

STAR WARS®

ROLEPLAYING GAME

J't'p'tan

A Web Enhancement for
Coruscant and the Core Worlds

BY JASON FRY



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J't'p'tan

Planet Type:	Terrestrial
Climate:	Temperate to arctic
Terrain:	Plains, mountains
Atmosphere:	Breathable
Gravity:	Standard
Diameter:	11,200 km
Length of Day:	22 hours
Length of Year:	407 days
Sentient Species:	H'kig and Human
Languages:	Basic, Galandan
Population:	15,000
Species Mix:	87% H'kig (Near-Human), 11% Human, 2% other
Government:	None/Theocracy
Major Exports:	None
Major Imports:	None
System/Star:	Doornik-628

Planets	Type	Moons
Doornik-628A	Gas giant	3
Doornik-628B	Acidic clouds	1
Doornik-628C	Acidic clouds	0
Pehzehvar	Terrestrial	1
J't'p'tan	Terrestrial	0
Doornik-628F	Gas giant	11
Doornik-628G	Gas giant	13
Doornik-628H	Barren	0

Description

J't'p'tan, known to most simply as Doornik-628E, is an unspoiled little world in the heart of the Koornacht Cluster, near the systems claimed by the xenophobic Yevetha.

In the last years of the Republic, many systems in the Koornacht Cluster were formally opened for settlement; H'kig pilgrims fleeing a doctrinal conflict on Rishi claimed Doornik-628E. The acolytes called the yellowish globe J't'p'tan. There, they settled in a sheltered valley and quarried stone for the Temple of the Infinite Spirit, a sprawling complex intended as a physical tribute to the mystical essence. For decades, the H'kig considered themselves safely removed from the unholy forces at work in the larger galaxy. But if the H'kig were finished with the galaxy, the galaxy wasn't finished with them.

History

For millennia, the Koornacht Cluster was a backwater, isolated by the gravitational anomalies of the galaxy's western quadrant. Only in the last decades of the Republic did the Metellos Trade Route reach the Cluster's fringes; even then, most spacers thought the area impassable or found little of interest. Shortly before the Battle of Naboo, the Republic opened hundreds of worlds in the area for colonization. In an experimental policy, dozens of systems were reserved for religious minorities facing persecution elsewhere in the galaxy.

The policymakers moved carefully, opting for pacifistic or mystical faiths and insular movements unlikely to turn expansionist. At worst, it was thought, the persecuted would be removed from harm's way and the glare of the holo-cameras. At best, the newly settled worlds might attract merchant traffic to the Metellos route, spurring development in sleepy sectors such as Farlax, Hatawa and Praxlis. The Republic vowed to ensure that no religious fanatics would threaten their neighbors—as had happened for centuries in the Mid Rim sectors around Lorta—or interfere with commerce, as happened daily on the Triton moons.

The H'kig's name for Doornik-628E joined four sacred glyphs: "jeh," the immanent; "teh," the transcendent; "peh," the eternal; and "tan," the conscious essence. In H'kig practice, only that final syllable is sufficiently secular to be written completely out.

For decades, hardworking H'kig ascetics hewed stones, hauled them off in carts pulled by native tybis, and assembled them by hand into the sprawling compound called the Temple of the Infinite Spirit. In the last days of the Empire, visitors came—Force adepts known as the Fallanassi, who had fled the Outer Rim world of Lucazec ahead of stormtroopers. The H'kig admired the Fallanassi's devotion to the White Current and accepted them into their commune.

Their generosity was rewarded. Years before, the Empire had probed the heart of the Koornacht Cluster and seized the Yevetha worlds. Military shipyards were built in Farlax sector, which became a staging area for transshipments to the Deep Core. After the Battle of Endor, the Yevetha murdered their Imperial captors; twelve years later, they embarked on a "Great Purge" in which they destroyed all alien settlements within the cluster.

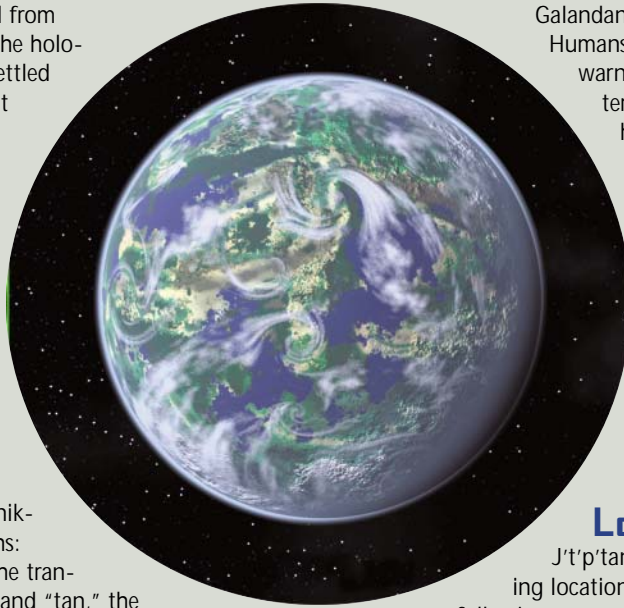
Though Yevethan scouts established a small colony on J't'p'tan, the Fallanassi protected the Temple from the Yevethan gunships by creating the illusion that it had been reduced to smoking ruins. This power proved instrumental in the New Republic's defeat of the Yevetha; immediately afterwards, the Fallanassi departed J't'p'tan and the planet faded back into anonymity.

People

H'kig was a religious leader on the Core World of Galand martyred several centuries before the Battle of Yavin. About sixty years before that battle, some 50,000 of his followers—called the H'kig in veneration—left Galand and founded a

religious colony on far-off Rishi. The colony quickly dissolved in religious schism, with the minority pulling up stakes once more and settling on J't'p'tan.

Galandans are wiry, gray-skinned near-Humans, but travelers should be warned that the H'kig reserve the term "Galandan" for those who haven't been redeemed by H'kig teachings. The H'kig preach an ascetic code, valuing physical labor and rejecting all advanced machinery, and demand strict standards about public dress, hair length and hair styles. Despite this, they are tolerant of others—provided those others don't interfere with H'kig practices.



Locations

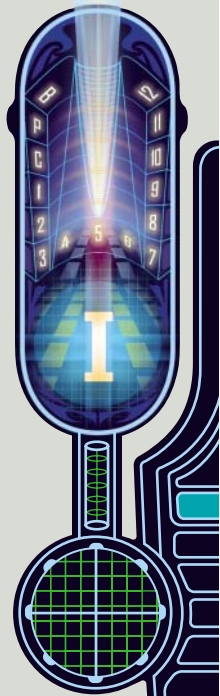
J't'p'tan offers a number of interesting locations for adventures, including the following.

The Temple of the Infinite Spirit

Stretching across two thousand hectares, the Temple is a complex of courtyards, archways, garden plots, colonnades, and dormitories radiating outward from a central pylon of polished stone—the first monument erected by the H'kig on J't'p'tan. The Temple symbolizes the teachings of H'kig, expanding in all directions from the focal point of his life and martyrdom, and its construction by hand serves as a focus for H'kig workers to meditate on those teachings and honor them. The H'kig rotate between tasks: new construction at the Temple's fringes, repair work on the older structures, farming in the Temple fields, stints serving as support crews for other work shifts, focused meditation in the gardens and courtyards, instruction of initiates, and care for the commune's children and tybis. Outsiders are permitted in the Temple as long as they respect H'kig laws; advanced machinery is not.

Tybis Winter Quarters

A visitor who travels 20 kilometers east of the Temple during J't'p'tan's winter will be startled to find a U-shaped valley filled with shaggy piles of 10 to 20 hibernating tybis. Periodically, a tybis on the warm inside of the mound wakes up enough to shamble to the outside; by rotating positions, the entire group stays warm through the winter. Travelers are advised that awakening a hibernating tybis is a dangerously bad idea.





THE FALLANASSI

The Fallanassi are an ancient sect of Force adepts who refer to the Force as the White Current. Secretive in the extreme, they are believed to have wandered the galaxy for centuries little noticed by others, including the Jedi. They meditate on the workings of their bodies, minds and spirits; how those disparate elements form an individual; and how disparate individuals form eddies and whorls in the Current. They have little or no interest in manipulating the physical universe and apparently cannot use the Current to physically affect their surroundings.

This may seem like a weakness, but the Fallanassi have other strengths. They can use the Current to hide themselves and others from any known means of detection, and they are masters of creating illusions, which they can maintain for long periods of time. Such skills—made more powerful by being used in cooperation—have served the order well, allowing its members to evade detection and remain detached from the societies within which they dwell.

The Fallanassi cannot acquire the Alter feat or any Force skills or feats for which Alter is a prerequisite, with three exceptions: the skill Affect Mind and the feats Compassion and Mind Trick. These Force skills and feats are also unavailable: Battlemind, Enhance Ability, Burst of Speed, Force Speed, Knight Defense, Knight Speed, Lightsaber Defense, Master Defense, Master Speed, and Rage. Fallanassi do not acquire these Force adept bonus feats and special qualities: Weapon Group Proficiencies, Force Weapon, Comprehend Speech, Force Talisman, or Force Secrets.

A Fallanassi gains Force Training bonus feats as the Force adept does; instead of Alter, she may pick Sense Current (described below). Instead of the Force Weapon ability, a Fallanassi gains Skill Mastery, as per the Scout ability. At 7th level, a Fallanassi gains the bonus feat Master Immersion; at 8th level, she gains Master Illusion.

The following skills and feats are limited to Fallanassi:

SKILLS

IMMERSION (CHA)

Force skill; requires the Force-Sensitive and Control feats

You can use the Current to hide yourself from detection.

Check: This skill causes the Current to well up and render the user undetectable, allowing her to move without being seen, heard or otherwise sensed by organic, artificial or Force-based means.

Your Immersion check result sets the DC for the target's Will saving throw.

Result	Will Saving Throw DC
4 or less	10
5–14	15
15–24	20
25–34	25
35+	30

There is no maximum range for this skill.

Maintaining an immersion for more than a single round requires an attack action (but no additional skill check) and the expenditure of an additional 3 vitality points. The Fallanassi is otherwise free to act. Immersion skill attempts may be made by any number of Fallanassi

in cooperation, with the vitality point cost per round absorbed by each Fallanassi in turn.

Special: Characters encountering an immersed Fallanassi can't attempt a saving throw to spy the Fallanassi until they study the area carefully or interact with it in a significant fashion.

A successful saving throw against an immersion reveals the Fallanassi, but doesn't dispel the immersion for other characters.

A failed saving throw indicates that a character doesn't notice anything amiss. A character provided with incontrovertible proof that an immersed Fallanassi is present doesn't need to make a saving throw.

If a character makes a successful save against an immersion and communicates this knowledge to others in the area, each of these others immediately makes a Will saving throw with a +4 circumstance bonus to penetrate the immersion.

You can take 10 when making an Immersion check, but you can't take 20.

A character with the Mind Trick feat gets a +2 aptitude bonus on Immersion checks.

Time: Immersion is an attack action.

Vitality Point Cost: 3 per round in which you maintain the immersion.

SCRIBING (WIS)

Force skill; requires the Force-Sensitive and Sense feats

You can use the Current to make a mark detectable only by other Fallanassi, and you can detect those marks.

Check: This skill uses the Current to make a mark or inscription that only other Fallanassi can see, and allows such marks to be found. Scribing is permanent and the marks may remain, at the Gamemaster's discretion, even if the surface scribed on is defaced or partially destroyed. Once detected, scribing may be read by any Fallanassi.

You generally must be within 4 meters of the object or surface to be examined for a mark or inscription left by Scribing. You can examine up to a 2-meter-by-2-meter area or a volume of goods 2 meters on a side with a single check.

DC	Task
10	Find a large mark or a lengthy inscription
20	Notice a small mark, or marks on a surface that has been defaced or partially destroyed
25+	Find a very small or hidden mark, or marks on surfaces that have been reduced to rubble

Special: You can take 10 when making a check to detect Scribing. You can take 20, but it takes 2 minutes to do so.

A character with the Sharp-Eyed feat gets a +2 aptitude bonus on checks to detect Scribing.

No check is required when using Scribing to make a mark or inscription.

Time: A check to detect Scribing is a full-round action. The time required to use Scribing to make a mark or inscription depends on the length of the inscription.



THE FALLANASSI

FEATS

MASTER ILLUSION (FORCE FEAT)

You can use the Current to create visual and auditory images that seem completely real to those who perceive them.

Prerequisite: Force-Sensitive, Control, Illusion 6 ranks, Force level 8th.

Benefit: You gain the ability to create improved illusions to trick, distract or even harm those who perceive them. (Though these illusions can't cause physical harm, they can provoke fatal mistakes by those who don't recognize them as unreal.)

Your Illusion check result sets the base DC for the target's Will saving throw. The actual DC is made at an additional -1 for every 2 levels of the Fallanassi.

Result	Base Will Saving Throw DC
4 or less	10
5–14	15
15–24	20
25–34	25
35+	30

There is no maximum range for this skill. The distance of the illusion from the Fallanassi modifies the vitality point cost.

Distance	Base Vitality Point Cost/Round
10 meters	3
10 kilometers	5
100 kilometers	8
1,000 kilometers	10
More than 1,000 kilometers	25

The vitality point cost per round above is reduced by 1 for every 2 levels of the Fallanassi using the Master Illusion feat, except when the illusion is being projected more than 1,000 kilometers, in which case the base cost is reduced by 1 for each level of the Fallanassi.

Maintaining an illusion for more than a single round requires an attack action (but no additional skill check) and the vitality point expenditure, as well as a level of concentration. A Fallanassi can't maintain an illusion while using other Current skills or engaging in distracting activity.

Special: Each character who perceives the illusion perceives the same event. Characters encountering an illusion can't attempt a saving throw to recognize it as illusory until they study it carefully or interact with it in a significant fashion.

A successful saving throw against an Fallanassi illusion reveals it to be false, but doesn't dispel the illusion.

A failed saving throw indicates that a character doesn't notice anything amiss. A character provided with incontrovertible proof that an illusion isn't real doesn't need to make a saving throw, but an illusion produced by a Fallanassi using this feat is so powerful that even if a character makes a successful save against an illusion and communicates this knowledge to others in the area, those others don't get new Will saving throws to identify the illusion as false.

Using Illusion to perform a deadly act against a living target gives the Fallanassi a Dark-Side Point.

You can take 10 when making an Illusion check, but you can't take 20.

A character with the Mind Trick feat gets a +2 aptitude bonus on Illusion checks.

This feat may not be performed in cooperation with other Fallanassi.

Creating or maintaining an illusion with the Master Illusion feat is an attack action. The vitality point cost given above for the appropriate distance, subject to level adjustments, must be paid during every round in which you maintain the illusion.

MASTER IMMERSION (FORCE FEAT)

You can use the Current to hide yourself and others from detection.

Prerequisite: Force-Sensitive, Control, Immersion 6 ranks, Force level 7th.

Benefit: You gain the ability to immerse yourself and other people or items in the Current so all are undetectable by any known means, allowing all to move without being seen, heard or otherwise sensed by organic, artificial, or Force-based means. The immersed other may be almost anything: another person, ship, town, city, planet or star system.

Your Immersion check result sets the DC for the target's Will saving throw.

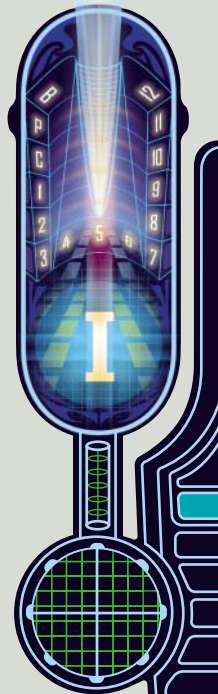
Result	Will Saving Throw DC
4 or less	10
5–14	15
15–24	20
25–34	25
35+	30

There is no maximum range for this feat. The area immersed modifies the vitality point cost.

Area Immersed	Base Vitality Point Cost/Round
10 square meters	3
10 square kilometers	5
100 square kilometers	8
1,000 square kilometers	10
More than 1,000 square kilometers	25

The vitality point cost per round above is reduced by 1 for every 2 levels of the Fallanassi using the Master Immersion feat, except when an area of more than 1,000 square kilometers is immersed, in which case the base cost is reduced by 1 for each level of the Fallanassi.

Maintaining an immersion for more than a single round requires an attack action (but no additional skill check) and the vitality point expenditure. The Fallanassi is otherwise free to act. A Master Immersion may be maintained by any number of Fallanassi in cooperation, with the vitality point cost per round absorbed by each Fallanassi in turn.





THE FALLANASSI

Special: Characters encountering an area cloaked by a Master Immersion can't attempt a saving throw to discern its true nature until they study the area carefully or interact with it in a significant fashion.

A successful saving throw against an immersion reveals the area, but doesn't dispel the immersion for other characters.

A failed saving throw indicates that a character doesn't notice anything amiss. A character provided with incontrovertible proof that things are not as they seem doesn't need to make a saving throw, but an immersion produced by a Fallanassi using this feat is so powerful that even if a character makes a successful save against an immersion and communicates this knowledge to others in the area, those others don't get new Will saving throws to penetrate the immersion.

You can take 10 when making an Immersion check; Fallanassi who are very familiar with the objects and or people being immersed may, at the Gamemaster's discretion, take 20 when making an Immersion check.

A character with the Mind Trick feat gets a +2 aptitude bonus on Immersion checks.

Creating or maintaining an immersion with this feat is an attack action. The vitality point cost given above for the appropriate area, subject to level adjustments, must be paid during every round in which you maintain the immersion.

SENSE CURRENT (FORCE FEAT)

You can reach out in the Current to sense sentient beings.

Prerequisite: Force-Sensitive, Sense.

Benefit: You gain the ability to sense sentient beings by the ripples they make in the Current. This power will detect the presence of sentients and their approximate numbers—one, several, dozens, hundreds, thousands or millions.

Special: This feat doesn't allow the Fallanassi to detect specific lifeforms, or to determine anything about the situation or condition of those lifeforms. While the Fallanassi may reach out across an entire star system with this feat, the information gained with it is limited to the character's current frame of reference—the Fallanassi can't "zoom in" or "zoom out" with it.

For example, a Fallanassi reaching out across an entire system from a star cruiser could sense which planets and moons have large numbers of living creatures, but not sense at the same time whether something alive is behind a certain door in a barracks in a city on one of those moons. Conversely, a Fallanassi in that barracks could sense if something sentient is behind the door, but not sense at the same time which planets and moons are heavily populated.

Using this feat requires a full-round action and costs 4 vitality points.

For the Gamemaster

The following sections detail information for the Gamemaster.

Adventures

J't'p'tan may seem like a quiet world, but curious players will find plenty of action. Two adventure seeds are presented here.

Let Sleeping Tybis Lie

The players are on a routine mission along the Metellos Trade Route when they fall in with the eccentric Erkas Andrakles, a walking encyclopedia of the Koornacht Cluster. Andrakles' latest obsession is a mysterious ship he says crash-landed on J't'p'tan not far from the Temple of the Infinite Spirit. Frustrated with the Farlax, Hatawa and Praxlis sector authorities' lack of interest, Andrakles hires the players to join him on a salvage mission. Is the wreck an ancient vagabond of unknown manufacture? A secret military prototype? A Yevethan scoutship intact enough to prove Andrakles' theories true? A strange craft that looks like it's made out of coral? Whatever the truth, neither the players nor Andrakles know the ship crashed in a rift valley where hundreds of tybis have bedded down for the winter. They won't take kindly to being disturbed.

Of Ploughshares and Swords

Even the powers of the Fallanassi aren't always effective. A perceptive Yevethan scout penetrates the illusion hiding the

Temple of the Infinite Spirit; soon, a war party is headed that way. The Fallanassi won't use their powers for aggression, and the H'kig see death as just another waft of the mystical essence. But what about the tattooed H'kig monk with a decidedly unpeaceful past? Will Cavis Bault really consent to be slaughtered? (In The New Jedi Order era, the GM can dispense with the illusion and the Fallanassi and use the Yuuzhan Vong in place of the Yevetha.)

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities that heroes might interact with on J't'p'tan.

Cavis Bault

Visitors to the Temple of the Infinite Spirit may come across a unique-looking H'kig laborer: Bright, elaborate tattoos cover every centimeter of his muscular arms, disappearing into his plain habit. The laborer won't answer visitors' questions, but persistent investigators discover he is Cavis Bault, infamous on Galand as a high-living rake with a steely mind for shady business and a willingness to break the necks of those who get in his way. Bault vanished from Galand several months earlier amid talk that he'd finally double-crossed one business associate too many. Has he found peace as a H'kig? Is his conversion a ruse? Or is he running a more complicated scam?

Cavis Bault: Soldier 4/Noble 3/Scoundrel 2/Crimelord 1; Init +2; Defense 18 (+2 Dex, +8 class, -2 multiclass); Spd 10 m; VP/WP 57/13; Atk +10/+5 melee (1d3+3, unarmed strike) or +10/+5 melee (2d8, force pike) or +9/+4 ranged

(3d8, heavy blaster); SQ Favor +2, inspire confidence, resource access, illicit barter, lucky 1/day, contact; SV Fort +6, Ref +8, Will +4; SZ M; FP 0; DSP 0; Rep +9; Str 16; Dex 14; Con 13; Int 14; Wis 11; Cha 15. Challenge Code E.

Equipment: H'kig smock, heavy blaster pistol, force pike, vibrodagger, datapad, encrypted comlink (all but H'kig smock are stored)

Skills: Bluff +16, Computer Use +6, Diplomacy +14, Gather Information +14, Intimidate +16, Knowledge (Galand) +8, Sense Motive +14.

Feats: Cleave, Frightful Presence, Great Cleave, Infamy, Influence, Persuasive, Power Attack, Weapons Group Proficiency (blaster pistol), Weapons Group Proficiency (blaster rifle), Weapons Group Proficiency (heavy), Weapons Group Proficiency (simple), Weapons Group Proficiency (vibro).

Erkas Andrakles

Andrakles' erratic behavior got him expelled from Condular's Grand Astrocartographic Institute; after several years working as an astrocartographer for private megacorps, he became a freighter bum working sectors where he could indulge his passion for exploration and observation. His freighter Farseer boasts optics and analysis equipment better suited for a scientific lab.

Few know more about the innermost Koornacht Cluster than Andrakles. Fewer still believe the terrible warning he has tried to deliver: The powerful, xenophobic Yevetha live there and could threaten the galaxy. Andrakles has become a familiar sight in the government offices of the various Metellos sectors, where he is regarded as a crank. Frustrated, he has taken to patrolling the wilds of J't'p'tan, determined to capture one of the Yevethan scouts he believes are there. (If the GM prefers to play in The New Jedi Order era, Andrakles can be on a quixotic hunt for Yuuzhan Vong.)

Erkas Andrakles: Tech Specialist 5/Scout 3; Init +0; Defense 15 (+7 class, -2 multiclass); Spd 10 m; VP/WP 32/10; Atk +4 melee (1d4 -1, knife) or +5 ranged (3d6, blaster); SQ Trailblazing, heart +1 1/day; SV Fort +3, Ref +4, Will +5; SZ M; FP 0; DSP 0; Rep +1; Str 8; Dex 11; Con 10; Int 15; Wis 12; Cha 10. Challenge Code D.

Equipment: Blaster pistol, knife, all-temperature cloak, breath mask, datapad, electrobinoculars, field kit, flight suit, glow rod, medpac, tool kit, Mobquet Flare-S Swoop.

Skills: Astrogate +16, Computer Use +14, Diplomacy +4, Gather Information +5, Knowledge (Koornacht Cluster) +11, +13 when using databases, Pilot +11, Profession (Astrocartographer) +9, Repair +10, Search +11, Survival +4.

Feats: Skill Emphasis (Astrogate), Spacer, Starship Operation (space transport), Weapons Group Proficiency (blaster pistols), Weapons Group Proficiency (simple).

Kan Nakkar

This low-caste Yevethan's task is discovering more about the universe beyond the immediate reach of the spawnworld N'zoth—a duty he loathes. J't'p'tan, his current responsibility, is a dull globe infested with stinking creatures seemingly created to force him to undergo near-endless purification rituals. Worse, bright lights occasionally zip across J't'p'tan's dark skies—lights Nakkar would ordinarily think are starships, except that no other Yevethan scouts should be within light-years. Sometimes Nakkar finds his facial crests swelling uncontrollably when he ponders this mystery. (If the GM wishes to play in an era after the Empire's conquest of N'zoth, Nakkar can be a shipwrecked Yevethan who knows all too well that his species isn't alone in the galaxy.)

Kan Nakkar: Scout 5; Init +2; Defense 16 (+2 Dex, +4 class); Spd 10 m; VP/WP 32/13; Atk +4 melee (1d3 +2, claws) or +6 ranged (3d6, blaster pistol) or +6 ranged (3d8, blaster rifle); SQ Trailblaze, heart +1 1/day, skill mastery (pilot), extreme effort, uncanny dodge, claws, xenophobia; SV Fort +4, Ref +6, Will +3; SZ M; FP 0; DSP 0; Rep +1; Str 13; Dex 14; Con 13; Int 11; Wis 11; Cha 8. Challenge Code C.

Equipment: Blaster pistol, blaster rifle, field kit, tool kit.

Skills: Astrogate +10, Knowledge (Koornacht Cluster) +7, Pilot +12, Repair +9, Search +6, Spot +5, Survival +8.

Feats: Spacer, Starship Dodge (space transport), Starship Operation (space transport), Weapons Group Proficiency (blaster pistols), Weapons Group Proficiency (blaster rifles), Weapons Group Proficiency (simple).

About the Author

Jason Fry is a journalist and editor based in Brooklyn, N.Y. Besides his contributions to *Coruscant* and the *Core Worlds*, he is the "Bookshelf" columnist for *Star Wars Insider* and has also written for *Star Wars Gamer*.



TYBIS

Tybis (both singular and plural) are shaggy, sleepy-eyed quadrupeds with gray or brown fur and thick hooves. These ursomorphs eat everything from shrubs to small J't'p'tani herbivores; their hooves are useful for both digging up tender roots and invading burrows.

Tybis are tireless and easily domesticated, but they do have some flaws as beasts of burden. They don't normally live in large social units and can become peckish if housed together unless it's mating season or winter. Winter is hibernation time, when tybis gather in sheltered valleys and hibernate in great shaggy piles. The H'kig have

learned the beasts' quirks and accept that winter is a time for unaided toil.

Tybis: Domesticated predator 3; Init +1; Defense 14 (-1 size, +2 Dex, +4 natural); Spd 12 m; VP/WP 13/18; Atk +4 melee (2d6+2, bite) or +4 melee (1d4+2, kick); SQ Scent; SV Fort +7, Ref +4, Will +2; SZ L; Str 15, Dex 13, Con 18, Int 5, Wis 13, Cha 9. Challenge Code C.

Skills: Hide -3, Listen +9, Spot +9.

Feats: Track.

