str 13, Dex 16, Con 10, Int 1, Wis 14, Cha 2.

Skills: Climb +11, Hide +7, Jump +3, Listen +11, Move Silently +9, Spot +4

Feats: Toughness, Weapon Finesse (Claw)

SQ: Insectoid - Creatures with this trait have no discernable anatomy. You can cut the head off of a cockroach and it will die, but not from the loss of its head -- it will starve to death because it has no mouth. Other insects can be chopped in half, or lose a whole segment, and continue living. Insects aren't like mammals, either, with vulnerable vitals, the loss of which spells near-instant death. An insect never has to make a Fortitude save when it take WP damage. It still suffered the negative effects of having suffered WP damage from a Critical but never requires a for save to continue fighting.

Exoskeleton - The hard chitinous outer skeleton of the creature gives it a Natural Armor bonus of +4

Poison - The bite of a Kinrath deals poison on a successful critical, Injury, Fortitude DC 15, initial damage 1d6 Str. and secondary damage 1d6 Dex.



Viper Kinrath: Adult Forest, Vermin 9; Init +3 (+3 Dex); Def 17 (+3 Dex, +4 Natural); Spd 10 m; VP/WP 52/10; Atk +10 melee (1d6+1, crit 19-20, claw), +7 (1d6+1, crit 20, bite); SQ Darkvision (20m), Exoskeleton, Insectoid, Poison; SV Fort +6, Ref +9, Will +5; SZ M; Face/Reach 2 m by 2 m/2 m; Str 13, Dex 16, Con 10, Int 1, Wis 14, Cha 2.

Skills: Climb +11, Hide +7, Jump +3, Listen +11, Move Silently +9, Spot +4

Feats: Multiattack, Weapon Finesse (Claw), Weapon Focus (Claw), Improved Critical (Claw)

SQ: Insectoid - Creatures with this trait have no discernable anatomy. You can cut the head off of a cockroach and it will die, but not from the loss of its head -- it will starve to death because it has no mouth. Other insects can be chopped in half, or lose a whole segment, and continue living. Insects aren't like mammals, either, with vulnerable vitals, the loss of which spells near-instant death. An insect never has to make a Fortitude save when it take WP damage. It still suffered the negative effects of having suffered WP damage from a Critical but never requires a for save to continue fighting.

Exoskeleton - The hard chitinous outer skeleton of the creature gives it a Natural Armor bonus of +4

Poison, bite - The bite of a Kinrath deals poison on a successful critical, Injury, Fortitude DC 17, initial damage and secondary 1d6 Str.

Poison, Claw - The claw of the Viper Kinrath deals poison on a successful critical, it is Injury Poison, Fortitude 20, initial damage and secondary 2d4 Con.

Tach

The Tach is a small mammalian creature that lives in the shadow lands of Kashyyyk. For the most part, Tach are very inoffensive creatures and a threat to no one. If it were not for the fact that one of



its glands can be used for various medicinal purposes, it would have no worth.

Tach: Adult Forest, Scavenger 2; **Init** +5 (+5 Dex); **Def** 17 (+5 Dex, +1 Size, +1 Natural); **Spd** 12 m, climb 22 m; **VP/WP** 7/8; **Atk** +7 melee (1d4-3, crit 20, bite); **SQ** Lowlight Vision (20m) ; **SV** Fort +2, Ref +5, Will -1; **SZ** S; **Face/Reach** 1 m by 1 m/1 m; **Str** 4, **Dex** 20, **Con** 8, **Int** 1, **Wis** 8, **Cha** 5.

Skills: Climb +17, Hide +13, Jump +4, Listen +3, Move Silently +9, Search -1, Spot +1, Survival +0, Tumble +8

Feats: Acrobatic, Stealthy, Weapon Finesse (Bite)

Ritual Beast

This is in actuality a Tarentatek, a Sith bread beast, that has been on Kashyyyk for a very long time. The Wookiees have fought it as a rite of passage for many years.



Ritual Beast (Tarentatek) : Adult Forest, Predator 7; **Init** +0 (+0 Dex); **Def** 14 (+0 Dex, -1 Size, +5 Templates); **Spd** 10 m; **VP/WP** 86/26; **Atk** +18 (1d10+6, crit 20, claw x2); **SA** Knockback; **SQ** Armored, Carnivorous, Damage Reduction: 5, Darkvision (20m); **SV** Fort +13, Ref +7, Will +4; **SZ** L; **Face/Reach** 3 m by 4 m/4 m; **Str** 23, **Dex** 10, **Con** 23, **Int** 3, **Wis** 14, **Cha** 14.

Skills: Climb +10, Jump +10, Listen +8, Move Silently +8, Spot +6

Feats: Power Attack, Toughness, Track, Weapon Focus (Claw)

SQ Knock back - As a full round action the Tarentatek can make a Knock back attack. If a claw attack hits the target must make a Fortitude save, DC 10+damage dealt or be knocked back 4m and falls to the ground. The attack can only be made on creatures of the same size or smaller. For every 5 that the save fails by the target is knocked back another 2m. If the first save fails the target makes a Fort save DC 15 or is stunned for 1 round.

KORRIBAN

TERRAIN: VOLCANIC MOUNTAIN RANGE
NATIVE SPECIES: NONE KNOWN, NOW SETTLED
DOCKING: DRESHDAE SETTLEMENT



Korriban

Planet: Korriban
Planet Type: Terrestrial
Climate: Cold and dry
Terrain: Mountains, canyons, dry riverbeds, tombs, ruins.
Atmosphere: Breathable
Gravity: 1.4 standard
Diameter: 16,890 km
Length of Day: 28 standard hours
Length of Year: 780 local days
Sentient Species: Humans
Language: Basic,
Population: 25,000
Species Mix: Humans 80%, other 20%
Government: Corporate, magocratic dictatorship
Major Exports: none
Major Imports: Food, technology, weapons
Region: Outer Rim
System/Star: Horuset

| Planets | Type | Moons |
|---------------|-------------|-------|
| Korriba Scar | Debris belt | - |
| Korriban | Terrestrial | 7 |
| Ashes of Korr | Debris belt | - |

Background

The unwary traveler arriving at the tiny spaceport of Dreshdae will only find a barren, forgotten backwater community of temporary settlements and crudely constructed shelters. Perhaps as the competent local mechanic services your ship, you might begin to sense that there is something else here, something festering. Soon you may start to hear things such as harsh voices slowly drifting through the thick air. Your heart will begin to beat faster, and your skin will begin to itch under your collar with the urge to climb back into your ship and leave this soulless place behind forever.

Korriban is a graveyard of Sith Lords and a former power base of the Sith order. This is the cradle of darkness.

The Dreshadae spaceport is under the control of the Czerka corporation, a stronghold and center of power of the giant corporation run by President Pollard Serio. The city itself owes its existence to the power created by Czerka's generators. Why Pollard placed his headquarters on Korriban is a mystery. Perhaps Pollard seeks solace from his uncountable holdings in the vast emptiness of this world; perhaps he dreams of shadowy promises that ooze from the tombs of long dead Sith Lords.

Within sight of Dreshadae lies the Sith Monastery – still teeming with those who would wish to join the Sith order. Its ominous halls resonate with the cries of anguish from those who are undeserving of the order's dark power. Their stay within its merciless walls is short, brutal and forgotten.

For the very few who survive the Sith training and wish to complete their final rite of passage into the cold embrace of the Sith, they must face the Valley of the Dark Lords. The Valley seethes with the foul energy of a thousand restless spirits murmuring of sinister glories. Hundreds of ancient Sith sorcerers wait within the mausoleums. They lie in their dusty beds waiting to devour the weak and unworthy.

Korriban Creatures



Shyrack

The Shyrack is a subterranean flying creature that is similar to bat, they congregate in the caves in the area of the valley of the Sith, and many of the Sith tombs. For the most part they are just a nuisance and are scavengers that prey on the dead carcasses of creatures that are killed in the tombs. Many hazards feed the Shyrack; the traps in the tombs, falling stones due to crumbling disrepair, and even victims of the Tuk'ata. They do no hunting but prefer to eat the dead, their only active role in getting prey is to lay webs in the caverns. Creatures become trapped in the webs and starve to death or are weakened enough for the Shyrack to kill them. There are four different species of Shyrack that lair in the caves. They typically number 3-6 in a flock (1d4+2). For the most part they do not attack unless creatures make a large amount of noise or have killed something. Either of these activities will draw them to the area.

Shyrack: Adult Airbrone, Scavenger 3; **Init** +8 (+2 Dex, +4 Bonus); **Def** 14 (+2 Dex, +2 Natural); **Spd** 2 m, fly 12 m (Average); **VP/WP** 21/14; **Atk** +4 melee (1d3+2, crit 20, bite); **SQ** Blindsight (30m), Lowlight Vision (10m), Web; **SV** Fort +5, Ref +3, Will +0; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 14 (+2), **Dex** 15 (+2), **Con** 14 (+2), **Int** 3 (-4), **Wis** 8 (-1), **Cha** 3 (-4). **Skills:** Listen +9, Spot +7

Feats: Improved Initiative

SQ; Blindsight the Shyrack uses nonvisual means to operate effectively without vision, it is however not blind and can see quite well, they use keen hearing, and echolocation to determine the location of things in their environment. This ability makes invisibility and concealment, including all forms of darkness and illusions irrelevant to the creature within 30m.

Web: The Shyrack create sheets of sticky webbing from 2 to 12 m square. They position these sheets to snare ground creature and not interfere with their flying preferring to trap prey on the ground. An

approaching creature must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 2-m section of web has 6 Wound points, damage reduction 5. A successful escape artist roll (DC 12) or a successful attempt to break the web (DC 16) will allow the trapped creature to escape the web.

Shyrack wrym: Adult Airbrone, Scavenger 5; **Init** +9 (+3 Dex, +4 Bonus); **Def** 15 (+3 Dex, +2 Natural); **Spd** 2 m, fly 12 m (Average); **VP/WP** 31/14; **Atk** +5 melee (1d6+4, crit 20, tail slam), +0 melee (1d3+2, crit 20, bite); **SQ** Blindsight (30m), Lowlight Vision (10m), Web; **SV** Fort +6, Ref +4, Will +0; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 14 (+2), **Dex** 16 (+3), **Con** 14 (+2), **Int** 3 (-4), **Wis** 8 (-1), **Cha** 3 (-4).

Skills: Listen +10, Spot +8

Feats: Improved Initiative

SQ; Blindsight the Shyrack uses nonvisual to operate effectively without vision, it is however not blind and can see quite well, they use keen hearing, and echolocation to determine the location of things in their environment. This ability makes invisibility and concealment, including all forms of darkness and illusions irrelevant to the creature within 30m.

Web: The Shyrack create sheets of sticky webbing from 2 to 12 m square. They position these sheets to snare ground creature and not interfere with their flying preferring to trap prey on the ground. An approaching creature must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 2-m section of web has 10 Wound points, damage reduction 5. A successful escape artist roll (DC 13) or a successful attempt to break the web (DC 17) will allow the trapped creature to escape the web.

Shyrack raptor: Adult Airbrone, Scavenger 5/Predator 2; **Init** +9 (+3 Dex, +4 Bonus); **Def** 15 (+3 Dex, +2 Natural); **Spd** 2 m, fly 12 m (Average); **VP/WP** 52/14; **Atk** +5 melee (1d3+2, crit 20, bite), +7 (1d8+4, crit 20, tail slam), +8 (2d4+4, crit 20, claws); **SQ** Blindsight (30m), Lowlight Vision (10m), Web; **SV** Fort +9, Ref +7, Will +0; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 14 (+2), **Dex** 16 (+3), **Con** 14 (+2), **Int** 3 (-4), **Wis** 8 (-1), **Cha** 3 (-4).



Skills: Listen +12, Spot +10

Feats: Improved Initiative, Multiattack, Weapon Focus (Claw)

SQ; Blindsight the Shyrack uses nonvisual means to operate effectively without vision, it is however not blind and can see quite well, they use keen hearing, and echolocation to determine the location of things in their environment. This ability makes invisibility and concealment, including all forms of darkness and illusions irrelevant to the creature within 30m.

Web: The Shyrack create sheets of sticky webbing from 2 to 12 m square. They position these sheets to snare ground creature and not interfere with their flying preferring to trap prey on the ground. An approaching creature must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 2-m section of web has 14 Wound points, damage reduction 5. A successful escape artist roll (DC 16) or a successful attempt to break the web (DC 20) will allow the trapped creature to escape the web.

Alpha Shyrack: Adult Airborne, Scavenger 5/Predator 4; **Init** +10 (+4 Dex, +4 Bonus); **Def** 16 (+4 Dex, +2 Natural); **Spd** 2 m, fly 12 m (Good); **VP/WP** 78/16; **Atk** +10 melee (2d4+4, crit 20, claw), +7 melee (1d8+4, crit 20, slam), +7 melee (1d4+2, crit 20, bite); **SQ** Blindsight (30m), Lowlight Vision (10m), Web; **SV** Fort +11, Ref +9, Will +1; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 15 (+2), **Dex** 18 (+4), **Con** 16 (+3), **Int** 3 (-4), **Wis** 8 (-1), **Cha** 3 (-4). **Skills:** Listen +12, Search -2, Spot +14

Feats: Improved Flight, Improved Initiative, Multiattack, Weapon Focus (Claw)

SQ; Blindsight the Shyrack uses nonvisual to operate effectively without vision, it is however not blind and can see quite well, they use keen hearing, and echolocation to determine the location of things in their environment. This ability makes invisibility and concealment, including all forms of darkness and illusions irrelevant to the creature within 30m.

Web: The Shyrack create sheets of sticky webbing from 2 to 12 m square. They position these sheets to snare ground creature and not interfere with their flying preferring to trap prey on the ground. An approaching creature must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 2-m section of web has 16 Wound points, damage reduction 5. Have an Escape Artist DC of 20, a Break DC of 26.

Tuk'ata

Tuka'ata are predators that hunt in packs in the areas of the Koriban deserts and valleys. They are goat like in appearance but with 4 horns. Like the Kath hounds of Dantooine they hunt in packs unlike the Kath hound they are more dangerous creatures.



Tuk'ata: Adult Mountain, Predator 5; **Init** +3 (+3 Dex); **Def** 17 (+3 Dex, +4 Natural); **Spd** 12 m; **VP/WP** 42/15; **Atk** +3 melee (1d4+3, crit 20, bite), +9 melee (2d4+4, crit 20, gore); **SQ** Animal senses, Low-light Vision (20m); **SV** Fort +6, Ref +7, Will +2; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 16 (+3), **Dex** 16 (+3), **Con** 15 (+2), **Int** 2 (-4), **Wis** 13 (+1), **Cha** 13 (+1). **Skills:** Climb +7, Hide +7, Intimidate +3, Jump +7, Listen +5, Move Silently +5, Spot +3 **Feats:** Track, Weapon Focus (Gore)



Dire Tuk'ata: Adult Forest, Predator 7; **Init** +3 (+3 Dex); **Def** 17 (+3 Dex, +4 Natural); **Spd** 12 m; **VP/WP** 58/15; **Atk** +7 melee (1d6+5, crit 20, bite), +13 (1d10+7, crit 20, gore); **SQ** Animal senses, Desert dweller (+2 to Survival checks in a desert environment), Low-light vision (20m); **SV** Fort +7,

Ref +8, Will +3; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 20 (+5), **Dex** 16 (+3), **Con** 15 (+2), **Int** 2 (-4), **Wis** 13 (+1), **Cha** 13 (+1).

Skills: Climb +8, Hide +8, Intimidate +4, Jump +9, Listen +13, Move Silently +6, Spot +7

Feats: Alertness, Track, Weapon Focus (Gore), Power Attack



Brute Tuk'ata: Adult Mountain, Predator 8; **Init** +1 (+1 Dex); **Def** 14 (+1 Dex, -1 Size, +4 Natural); **Spd** 12 m; **VP/WP** 75/19; **Atk** +14 melee (2d6+11, crit 20, gore), +8 melee (2d4+6, crit 20, bite); **SQ** Animal senses, Desert dweller (+2 to Survival checks in a desert environment), Low-light vision (20m); **SV** Fort +10, Ref +7, Will +3; **SZ** L; **Face/Reach** 2 m by 3.5 m/2 m; **Str** 23 (+6), **Dex** 12 (+1), **Con** 19 (+4), **Int** 2 (-4), **Wis** 13 (+1), **Cha** 13 (+1).

Skills: Climb +11, Hide +2, Intimidate +4, Jump +10, Listen +11, Move Silently +4, Spot +7

Feats: Alertness, Track, Weapon Focus (Gore), Weapon Specialization (Gore), Power Attack

Queen Tuk'ata: Adult Mountain, Predator 7; **Init** +4 (+4 Dex); **Def** 20 (+4 Dex, +6 Natural); **Spd** 8 m; **VP/WP** 79/23; **Atk** +11/+6 or +6/+1 melee (2d6+3, crit 20, gore); **SQ** Desert dweller (+2 to Survival checks in a desert environment), Low-Light Vision (20m); **SV** Fort +10, Ref +9, Will +4; **SZ** M; **Face/Reach** 2 m by 3.5 m/2 m; **Str** 16, **Dex** 19, **Con** 20, **Int** 3, **Wis** 14, **Cha** 12.

Skills: Climb +7, Hide +8, Listen +14, Spot +12

Feats: Alertness, Dodge, Run, Surefooted, Toughness, Weapon Focus (Gore)

Tarentatek

The Tarentatek is a creature born out of the darkest sith alchemy and magic. These Sith Spawn abominations are the warped and twisted results of experimentation on once normal creatures. Their great ability to shrug off pain and damage was bred into them as well as a primal cunning. They are hulking brutes, with viscous claws, a powerful bite,

with almost mandible like tusks protruding from their mouths. Along their backs, large spines and rise out of the thick tough hide.

Like many Sith creations, these dark side beasts crave and hunt the blood of Force Sensitive individuals. The Tarentatek lair in dark dangerous places, many are said to be drawn to Dark Side Nexus, and sleep there, only to rise again to hunt, when Force Sensitive are bout, and to completely rise and become active for long periods when the Dark Side of the force grows strong, they rose in great numbers in the time of Exar Kun, and then went into slumber after that war was ended. Shortly after Exar Kun's defeat, the Tarentatek became hunted species; many became victims of the Great Hunt. But some survived, and are still out in the Galaxy, lurking and waiting.



Tarentatek: Adult Forest, Predator 10; **Init** +0 (+0 Dex); **Def** 15 (+0 Dex, -2 Size, +2 Natural, +5 Templates); **Spd** 8 m; **VP/WP** 141/52; **Atk** +19 melee (2d6+8, crit 19-20, claw x2), +16 melee (2d8+12, crit 20, bite); **SQ** Armored, Damage Reduction: 5, Improved Grab, Knock back strike; **SV** Fort +15, Ref +7, Will +5; **SZ** H; **Face/Reach** 5 m by 6 m/6 m; **Rep:** +3; **Str** 27, **Dex** 10, **Con** 26, **Int** 3, **Wis** 14, **Cha** 14.

Skills: Climb +12, Hide -5, Jump +12, Listen +10, Move Silently +5, Spot +10

Feats: Improved Critical (Claw), Multiattack, Power Attack, Weapon Focus (Claw)

SQ Knock back - As a full round action the Tarentatek can make a Knock back attack. If a claw attack hits the target must make a Fortitude save, DC 10+damage dealt or be knocked back 4m and falls to the ground. The attack can only be



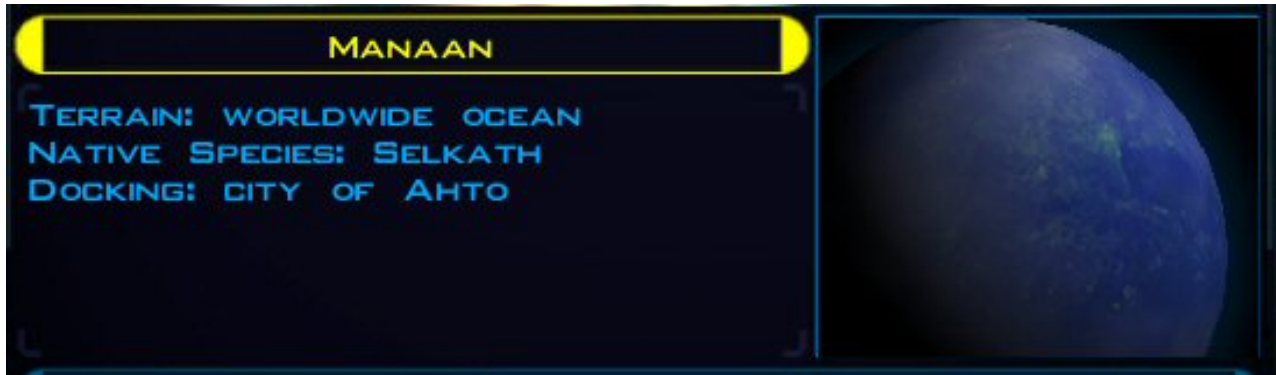
made on creatures of the same size or smaller. For every 5 that the save fails by the target is knocked back another 2m. If the first save fails the target makes a Fort save DC 15 or is stunned for 1 round.

Improved Grab: If the creature hits with a claw it deals normal damage and attempts to start a grapple as a free action, doing so without provoking attacks of opportunity. No initial touch attack is required. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks but is not considered grappled itself; the creature does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal additional damage unless the creature also has the constrict ability. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage given for the attack that established the hold.

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, provided it can drag the opponent's weight.





Mana'an

Planet: Mana'an
Planet Type: Water world
Climate: Temperate
Terrain: Planetwide ocean, islands
Atmosphere: Breathable
Gravity: 1.3 standard
Diameter: 14,211 km
Length of Day: 26 standard hours
Length of Year: 422 local days
Sentient Species: Selkath, Humans
Language: Basic, Selkath
Population: 500,000
Species Mix: Selkath 80%, Humans 18%, other 2%
Government: Tribal clans
Major Exports: Seafood, clothing, tourism
Major Imports: High technology, foodstuffs, building materials
Region: Mid Rim
System/Star: Pyrshak

| Planets | Type | Moons |
|---------|-------------|-------|
| Pyr | Molten rock | 0 |
| Mana'an | Water world | 0 |
| Navlaas | Gas giant | 8 |

Background

A small planet in an insignificant system, Mana'an's most remarkable feature is the calm azure ocean that completely covers its surface. To accommodate off-world visitors, the amphibious Selkath have constructed Ahto City, a bustling spaceport floating on the endless ocean's waves.

Mana'an is known throughout the galaxy for one thing: being the sole producer of kolto, a powerful healing agent harvested from the ocean surface. This one export is so valuable it has made the tiny world into one of the most influential independent

planets in the galaxy. Highly prized even in times of peace, the value of kolto increases exponentially during times of war. Many a battle has been won or lost due to the size of an army's kolto reserves.

The Selkath understand the importance of kolto to their world, and they maintain strict control over its production and export. This has allowed them to retain their independence even during the current Republic-Sith War, and has given rise to an attitude of arrogant superiority among the Selkath themselves.

Officially, the government of Mana'an has adopted a policy of neutrality in the ongoing conflict. As part of their neutral stance, the Selkath have allowed both the Sith and the Republic to establish embassies on Ahto City. The two rivals



keep a close eye on each other, and the Selkath are careful to keep an even balance in the amount of kolto exported to each side. The uneasy truce is maintained only by Selkath law, which calls for harsh penalties against anyone who breaks the peace including sanctions on kolto exports.

But there are those that feel Mana'an's precarious position between the two super-powers is doomed to end in bloodshed. For as the conflict between the Sith and the Republic intensifies, it is only a matter of time until their mutual hatred erupts and Ahto City is drowned beneath a tidal wave of violence.



The Selkath

The Selkath are amphibious humanoid with sleek, hydrodynamic bodies and a throaty, guttural language. They are at home in the depths of the sea, but can just as easily survive on the surface thanks to concealed gill slits that draw oxygen from either water or air. Their long hands are tipped in poisonous claws, but in the same way the Wookiees of Kashyyyk refrain from using their retractable claws, Selkath consider their poison to be socially unacceptable to use in a fight. Only a maddened or enraged Selkath might consider such a thing, even if enslaved by a brutish thug or provoked by a foolish tourist.



Species Traits

- +2 Con, -2 Cha.
- +6 species bonus to Swim checks.
- +4 species bonus on Telepathy checks (Selkath are not active telepaths but are quite sensitive to telepathy in other species).
- +2 species bonus on all saves made underwater.
- -2 on all saves in a dry environment.
- **Automatic Languages:** Selkath.
- **Breathe Underwater:** Selkath cannot drown in water.
- **Poison:** Selkath claws can inject venom into an enemy that deals 2d6 points of damage on a successful attack (DC 18 Fort save) and another 1d6 points after 5 rounds (DC 14 Fort save). Using poison in a fight is considered unseemly by many Selkath and was outlawed on ancient Metaan.

Selkath Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3 + poison, claws) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 8. Challenge Code A.

Equipment: Simple clothing, personal belongings.

Skills: Craft +2, Knowledge +2, Swim +6.

Feats: None.

Prestige Class: Shasan Adept

The Sith plans to undermine the councils control of Kolto production created the Shasan Adept. By training a group of Selkath, they gave the others the power to create and continue a tradition that would last for generations. After the Sith abandoned their plans to take over the government those students trained by them formed their own order. The Order continued to train any Force-sensitive Selkath willing to join them. Considering the small population of natives on the planet, they have discovered a surprising number of candidates, which serves to reinforce the Order's belief that the Selkath have been chosen by the Force for greatness. Initiates must study for months, sometimes years, before they are formally inducted. Like the Jedi and the Sith, the Order usually pairs an initiate with an experienced trainer during this period.

Members of the Order follow a simple code: The protection of the Selkath is the first priority, and all other considerations are secondary. Yet many of the Order are scholars as well as storytellers and mythweavers who guard what knowledge remains of the planet's history and pass it on in the form of stirring tales of Metaan's glorious past - made even more stirring with the influence of the Force.

The Order's weapon of choice is a simple curved sword called a fira that each adept must construct for himself from metal found only in the Hrakert rift. This metal, the remnants of a massive ancient kolto harvester, is infused with synthesized cortosis that makes the blades resistant to lightsabers. The blade itself must be shaped and sharpened using the heat of volcanic vents on the sea floor, which makes the experience as dangerous as it is challenging. Only when the fira is complete will the adept be considered a member of the Order of Shasa.

REQUIREMENTS

To qualify to become a Shasan adept, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Battlemind 4 ranks *or* Force Grip 4 ranks *or* Knowledge (Manaan) 8 ranks, Craft (fira) 4 ranks, Enhance Ability 4 ranks, Survival 4 ranks.

Feats: Alter, Control, Force-Sensitive, Sense, Exotic Weapon Proficiency (fira).

Reputation: +1.

Dark Side Points: 4

Species: Only Selkath may become a Shasan adept.

GAME RULE INFORMATION

Vitality: Members of the Order of Shasa gain 1d8 vitality points per level. The character's Constitution modifier applies.

CLASS SKILLS

The Shasan adept's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Search (Int), Spot (Wis), Survival (Wis), Swim (Str). All Force skills for which the Shasan adept qualifies are considered class skills.

Skill Points at Each Additional Level: 4+ Int modifier

CLASS FEATURES

Weapon Focus (fira): Intense training in the chosen weapon of the Order grants the Shasan adept this feat for free at 1st level.

Progenitor's Call: At 2nd level, the Shasan adept learns to draw on the power of the Progenitor through the Force and may add a circumstance bonus to his attack or defense roll for 3 rounds per day, which need not be consecutive. At 5th, 8th, and 10th level, the bonus increases by 1.

Bonus Feat: At 3rd level, the adept can choose a bonus feat (for which he meets the prerequisites) from the following list: Acrobatic, Alertness, Animal Affinity, Athletic, Blind-Fight, Combat Reflexes, Endurance, Great Fortitude, Heroic Surge, Improved

Initiative, Iron Will, Lightning Reflexes, Skill Emphasis, Stamina, Toughness, Track.

Skill Emphasis: At 4th level, the Shasan adept gains the Skill Emphasis feat for free, but must apply it to a Force skill.

Uncanny Dodge: The feature functions as per the Scout class description in the *Star Wars Roleplaying Game* revised core rulebook, with the exception that the Shasan adept earns the ability at 6th level and gains the flanking bonus at 9th level.

Comprehend Speech: The Shasan adept earns this ability at 7th level. For details, see the Force Adept class description in the *Star Wars Roleplaying Game* revised core rulebook.

Shasan Fira Sword

Each Shasan adept forges his or her own fira in the underwater volcanic vents near the ruins of an ancient kolto harvester. This requires 3d4 hours and three Craft checks against DC 12, 16, and 20, in that order.

A cortosis weapon constructed from the hull of the harvester (the material shielded life in Manaan's oceans from the massive machine's oversized power plant during a time when the fiber was much easier to come by), the Shasan fira is resistant to lightsaber blades. If the wielder makes a critical miss when fighting an opponent with a lightsaber (that is, the wielder rolls a natural 1 on his attack), he must make a DC 14 Reflex save to prevent the fira from shattering. A shattered fira cannot be repaired, only replaced.

Cost: Not for sale **Damage:** 3d6 **Crit:** 19-20

Type: Slashing **Range:** - **Weight:** 3 kg

Stun Fort DC: - **Size:** Medium **Group:** Exotic



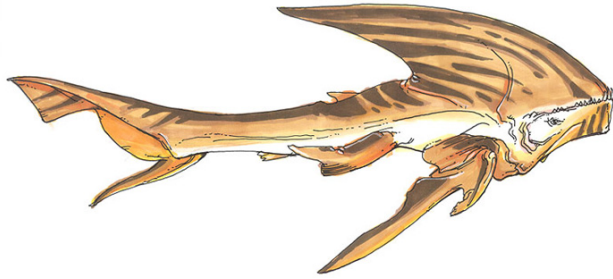
Table Shasan Adept

| Level | Base Attack | Fort Save | Reflex Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------|-------------|-----------|-------------|-----------|--------------------------|---------------|------------------|
| 1 | +0 | +2 | +1 | +2 | Weapon focus (fira) | +2 | +0 |
| 2 | +1 | +3 | +2 | +3 | Progenitor's call (+2) | +2 | +0 |
| 3 | +2 | +3 | +2 | +4 | Bonus feat | +3 | +1 |
| 4 | +3 | +4 | +2 | +4 | Skill emphasis | +3 | +1 |
| 5 | +4 | +4 | +3 | +5 | Progenitor's call (+3) | +4 | +2 |
| 6 | +5 | +5 | +3 | +6 | Uncanny dodge (Dex) | +4 | +2 |
| 7 | +6 | +5 | +4 | +6 | Comprehend speech | +5 | +2 |
| 8 | +7 | +6 | +4 | +7 | Progenitor's call (+4) | +5 | +3 |
| 9 | +8 | +6 | +4 | +8 | Uncanny dodge (flanking) | +6 | +3 |
| 10 | +9 | +7 | +5 | +8 | Progenitor's call (+5) | +7 | +4 |

Mana'an Creatures

Firaxan Shark

A fierce predator called the Firaxian Shark swims the oceans of Mana'an. They are solitary hunters. They typically do not harm off worlders but if provoked, they can be fierce killers.. They are sleek animals, that are solitary hunters.



Firaxan Shark: Adult Aquatic, Predator 5; **Init** +2 (+2 Dex); **Def** 16 (+2 Dex, -1 Size, +5 Natural); **Spd** swim 16 m; **VP/WP** 56/21; **Atk** +13 (2d8+6, crit 20, bite); **SQ** Carnivorous, Damage Reduction: 2; **SV** Fort +10, Ref +8, Will +3; **SZ** L; **Face/Reach** 3 m by 6 m/2 m; **Str** 19, **Dex** 15, **Con** 18, **Int** 3, **Wis** 15, **Cha** 13.

Skills: Hide -2, Listen +9, Spot +9, Survival +5, Swim +10

Feats: Alertness, Power Attack, Toughness, Track

Progenitor Firaxan Shark

Believed to be the originator of all Firaxian sharks, the Progenitor Firaxian Shark holds a special place in the mythology of the Selkath. Some Selkath believe they evolved from or were created by this giant creature. It is known to inhabit the Halto Rift, and protects against any undue intrusions in this area.



Progenitor Firaxan Shark: Adult Aquatic, Predator 5; **Init** -3 (-3 Dex); **Def** 13 (-3 Dex, -4 Size, +6 Natural, +4 Templates); **Spd** swim 14 m; **VP/WP** 114/175; **Atk** +26/+21 melee (4d6+25, crit 20, bite); **SQ** Abominable presence, Carnivorous, Damage Reduction: 6, Highly Evolved, Mutated, Swallow Whole, Command; **SV** Fort +22, Ref +3, Will +3; **SZ** G; **Face/Reach** 8 m by 15 m/6 m; **Str** 44, **Dex** 4, **Con** 43, **Int** 6, **Wis** 15, **Cha** 10.

Skills: Hide -15, Listen +9, Spot +9, Survival +5, Swim +23

Feats: Alertness, Power Attack, Toughness, Track

Command: the Progenitor can as a standard action command any Firaxan Shark within 40 m It can give simple instructions like, attack, flee, back of etc.

Swallow Whole: The Progenitor can try to swallow an opponent of Huge or smaller size that it has bite by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the Progenitor digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the Progenitor digestive tract (Def 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The Progenitor gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures or any combination there of, such as 1 Huge and 4 Large creatures.



Research Sub

Craft: Republic Science; **Class:** Submersible;

Cost: Not Available for Sale; **Size:** Huge (6m

length); **Initiative:** -2 (-2 size); **Crew:** 1

Unique; Submersible: 2; **Cargo Capacity:** 500

kilograms; **Speed:** 500m (max. speed 1500 km/h,

25 squares/action); **Depth:** Down to 10 km;

Maneuvers: -2 (-2 size); **Defense:** 18 (-2 size, +10 armor); **Hull Points:** 60 (DR 5).

* The Research Sub provides full cover to its passengers.



Taris

Planet: Taris
Planet Type: Terrestrial
Climate: Urban
Terrain: Urban
Atmosphere: Breathable
Gravity: 1.3 standard
Diameter: 14,211 km
Length of Day: 24 standard hours
Length of Year: 380 local days
Sentient Species: Human
Language: Basic
Population: 6 billion
Species Mix: Humans 90%,
Government: Corporate
Major Exports: Tarisian ale
Major Imports: Food, raw resources
Region: Outer Rim
System/Star: Taris

| Planets | Type | Moons |
|---------------|-------------|-------|
| Toposul | Rock | - |
| Taris | Terrestrial | - |
| Tallapoosa II | Gas Giant | 5 |
| Tallapoosa II | Failed Core | 2 |
| Lornatea | Rock | 3 |

Background

Located on the Outer Rim in the very fringes of Republic space, the grandeur of the city-world of Taris was once said to rival the galactic capital of Coruscant itself. But the glory of ancient Taris has long since faded, and much of the once magnificent metropolis has fallen into ruin and disrepair.

The rich and powerful have segregated themselves in the Upper City, dwelling in the highest reaches of the towering skyscrapers that dominate the planet's landscape. Here the nobility surround

themselves with the trappings of prosperity, oblivious to the suffering of those who are forced to dwell far below them.

Descending into the slums of the Lower City, the signs of urban decay become readily apparent. Filth and refuse litter the streets, and burned out vehicles and shattered windows serve as stark reminders of the violent wars of the swoop gangs vying for control. Citizens of the Lower City - non-human aliens and those not born into the privileged classes of society - struggle to survive amidst the permacrete wasteland, clinging to the small hope that they may one day escape their grim and violent surroundings.

But at least those in the Lower City have hope. For those banished beneath the planet's surface - the Outcasts - all hope is gone. Those driven into the dark and sunless world of the Undercity must band together in small villages in a wretched, never-ending struggle to survive. Starvation and disease claim many, and the rakghouls - mutated, flesh-eating monsters who dwell in the sewers beneath Taris - claim even more.

Above all this misery, the Upper City shines and the nobility live a life of wealth and comfort. But even they are vulnerable, for Taris is located far from the protection of the Galactic Core and the Republic fleet, and the Sith Armada has taken notice.

Taris Creatures

Rakghoul

The only "creature" left on Taris in the lower levels is a Rakghoul. However, calling it creature is not completely true, the Rakghoul is in fact an infected humanoid. When a Rakghoul bites someone it transmits a disease in actuality a retro virus that begins to change and mutate the victim. If untreated or the victim fails to shake the virus off they become a Rakghoul.



The Rakghouls inhabit the sewers and lower levels of the Cities of Taris, preying on anything that comes near them, which is typically the outsiders, or some of the Swoop gangs. They attack by clawing and biting, their claws while they do more damage are not the dangerous weapons, and the bite is because it transmits the Rakghoul Virus. They hunt what they can but typically eat anything they can find, they travel in groups of 2-5.



Rakghoul: Adult Subterranean, Predator 1/Scavenger 2; **Init** +7 (+0 Dex, +4 Bonus, +3 Template); **Def** 14 (+0 Dex, +4 Templates); **Spd** 12 m; **VP/WP** 18/10; **Atk** +7 melee (1d6, crit 20, claws x2), +5 melee (1d4, crit 20, bite); **SQ** Abominable presence, Disease, Maddened, Mutated; **SV** Fort +5, Ref +2, Will +4; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 10, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10.
Skills: Hide +2, Listen +8, Move Silently +4, Search +2, Spot +2, Survival +2

Feats: Improved Initiative, Multiattack, Power Attack
Disease: On a successful bite that deals WP damage the Rakghoul has the chance of transferring a horrible disease to the target. This disease turns the victim into a Rakghoul. To stave off this disease they must make a Fortitude save DC 10+ Con modifier of the type of Rakghoul that bit them, in the case of the Rakghoul Fiend DC 12. For each failed save the victim suffers 1 point of Temporary Con damage. The Victim continues to make saving throws every 24 hours for 10 days until two successful saves are made; if two successful saves are made then the body has shaken the disease off.

Rakghoul Fiend: Adult Subterranean, Predator 3/Scavenger 2; **Init** +8 (+1 Dex, +4 Bonus, +3 Template); **Def** 15 (+1 Dex, +4 Templates); **Spd** 12 m; **VP/WP** 39/14; **Atk** +10 melee (1d6+1, crit 20, claw), +8 melee (1d4+1, crit 20, bite); **SQ**

Abominable presence, Disease, Maddened, Mutated; **SV** Fort +8, Ref +4, Will +5; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 12, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10.

Skills: Climb +3, Hide +3, Jump +3, Listen +8, Move Silently +5, Search +2, Spot +2, Survival +2
Feats: Improved Initiative, Multiattack, Power Attack

Disease: On a successful bite that deals WP damage the Rakghoul has the chance of transferring a horrible disease to the target. This disease turns the victim into a Rakghoul. To stave off this disease they must make a Fortitude save DC 12+ Con modifier of the type of Rakghoul that bit them, in the case of the Rakghoul DC 14. For each failed save the victim suffers 1 point of Temporary Con damage. The Victim continues to make saving throws every 24 hours for 10 days until two successful saves are made; if two successful saves are made then the body has shaken the disease off.

Alpha Rakghoul: Adult Subterranean, Predator 4/Scavenger 2; **Init** +9 (+2 Dex, +4 Bonus, +3 Template); **Def** 16 (+2 Dex, +4 Templates); **Spd** 14 m; **VP/WP** 47/16; **Atk** +10 melee (1d8+2, crit 20, bite), +13 (1d6+2, crit 20, claw x2); **SQ** Abominable presence, Maddened, Mutated; **SV** Fort +9, Ref +6, Will +4; **SZ** M; **Face/Reach** 2 m by 2 m/2 m; **Str** 14, **Dex** 14, **Con** 16, **Int** 10, **Wis** 8, **Cha** 8.

Skills: Intimidate +8, Listen +9, Move Silently +4, Spot +4

Feats: Improved Initiative, Multiattack, Power Attack, Weapon Focus (Claw)

Disease: On a successful bite that deals WP damage the Rakghoul has the chance of transferring a horrible disease to the target. This disease turns the victim into a Rakghoul. To stave off this disease they must make a Fortitude save DC 10+ Con modifier of the type of Rakghoul that bit them, in the case of the Alpha Rakghoul DC 15. For each failed save the victim suffers 1 point of Temporary Con damage. The Victim continues to make saving throws every 24 hours for 10 days until two successful saves are made; if two successful saves are made then the body has shaken the disease off.

Rakghoul Serum -

This gives a recipient +10 to its saves versus the Rakghoul virus, this bonus lasts for 5 days.





Tatooine

Planet: Tatooine
Planet Type: Terrestrial
Climate: Hot and arid
Terrain: Desert, dunes, and mesas
Atmosphere: Breathable
Gravity: 1.3 standard
Diameter: 14,211 km
Length of Day: 23 standard hours
Length of Year: 204 local days
Sentient Species: Various settlers, Jawas, Sand People
Language: Basic, Jawa
Population: 5,000 to 10,000 settlers, unknown indigenous
Species Mix: Humans 80%, other 20%
Government: Corporate
Major Exports: Ore
Major Imports: Mining / light industrial equipment
Region: Outer Rim
System/Star: Arkanis /Tatoo I and II

| Planets | Type | Moons |
|----------|-------------|-------|
| Tatooine | Terrestrial | 2 |
| Ohann | Gas Giant | 3 |
| Adrina | Gas Giant | 4 |

Background

The ancient surface of Tatooine consists of near endless dune seas interrupted by rock wall canyons, carved by long departed oceans that no living memory or archive records. There are two sentient species on Tatooine; Sand People and Jawas. The more dominant Sand People are a race of nomadic warrior tribes. They have rejected any attempt at trade or communication, possessing a single-minded hostility towards all outsiders. The Jawas, by contrast, are diminutive scavengers that are more interested in trade than

combat. However, their language is painfully hard to understand and their culture remains enigmatic.

Tatooine has not been properly documented by the Republic because it has yet to be officially deemed viable for colonization, or even declared habitable. This has not stopped various private companies from expressing an interest in the world --orbital scans reveal substantial subterranean ore deposits-- but such observations are often made away from public record. The outpost of Anchorhead, run by the Czerka corporation, is the only currently inhabited site on Tatooine, and it appears to be dying. Corporate officers are tightlipped about why the operation is failing, but a rumor is circulating that Tatooine ore is somehow bad. The company has denied this, but the strength of that denial has given the rumors credibility.

It is likely that Czerka Corporation will abandon their stake in Tatooine, but for now, five to ten thousand settlers attempt to make a living on the surface and in the mines. Moisture vaporators could allow independent colonies to survive, but nothing outside of Anchorhead lasts for long. People rarely travel without armed escort, and not just because of Sand People attacks. The tracks of huge desert predators have been found near decimated Bantha herds, and many people that go exploring simply don't return. A resident Hutt has funded a small swoop track, but the planet must be dangerous for swoop races to be considered safe entertainment. There is little of interest on Tatooine for the casual traveler. That may change if local hyperspace routes prove useful, but for now, it is an inhospitable place best avoided.



Tatooine Creatures

Wraid

The Wraid is a predator native to the deserts of Tatooine; they have a hard bony form of armor that is prized. They typically travel in small groups of no more than 4.



Wraid: Adult Desert, Predator 3; **Init** +0 (+0 Dex); **Def** 15 (+0 Dex, -1 Size, +6 Natural); **Spd** 8 m; **VP/WP** 36/20; **Atk** +10 melee (1d10+5, crit 20, claw), +6 melee (2d8+7, crit 20, bite); **SQ** Carnivorous; **SV** Fort +10, Ref +5, Will -1; **SZ** L; **Face/Reach** 3 m by 4 m/2 m; **Str** 20, **Dex** 10, **Con** 20, **Int** 2, **Wis** 6, **Cha** 8.
Skills: Hide -4, Intimidate +1, Listen +3, Move Silently +2, Spot +1, Survival +0
Feats: Track, Weapon Focus (Bite)



Desert Wraid: Adult Desert, Predator 5; **Init** +0 (+0 Dex); **Def** 15 (+0 Dex, -1 Size, +6 Natural); **Spd** 8 m; **VP/WP** 58/20; **Atk** +12 (1d10+5, crit 20, claw),

+8 melee (2d8+7, crit 20, bite); **SQ** Carnivorous; **SV** Fort +11, Ref +6, Will -1; **SZ** L; **Face/Reach** 3 m by 4 m/2 m; **Str** 21, **Dex** 10, **Con** 20, **Int** 2, **Wis** 6, **Cha** 8.

Skills: Hide -4, Intimidate +1, Listen +4, Move Silently +2, Spot +2, Survival +1

Feats: Track, Weapon Focus (Bite)

Hulak Wraid: Adult Desert, Predator 7; **Init** +0 (+0 Dex); **Def** 15 (+0 Dex, -1 Size, +6 Natural); **Spd** 8 m; **VP/WP** 83/20; **Atk** +14(1d10+5, crit 20, claw), +13 (2d8+7, crit 20, bite); **SQ** Carnivorous; **SV** Fort +12, Ref +7, Will +0; **SZ** L; **Face/Reach** 3 m by 4 m/2 m; **Str** 21, **Dex** 10, **Con** 20, **Int** 2, **Wis** 6, **Cha** 8.

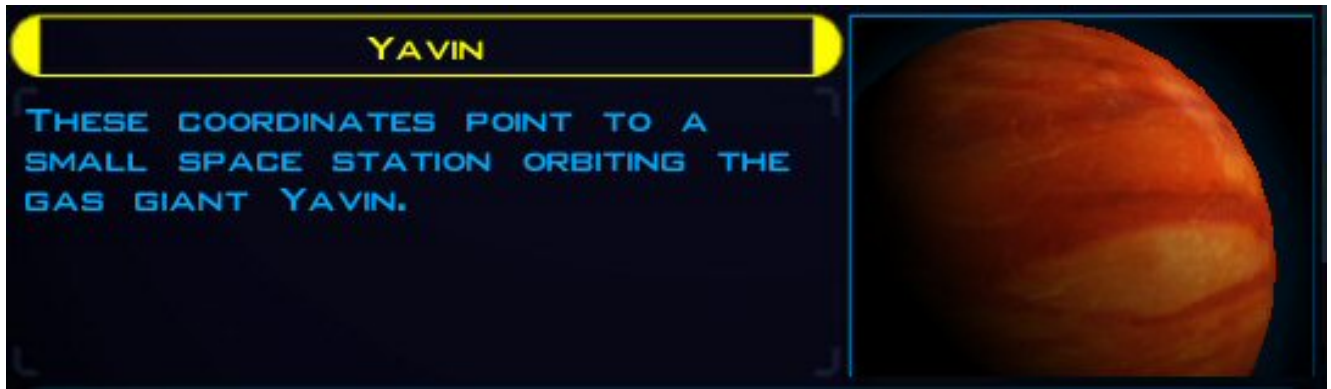
Skills: Hide -4, Intimidate +1, Listen +5, Move Silently +3, Spot +3, Survival +2

Feats: Multiattack, Track, Weapon Focus (Bite)



Jawas and Tusken raiders are also plentiful and can be encountered. While Jawas are not typically a threat, the Tusken raiders are, refer to the RCR pages 335-336 for stats on the Bantha an Dewback the Ultimate Alien Anthology pages 80 for Jawa stats and 171 for Tusken stats as well as the OCR book Secrets of Tatooine.





Yavin

Planet: Yavin
Planet Type: Gas Gaint
Climate: Hostile Gas(chemical and magnetic storms)
Terrain: Gas Gaint
Atmosphere: Type III (toxic)
Gravity: 400% standard
Diameter: 198,500 km
Length of Day: 24 standard hours
Length of Year: 4,818 local days
Sentient Species: , None
Language: -None
Population: indigenous floating creatures(upper atmosphere)
Species Mix: -
Government: -
Major Exports: -
Major Imports: -
Region: Outer Rim
System/Star Yavin

| Planets | Type | Moons |
|------------|----------------|-------|
| Fiddanl | Searing Rock | 0 |
| Stroiketcy | Captured Comet | 0 |
| Yavin | Gas Gaint | 26 |

Background

The Yavin system has for the most part been ignored until the Sith Wars. A dark lord of the Sith set up a base on a Moon orbiting Yavin IV and erected massive temples on the surface. During the Sith wars the Republic set up a space station in orbit around the Gas giant near Yavin IV. From here they launched a campaign and eventually bombarded the surface and temples eradicating the Sith Lords presence. Since that time the planet and it's moons have fallen into disrepair and are not claimed by anyone.

Yavin Creatures

The native creatures of Yavin are a danger to ships in the upper atmosphere. Two primary species of floaters roam Yavin's upper atmosphere to imperil unlucky starships.

Floater Herbivore

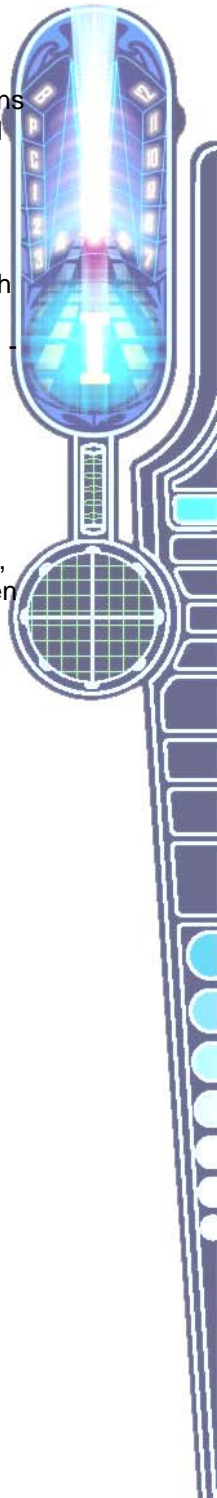
The "herbivore" floaters resemble the beldons of Bespin, except twice as large and with stunted tentacles ringing their central mouthparts. Herbivore floaters usually don't travel in groups. There is, of course, the chance that a herbivore will accidentally swallow a starship while feeding on atmospheric algae and gasses or lash out with a tentacle if disturbed. But the primary danger to fishing vessels and other ships is simply collision - and the explosion that could result if the impact cost the floater more than half its Wound Points (see Species Traits, below).

The predatory "hunter-floaters" usually survive by feeding on the herbivores (but only when traveling in packs of 2d4 individuals). Lone hunter-floaters, apparently packless adolescents, are more likely to be encountered by heroes when the massive monsters are hunting an unsuspecting Corusca trawler. Hunter-floaters resemble gargantuan inflated sharks and show rudimentary intelligence.

Note: Floaters are so large that their size is

described using starship scale

Yavin Floater Herbivore: Airborne herd animal 2; **Init** -6 (+2 airborne, -4 Dex, -4 size);



Def 4 (−4 size, −4 Dex, +2 natural), touch 2, flat-footed 8; **Spd** fly (poor, Yavin only) 10 m; **VP/WP** 17/88; **Atk** +13 melee (1d6 +16, 10 tentacles) or −7 ranged; **SQ** Explosive, swallow whole; **SV** Fort +8, Ref −4, Will −3; **SZ** G (**Face/Reach** 1 km by 1 km/100 m); **FP** 0; **DSP** 0; Rep +0; **Str** 43, **Dex** 2, **Con** 21, **Int** 1, **Wis** 8, **Cha** 2.

Skills: Listen +3, Spot +3, Survival +3.

Feats: None.

Explosive: No species of floater can survive outside of Yavin's thick atmosphere, and they will not voluntarily leave the cloud cover. If a floater is somehow pulled more than halfway outside of Yavin's atmosphere or loses more than half of its Wound Points, the creature explodes, inflicting 8d10 points of damage on any ship or creature within 4 km.



Yavin Hunter-Floater: Airborne predator 5; **Init** +2 (−1 Dex, +4 Improved Initiative, −1 size); **Def** 14 (−1 size, −1 Dex, +6 natural), touch 8, flat-footed 15; **Spd** fly (average, Yavin only) 80 m; **VP/WP** 56/96; **Atk** +22 melee (5d8 +18, bite) or +3 ranged; **SQ** +20 species bonus to Hide checks in Yavin's atmosphere, explosive, swallow whole; **SV** Fort +10, Ref +3, Will +4; **SZ** L (**Face/Reach** 50 m by 120 m/10 m); **FP** 0; **DSP** 0; **Rep** +0; **Str** 46, **Dex** 8, **Con** 22, **Int** 2, **Wis** 17 **Cha** 10.

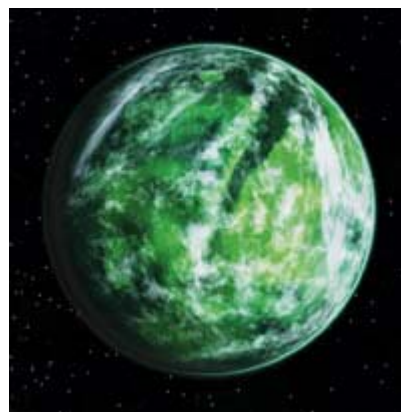
Skills: Hide +14, Spot +9, Survival +9.

Feats: Improved Initiative.

Explosive: No species of floater can survive outside of Yavin's thick atmosphere, and they will not voluntarily leave the cloud cover. If a floater is somehow pulled more than halfway outside of Yavin's atmosphere or loses more than half of its Wound Points, the creature explodes, inflicting 8d10 points of damage on any ship or creature within 4 km.

Yavin IV

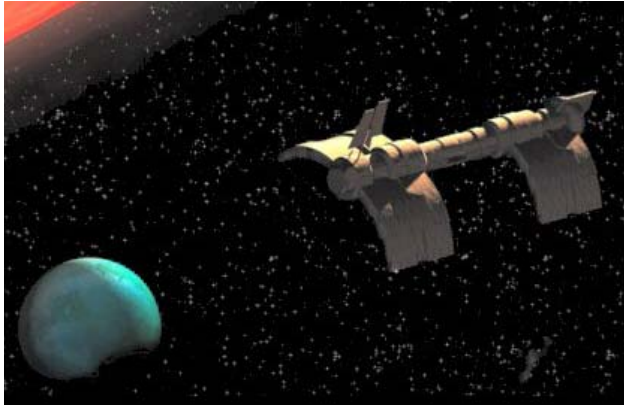
Planet: Yavin IV
Planet Type: Moon
Climate: Temperate to tropical
Terrain: Jungle, rain forest
Atmosphere: Breathable
Gravity: standard
Diameter: 10,200 km
Length of Day: 24 standard hours
Length of Year: 4,818 local days
Sentient Species: None
Language: -
Population: -
Species Mix: -
Government: -
Major Exports: Corsica Gems, Sith Artifacts
Major Imports: Everything
Region: Outer Rim
System/Star: Yavin



The fourth moon of Yavin has been occupied by many different sentient species over thousands of years of galactic history -- the native, doomed Massassi, slain by Exar Kun; Humans serving the masters of the Sith, the Jedi, the Republic and now is unoccupied except for one Rodian.

Yavin Space Station

This is a free trade area; A hive for smugglers and others wishing to live beyond the reach of the Republic or the Sith. The Republic originally created the station during the first Sith war, but after the Defeat of Exar Kurn on Yavin Four it was abandoned. Smugglers, groups of mercenaries, and the Exchange have all used the space station as an outlaw Tech Base. The station is currently occupied by the Rodian Savium; a collector, inventor, and merchant who deals with a select clientele and only in high-quality items.”



Yavin Station

Craft: Republic Shipyards'; **Class:** Station; **Cost:** 1.63 gCr; **Size:** Colossal (Colossal space station, 2000m in length); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 90 (Skilled +4); **Passengers:** 3000; **Cargo Capacity:** 100,000 Metric tons; **Consumables:** 2 Years; **Hyperdrive:** None; **Maximum Speed:** Docking (Poor, 0 squares/action); **Maneuvers:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 2000 (DR 40); **Shield Points:** 500 (DR 40).

Savium: Middle Age Male Rodian, Tech Specialist



9/Scoundrel 1; **Init** +2 (+2 Dex); **Def** 17 (+2 Dex, +5 Class); **Spd** 10m; **VP/WP** 35/11; **Atk** +6/+1 melee (1d3, punch), +8/+3 or +4/+4/-1 ranged (3d6-1, Blaster [BlasTech DH-17, Pistol]); **SQ** Expert (Craft), Illicit barter, Instant Mastery (Repair), Research, Tech

Specialty (Mastercrafter +2); **SV** Fort +4, Ref +8, Will +4; **SZ** M; **FP:** 0; **Rep:** +2; **Str** 11, **Dex** 14, **Con** 11, **Int** 19, **Wis** 11, **Cha** 12.

Equipment: Blaster [BlasTech DH-17, Pistol], Tool kit [computer, droid], Tools [beam drill, Circuit Disruptor, Fusion Cutter, Laser welder, Power calibrator, probe sensors, sonic welder, welding goggles, Worklight], Utility Belt

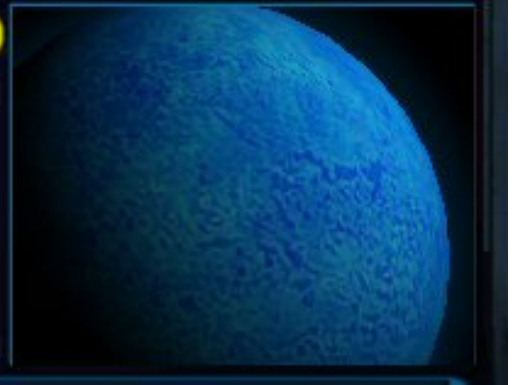
Skills: Appraise +14, Astrogate +6, Balance +4, Computer Use +18, Craft (armor) +12, Craft (blaster pistols and rifles) +10, Craft (electronic devices) +8, Demolitions +12, Disable Device +18, Knowledge (Engineering) +8, Knowledge (Technology) +6, Listen +2, Pilot +4, Profession (mechanic) +4, Read/Write Basic, Read/Write Rodese, Repair +27, Search +12, Speak Rodese, Spot +2, Treat Injury +12

Feats: Cautious, Gearhead, Shady Merchant, Skill Emphasis (Repair), Track, Underworld Connections, Weapons Group Proficiency (blaster pistols, simple weapons)



STAR FORGE SYSTEM

THIS PLANET HAS NO ENTRY IN THE
REPUBLIC ARCHIVES.



Rakata

Planet: Unknown (Rakata)
Planet Type: Terrestrial
Climate: Hot and moist
Terrain: Islands, Jungle, Ocean
Atmosphere: Breathable
Gravity: 1x standard
Diameter: 14,211 km
Length of Day: 50 standard hours
Length of Year: 1004 local days
Sentient Species: Rakata, various castaways,
Language: Rakata, various
Population: 5,000 Rakata 1000, unknown castaways
Species Mix: Rakat 90%, other 10%
Government: Corporate
Major Exports: none
Major Imports: none
Region: Outer Rim
System/Star: Unknown / Unknown (Yellow Dwarf)
Satellites: 1.

| Planets | Type | Moons |
|---------|-------------|-----------------|
| Unknwon | Rock | - |
| Rakata | Terrestrial | 1 Space station |
| Unknown | Stony | -- |

Background

A tiny world in an isolated and long forgotten system, this unnamed tropical paradise exists in the vast expanse of uncharted space beyond the Outer Rim. Because of the Unknown World's remote location, it has not been explored or documented in any significant fashion and there are no official records of its existence.

This secrecy is further preserved by a powerful energy field surrounding the entire world that can

disable any ship's communications and navigational abilities. Over the millennia, the Unknown World has become a technological graveyard, the tropical islands of its surface strewn with the wreckage of ships and cruisers unfortunate enough to have stumbled across the mysterious planet's hidden location.

But the hulls of crashed vessels are not the only technological remains on this world. There is undeniable evidence that a great civilization once existed here. Enormous cities, now crumbling ruins reclaimed by the jungle, give mute testimony to the one time dominance of a scientifically advanced culture. However, like most facts about the Unknown World, whatever disaster or cataclysm wiped this civilization from the face of the galaxy can only be guessed at.

Historical perspective

The Unknown World raises many questions: Who once dwelt here? Did they create the energy field surrounding the planet, and if so, for what purpose? And, most importantly, where did they go? The answers, if there are any, can likely be found in a single, massive structure that still stands wholly intact: an enormous temple on the planet's largest island. Seemingly immune to the ravages of time, the great monument is of an architectural construction that is both familiar, yet disturbingly alien; a haunting echo of an extinct species' past and a people's history that may never be told.

In the field of galactic archeology, the Rakata species presents researchers with an anomaly. The Republic has been in existence since the arrival of hyperspace travel 20,000 years ago. Before that time, all known races could barely escape their own solar systems, and little information was shared between worlds. The Rakatas, however, appear to have been exempt from that rule. Hints of their one-time presence seem to be buried on myriad worlds, though this evidence is often contested due to the difficulty in

recognizing such remnants. This is an understandable impediment given the length of time that has elapsed since their passing.

It is estimated that the Rakata civilization ceased to exist nearly 30,000 years ago, at the height of its power predating the Republic by ten millennia. The scarcity of remains suggests that they were either very careful with access to their resources, or that attempts were made to intentionally remove any trace of their passing once they had gone. Both hypotheses tend to suggest that the Rakatas did not arrive on these worlds as ambassadors or merchants. No other species appears to have been so widespread, and yet so thoroughly purged from the galactic record.

While defining the Rakata culture is confined to guesswork, researchers have had better luck reconstructing the anatomy of the species. Through the study of many ancient records, including the scrawled drawings of various developing sentient species, we have made an educated guess at the Rakata's physical appearance. Artifacts, when they could be found, have also been analyzed to determine the shape of hand they were designed for, and the musculature that would have found them comfortable to use. This has resulted in a fairly clear physical portrait of these early galactic pioneers, though what became of their empire remains unknown

Rakatan

The rakatan are a humanoid race with a large almost cone shaped head, their eyes are placed on short stalks on the sides of their head granting them an exceptionally wide field of vision. They retain vestigial claws that they do not use in combat.

They are tall and thin, but contain strong wiry muscles. As a race they are very intelligent and nimble, but due to their odd look and abrasive nature, other races find them difficult to get along with. The cruel Rakatan fell to the Dark side and enslaved all the races they encountered.



Species Traits

- +2 Int,+2 Dex, -2 Cha, -2 Wis. -2 Con
- -2 on all saves in a dry environment.
- Natural Attacks: **Claws** (1d4+Str)
- **Automatic Languages:** Rakatan.
- **Automatic Feat:** Alertness

Rakatan Commoner: Init +2; Defense 12; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d4, claws) or +0 ranged; SQ Species traits; SV Fort +0, Ref +2, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 8, Int 12, Wis 8, Cha 8. Challenge Code A.
Equipment: Simple clothing, personal belongings.
Skills: Craft +2, Knowledge +3, Spot +2
Feats: Alertness.

Rakata Creatures

Many domesticated Rancors inhabit the planet, as well as wild ones, and travelers should be on the lookout for them. Refer to the RCR pg 338 for stats, or WotC Website for a Alien Anthology Web Enhancement.

Gizka

The Gizka is a small almost totally inoffensive creature, that does little other than, eat and breed, which they both at an exceptional rate. For the most part they will not harm any other creature for they cannot. However if provoked, they will lash out with their tongues.



Gizka: Adult Tropical, Herd Animal 1; **Init** +5 (+5 Dex); **Def** 19 (+5 Dex, +2 Size, +2 Natural); **Spd** 4 m, swim 10 m, swim 10 m; **VP/WP** 5/6; **Atk** +7 ranged (by weapon); **SQ** Amphibious, Aquatic dweller +4 to survival checks in aquatic environments); **SV** Fort +3, Ref +5, Will +2; **SZ** T; **Face/Reach** 0.5 m by 0.5 m/0.5 m; **Str** 4, **Dex** 20, **Con** 12, **Int** 1, **Wis** 14, **Cha** 6.

Skills: Search +1, Spot +8, Survival +3, Swim +12
Feats: Alertness



The Force

Force Saving Throws

Knights of the Old Republic provides a mechanic long missing from the *Star Wars* D20 RPG: a means for a force power's saving throw to increase as a character increases in Force User levels. In D&D, saving throws become harder as the character casting spells acquires higher level spells or increases his or her experience levels. In the current RCR *Star Wars* game, many force powers do not have a mechanic to increase saving throws.

Variant rule: The saving throw DC of a skill based Force power now adds the appropriate statistic modifier of the Force skill, as well as modifier equal to $\frac{1}{2}$ the Force User Level of the activating character. All other factors and conditions for calculating the Force skills DC still apply.

Example: a Force power based off of Charisma with a Jedi of 4th level and with a Cha of 14, would have the DC raised by 4 (+2 for level, +2 for Cha modifier)

Force Powers

Energy Resistance [Force Feat]

You can harness the power of the force to negate a small amount of energy damage.

Prerequisite: Force Sensitive, Control, Alter, 5 Ranks Force Defense, 5 ranks Move Object

Benefit: By spending 3 VP the Force User can create a temporary shield of kinetic energy that blocks the first 15 points of damage by sonic, fire, cold, and electric attacks. Any damage over 15 points is suffered normally. The effect lasts for 10 rounds or until 15 points is absorbed.

Lightsaber Crystals

In the Days of the Old Republic, many Jedi (and Sith) mastered the techniques of mixing various chemical components and using a crystal furnace to make lightsaber crystals with various properties, that

replicated those found in nature. However over the course of the thousands of years between the age of the Sith Wars and the Rise of the Empire, as the Jedi Order changed the need for such weapons waned and many of these secrets were lost. At the time of the Sith wars these crystals could be found naturally as well as forged.

Most Jedi use Adegan or Iulum crystals in their lightsabers before the Empire. They very rarely found but usually they are discovered in near flawless condition. The Jedi use these naturally occurring crystals to build a lightsaber because the Force flows through them in a more harmonious manner. If a natural crystal used to create a lightsaber is not of Adegan or Iulum variety, add +2 to the DC of Harmonizing the Crystals in the Force.

It has long been known that Synthetic grown gemstones have essentially the same appearance and optical, physical, and chemical properties as the natural material that they represent. This knowledge has allowed the Jedi to make their own lightsaber crystals in times of great need. This information was found in Obi-Wan Kenobi's journal, which Luke Skywalker used to construct his own lightsaber. Regardless of whether or not natural or synthetic crystals are used, the process of creating a lightsaber is one of the most essential lessons the Jedi (or the Sith) teach their students.

A few such Crystal Crucibles still existed at the time of the Rise of the Empire and during the Rebellion and Galactic Civil War. The secrets of mixing the compounds to create specific crystals were held in long lost notes. Presented here are rules for the types of crystals and how to artificially create them.

Entries:

Name of Crystal, Crystal
Bonus or Benefit, Any
Prerequisite required.
The cost of components,
increase of DC to
construct Lightsaber and to craft the crystal

Crystals

Bondar Crystal; This crystal causes the Lightsaber to Stun the target for 1d4 rounds, Fort save DC is equal to the damage dealt by the lightsaber. The cost for components used in the furnace is 8000 credits, DC Craft Lightsaber +10

Side Bar

Most of the force powers in the *Knights of the Old Republic* game can be duplicated by existing feats or skills, alone or with applications of the Force Techniques from the *Hero's Guide*. As an example the Cure abilities tree, can be done as an application of Heal Another and choosing multiple targets to heal more than one person at a time. Burst of Speed, Master speed et al have a feat tree already in the d20 game. The only force power translated in this guide is Energy Resistance, since it has no real equivalent in the d20 *Star Wars* game.

Damind Crystal; This crystal gives +2 to Hit, The cost for components used in the furnace is 4000 credits, DC Craft Lightsaber +4

Eralam Crystal; This crystal gives +3 to Hit, The cost for components used in the furnace is 6000 credits, DC Craft Lightsaber +6

Firkrann Crystal; This crystal gives +4 to hit versus droids The cost for components used in the furnace is 6000 credits, DC Craft Lightsaber +6

Jenruax Crystal; This crystal gives +4 to Deflect Attack (The bonus is to redirect the attack back at a target), The cost for components used in the furnace is 4000 credits, DC Craft Lightsaber +5

Luxum Crystal; This crystal gives +2 to hit versus droids The cost for components used in the furnace is 4000 credits, DC Craft Lightsaber +4

Nextor Crystal; This crystal gives an increase in the threat range by +1, Prerequisite: Improved Critical, The cost for components used in the furnace is 6000 credits, DC Craft Lightsaber +5

Opila Crystal; This crystal gives +1d6 to damage on critical hit only, Prerequisite: Power Attack The cost for components used in the furnace is 6000 credits, DC Craft Lightsaber +6

Phond Crystal; This crystal gives +1d8+2 versus droids only The cost for components used in the furnace is 4000 credits, DC Craft Lightsaber +4

Rubat Crystal; This crystal gives +1 to hit and damage. The cost for components used in the furnace is 2000 credits, DC+2 Lightsaber.

Sapith Crystal; This crystal gives +4 to hit, The cost for components used in the furnace is 8000 credits, DC Craft Lightsaber +8

Sigil Crystal; This crystal gives +1d8 on VP damage, can't be used on critical The cost for components used in the furnace is 6000 credits, DC Craft Lightsaber +6

Upari Crystal; This crystal gives +5 to hit, The cost for components used in the furnace is 10000 credits, DC Craft Lightsaber +10

Crystal Crucible



Type: Synthetic Lightsaber crystal furnace
Cost: 5000; **Weight:** 20 kg; **Hardness:** 10; **WP:**30; **Break DC:** 20; **Availability:** Restricted to Jedi; **Era:** Pre Empire

Special Properties: Allows the Construction of

Lightsaber Crystals. The machine is considered to have the Feat: Craft Lightsaber Crystal and the basic program that it runs under is considered to have 2 Ranks in Craft: Lightsaber Crystals. To Successfully make a crystal the machine must make a Craft: Crystals check DC20. The Crucible has a Craft check of +2 on Craft Crystal, however using the controls of the furnace and setting a longer time for melting and forging of the components into a crystal gives a bonus to the Craft Check of +1 for every day, So setting the machine to take a long slow melt and growth of 18 days (or just over 3 weeks) gives a +18 to the check. Any usage of the machine uses up the cost of the components to make a crystal, and failure requires the purchase of the ingredients again. If the Craft check fails then the crystal is not of good enough quality to transfer the power required to sustain a blade and is useless.

Operation: The Jedi must assemble the needed nutrients and chemical components that make up the crystal. Typically Silicon, Beryllium, Aluminum, possibly Iron, Carbon and other rarer trace elements and metals are reduced to a fine powdered form in exact portions. It costs 1750 credits to refine the powders and compounds to desired purity. The Jedi must get the use the pure powder compounds and a seed crystal to start the process. This seed need only be a tiny shard of almost no size at all. The powders are then loaded into the Crucible, and the seed into the repulsor coil field, and the machine is activated.

In the Jedi method, ingredient powders-- nutrients--are melted in an iridium, or ceramic crucible. A seed crystal is suspended in a repulsor field under the conditions of artificial zero gravity, and lowered into the crucible until the seed just touches the melt. When the zero gravity field is turned on a sphere of liquid melt forms. The crystal grows as the seed pulls materials from the



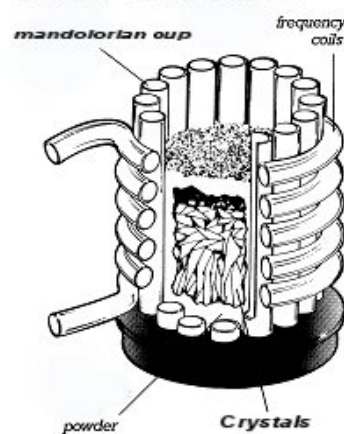
melt, and the material cools and solidifies. Because of the surface tension of the spherical melt, the growing crystal stays in contact with the molten material and continues to grow until the melt is depleted. Crystals grown using this method can be very large, more than 50 millimeters in diameter, and of very high purity.

Skull Crucible

Type: Synthetic Lightsaber crystal furnace; **Cost:** 5000; **Weight:** 20 kg; **Hardness:** 13; **WP:**35; **Break DC:** 21; **Availability:** Restricted to Sith; **Era:** Pre Empire

Special Properties: Allows the Construction of

Skull Crucible



Lightsaber Crystals. The machine is considered to have the Feat: Craft Lightsaber Crystal and the basic program that it runs under is considered to have 2 Ranks in Craft: Lightsaber Crystals. To Successfully make a crystal the machine must make a

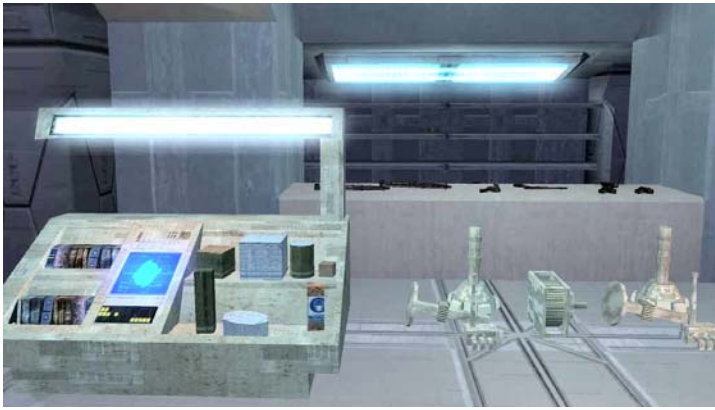
Craft: Crystals check DC20. The Crucible has a Craft check of +5 on Craft Crystal, however using the controls of the furnace and setting a longer time for melting and forging of the components into a crystal gives a bonus to the Craft Check of +1 for every day, So setting the machine to take a long slow melt and growth of 18 days (or just over 3 weeks) gives a +18 to the check. Any usage of the machine uses up the cost of the components to make a crystal, and failure requires the purchase of the ingredients again. If the Craft check fails then the crystal is not of good enough quality to transfer the power required to sustain a blade and is useless.

Operation: The Sith must assemble the needed chemical powders that make up the crystal. Typically, Lithium, Magnesium, Manganese, Iron, and Aluminum, and other rarer trace elements and metals in exact portions are needed. These powders typically cost 1000 credits to refine and produce pure compounds for the desired crystal composition. If a set number of crystals are desired a single seed crystal is needed for each one. These crystal shards need only be a tiny bit of material of almost no size at all.

The Skull Crucible allows the Sith to craft perfect crystals for use in their lightsabers. Synthetic Sith Lightsaber crystals are produced by extremely high-temperature melt growth. The Sith Lightsaber crystals had a few unique problems when attempts were made to grow them the Jedi way. The materials of the Sith Alchemy are so reactive that they cannot be melted even in unreactive platinum and iridium crucibles and they melt at higher temperatures than the crucible materials can endure. Therefore, another melting system had to be used, called the skull melting system. The Skull crucible derives its name from the fact that the first Sith actually used the Skulls of defeated enemies for the crucible. Now the "skull" is a hollow-walled mandolorian steel cup. A cooling mixture is circulated through the hollow walls to cool the inside wall of the skull. The cup is filled with powdered ingredients and heated by High frequency induction until the powders melt. Because the Coolant cools the walls of the skull, the powdered materials next to the walls do not melt, and the molten material is contained within a shell of unmelted material, the reactive and high-temperature melt is contained within itself. When the heat source is removed and the melt is allowed to cool, crystals form by nucleation around a seed and grows until the entire melt solidifies.

Crystals grown using this system vary in size, and number depending on the number of nucleations. This number is controlled by the number of seed chips used to produce the exact number of crystals a Sith needs to construct his saber. Alternatively a Sith can allow for random number of crystals produced, if he or she so desires. A single skull yields about 1 kg of material per use (or 3-4 crystals of the size to use in a lightsaber).





Equipment

A great many things are required to survive in the galaxy. Listed in this section are items that can be used to aid a character as they make their way in the *Star Wars* universe.”

Weapon Upgrades

The following information is presented to go along with the information found in the *Arms and Equipment Guide*, on page 6. That source book presents options for the upgrade of a weapon to increase an area of effectiveness. The following items are designed to be specific items that can be bought or found to either simulate some of those effects or be used in addition to them. Each item presented here adds +4 to the DC of the Repair or Craft check needed to make the modification.

Species at war are forever trying to develop new ways of hurting their opponents and this section deals with some of the ways that has been done.

Ranged Weapons Upgrades

Beam Splitter

Type: Improved weapon cell;;**Cost:** 900; **Weight:** 0.025 kg; **Hardness:** 1; **WP:** 2; **Break DC:**15;
Availability: Rare; **Era:** any
Special Properties: Damage Bonus, bypasses 1 Pt of DR on armor

A modified or improved Energy cell, this item or modification causes the beam of energy projected by the weapon to disperse on contact slightly to give better penetration.

Hair Trigger

Type: Gun improvement; **Cost:** 750; **Weight:** - ;
Hardness: 1; **WP:**1; **Break DC:** 13; **Availability:** Rare; **Era:** any

Special Properties: Reduces the penalty on multi-fire and/or rapid shot fire by 1

This is a specially modified trigger, which replaces the heavier triggers in most guns that can impair both speed and accuracy in getting off the shots. This trigger that responds with just little pressure, making it easier to fire more than one shot.

Improved Energy Cell

Type: Improved Energy Cell; **Cost:** 1250; **Weight:** 0.25; **Hardness:** 2 ; **WP:** 2; **Break DC:** 14;
Availability: Prevalent ;**Era:** Any Restricted Rebellion
Special Properties: Damage Bonus: Energy, +1/d of dice

A modified or improved Energy cell, this item or modification causes the beam of energy projected to be more coherent or compacted giving it extra strength.

Scope

Type: Improved Weapon sight; **Cost:** 1000;
Weight: 0.5 kg; **Hardness:** 2; **WP:** 2; **Break DC:** 14; **Availability:** Prevalent ; **Era:** Any
Special Properties: +1 to Attack Bonus to targets within the first 3 range increments

This is the classic scope that allows one to increase their accuracy over longer distances.

Melee Weapons Upgrades

Durasteel Bonding Alloy

Type: Improved weapon compound; **Cost:** 500;
Weight: NA; **Hardness:** +1; **WP:** +1; **Break DC:** +1; **Availability:** Rare; **Era:**
Special Properties: Attack Bonus: +1

This compounded when added to a weapon's blade causes a molecular change and bounds to the dura-steel of the weapon to give increases strength and allows for a sharper edge.

Energy Projector

Type: Melee weapon energy Cell **Cost:** 750;
Weight: 0.025 kg; **Hardness:** 2; **WP:**2; **Break DC:** 15; **Availability:** Prevalent; **Era:** Any, Restricted in Rebellion

Special Properties: Damage Bonus: Provides extra damage of a certain energy type, +1d6 of Fire, Cold, Electric or Sonic. After 10 successful hits, the Energy projector is depleted and must be recharged.

One of the biggest improvements on melee weapons is the ability to add more damage. There is a physical limit to how much you can sharpen a



weapon to cause it to cut deeper or more severely. So the ever increasing quest to cause more harm fueled the development of additional sources of damage namely energy. These are special energy cells that are linked into the blade of the item and either chill, heat etc, the blade to give the desired effect and allow it to discharge into the target.

Substance extruder

Type: Melee weapon injector; **Cost:** 750; **Weight:** 0.025 kg; **Hardness:** 2; **WP:** 2; **Break DC:** 15; **Availability:** Prevalent; **Era:** Any, Restricted in Rebellion

Special Properties: Damage Bonus: This is an injector or extruder of lethal substances ranging from acid to poison. It may only carry one type of substance. Acid adds 1d6 damage with a successful strike. Poison is injected on contact (see poison's specific description to determine the effect). After 10 successful strikes, the substance extruder is depleted and must be refilled.

The other means of increasing a weapons damage is to give it an additional effect. If you can't go energy, then use something that will harm the target in another way. Thus, the Extruder was developed. This item fit into the handle where the reservoir for the substance is housed. It has a nozzle that comes out just at the base of the blade that excretes the material onto the blade.

Vibration Cell

Type: weapon damage improvement; **Cost:** 750; **Weight:** 0.025 kg; **Hardness:** 2; **WP:** 2; **Break DC:** 14; **Availability:** Prevalent; **Era:** Any, Restricted in Rebellion

Special Properties: Damage Bonus: Add +1/d of melee weapon damage

This modification is an improved vibration cell for a vibro weapon, as such it can only be added to preexisting vibro weapon and cannot be used to turn an ordinary weapon into a vibro weapon.

Armor Upgrades

With any advancement in the technology of trying to kill you or cause you greater harm, there usually comes the equal and opposite response of your foe trying to develop better means of staying alive or un hurt. This section is dedicated to that. Each item presented here adds +4 to the DC of the Repair or Craft check needed to make the modification.

Armor Reinforcement

Type: Armor improvement; **Cost:** 1750; **Weight:** +1%; **Hardness:** 2 **WP:** 2; **Break DC:** 15;

Availability: Prevalent; **Era:** Any, Restricted in Rebellion

Special Properties: DR Bonus: +1

The answer to the beam splitter a compounded added to reinforce and strengthen the materials of the armor and render the beam splitter ineffective.

Mesh Underlay

Type: Armor Improvement **Cost:** 1500; **Weight:** +1%; **Hardness:** 2; **WP:** 2; **Break DC:** 16; **Availability:** Rare ; **Era:** Any

Special Properties: Gives resistance 5 to an effect.

These modifications add an underpinning of compounds specifically designed to neutralize or reduce the effects of an energy type, each mesh is as separate type and made of different compounds. Adding one such item increases the Armor Check Penalty by 1 point for that armor.

Table 4 –1 Energy Effects

| D20 | Effect |
|-------|----------|
| 1-3 | Acid |
| 4-6 | Energy |
| 7-10 | Electric |
| 11-15 | Fire |
| 16-18 | Cold |
| 19-20 | Sonic |

Equipment on the body

Many of the new equipment items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as seven equipment items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

All equipment presented here, except for Personal Shields and Droid Equipment, requires at least a standard power cell unless the specific text in the item's description states otherwise.

Slots

- One Head slot
- One robe or suit of armor on the body
- One around the waist (over a robe or suit of armor)
- One Right biceps on the arms
- One Left biceps on the arms
- One pair of gauntlets on the hands
- One pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect, and can not all be worn at the same time. Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

Wearable equipment

Dampening Units

Dampening Units are items worn in the waist slot, they require a standard action to activate, and remain in function until switched off. Activation of the unit does not provoke an attack of opportunity. Each unit provides a bonus typically to one skill check type.

Sound Dampener

Type: Wearable sound nullifier; **Cost:** 1000; **Weight:** 0.25 kg; **Hardness:** 2; **WP:** 2; **Break DC:** 13; **Availability:** Restricted **Era:** Any, illegal in Rebellion
Special Properties: +2 to move silently

The sound dampener is an item that was created to allow a wearer to move around with less noise, it is a belt that contains a small power pack and a generate that creates sound waves in frequencies that create that make interference patterns that reduce the ambient sound produced by the wearer.

Advanced Stealth unit

Type: Wearable sound nullifier; **Cost:** 2500; **Weight:** 0.30 kg; **Hardness:** 2; **WP:** 4; **Break DC:** 15; **Availability:** Restricted; **Era:** Any, illegal in Rebellion

Special Properties: +4 to Move Silently

The advanced stealth unit was created to allow a wearer to move around while making less noise. This belt unit contains a small power pack, a generator hooked to a small computer, and sound system to sample the surrounding area for noise. It reproduces the ambient noise, in effect making white noise, that masks the wearer's noise.

Stealth Module

Type: Wearable sound nullifier; **Cost:** 6250; **Weight:** 0.40 kg; **Hardness:** 3; **WP:** 4; **Break DC:** 16; **Availability:** illegal; **Era:** Any

Special Properties: +6 Move Silently

The Stealth Module is an item that was created to allow a wearer to move around with as little noise as technology could reduce. This belt unit contains a

small power pack, computer, and a generator that creates sound waves in frequencies that create which make interference patterns reducing the ambient sound produced by the wearer. The small computer module and sound system samples the surrounding area for noise and reproduce it, in effect generating white noise, that allows its wearer to blend into the soundings.

Light Dampener

Type: Wearable light dimmer; **Cost:** 1000; **Weight:** 0.25 kg; **Hardness:** 2; **WP:** 2; **Break DC:** 13; **Availability:** Restricted; **Era:** Any, illegal in Rebellion

Special Properties: +2 to hide

The Light Dampener allows a wearer to attempt to blur their outline, gaining the benefit of having a non distinct silhouette that is hard to spot. This belt that contains a small power pack and a generator that creates a field of light and dark in alternating frequencies, creating a camouflage pattern that hides its wearer.

Advanced Light Dampener

Type: Wearable light dimmer; **Cost:** 2500; **Weight:** 0.30 kg; **Hardness:** 2; **WP:** 4; **Break DC:** 15; **Availability:** Restricted; **Era:** Any, illegal in Rebellion

Special Properties: +4 to Hide

The Advanced Light Dampener allows a wearer to blend in better with their surroundings. The belt contains a small power pack and computer that creates a field of light frequencies which help hide the wearer, blurring the wearer's outline and tries to blend him into the background.

Light Bending Module

Type: Wearable light bending; **Cost:** 6250; **Weight:** 0.04; **Hardness:** 3; **WP:** 5; **Break DC:** 16; **Availability:** illegal; **Era:** Any

Special Properties: +6 Hide

The Light Bending Module uses the most advanced technology to hide its wearer. The belt contains a small power pack, computer, and a generator. The device samples the surrounding area's EM spectrum and warps the light around the wearer.

Regulator



Nerve Amplifier Belt

Regulators are items worn in either the waist or the head slot, they require a standard action to activate, and function until switched off. Activation of the unit does not provoke



an attack of opportunity. Each unit provides a bonus typically to a saving throw.

Neural Regulator

Type: Physiological feedback booster; **Cost:** 500; **Weight:** 0.25 kg; **Hardness:** 2; **WP:** 2; **Break DC:** 15; **Availability:** Rare; **Era:** Any
Special Properties: +2 to Will

This device enhances and reinforces neural transmitters in the brain, fortifying the wearer's mental resolve. It is worn in the head slot.

Cardio Regulator

Type: Physiological feedback booster; **Cost:** 500; **Weight:** 0.25 kg; **Hardness:** 2; **WP:** 2; **Break DC:** 15; **Availability:** Rare; **Era:** Any
Special Properties: +2 to Ref

Worn in the waist slot, this device regulates and enhances the heart rate, allowing the wearer to keep a steady even heart rate and reducing susceptibility to shock.

Adrenaline Regulator

Type: Physiological feedback booster **Cost:** 500; **Weight:** 0.25 kg; **Hardness:** 2; **WP:** 2; **Break DC:** 15; **Availability:** Rare; **Era:** Any
Special Properties: +2 to Ref

Worn in the waist slot, this device regulates and enhances the release of epinephrine and related adrenal hormones, allowing the wearer to enhance the fight or flight reaction.

Gauntlets



Gauntlets are items worn in the Hand slots and remain in function until removed. They require no actions to activate. Putting on or removing Gauntlets can provoke an attack of opportunity. Each unit provides a

bonus typically to one skill check type or an ability score.

Strength Gauntlets

Type: Strength enhancing armored Combat gloves; **Proficiency Group:** Light armor; **Cost:** 5000; **Weight:** 1.5 kg; **Hardness:** 5; **WP:** 5; **Break DC:** 14; **Availability:** Prevalent; **Era:** Any
Special Properties: Provides a +2 bonus to wearers Strength

Gauntlets that when worn utilize micro servo's similar to that in droid joints, and minor electrical stimulants that contract the muscles of the arm to provide enhanced strength.

Augmenter Gauntlets

Type: Strength enhancing armored Combat gloves; **Proficiency Group:** Light Armor; **Cost:** 10000; **Weight:** 1.5 kg; **Hardness:** 6; **WP:** 6; **Break DC:** 15; **Availability:** Rare; **Era:** Any
Special Properties: Provides a +4 bonus to wearers Strength

Gauntlets that when worn utilize micro servo's similar to that in droid joints, and minor electrical stimulants that contract the muscles of the arm to provide enhanced strength.

Dominator Gauntlets

Type: Strength enhancing armored Combat gloves; **Proficiency Group:** Light Armor; **Cost:** 15000; **Weight:** 1.5 kg; **Hardness:** 7; **WP:** 7; **Break DC:** 16; **Availability:** Restricted; **Era:** Any
Special Properties: Provides a +6 bonus to wearers Strength

Gauntlets that when worn utilize micro servo's similar to that in droid joints, and minor electrical stimulants that contract the muscles of the arm to provide enhanced strength.

Personal Shields



Personal Shields are protection devices that require a standard action to activate. Once activated it remains in operation for the duration listed. Each activation counts as one use of the Personal

Shield. Activation of a personal shield does not provoke an attack of opportunity. Each type of shield allows its wearer to ignore some damage of a the specified type on each hit, but it does grant total immunity. Each type is defined by what energy type it resists and how many points of damage it will absorb on each hit. Note that personal shields have a limited lifespan. After the

Side bar -

Shield Technology

One technological aspect that separates the KOTOR era from other eras of play is the use of personal shield technology. Originally developed by the Verpine, personal energy shields are expensive and provide limited protection against energy weapons. The Sith copied the Verpine technology and introduced a cheaper less powerful version to the galaxy in general when they invaded the Republic some 2 ½ years BTB. Republic versions soon followed. The Madelorian were the first to develop a shield designed to repel physical attacks and both the Sith and the Republic have since developed their own versions of the melee shield. These shields are relatively expensive and only found among specialized or elite troops in both the Sith and Republic forces. They are sometimes used by elite mercenary troops, and sometimes by powerful and influential members of criminal organizations. But they are not generally found among local law enforcement or local criminal gangs because they are very expensive and not easily acquired.

maximum number of uses is reached, the personal shield is useless and will no longer function.

Blaster Shield

Type: Personal Energy Shield; **Cost:** 700; **Damage Resistance:** 5 points Energy; **Weight:** 0.25; **Hardness:** 2; **WP:** 2; **Break DC:** 14; **Availability:** Rare; **Era:** Any
Special Properties: Resists 5 points of Energy per hit, to maximum of 50 points or 1 min, has five uses.

Dueling Shield

Type: Personal Melee Shield; **Cost:** 8400; **Damage Resistance:** 10 points bludgeoning or slashing; **Weight:** 0.25; **Hardness:** 2; **WP:** 2; **Break DC:** 14; **Availability:** Rare; **Era:** Any
Special Properties: Resists 10 points of melee damage per hit, to maximum of 100 points or 1 min, has five uses.

Energy Shield

Type: Personal Energy Shield; **Cost:** 1750; **Damage Resistance:** 5 points Cold, Sonic, Electric; **Weight:** 0.25; **Hardness:** 2; **WP:** 2; **Break DC:** 14; **Availability:** Rare; **Era:** Any
Special Properties: Resists 5 points of Cold, Sonic, Heat or Electric damage per hit, to maximum of 50 points or 1 min, has five uses.

Melee Shield

Type: Personal Melee Shield; **Cost:** 5600; **Damage Resistance:** 5 points bludgeoning or slashing; **Weight:** 0.25; **Hardness:** 2; **WP:** 2; **Break DC:** 14; **Availability:** Rare; **Era:** Any
Special Properties: Resists 5 points of melee damage per hit, to maximum of 50 points or 1 min, has five uses.

Power Shield

Type: Personal Energy Shield; **Cost:** 7000; **Damage Resistance:** 10 points energy; **Weight:** 0.25; **Hardness:** 3; **WP:** 3; **Break DC:** 14; **Availability:** Rare; **Era:** Any
Special Properties: Resists 10 points of energy, to maximum of 100 points or 1 min, has five uses.

Stimulants

A Stimulants is a combat shot that produces its effect when injected. A stimulant can be used only once.

Physical Description: A typical Stimulants contains 1 ounce of liquid held in an injector vial. The injector is usually no more than 1



inch wide and 2 inches high. A stimulant injector vial has Defense 15, 1 wound point, hardness 1, and a break DC of 12.

Activation: Injecting a stimulant requires no special skill. The user merely removes the protective cover over the injector needle and jams the injector into a fleshy body part. The following rules govern stimulant use; Using a stimulant is a standard action. The stimulant takes effect immediately, and may provoke attacks of opportunity. A successful attack (including grappling attacks) against a character attempting to use a stimulant forces a Constitution check DC equal to the damage dealt to the character. If the character fails this check, she cannot use the stimulant. An enemy may direct an attack of opportunity against the stimulants rather than against the character. Treat this as a Sunder attempt, that does not trigger an attack of opportunity if the Sunder attempt fails. A successful attack of this sort can destroy the stimulant.

Multiple Use Attempts: Multiple uses of stimulants that affect the same attribute do not stack; in fact they can be harmful. The chemicals, synthetic hormones and drugs used in stimulants can adverse effects to the nervous system, muscles, and other tissues if doses are administered in rapid succession. Like Med kits, they can only be used once every hour. The first time a stimulant is used the normal listed effect occurs. After the first usage of a specific stimulant type, no further bonus is gained by that type until one hour has passed and the body has recovered. When the body has recovered enough, another dose of the same type can be administered, granting it's user the prescribed effect.

If a character attempts to use the same type of stimulant within the same hour period the following results occur. If the same stimulant is administered with in one hour of taking the first dose, no additional benefit or adverse effect takes place. If a stimulant is administered for the 3rd time within one hour of the first dose, the character gains a negative penalty equal to three times the "bonus" provided by the stimulant is applied to the affected attribute due to overdose.

For example, if a character attempted to use a +2 Alacrity Stim three times in succession to temporarily increase his dexterity, he would suffer a -6 temporary



penalty to his dexterity instead.

The temporary ability loss is recovered by the affected character at a rate of one point per hour of complete rest. In the above example, 6 hours would be required to fully recover from the overdose

Stimulant use and the Force: There is also a curious interaction between force users and Stimulants. It has long been known that force users can do incredible things with the body. With concentration they can make themselves become stronger or more nimble. The practice is called enhancing ones abilities. Force users who enhance an ability with the Force and attempt to use a stimulant suffer the same results as if they had tried to use the same type stimulant multiple times: there is no additional effect. Jedi scientists believe that either the stimulants in the body disrupt the normal flow of the Force within the Force user or stimulants act by using the same chemicals and endogenous hormones to increase the bodies abilities, acting in the same manner as Force user using Force powers.

Stimulants Types: There are two types of stimulants; Normal and Hyper. The Normal variety gives a 1 minute (ten rounds) +4 enhancement to an attribute A Hyper variety gives a 2 minute (20 rounds) +6 bonus to the ability. The Hyper model costs 3 times as much as the Normal variety.

Adrenal Alacrity

Type: Combat Stimulant; **Cost:** 250; **Weight:** 4 ounces; **Hardness:** 1; **WP:**1; **Break DC:**12; **Availability:** Regulated; **Era:** Any
Special Properties: +4 Bonus to Dexterity.

The injected creature becomes more graceful, agile, and coordinated, Adrenal hormones and chemicals designed to increase hand eye coordinate flow through the blood stream granting a +4 enhancement bonus to Dexterity, adding the usual benefits to Defense, Reflex saves, and other uses of the Dexterity modifier. A Hyper version gives +6 bonus but costs three times as much.

Adrenal Strength

Type: Combat Stimulant; **Cost:** 500; **Weight:** 4 ounces; **Hardness:** 1; **WP:**1; **Break DC:**12 ; **Availability:** Regulated; **Era:** Any
Special Properties: +4 Bonus to Strength

The injected subject becomes stronger. The hormones and chemicals grant a +4 enhancement

bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. A Hyper version gives +6 bonus but costs three times as much.

Adrenal Stamina

Type: Combat Stimulant; **Cost:** 500; **Weight:** 4 ounces; **Hardness:** 1; **WP:**1; **Break DC:**12 ; **Availability:** Regulated; **Era:** Any
Special Properties: +4 Bonus to Constitution

The injected subject becomes hardier and able to shrug off damage easier. The hormones and chemicals grant a +4 enhancement bonus to Constitution,

which adds the usual benefits to vitality points, Fortitude saves, Constitution checks, and so forth. Raising the VP by 2 VP/Level or by 3 VP/Level. This VP increase is *temporary*, meaning they are gained for a limited time, any damage dealt to the person under the effects of the stimulant is subtracted first from this *temporary* Vitality Point increase.

When this increase is lost, after the duration of the stimulant, the damage is not transferred to the user. Excess damage beyond the boost provided by the stimulant is still applied. If damage has reduced the recipient's current vitality points below what they were when the *temporary* vitality points were gained, the character's current VP's remain the same when the effect ends. *Temporary* VP gained by the stimulant in excess of your

Side Bar

Why the differences in VP and WP type? There was much debate over how this should be accomplished. The PC/Xbox version has getting max VP, and a number of other traits that don't translate well into the d20 version of the game. Because of inherent differences between the *Star Wars* d20 game with respect to VP/WP and KotOR's VP functioning like D&D's hit points and differences in Critical Hit mechanics, balance changes had to be made.

The system presented here represents stimulants having two distinct effects. One is inline with the use in the *Star Wars* RPG of VP as the ability to turn hits into near misses as well as shrugging off damage, and the loss of VP proper. The Stamina Stim gives *temporary* VP to represent increasing tolerance to these effects. As an additional effect, you gain an *effective* increase in WP. But this can be detrimental, since you have a nice boost to WP while the Stim has taken effect, but you still take all the damage dealt to you when the effect wears off. It's a way to reflect the video game's intent while staying within the rules of the d20 game.

normal VP is gone after the stimulant has run its course.

As with any increase in the Constitution score, WP is affected. Raising the Constitution score provides an *effective* increase in WP equal to the boost in Constitution. Unlike *temporary* vitality points, the Wound Points gained in this manner are not lost first, and must be subtracted from the character's current Wound points at the time the Constitution increase ends.

Example, a 5th-level character with a Con of 10 and 10 WP gains a +4 bonus to Constitution, and with it an additional 10 vitality points (2 per level). Giving the character a 14 Con for 14 WP. The character then takes 12 points of WP damage in a battle, bringing the character's current WP to 2 below the original total. When the Stim ends, the Constitution score drops back to normal amount. The +4 WP gained during that increase are immediately subtracted from the character's current Wound points, bringing the total to -2. In other words, all the damage taken to WP during the battle affects the character immediately after the Stim ends. In the same time, the character gained 10 temporary Vitality points to the current VP (26) for a total of 36. While the Stim is still in effect, 7 points of damage from a blaster bolt drops the character's vitality points to 29. When the Stim ends, the characters current vitality points drop back down to 26, as though no damage had occurred at all.

A Hyper version gives +6 bonus but costs three times as much.

Like the battle stimulant, the hyper battle stimulant is a more potent collection of drugs, giving it better results, however at a price. Each time it's used the character must make a Fortitude save versus a DC 18 to avoid the addiction to the stimulant. If they fail as many Fort saves as their unaltered Constitution score, they become addicted. An addicted character suffers the reverse of the effects; a -2 to hit and damage and -20 VP. If an addicted character can use the stimulant, the negative effects go away for two days, returning them to a regular state. A Character must succeed at two Fortitude saves of DC 18 in a row to recover from the addiction.

Battle Stimulant

Type: Combat Stimulant; **Cost:** 500; **Weight:** 4 ounces; **Hardness:**1; **WP:**1; **Break DC:**12 ;

Availability: Regulated; **Era:** Any

Special Properties: +1 to Hit and Damage, and +10 Temporary VP.

Developed from much the same technology as the adrenal stimulants the battle stimulants are a little different, these are more of a cocktail of drugs, that allow the user to shrug off the effects of hits in battle, it allows the user to focus the mind on the task at hand and ignore little distractions like pain.

Hyper Battle Stimulant

Type: Combat Stimulant; **Cost:** 2000; **Weight:** 4 ounces; **Hardness:**1; **WP:**1; **Break DC:**12;

Availability: Regulated; **Era:** Any

Special Properties: +2 to Hit and Damage and +20 Temporary VP.

Computer and droid equipment

Computer Equipment

Security spikes are designed to overwhelm the data encryption of locks and security panels by flooding their logic systems or to destabilize their magnetic locking systems. This effectively gives you a bonus on Disable device checks. They are single use data devices that become corrupted and worthless after use.



Security Spike

Type: Computer equipment **Cost:** 500; **Weight:** 2 ounces; **Hardness:**0; **WP:**1; **Break DC:**10 ;
Availability: Regulated; **Era:** Any
Special Properties: 1d4+1 equipment bonus to Disable Device skill for one round on the target electronic lock or simple security switch

Typically a Security spike is a palm-sized syringe shaped device with a wire leads an alligator clip, interface prong or such device to fasten it to the circuits or wires of the system. When activated it provided the listed bonus for the next round It takes a full round action to hook up and activate a security spike.

Advanced Security spike

Type: Computer equipment; **Cost:** 1000; **Weight:** 2 ounces; **Hardness:**0; **WP:**1; **Break DC:**10 ;
Availability: Regulated; **Era:** Any
Special Properties: 1d4+5 equipment bonus to Disable Device skill for one round on the target electronic lock or simple security switch

In other respects an Advanced Security Spike functions like a Standard Security Spike.

Computer Spike



A Computer spike is designed to overwhelm the data encryption of a computer's logic systems, flood them with raw data in an effort to confuse security protocols, and circumvent firewalls and other computer systems protections. The Computer spike effectively gives a bonus to Computer Use skill when slicing a way into a computer system. These data devices

become corrupted and worthless after a single use. They come in three varieties; Standard, Advanced, and Tunneling.

They come in many forms ranging from data crystals, command cylinders, data discs, tapes, modified sub-comp male, and almost any type of configuration that a computer can read. They must be acquired or assembled to match the type of system to be infiltrated with the tunneled Spike. A Craft (electronics) check creates a Computer Spike built from available parts. After construction of the device a second Computer Use check of the same DC creates a program or stores the white noise. To create a Standard Computer Spike DC 15 must be made on the Craft check, and this requires 1 hour of work. An Advanced Computer Spike requires a successful DC 20 Craft Skill check and 2 hours of work. A successful DC 25 Craft check creates a Tunneled Computer Spike and requires at minimum 3 hours of work. A character without an electrical tool kit takes a -4 penalty on Craft (electronic) checks

General Computer Spike

Type: Computer equipment; **Cost:** 500; **Weight:** 2 ounces; **Hardness:**0; **WP:**1; **Break DC:**10 ;
Availability: Regulated; **Era:** Any
Special Properties: A Standard Computer Spike gives a 1d4+1 spike bonus to Computer Use skill for one round.

Advanced Computer Spike

Type: Computer equipment; **Cost:** 1000; **Weight:** 2 ounces; **Hardness:**0; **WP:**1; **Break DC:**10 ;
Availability: Regulated; **Era:** Any
Special Properties: An Advanced Computer Spike functions like a Standard Computer Spike except it gives a 1d4+5 spike bonus to Computer Use Skill.

Tunneled Computer Spike

Type: Computer equipment; **Cost:** 5000; **Weight:** 2 ounces; **Hardness:**0; **WP:**1; **Break DC:**10 ;
Availability: Regulated; **Era:** Any
Special Properties: A Tunneling Computer Spike gives a 1d4+5 spike bonus to Computer Use skill for 1d4+1 rounds. The extended duration of the Tunneling Computer spike allow the operator to bypass or defeat other security measures, aid in searching and retrieving data form the system, or try to access a subsystem or remote location Tunneling Computer spikes are hard to come by, expensive to buy, and difficult to make.

They come in many forms ranging from data crystals, command cylinders, data discs, tapes, modified sub-comp male, and such almost any type of confirmation that a computer can read. The therefore must be acquired or assembled with the type of system you are to be working with in mind. A Craft (electronics) check can be made to create a Computer Spike built from available parts, after construction of the device a Computer Use check of the same DC is made to program or store the white noise. To create a Standard Computer Spike DC 15 must be made on the Craft check, and this requires 1 hour of work. An Advanced Computer Spike requires a successful DC 20 Craft Skill check and 2 hours of work. A successful DC 25 Craft check creates a Tunneled Computer Spike and requires at minimum 3 hours of work. A character without an electrical tool kit takes a -4 penalty on Craft (electronic) checks.

Droid equipment

Droids can have plating as a form of armor, and other added modifications added; almost anything listed in the equipment section except Combat Stimulants is available for a droid to use. Flame throwers, and other weapons can be added with weapon mounts, tools such as improved interface jacks work to give bonuses on Disable Device or Computer Use skill checks. A droid can benefit from the same effects as the gauntlets by using improved servos to increase Attributes, almost anything a living character can do to increase or better itself is also available to droids.

The only considerations are weight, size of the object and price. A Droid must still follow much of the character equipment limits outlined in the "Equipment on the Body" section and can not have multiple items tacked on in increase bonuses. The next issue is price, Droid versions of the standard equipment are 1.5x the cost of the listed price in this guide.

Armor and shields function like regular armor and shields for characters but are termed plating and is not an actual armor worn. Varying degrees of plating like Light plating is added to a droid to give it the effects of Light armor and the damage reduction it gives.

Repair Kits

Type: Droid repair equipment; **Cost:** 35; **Weight:** 1.5 kg; **Hardness:**0; **WP:**1; **Break DC:**10; **Availability:** prevalent; **Era:** Any

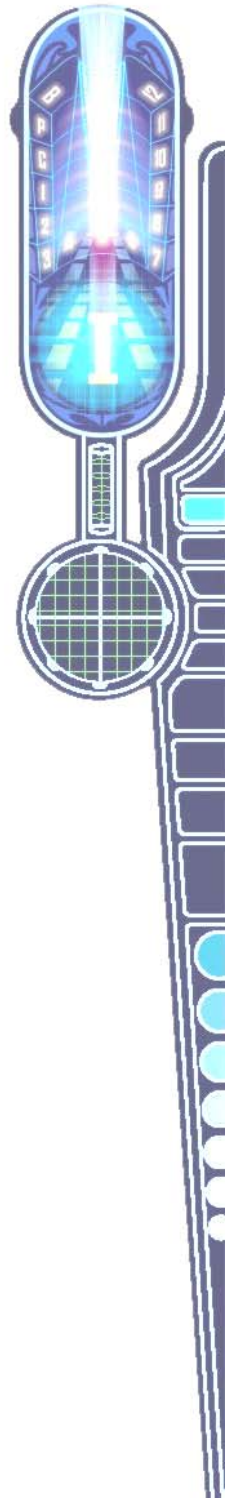
Special Properties: **Cost:** Restore a number of VP to a droid as it has ranks in Repair. The requires a repair check DC 15, and is a full round action.

Repair Packs

Type: Droid repair equipment; **Cost:** 150; **Weight:** 1.5 kg; **Hardness:**0; **WP:**1; **Break DC:**10 ;

Availability: prevalent; **Era:** Any

Special Properties: Restore 1d4 of WP to a droid this requires a repair check DC 15, and is a full round action. This can be master crafted and each rating gives a bonus of that type to the WP returned.



Recreation

Pazaak



Pazaak is a betting game between two players, that has elements of traditional black jack and collectable trading card games. To play Pazaak you need two things; A Pazaak deck and a Side deck. This can be simulated with either real cards or dice (see below). The Pazaak deck consists of 4 sets of cards each individually numbered 1 -10, that are shuffled at the start of each game.

A Pazaak side deck has exactly 10 cards. At the start of a match (not each game) each player placed 10 cards that he or she owns into the side deck. A purchased or started Pazaak deck usually comes with two cards valued from +1 to +5 to create a starter side deck. Additional side deck cards with values negative values of -1 to -6 as well as dual value cards from +/-1 to +/-5 can be purchased from merchants or Pazaak players just about anywhere, especially along hyperspace routes. Pazaak is a very popular game during the KotOR era.

To win a game of Pazaak, you must "stand" with an exposed card total greater than your opponent, but not going over 20, at the end of a round of play. A player that exceeds 20 at the end of any round, loses (a bust). If both players bust or tie in a game, the game is not counted in the score. You must win 3 games to win the match.

Play begins with each player agreeing on a wager, selecting a side deck and randomly drawing 4 cards from their side deck into their hand. These 4 cards can be used to alter your total in a particular game. But use them wisely, for you only get four for the entire match, not just one game! The player that was invited to play traditionally goes first in the first game.

Players draw from the top of their Pazaak deck one at a time, in alternating turns, placing them in face up in full view. After drawing a card from the

Pazaak deck, a player can play a single card from his side deck to alter this total score. Then a player can elect to stand or just end his turn. Then play proceeds to his opponent, who proceeds to play as the first player with the same options. When both players have finished the round, they take note of the totals and proceed with the next round of play. Once a player wins three games, the match is ended and the victor gets the spoils (wager).

Playing Pazaak with dice

Pazaak can be played in game with the use of dice. To simulate the main deck just roll a d10, that is the card you draw that round. Right down number or if you have enough d10's just leave it in play out of the way. On your the Next turn roll another d10 and add it to the running total.

The side deck is composed of 10 of the cards you have in it, you construct it with any 10 that you have. Assign each card a number from 1-10, and when you draw your four (4) cards you roll a d10 4 times, taking the 4 numbers that you pull and that is your 4 options.

Using playing cards to play Pazaak.

You can easily convert a standard deck of playing cards for Pazaak. Use Ace – 10 of each of the four suits to represent the 40 cards in the Pazaak deck. Then select 10 face cards to represent the side deck. Mark down on a piece of paper which face card represents which 10 selected Pazaak side deck cards listed on your character sheet/player notes (ex. J of Hearts= +1, Q of Hearts= +1/-1, K of hearts +2/-2, ect..) Randomly select the 4 cards you will use in the Pazaak match, make note of them, and hand the listing of 10 side deck cards to the GM.

Remember that cheating at card games can be really detrimental to your character's health. If you do, be prepared for the consequences.



Droids

Through out the galaxy sentient creatures are served and helped by droids. Many carry on simple functions from cleaning and maintenance to those that have a more dedicated roll like Utility droids that can help maintain computer systems to those that are used as Guards and assassins. Many droids are developed and marketed as version Mark I to mark VII, etc. In the case of Mark versions the higher versions are droids with better programming, damage resistance etc. For every Mark add a level of a pre-existing class, starting with an NPC class on an odd version (like Mark I) and A PC level if an even Mark (like Mark II). A droid starts of as a Mark one as listed with the levels bellow, as it is upgrades or adventures it becomes a higher Mark Model, like the Dymaxion Mark I Hovering Patrol Droid starts as a Thug2/Soldier 1, when it is upgraded to a Mark II version it will gain another level of Soldier. Only the Protocol, Assault, and Utility droids can be PC heroes.

Maintenance droid

Serving as the galaxies cleaners, these unobtrusive and ignored droids hover and go about their business with little regard for the sentient around them. They search out and gather trash and rubbish and repair damage that they encounter.

Maintenance droid: Expert 1; **Init** +0 (+0 Dex); **Def** 11 (+0 Dex, +0 Class, +1 Size); **Spd** 6m; **VP/WP** -/10; **Atk** +2 melee (1d4+1, claw); **SQ** 5th Degree Droid, Expert class skill (Appraise, Computer Use, Knowledge, Repair), Hybrid Chassis; **SV** Fort +0, Ref +0, Will +1; **SZ** S; **Rep:** +0; **Str** 12, **Dex** 10, **Con** 10, **Int** 8, **Wis** 8, **Cha** 10.

Equipment: 360 Vision, Diagnostics Package, Internal Storage, Motion Sensors, Repulsorlift Unit, Welding Laser, Vacuum Cleaner, Duster, Manipulator claw x2.

Skills: Appraise +3, Computer Use +3, Hide +6, Move Silently +4, Read/Write Binary, Repair +0, Search +4, Speak Binary, Spot +6

Feats: Ambidexterity, Skill Emphasis (Search, Spot), Stealthy



Utility droids

Utility droids of all makes and models are a common sight on every planet throughout the galaxy. The versatility of these handy little droids, combined with their reliable programming and affordability, has made them popular for everything from light janitorial duties to complex mechanical repairs and maintenance. Among the premier utility droids currently available are those in the T3 series. Though more expensive than most standard models, T3 droids contain the latest in advanced circuitry and programming, and are easily fitted with a variety of customized upgrades.



Utility Droid: T3- Series, Expert 3; **Init** +3 (+3 Dex); **Def** 15 (+3 Dex, +1 Class, +1 Size); **Spd** 10m; **VP/WP** -/14; **Atk** +6 ranged (by weapon); **SQ** 2nd Degree Droid, Expert class skill (Astrogate, Computer Use, Demolitions, Disable Device, Knowledge, Pilot, Repair), Treadwell Chassis; **SV** Fort +3, Ref +4, Will +2; **SZ** S; **FP:** 0; **Rep:** +0; **Str** 8 (-1), **Dex** 16 (+3), **Con** 14 (+2), **Int** 17 (+3), **Wis** 8 (-1), **Cha** 10 (+0).

Equipment: Comlink, Fire Extinguisher, Heuristic Processor, Security Protocols Package (+1 equipment bonus to Bluff, Listen, Search, Sense Motive, and Spot checks when following or gathering information on its quarry), Telescopic Appendage, Tool Mount x6, Weapon Mount x2

Skills: Astrogate +7, Computer Use +14, Demolitions +11, Disable Device +11, Hide +7, Knowledge +8, Knowledge +8, Pilot +7, Read/Write Binary, Repair +11, Speak Binary

Unspent Skill Points: 10

Feats: Ambidexterity, Cautious, Gearhead, Skill Emphasis (Computer Use), Weapons Group Proficiency (blaster pistols)

Protocol droid

Protocol Droids are vital in smoothing the differences between the many far flung cultures in the galaxy. Programmed in etiquette and equipped with formidable language skills, protocol droids assist diplomats, high ranking officials, and politicians, often serving as administrative assistants or companions. They come in many shapes and sizes, but most are humanoid.

Protocol Droid:

TA-07 Series, Diplomat 3; **Init** +2 (+2 Dex); **Def** 13 (+2 Dex, +1 Class); **Spd** 10m; **VP/WP** -/12; **Atk** +3 ranged (by weapon); **SQ** 3rd Degree Droid, Humanoid Chassis; **SV** Fort +2, Ref +3, Will +2; **SZ** M; **FP:** 0; **Rep:** +1; **Str** 10 (+0), **Dex** 14 (+2), **Con** 12 (+1), **Int** 17



© 2002 LUCASFILM LTD. & TM OR © AS INDICATED.

(+3), **Wis** 8 (-1), **Cha** 14 (+2).

Equipment: Comlink, Heuristic Processor, Humanoid Digital Manipulator Arm x2, Magnetic Feet x2, Recording Unit (holo), Translator Unit (DC 15), Vocabulator

Skills: Appraise +5, Bluff +4, Computer Use +5, Diplomacy +13, Gather Information +6, Intimidate +4, Knowledge (any) +5, Knowledge (any) +5, Knowledge (any) +5, Read/Write Binary, Sense Motive +1, Speak Binary

Unspent Skill Points: 16

Feats: Ambidexterity, Persuasive, Skill Emphasis (Diplomacy), Trustworthy

Security Droid

Security Droids are small repulsor powered droids that hover in many areas to insure public safety. They have no weapons, and use none to effect their security, instead they are roving spys, and their sheer numbers mean that a law breaker will most likely be caught in the act of doing something.

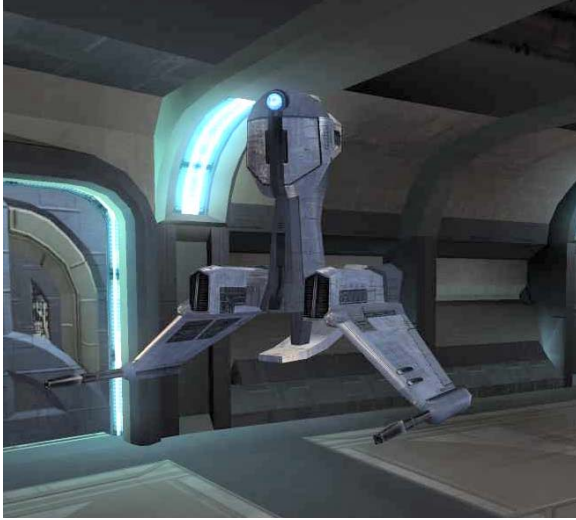


Security Droid: Scout 1; **Init** +2 (+2 Dex); **Def** 16 (+2 Dex, +2 Class, +2 Size); **Spd** 16m; **VP/WP** 9/12; **Atk** +4 ranged (by weapon); **SQ** 5th Degree Droid, Hybrid Chassis; **SV** Fort +2, Ref +3, Will +1; **SZ** T; **FP:** 0; **Rep:** +0; **Str** 9 (-1), **Dex** 14 (+2), **Con** 12 (+1), **Int** 12 (+1), **Wis** 10 (+0), **Cha** 10 (+0).

Equipment: Comlink, Infrared Vision, Motion Sensors, Recording Unit (audio, holo, video), Repulsorlift Unit, Verbobrain

Skills: Computer Use +5, Diplomacy +4, Gather Information +2, Hide +14, Listen +6, Pilot +6, Read/Write Binary, Speak Binary, Spot +8, Survival +4

Feats: Alertness, Ambidexterity, Track, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)



Dymaxion Mark I Hovering Patrol Droid: Thug 2/Soldier 1; **Init** +3 (+3 Dex); **Def** 14 (+3 Dex, +1 Class); **Spd** 10m; **VP/WP** 7/22; **Atk** +7 or +3/+3 ranged (3d8, crit 19-20, Blaster [Rifle]); **SQ** +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m., 4th Degree Droid, Hybrid Chassis; **SV** Fort +6, Ref +3, Will +1; **SZ** M; **FP:** 0; **Rep:** +0; **Str** 10 (+0), **Dex** 16 (+3), **Con** 13 (+1), **Int** 12 (+1), **Wis** 12 (+1), **Cha** 8 (-1).

Equipment: Armor ('Blast vest and Helmet' equivalent, Damage Reduction: 2), Blaster [Rifle] x2, Comlink, Infrared Vision, Motion Sensors, Repulsorlift Unit, Verbobrain

Skills: Balance +2, Climb -1, Diplomacy +3, Escape Artist +2, Hide +2, Jump -1, Listen +2, Move Silently +2, Pilot +6, Profession +6, Read/Write Binary, Repair +3, Search +3, Sleight of Hand +2, Speak Binary, Spot +5, Swim -1, Tumble +2

Feats: Ambidexterity, Armor Proficiency (light), Point Blank Shot, Toughness, Toughness, Toughness, Weapon Focus (Blaster [Rifle]), Weapons Group Proficiency (blaster rifles)

Patrol Droid

The Patrol droid is typically a 4 legged, droid that walks in a set pattern or area; it has rudimentary features for determination friend and foe, and packs a pair of blaster on it's main frame. Some are equipped with Shields



Patrol Droid Mark I: Thug 3/Scout 1; **Init** +2 (+2 Dex); **Def** 13 (+2 Dex, +1 Class); **Spd** 8m (Armor); **VP/WP** 8/20; **Atk** +5 melee (1d6, claw), +5 ranged (by weapon); **SQ** 4th Degree Droid, Multi-legged/Insectoid Chassis; **SV** Fort +6, Ref +4, Will +2; **SZ** M; **FP:** 0; **Rep:** +0; **Str** 10 (+0), **Dex** 15 (+2), **Con** 14 (+2), **Int** 8 (-1), **Wis** 11 (+0), **Cha** 8 (-1).

Equipment: Armor ('Battle armor [Medium]' equivalent, Damage Reduction: 5)

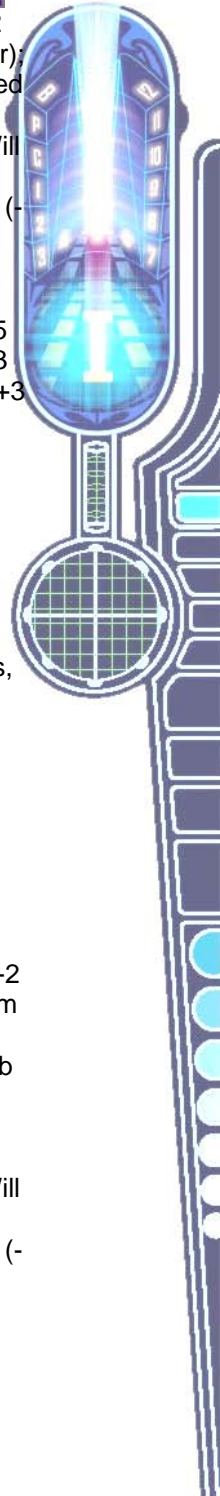
Skills: Balance -3 (+2 Dex, -5 misc), Climb -5 (-5 misc), Escape Artist -3 (+2 Dex, -5 misc), Hide -3 (+2 Dex, -5 misc), Jump -5 (-5 misc), Listen +3 (+3 ranks), Move Silently -3 (+2 Dex, -5 misc), Read/Write Binary, Repair +0 (-1 Int, +1 ranks), Search +1 (-1 Int, +2 ranks), Sleight of Hand -3 (+2 Dex, -5 misc), Speak Binary, Spot +3 (+3 ranks), Survival +2 (+2 misc), Swim -5 (-5 misc), Treat Injury +2 (+2 misc), Tumble -3 (+2 Dex, -5 misc)

Feats: Ambidexterity, Armor Proficiency (light, medium), Self-Sufficient, Toughness, Toughness, Weapon Finesse (Claw), Weapons Group Proficiency (blaster pistols)

Guard Droid

The Guard droid is the next step up in defense from the patrol droid. Designed to be somewhat less mobile, they are typically set in an area to stand as a Sentry or Guard.

Guard Droid Mark I: Thug 3/Soldier 3; **Init** +2 (+2 Dex); **Def** 14 (+2 Dex, +3 Class, -1 Size); **Spd** 8m (Armor); **VP/WP** 30/20; **Atk** +8/+3 or +6/+6/+1 ranged (3d6 Or 6d6, crit 19-20, Blaster [SoroSuub Duo Carbine]); **SQ** +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m., 4th Degree Droid, Multi-legged/Insectoid Chassis; **SV** Fort +8, Ref +4, Will +2; **SZ** L; **FP:** 0; **Rep:** +1; **Str** 10 (+0), **Dex** 15 (+2), **Con** 14 (+2), **Int** 8 (-1), **Wis** 11 (+0), **Cha** 8 (-1).



Equipment: Armor ('Battle armor [Medium]' equivalent, Damage Reduction: 5), Blaster [SoroSuub Duo Carbine]

Skills: Balance -3 (+2 Dex, -5 misc), Climb -5 (-5 misc), Escape Artist -3 (+2 Dex, -5 misc), Hide -7 (+2 Dex, -9 misc), Jump -5 (-5 misc), Listen +2 (+2 ranks), Move Silently -3 (+2 Dex, -5 misc), Read/Write Binary, Sleight of Hand -3 (+2 Dex, -5 misc), Speak Binary, Spot +2 (+2 ranks), Swim -5 (-5 misc), Tumble -3 (+2 Dex, -5 misc)

Unspent Skill Points: 7

Feats: Ambidexterity, Armor Proficiency (light, medium), Multishot, Point Blank Shot, Precise Shot, Toughness, Toughness, Weapon Focus (Blaster [SoroSuub Duo Carbine]), Weapons Group Proficiency (blaster rifles)

Assault Droid

The Assault droid is the stock model of droids that can be bought by private individuals. It's generally human appearance makes the Assault Droid a highly sought after commodity in the personal defense market.



Assault Droid Mark I: Thug 3; **Init** +3 (+3 Dex); **Def** 14 (+3 Dex, +1 Class); **Spd** 10m; **VP/WP** -/20; **Atk** +6 or +2/+2 ranged (3d8+1, crit 19-20, Blaster [N'Gant-Zarvel 9118 Heavy Carbine]); **SQ** 4th Degree Droid, Humanoid Chassis; **SV** Fort +5, Ref +4, Will +1; **SZ** M; **FP:** 0; **Rep:** +0; **Str** 14, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10.

Equipment: Armor ('Blast vest and Helmet' equivalent, Damage Reduction: 2), Blaster [N'Gant-Zarvel 9118 Heavy Carbine], Humanoid Digital Manipulator Arm x2, Low-light Vision, Motion Sensors, Sonic Sensors

Skills: Balance +2, Climb +1, Escape Artist +2, Hide +2, Jump +1, Listen +2, Move Silently +2,

Read/Write Binary, Repair +3, Sleight of Hand +2, Speak Binary, Spot +5, Swim +1, Tumble +2

Feats: Ambidexterity, Armor Proficiency (light), Toughness, Toughness, Weapons Group Proficiency (blaster rifles)



Sentry Droid

A large upright standing variable geometry droid that can fold up and fire from the blasters on its arms or use the arms and the mono-pod to walk in an ape like manner.

Sentry Droid

Mark I: Thug 3/Soldier 3; **Init** +3 (+3 Dex); **Def** 15 (+3 Dex, +3 Class, -1 Size); **Spd**

10m; **VP/WP** 30/20; **Atk** +5/+0 melee (1d8, claw), +9/+4 or +5/+5/+0 ranged (3d8, Blaster [Merr-Sonn Power 5, Heavy Pistol]); **SQ** 4th Degree Droid, Hybrid Chassis; **SV** Fort +8, Ref +5, Will +2; **SZ** L; **FP:** 0; **Rep:** +1; **Str** 10, **Dex** 16, **Con** 14, **Int** 8, **Wis** 11, **Cha** 8.

Equipment: Blaster [Merr-Sonn Power 5, Heavy Pistol] x2

Skills: Hide -1, Listen +2, Read/Write Binary, Speak Binary, Spot +2

Unspent Skill Points: 7

Feats: Ambidexterity, Armor Proficiency (light, medium), Point Blank Shot, Toughness, Toughness, Two-weapon Fighting, Weapon Focus (Blaster [Merr-Sonn Power 5, Heavy Pistol]), Weapons Group Proficiency (blaster pistols)

K-X Series

The KX series of droids are simple cheap droids used by some hunters and security forces to provide added fire power.

K-X12: Thug 2; **Init** +3 (+3 Dex); **Def** 14 (+3 Dex, +0 Class, +1 Size); **Spd** 14m; **VP/WP** -/13; **Atk** +3 melee (1d4, claw), +7 or +3/+3 ranged (3d6, Blaster [Pistol]); **SQ** 4th Degree Droid, Hybrid Chassis; **SV** Fort +3, Ref +3, Will +0; **SZ** S; **FP**: 0; **Rep**: +0; **Str** 10, **Dex** 16, **Con** 10, **Int** 8, **Wis** 10, **Cha** 8.

Equipment: 360 Vision, Armor (Damage Reduction: 2), Blaster [Pistol], Humanoid Digital Manipulator Arm x3, Improved Sensor Package, Motion Sensors, Repulsorlift Unit

Skills: Computer Use +0, Demolitions +0, Diplomacy +0, Disable Device +0, Gather



Proficiency (blaster pistols)

Information +0, Hide +8, Intimidate +0, Listen +2, Read/Write Binary, Search +1, Speak Binary, Spot +4

Feats: Ambidexterity, Armor Proficiency (light), Toughness, Weapon Focus (Blaster [Pistol]), Weapons Group

Skills: Balance -2, Climb -5, Computer Use +3, Demolitions +11, Diplomacy +3, Escape Artist -2, Hide -2, Jump -5, Listen +3, Move Silently -2, Read/Write Binary, Repair +13, Search +2, Sleight of Hand -2, Speak Binary, Spot +1, Swim -5, Tumble -2

Feats: Ambidexterity, Armor Proficiency (light, medium), Point Blank Shot, Precise Shot, Toughness, Toughness, Toughness, Weapon Finesse (Claw), Weapon Focus (Blaster Rifle, Claw), Weapon Specialization (Blaster Rifle, Claw), Weapons Group Proficiency (blaster rifles)

Automatic Repair: As long as the droid has 1 WP it will repair 2 WP's a round, due to it's high degree of quality craftsmanship.



Ancients Droid

The Ancients Droid are a very old series of droids that by today's standards look antiquated. They don't have a lot of firepower, nor strength in their attacks, their greatest strength is their ability to repair themselves.

Ancients Droid: Thug 3/Soldier 7; **Init** +3 (+3 Dex); **Def** 17 (+2 Dex, +5 Class); **Spd** 8m (Armor); **VP/WP** 65/23; **Atk** +14/+9 melee (1d6+2, claw), +14/+9 or +10/+10/+5 ranged (3d8+2, Blaster Rifle); **SQ** Automatic Repair, 4th Degree Droid, Multi-legged/Insectoid Chassis; **SV** Fort +10, Ref +6, Will +2; **SZ** M; **FP**: 0; **Rep**: +2; **Str** 10, **Dex** 16, **Con** 14, **Int** 10, **Wis** 8, **Cha** 8.

Equipment: 360 Vision, Armor ('Battle armor [Medium]' equivalent, Damage Reduction: 5), Blaster [AR-1 Blaster Rifle], Improved Sensor Package, Infrared Vision, Sonic Sensors, Verbobrain, Weapon Mount





Sloop racing

Sloop racing is becoming a very popular sport in the galaxy, with simulcast hyperspace beacons relaying results to countless worlds. Racers that consistently win can expect to gain a loyal following of fans, along with a sizeable amount of money, although sponsors often claim a large percentage of any earnings. Taris remains the hub of the sloop racing circuit, despite a number of gangs and nefarious individuals that attempt to influence outcomes through intimidation.

Since sloop bikes lack the all of the subsystems that weigh down more comfortable or practical vehicles, it is relatively inexpensive to build one. Most are little more than a small cockpit mounted on as large a power source as can be found. The official circuit does have some size regulations to keep the field even, but they are mostly ignored. There is, however, a functional barrier on how powerful a repulsorlift engine can be before the energy output starts to do unpleasant things to the organic creature attempting to straddle it. As a result, most sloop bikes are similar in size, differing mainly in the application of shielding and the monitoring of energy flow.

Sloop racing typically consists of two different racing classifications; Direct Series and Time Series. Direct Series Racing consists of head to head competition between competitors on the same track at the same time. In Time Series Racing, each racer runs the course alone under the same course conditions in a series of timed trails. The racer with the best time wins.

These races are run on a track, averaging about 1.5 km long, that the contestants must complete in the best time possible or against each other. The track is scattered with Inertial Boosting Pads (IBP) as well as obstacles, typically in the form of debris from past races. While the placement of the IBP's typically do not vary from each heat or session in a series, the debris amount can. Many of the racers find this part of the lure of sloop racing. Each new heat could be more dangerous than the last,

which heightens the excitement and draws in more crowds and spectators. Which leads to bigger purses, etc... So many of the Pilots prefer to live with the danger factor, increasing the mystique of sloop racing in the eyes of fans.

Mechanics

The mechanics of sloop racing combine some of the old abstracted Original Core Rules concepts with the more hard and fast movement of the RCR.

Race Scale: In Race Scale, each square of the grid represents 20 meters. Some especially large vehicles, such as sail barges etc, might occupy more than one square, however speeder bikes, sloop bikes, and landspeeders are all 1 square. More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 8 meters apart for the purposes of determining range for attacks.

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics)

Table 6 -1 : Vehicle Sizes

| Vehicle Size | Size Modifier | Examples |
|--------------|---------------|--------------|
| Colossal | -8 | Sail barge |
| Gargantuan | -4 | |
| Huge | -2 | Land speeder |
| Large | -1 | Sloop bike |

Turn order

1. Initiative - roll initiative

Phase 1

2. First Action – Declare Speed take an attack or move and do a non reactive stunt
 - a. Move – Current speed

Phase 2

3. Second Action – Mover current speed, attack or non reactive stunt
 - a. Move – at Current speed
4. Apply engine damage



Initiative

Each round the pilots roll initiative, this represents the shifting and jockeying for position always occurring in the race and the ability of the pilot to suddenly seize and opening and take it.

Declaring Speed

At the beginning of his or her action, a Pilot must declare his or her speed category for the phase. Then makes a Pilot check to attempt to reach that speed. If the speed is no more than one category away from his current speed, the pilot does not need to make a pilot check. The pilot can simple choose to go one category faster or slower than the vehicle's speed category at the end of the previous round. Meaning that at the end of the first turn the pilot will be going at Slow speed; not the best position to be in a race. A stationary vehicle can change to Neutral speed in either forward or reverse. Most vehicles cannot go faster than neutral speed in reverse.

Stationary: The vehicle is motionless.

Neutral Speed: This speed is used for safely maneuvering a vehicle in tight spaces.. It tops out at about the speed a typical person can run.

Low Speed: The vehicle is traveling at a moderate speed, up to about 70 kilometers per hour.

Table 6-2 : Vehicle Speeds and Modifiers

| Speed Category | Race Scale | | Defense Modifier | Check/Roll Modifier |
|-------------------------|-----------------------|--------------------------|------------------|---------------------|
| | Movement ¹ | Turn Number ² | | |
| Stationary ³ | 0 | — | -6 | — |
| Neutral speed | 1-2 | 1 | -4 | +0 |
| Low speed | 3-5 | 1 | +0 | -1 |
| High speed | 6-10 | 2 | +4 | -4 |
| All-out | 10+ | 2 | +6 | -6 |

¹ The number of squares a vehicle can move at this speed.

² The number of squares a vehicle must move at this speed before making a turn.

³ A stationary vehicle cannot move or maneuver.

High Speed: The vehicle is moving at a typical highway speed, from about 75 to 175kilometers per hour.

All-Out: The vehicle is traveling extremely fast, more than 175 km per hour.

To change speed categories quickly the pilot must make a Pilot check based on how much faster the new category is above their current.

| Category difference | 1 / 2 / 3 | DC |
|---------------------|-----------|--------------|
| Acceleration | | 10 / 20 / 30 |

Moving

On his or her action, the Pilot moves the vehicle a number of squares that falls within the vehicle's declared and achieved speed category.

Every vehicle has a top speed, included in its statistics. A vehicle cannot move more squares than its top speed, with out the aid of some other means.

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from.

As shown on *Table: Vehicle Speeds and Modifiers*, when a vehicle travels at street speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle—including Pilot checks to control the vehicle and attacks made from it.

Maneuvers

Maneuvers are difficult and sometimes daring actions that enable a pilot to change his or her vehicle's speed or heading more radically than a simple move allows. A stunt is a maneuver action. It can be taken as part of the action phase to control the vehicle. Maneuvers



require a Pilot check to perform successfully. Unsuccessful maneuvers often result in the vehicle ending up someplace other than where the Pilot intended. When this happens, the vehicle may collide with any objects in its path. Remember that the check/roll modifier from *Table: Vehicle Speeds and Modifiers* affects all Pilot checks made by the pilot and attack rolls made by all occupants of the vehicle.

Avoiding Hazards: Vehicle combat or the race rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the Pilot must succeed on a Pilot check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a pilot cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard.

On a failed check, the vehicle hits the obstacle. results in a collision with the object (see *Collisions and Ramming*).

| Table 6-3: Hazard | DC |
|---------------------------------|----|
| Oil slick | 15 |
| Large object (pile of wreckage) | 15 |

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed. A hard turn functions like a 45-degree turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down). The DC for a hard turn is 15.

On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Pilot check (DC 15) to retain control (see *Losing Control*).

Hit Booster Pad: To actively hit a booster pad the pilot must make a pilot check DC 18 to hit the Square and then make a Pilot check DC 15 to keep control. If he succeeds at hitting the pad, the category switches to All Out speed with all of the resulting effects. The pilot then has to make a check to keep control, if he fails, he loses control, see *Losing Control* section on effects. If he retains control, the immediate effect is increased movement that does not count against the declared speed and gains 1 square +1 additional square for every 5 by which they made the original DC to hit the pad.

Jump: A Pilot can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category. On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see *Collisions and Ramming*).

| Table 6-4 Gap Width | DC |
|-----------------------------------|----|
| 1 m. (ditch) | 15 |
| 2-3 m. (culvert) | 20 |
| 4-5 m. (creek, small ravine) | 25 |
| 6-7 m. (narrow road, small pond) | 35 |
| 8-12 ft. (wide road, small river) | 45 |

| Table 6-5 Speed Modifiers | |
|---------------------------|-------------|
| Vehicle Speed Category | DC Modifier |
| Neutral speed | +10 |
| Low speed | +5 |
| High speed | +0 |
| All-out | -5 |

A shallow gap (1 m deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see *Avoid Hazard*, above).

A moderately deep gap (2-5 m feet deep) is equivalent to a Huge object. The vehicle can only Pilot out of the gap if the walls are not too steep. A deeper gap (6 m or deeper) is equivalent to a Colossal object. The vehicle can only Pilot out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe: During a vehicle's movement, a Pilot can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another Pilot to lose control of his or her vehicle.

The vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, the sideswiping vehicle and the target both take damage as if they had collided (see *Collisions and Ramming*), except that the collision multiplier is 1/4, and the target (or Pilot of the target vehicle) can make a Reflex save (DC 15) to reduce the damage to both by half. If

the target is another vehicle the Pilot must succeed at a Pilot check (DC 15) at the beginning of his or her next action or lose control of the vehicle.

The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

| Sideswipe Target Condition | DC Modifier |
|-----------------------------------|--------------------|
| Each size category larger | -5 |
| Each size category smaller | +5 |
| Each speed category of difference | -2 |

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other Pilot does not need to make a check to retain control.

Collisions

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

| Highest Speed | Damage Die Type |
|----------------------|------------------------|
| Alley speed | d2 |
| Street speed | d4 |
| Highway speed | d8 |
| All-out | d12 |

| Object or Creature Size | Number of Dice |
|--------------------------------|-----------------------|
| Large | 8 |
| Medium-size | 4 |
| Small | 2 |

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) **Consult Table: Collision Direction** for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement

immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

Table 6-8: Collision Direction

| Colliding Vehicle's Target | Multiplier |
|-----------------------------------|-------------------|
| A stationary object | x 1 |
| striking from head-on | x 2 |
| A vehicle being sideswiped | x 1/4 |

The Pilot of the vehicle that caused the collision must immediately make a Pilot check (DC 15) or lose control of the vehicle (see *Losing Control*, below). The Pilot of the other vehicle must succeed on a Pilot check (DC 15) at the beginning of his or her next action or lose control of his or her vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Table 6-9: Cover modifiers to damage

| Cover | Damage |
|--------------|-------------------------------------|
| None | Same as damage taken by vehicle |
| One-quarter | One-half damage taken by vehicle |
| One-half | One-quarter damage taken by vehicle |

Each of the occupants may make a Reflex save (DC 15) to take half damage.

Losing Control

A collision or a failed stunt can cause a Pilot to lose control of his vehicle. In these cases, the Pilot must make a Pilot check to retain control of the vehicle. If this check is successful, the Pilot maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from **Table: Vehicle Speeds and Modifiers** applies to all Pilot checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see *Collisions and Ramming*, above).

Spin: The vehicle skids, spinning wildly. the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly.



Roll: The vehicle tumbles, taking damage. The vehicle rolls one square before stopping and reorienting., a vehicle takes damage equal to 2d6 x the character scale turn number for its speed (use the turn number from character scale even at race Scale). The vehicle's occupants take damage equal to 2d4 x the character scale turn number for its speed (Reflex save, DC 15, for half damage).

Damage effects on Swoop

A swoop that has taken damage will have its performance severely affected and may have difficulty continuing in the race. The effects of any damage listed are applied to all skill Checks, attacks, and other checks that are attempted while the swoop is in motion.

Table 6-10: Damage Effects

| Hull points | Effects | |
|-------------|-----------|----------------------|
| Full | Normal | - |
| Bellow 1/2 | Damaged | -5 |
| bellow ¼ | Crippled | -10 |
| 0 | Immobile | Can't move |
| - HP total | destroyed | No longer repairable |

Swoop Bike Stats

Every Swoop bike has a series of statistic like a character, these are combined to determine how it does in a race, and under certain conditions that occur during the race,

| Stat | Effect | Racer | Swoop | Total |
|---------------------|-------------------------------------|-------|-------|-------|
| Top speed | Initiative | | | |
| Acceleration | Acceleration | | | |
| Turning | Turning | | | |
| Traction | Regain Control | | | |
| Durability | DR | | | |
| Hull Points | Damage Threshold | | | |
| Cooling | Energy Hesitance Heat damage | | | |

Building an Modifying Racers

Use the point buy method like in character creation to develop or build a swoop, on page 18 of the Revised Core Rule book. Each stat. Top speed, Acceleration, Turing, Traction, and Durability has a stat of 8 to start, use the point buy method and 25 points to spend to raise a stat, to get the bikes modifiers.

Example: Nico wanted to give the bike a good Initiative or a good Top Speed so he give it a 16

ToS, for a +3, and spends 10 points on it, leaving him with 15.

Hull points are generated by rolling 3Xd6, adding the durability rating each time

A part can be purchased for 1000 credits per point improvement over the old stat for Top speed, Acceleration, Turing, and Traction. Hull points are purchases ad 200 credits per point of HP. Items can be down graded and sold off, earning 500 credits per point change.

Rolling 2d6 -4, generates cooling capacity. This is the Energy resistance the cooling unit provides, the number generated can be a negative number and indicates an engine that always runs hot.

Engine Temperatures

Engine temperature has five degrees of severity, none, low, high, dangerous and critical. For each full phase in the turn order spent at All out speed (10+ movement) the swoop bike takes damage from the wear on the engine. The damage and severity rises with each phase spent at all out speed. So for two phases at all out, the engine would go from none to low severity, and take 1d6 points of damage – the energy resistance. While at All out speed the engine and swoop suffer the damage of the current category, and take the negative listed to Pilot checks. The pilot can spend an action to reduce the category by making a repair check at the listed DC. If it succeeds reduce the category by one. A pilot can also drop down a speed category to bellow All out and allow the engine to cool. If the engine temperature ever rises above critical it explodes doing 3d6 points of damage to the swoop and 2d4 to the pilot. If the swoop survives it comes to a stop.

Table 6-11: Engine Damage

| Condition | Low | High | Danger | Critical |
|-----------|-----|------|--------|----------|
| Check Mod | -1 | -2 | -4 | -8 |
| Damage | 1d6 | 2d4 | 2d6 | 2d8 |
| Repair DC | 10 | 15 | 20 | 25 |

Generating a Race randomly

The easiest way to generate a race course is take a piece of graph paper and plot out from 100 to 200 squares in a line, by 5 or 6 squares wide, each of these will be one square of movement. This now represents your total track, it is best to divided the track up into 2 or three sections to work on easily. Now take this long line of grided squares and divided it up into smaller groupings

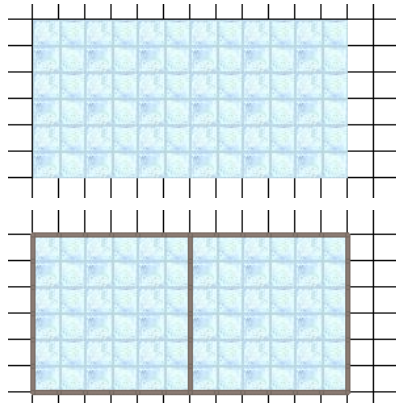
these become the individual movement squares, typically making the track sections into square segments as deep as the track is wide.

Placement of items on track

For each segment do the following

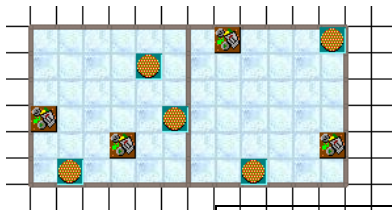
1. Roll 1d3 for the number of booster pads
2. Use grenade scatter to determine where in the square it will go
3. roll 1d4-1 for pieces of junk
4. use grenade scatter to determine where in the square it will go.
5. If a piece of junk ends up being on a Boost pad, your roll the grenade scatter again and move it one square in that direction.

Ice Track



Square 1 = 3 boosts, the scatter from the center puts them at 2, 3, and 6

Trash is a 2 at 5 and 7



| Stat | Effect | Racer | Swoop | Total |
|---------------------|------------------------------------|-------|-------|-------|
| Top speed | Initiative | | | |
| Acceleration | Acceleration | | | |
| Turning | Turning | | | |
| Traction | Regain Control | | | |
| Durability | DR | | | |
| Hull Points | Damage Threshold | | | |
| Cooling | Energy Resistance form Heat damage | | | |

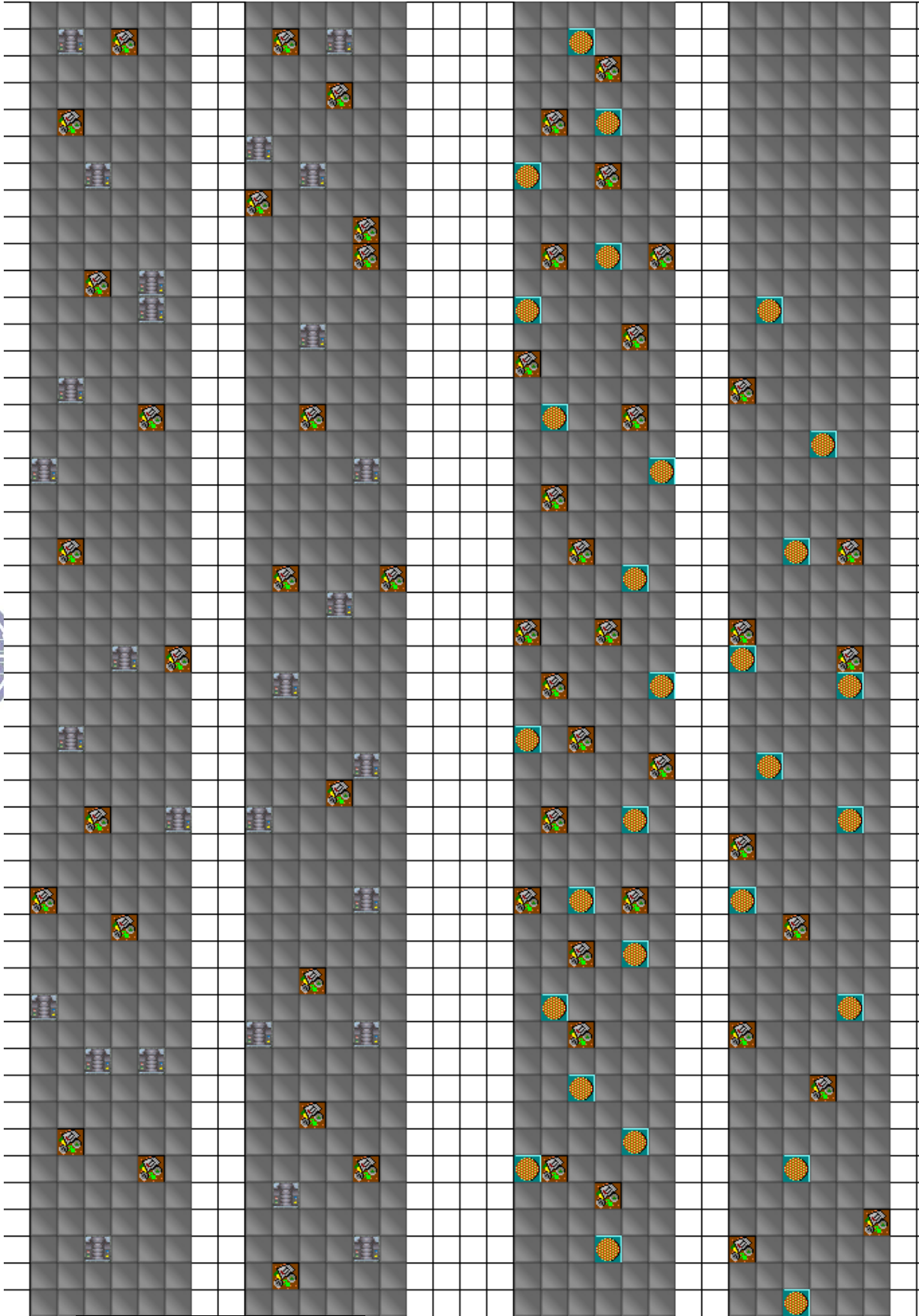


Swoop Bike

Craft: Generic bike; Class: Ground (Speeder); Cost: 5.00 kCr; Size: Medium (2m length); Initiative: +0; Crew: Unique (1); Passengers: 0; Cargo Capacity: 2.5 kilograms (Gear); Speed: 80m (max. speed 240 km/h, 4 squares/action); Altitude: Up to 20 m; Maneuvers: +0; Defense: 10; Hull Points: 10 (DR 5).

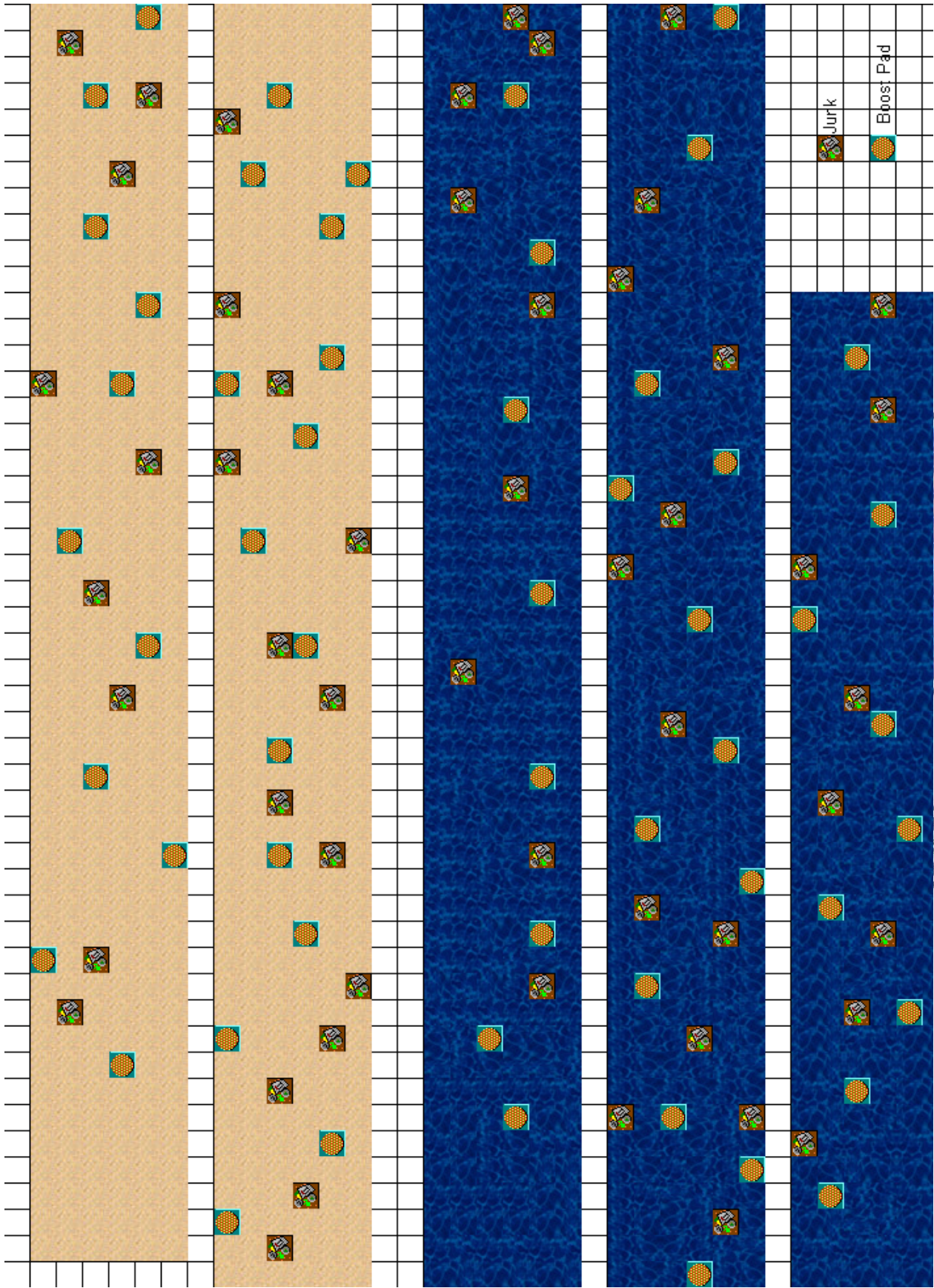
** The Swoop Bike provides no cover to its passengers.*





Generic Track

Taris Track



Tatooine Track

Mannan Track



Starships

All star ships are provided with out a pilot for easy use, just drop in your own pilots, be they NPC's or player Characters. Their Dex will effect the Initiative their Pilot skill Modifiers will affect the Maneuvers, and the Gunner will affect the Weapons Attack rolls.

The names of the ships are derived from the Aurbesh names for the closets alphabetical designation, Aurek for the A-shaped fighter, Besh for the B- or blade type fighter, Grek for the G wing, and Senth for the S or Sith Fighter.

a Attack Craft

The a -attack craft are small fast single man fighters, they are used both by the republic and the Jedi. Lightly armored, and carrying two side mounted laser cannons they carry a good mix of speed and fire power that makes them the stock fighter of the Old Republic.



Craft: Republic Shipyards' Aurek Attack Craft;
Class: Starfighter; **Cost:** 225.00 kCr; **Size:** Tiny (15m length); **Initiative:** +2 (+2 size); **Crew:** 1 (Unique); **Passengers:** 0; **Cargo Capacity:** 5 kilograms; **Consumables:** 2 Days; **Hyperdrive:** x2 (backup x5); **Maximum Speed:** Ramming (Excellent, 9 squares/action); **Atmospheric Speed:**

300 km/h (5 squares/action); **Maneuvers:** +2 (+2 size); **Defense:** 22 (+2 size, +10 armor); **Hull Points:** 100 (DR 5); **Shield Points:** 100 (DR 5).

Weapon: Laser Cannon [Heavy] (2, 1 fire-linked in sets of 2); **Fire Arc:** Front; **Attack Bonus:** +2 (+2 size); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

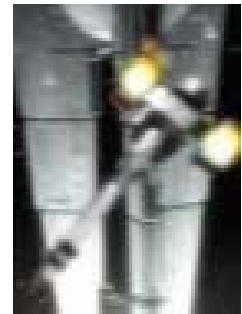
b Attack Craft

The b -attack craft is the Republic's slower, heavier star-fighter. It's not capable of landing on the surface of a planet and has no hyper-drive. It requires a carrier vessel for support and to move it to and from battle locations. The b -attack craft has powerful engines mounted under the cockpit on wing struts. It supports a small energy weapon and 2 torpedo launchers, mounted just below the engine struts, that carry a full load of powerful torpedoes. The b -attack craft are manufactured and designed by Mandell Motors, based on ships confiscated in after the Mandalorian Wars, and just recently introduced into the Republic fleet."

Notes: The long body of the craft, running from bellow the wing struts to the small cannon has a set of torpedo launchers, one on each side of the ship, each tube can carry a total of 4 torpedoes. Each torpedo tube can carry 4 torpedoes. A fully loaded b-attack craft has 8 torpedoes.

b Attack Craft

Craft: Nessesm Shipyards' Besh-Attack Craft;
Class: Starfighter; **Cost:** 5.22 mCr; **Size:** Tiny (20m length, 20m length); **Initiative:** +2 (+2 size); **Crew:** 1 (Unique); **Passengers:** 0; **Cargo Capacity:** 5 kilograms; **Consumables:** 2 Days; **Hyperdrive:** x2 (backup x5); **Maximum Speed:** Attack (Average, 8 squares/action); **Maneuvers:** +2 (+2 size); **Defense:** 22 (+2 size, +10 armor);



Hull Points: 180 (DR 5); **Shield Points:** 200 (DR 5).

Weapon: Laser Cannon [Light] (0); **Fire Arc:** Front; **Attack Bonus:** +2 (+2 size); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Proton Torpedo Launcher [Small] (0); **Fire Arc:** Front; **Attack Bonus:** +2 (+2 size); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

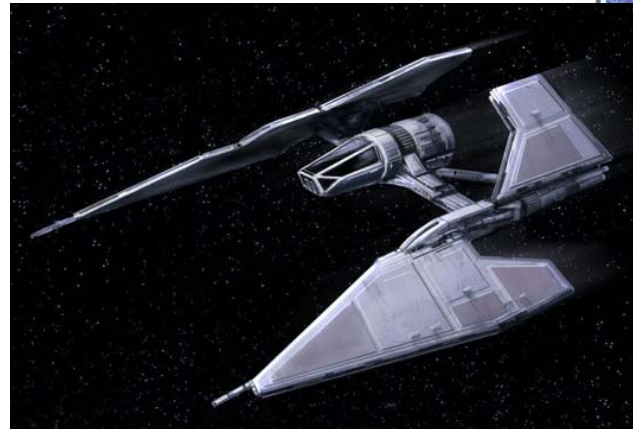


Maximum Speed: Ramming (Good, 8 squares/action); **Atmospheric Speed:** 500 km/h (8 squares/action); **Maneuvers:** +4 (+4 size); **Defense:** 24 (+4 size, +10 armor); **Hull Points:** 70 (DR 5); **Shield Points:** 20 (DR 5).

Weapon: Laser Cannon [Twin] (1); **Fire Arc:** Front; **Attack Bonus:** +4 or +0/+0 (+4 size); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

S – Sith Fighter

The S –Sith fighter is a very small fast ship with no shielding, it's speed and maneuverability make up for it's lack of energy shielding, all of the power generated by it's power core goes to the engines and weapons. Produced by the star forge in staggering numbers they were intended to be almost disposable, there ease of construction and ready availability of pilots was considered to be greatly outweigh the fragility of the ship, a trend that will continue in sith mentality for generations to come.



G-wing Fighter

The G-wing fighter is some what miss-named, it is a very small, lightly armored and even more lightly armed ship. It is typically used more as a small one-man transport than a fighter. It however is of the size and speed that it can serve the roll of a fighter and many who regularly fly the craft have been forced to do so. The craft derives it's named from the Grek's shape of it's body. It has no hyperdrive, befitting it's role as a ship to ship armed transport.



Craft: Grek-wing Fighter; **Class:** Starfighter; **Cost:** 82.00 kCr; **Size:** Diminutive (10m in diameter); **Initiative:** +4 (+4 size); **Crew:** 1 (Unique); **Passengers:** 0; **Cargo Capacity:** 20 kilograms; **Consumables:** 3 Days; **Hyperdrive:** None;

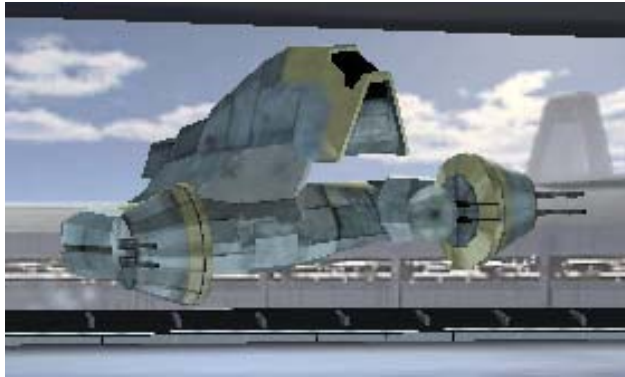
Craft: Star Forge Senth Fighter; **Class:** Starfighter; **Cost:** 109.00 kCr; **Size:** Diminutive (10m in diameter); **Initiative:** +4 (+4 size); **Crew:** 1 (Unique); **Passengers:** 0; **Cargo Capacity:** 5 kilograms; **Consumables:** 2 Days; **Hyperdrive:** x4; **Maximum Speed:** Ramming (Excellent, 10 squares/action); **Atmospheric Speed:** 400 km/h (7 squares/action); **Maneuvers:** +4 (+4 size); **Defense:** 24 (+4 size, +10 armor); **Hull Points:** 160 (DR 5); **Shield Points:** 0 (DR 5).

Weapon: Blaster Cannon [Light] (2, 1 fire-linked in sets of 2); **Fire Arc:** Front; **Attack Bonus:** +6 or +2/+2 (+2 size, +4 or +0/+0 crew); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Transports

Transports are the stock and trade of many civilizations, the Sith in their transport copied a similar design already in production. The t - transport, a light freighter was used as a model.

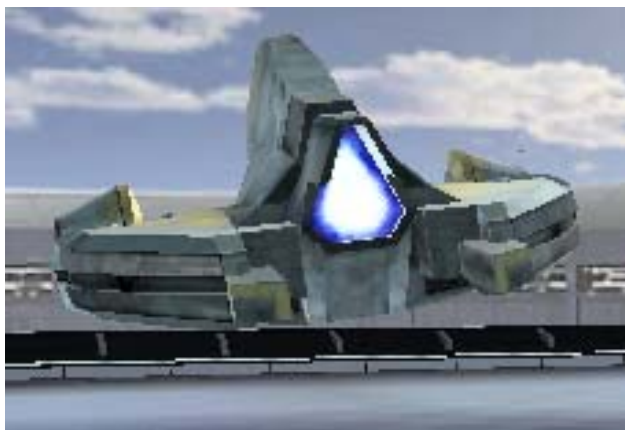
t (Trill) Transport



Craft: Golden Nyss Shipyards' Trill Light Hauler; **Class:** Space transport; **Cost:** 165.00 kCr; **Size:** Medium (75m in diameter); **Initiative:** +0; **Crew:** 3 (Unique); **Passengers:** 6; **Cargo Capacity:** 100 Metric tons; **Consumables:** 3 Months; **Hyperdrive:** x3 (backup x8); **Maximum Speed:** Cruising (Average, 4 squares/action); **Atmospheric Speed:** 200 km/h (3 squares/action); **Maneuvers:** +0; **Defense:** 20 (+10 armor); **Hull Points:** 180 (DR 10); **Shield Points:** 100 (DR 10).

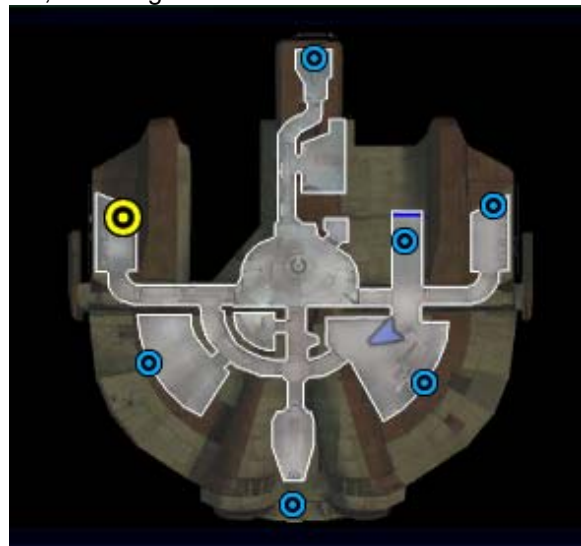
Weapon: Laser Cannon [Twin] (2, 1 fire-linked in sets of 2); **Fire Arc:** Front; **Attack Bonus:** +0 or -4/-4; **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Laser Cannon [Light] (1); **Fire Arc:** Front; **Attack Bonus:** +0; **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.



Ebon Hawk

The Ebon hawk is a ship with a mysterious past, rumored to be haunted or cursed; it is in fact just an ordinary ship. Or perhaps its better said that the Ebon Hawk is an extraordinary ship, fast, maneuverable, and well armed for its size. The legends of a curse spring from the fact that many of its former owners were smugglers or fringe members of society that, due to their professions, came to a dark end. The Ebon Hawk is legendary among smuggling circles, having spent the last decade being used to shuttle goods for the Taris underworld boss, Davik Kang. Through careful piloting and a ridiculously overpowered drive system, the ship has outrun Republic and Sith patrols alike, making deliveries to any number of shady characters along the galactic rim. Davik would joke that it was the best thing he had ever stolen, and for the number of times it saved his life, he had good reason to make the claim.



It's not clear exactly where Davik acquired the Ebon Hawk. The primary systems have been modified so many times that the original classification and even the company that built it are hard to determine.

It's possible the ship was a developmental prototype from some showroom floor, cobbled together from several different models. Key components are obvious retrofits, from the stolen navigational computers to the uncommonly powerful hyperdrive. A number of smuggler-specific customizations have been made as well, though only Davik knows where or how to access them all.



Ebon Hawk

Craft: Feree Shipyard's Free Range Light Transport; **Class:** Space transport; **Cost:** 1.26 mCr; **Size:** Medium (55m in diameter); **Initiative:** +0; **Crew:** 4 (Unique); **Passengers:** 4; **Vehicle Compliment:** 1 Swoop Bike; **Cargo Capacity:** 4.00 Metric tons; **Consumables:** 3 Months; **Hyperdrive:** x1 (backup x4); **Maximum Speed:** Attack (Average, 8 squares/action); **Atmospheric Speed:** 500 km/h (8 squares/action); **Maneuvers:** +6 (+4 engine quality, +2 maneuvering system); **Defense:** 20 (+10 armor); **Hull Points:** 200 (DR 20); **Shield Points:** 200 (DR 20).

Weapon: Laser Cannon [Twin] (2); **Fire Arc:** Front; **Attack Bonus:** +4 or +0/+0 (+4 equipment bonus); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Laser Cannon (1); **Fire Arc:** Any; **Attack Bonus:** +8 (+4 fire control, +4 equipment bonus); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Sith Transport

Based off the plans of the Trill transport the Sith transport is designed to carry either a small cargo or troops, but typically acts as a shuttle.



Craft: Star Forge Personal Transport - Thren; **Class:** Space transport; **Cost:** 570.00 kCr; **Size:** Medium (75m in diameter); **Initiative:** +4; **Crew:** 4 (Skilled +4); **Passengers:** 250; **Cargo Capacity:** 250 Metric tons; **Consumables:** 6 Weeks; **Hyperdrive:** x4; **Maximum Speed:** Cruising (Average, 4 squares/action); **Atmospheric Speed:** 350 km/h (6 squares/action); **Maneuvers:** +4 (+4 crew); **Defense:** 20 (+10 armor); **Hull Points:** 250 (DR 10); **Shield Points:** 150 (DR 10). **Weapon:** Blaster Cannon [Light] (2, 1 fire-linked in sets of 2); **Fire Arc:** Front; **Attack Bonus:** +6 or +2/+2 (+2 size, +4 or +0/+0 crew); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Capital Ships

Interdictor – Class Sith Cruiser

These ships are with 4 gravity well generators that simulate planetary gravity wells. The interdicting gravity wells were not built into every model of the Sith Fleet. Typical Sith Cruisers have the same statistics but remove the Gravity well projectors. The head of the Sith Fleet Admiral Saul Karath had an Interdictor flagship he commanded, the Leviathan. The normal Sith Cruiser and Interdictor ships are typically employed along known smuggling routes to maintain peace and order.

Leviathan



Craft: Sienar Fleet Systems' Interdictor - Class Cruiser; **Class:** Capital Ship; **Cost:** 54.41 mCr; **Size:** Gargantuan (600m length); **Initiative:** -4 (-4 size); **Crew:** 2,784 (Unique); **Troop Compliment:** 2000 Soldiers, 1000 droids; **Starship Compliment:** 2 Trill Shuttles; **Starfighter Compliment:** 2 squadrons of Senth fighters (24



ships); **Cargo Capacity:** 5,000 Metric tons; **Consumables:** 8 Months; **Hyperdrive:** x1 (backup x2); **Maximum Speed:** Cruising (Average, 4 squares/action); **Maneuvers:** -4 (-4 size); **Defense:** 16 (-4 size, +10 armor); **Hull Points:** 500 (DR 25); **Shield Points:** 250 (DR 25).

Weapon: Gravity Well Projector (4); **Fire Arc:** Front, 1 Left, 1 Back, 1 Right; **Attack Bonus:** +4 (-4 size, +8 fire control); **Damage:** Special; **Range Modifiers:** PB/S/M/L N/A.

Weapon: Tractor Beam Projector (1); **Fire Arc:** Front/Left/Right; **Attack Bonus:** +4 (-4 size, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

Weapon: Turbolaser (20); **Fire Arc:** 1 Battery Front, 1 Battery Left, 1 Battery Back, 1 Battery Right; **Attack Bonus:** +8 (-4 size, +8 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon [Heavy] (10); **Fire Arc:** 1 Battery Left, 1 Battery Right; **Attack Bonus:** +5 (-4 size, +5 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L N/A.

Sith Cruiser

Craft: Sienar Fleet Systems' Interdictor - Class Cruiser; **Class:** Capital Ship; **Cost:** 53.96 mCr; **Size:** Gargantuan (600m length); **Initiative:** -4 (-4 size); **Crew:** 2,784 (Unique); **Troop Compliment:** 2000 Soldiers, 1000 droids; **Starship Compliment:** 2 Trill Shuttles; **Starfighter Compliment:** 2 Squadrens (24) Senth Fighters; **Cargo Capacity:** 5,000 Metric tons; **Consumables:** 8 Months; **Hyperdrive:** x1 (backup x2); **Maximum Speed:** Cruising (Average, 4 squares/action); **Maneuvers:** -4 (-4 size); **Defense:** 16 (-4 size, +10 armor); **Hull Points:** 500 (DR 25); **Shield Points:** 250 (DR 25).

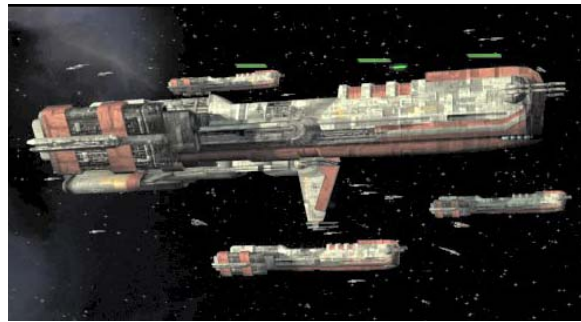
Weapon: Gravity Well Projector (4); **Fire Arc:** Front, 1 Left, 1 Back, 1 Right; **Attack Bonus:** +4 (-4 size, +8 fire control); **Damage:** Special; **Range Modifiers:** PB/S/M/L N/A.

Weapon: Laser Cannon [Quad] (20); **Fire Arc:** 5 Left, 5 Right, 5 Front/Left, 5 Front/Right; **Attack Bonus:** -4 or -10/-10/-10 (-4 size); **Damage:** 6d10x2; **Range Modifiers:** PB -2, S +0, M/L N/A.

Republic Cruiser

The bulk of the Republic fleet is made up of these heavy cruisers. The command deck is in the lowest

decks of the ship, with the upper decks containing



the crew quarters and the fighter decks. There are pairs of guns on the bow, and two Massive cannons mounted on the engines near the aft.

Craft: Republic Shipyards' Cruiser; **Class:** Capital Ship; **Cost:** 6.53 mCr; **Size:** Huge (500m length, 120m length); **Initiative:** -2 (-2 size); **Crew:** 700 (Unique); **Passengers:** 20; **Troop Compliment:** 600; **Starship Compliment:** 1 shuttle; **Starfighter Compliment:** 2 squadrons; **Cargo Capacity:** 5,000 Metric tons; **Consumables:** 10 Months; **Hyperdrive:** x2 (backup x4); **Maximum Speed:** Cruising (Average, 4 squares/action); **Maneuvers:** -2 (-2 size); **Defense:** 18 (-2 size, +10 armor); **Hull Points:** 300 (DR 20); **Shield Points:** 200 (DR 20).

Weapon: Laser Cannon [Point] (14); **Fire Arc:** 5 Left, 5 Right, 2 Front/Left, 2 Front/Right; **Attack Bonus:** -2 (-2 size); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Turbolaser Cannon [Double, Heavy] (2); **Fire Arc:** Front; **Attack Bonus:** -2 or -6/-6 (-2 size); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Turbolaser [Heavy] (2); **Fire Arc:** Front; **Attack Bonus:** -2 (-2 size); **Damage:** 10d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Laser Cannon [Twin] (8); **Fire Arc:** 4 Front, 2 Left, 2 Right; **Attack Bonus:** -2 or -6/-6 (-2 size); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Troop Carrier

The republic trooper carrier is a small capital ship and is used to ferry troops and important personnel.



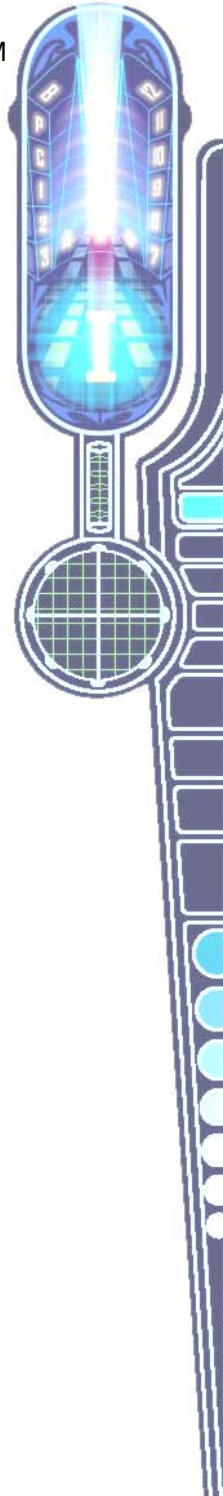
Craft: Republic Shipyards' Troop Transport; **Class:** Capital Ship; **Cost:** 2.21 mCr; **Size:** Large (250m length, 120m length); **Initiative:** -1 (-1 size); **Crew:** 150 (Unique); **Passengers:** 10; **Troop Compliment:** 500; **Starfighter Compliment:** 1 squadron; **Cargo Capacity:** 500 Metric tons;

Consumables: 6 Months; **Hyperdrive:** x2 (backup x4); **Maximum Speed:** Attack (Average, 6 squares/action); **Maneuvers:** -1 (-1 size); **Defense:** 19 (-1 size, +10 armor); **Hull Points:** 200 (DR 20); **Shield Points:** 200 (DR 20).

Weapon: Turbolaser Cannon [Double, Heavy] (2); **Fire Arc:** Front; **Attack Bonus:** -1 or -5/-5 (-1 size); **Damage:** 5d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Turbolaser [Heavy] (2); **Fire Arc:** Front; **Attack Bonus:** -1 (-1 size); **Damage:** 10d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Turbolaser [Light] (2); **Fire Arc:** Front; **Attack Bonus:** -1 or -7/-7/-7 (-1 size); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L



References and Acknowledgements

A number of bits and pieces of the text describing various worlds, swoop racing and the named NPC's were taken or derived from Information at the Lucas arts web page

Knights of the Old Republic, Product Home page, 2004, Lucasarts.com,
<<http://www.lucasarts.com/products/swkotor/index.html>>

Some information on creatures and planets was derived from the Star Wars Databank.
<<http://www.starwars.com/databank/>>, < <http://www.starwars.com> >

Text for the Shasa Prestige classes and Skelkath, Some information about Yavin, it's creatures, Darth Malik, HK-47, the Rakghoul, and Korriban came from the Wizards of the Coast Star Wars web page.

< <http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg> >

Herndon, Cory. *Darth Malik*. October 9, 2003.

<<http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg>.>

<<http://www.wizards.com/default.asp?x=starwars/article/sw20031009malak> >

Herndon, Cory. *HK-47*. January 5, 2004. <<http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg>.>

< <http://www.wizards.com/default.asp?x=starwars/article/sw20040105hk47>>

Herndon, Cory, *Korriban: Planet of Lost Souls*. October, 2003,

<<http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg>.>,

<http://www.wizards.com/default.asp?x=starwars/article/sw20031002korriban>

Herndon, Cory. *Manaan: Depths of History, Part 3: The Order of Shasa*. February 19, 2004.

<<http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg>.>

<<http://www.wizards.com/default.asp?x=starwars/article/sw20040219manaan3>

Herndon, Cory. *Yavin: The Big Red One*. August 2004,

<<http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg>.>.

<<http://www.wizards.com/default.asp?x=starwars/article/sw20040812yavin4>>

Quick, Jeff. *Rakghoul*. October 2, 2003. < <http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg>.>

<<http://www.wizards.com/default.asp?x=starwars/article/sw20031002rakghoul>>

Information on the Movement in Swoop racing and tables was derived from the d20 Modern SRD

D20 Modern System Reference document. 2004.

<<http://www.wizards.com/default.asp?x=d20/article/msrd>>

The Galaxy map was derived from a DeAgostino Fact File

The Era symbol comes from Darkhorse Comics <<http://www.darkhorse.com/zones/starwars/timeline.php>>

The background picture was derived from E. Sacchi <<http://www.emass-web.com/>>

The Race tracks were developed using the cartography program Dungeon Crafter

<<http://www.dungeoncrafter.com/>>

STAR WARS KNIGHTS OF THE OLD REPUBLIC

Long before the Galactic Civil War, an epic period of the galaxy.

This is source book based on the LucasArts/BioWare Xbox/PC Video game, *Star Wars: Knights of the Old Republic*, this covers the Era of that saga during the Golden Age of the Republic - over 4,000 years before the first *Star Wars* film, when both Jedi and Sith number in the thousands...



Old Republic Era:
25,000 - 1000 years before
Star Wars: A New Hope