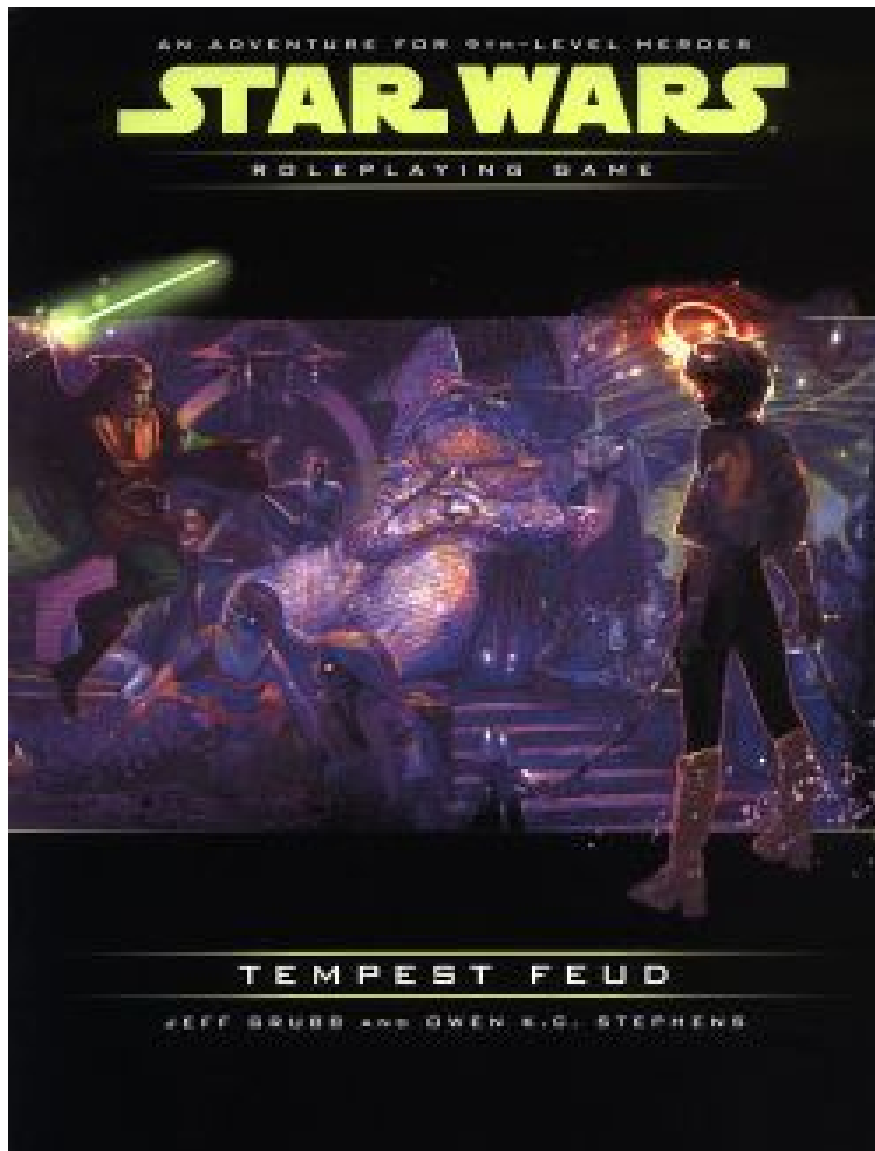


Tempest Feud: Saga Edition Conversion



Written by Darth_Scorpion

Foreword

The first *Star Wars* campaign I ever participated in was an Imperial Remnant campaign set in the *New Jedi Order era*. As part of that setting, our GM included *Tempest Feud* as a secondary event occurring in the background that gave the campaign more depth and made it a lot of fun to participate in.

As *Tempest Feud* was an *OCR* adventure, it is currently incompatible with the *SECR* rule set which I felt was a shame given the quality of the adventure. I have thus spent time converting all the characters, species, equipment, etc. used within the adventure into a *SE* compatible format so that anyone who wished to use it would be able to do so. In doing this, I have tried to restrict the stat blocks to the *SECR* content only (though you will need *Scum and Villainy* and the *Rebellion Era Campaign Guide* for official stats for certain items, as mentioned in their respective entries) in order to make the content within accessible to as many people as possible. I have used some Force powers found in the *Knights of the Old Republic Campaign Guide*, but if you do not possess it, substitutions can be made fairly easily.

Given the differences between the *OCR/RCR* versions of the *Star Wars Roleplaying Game* and the *SE* version, some changes have had to be made due to changes in the game mechanics, though I have tried to keep these thematically similar. The major changes made have been listed below:

- Bomu Pilot: Changed from Scout 8 from Scout 7/ Soldier 1 (allows for them to be trained in *Use Computer* needed for plotting hyperspace jumps)
- Meldark: Changed from Scout 5 to Scoundrel 1/ Scout 4 (allows for training in *Gather Information* and *Use Computer*)
- Mika the Hutt: As *Force Adept* is a prestige class in *SE*, I have built Mika as I perceive him with the available starting classes.
- Sorgoth: As *Force Adept* is a prestige class in *SE*, I have built Sorgoth as I perceive him with the available starting classes.
- Utrila Witches: As *Force Adept* is a prestige class in *SE*, I have built the Utrila Witches as I perceive them with the available starting classes. In addition, I have only statted them for their appearance in Act III of *Tempest Feud* (you might encounter them in combat in Act II, but the difference is marginal enough that it won't make an appreciable difference).

You will still need *Tempest Feud* to run the adventure, but all the stat blocks you'll need should be contained (or referenced) within this work.

I hope you all enjoy the work within (and hope you stop the vile scourge of *Tempest* along the way!).

DARTH_SCORPION

Chapter I: GM Characters

Angela Krin, Lieutenant Commander – Act I



Angela Krin

CL 8

Medium Human Noble 4/ Soldier 3/ Officer 1

Init: +5; **Senses:** Perception +9

Languages: Basic, Bocce, Cerean, High Galactic, Hutttese, Sullustese

Defences: Ref 21 (Flat-footed 20), Fort 21, Will 22; Melee Defence

HP 57; **Threshold** 21

Speed 6 squares

Melee Vibrodagger +6 (2d4+3) or

Ranged Hold-out Blaster Pistol +8 (3d4+4) or

Ranged Hold-out Blaster Pistol +9 (4d4+4) with Careful Shot and Deadeye

Base Atk +7; **Grp** +8

Atk Options: Careful Shot, Deadeye, Point Blank Shot, Precise Shot

Special Actions: Battle Analysis, Born Leader, Cover Fire, Deployment Tactics, Distant Command

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

Talents: Battle Analysis, Born Leader, Cover Fire, Deployment Tactics, Distant Command

Feats: Careful Shot, Deadeye, Linguist, Melee Defence, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [Tactics]), Weapon Proficiency (Advanced

Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Deception +12, Gather Information +12, Knowledge (Bureaucracy) +11, Knowledge (Galactic Lore) +11, Knowledge (Tactics) +16, Perception +9, Persuasion +12, Pilot +10, Use Computer +11

Possessions: Commlink, Credit Chip, CSA Uniform, CSA Lieutenant Commander's Insignia, Energy Cell (2) Hold-out Blaster Pistol, Power Pack (2), Vibrodagger

Angela Krin, Captain – Acts II & III

Angela Krin

CL 9

Medium Human Noble 4/ Soldier 3/ Officer 2

Init: +5; **Senses:** Perception +9

Languages: Basic, Bocce, Cerean, High Galactic, Hutttese, Sullustese

Defences: Ref 22 (Flat-footed 21), Fort 22, Will 23; Melee Defence

HP 63; **Threshold** 22

Speed 6 squares

Melee Vibrodagger +7 (2d4+3) or

Ranged Hold-out Blaster Pistol +9 (3d4+4) or

Ranged Hold-out Blaster Pistol +10 (4d4+4) with Careful Shot and Deadeye

Base Atk +8; **Grp** +9

Atk Options: Careful Shot, Deadeye, Point Blank Shot, Precise Shot

Special Actions: Battle Analysis, Born Leader, Cover Fire, Deployment Tactics, Distant Command, Share Talent (Deployment Tactics)

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

Special Qualities: Command Cover +1, Share Talent (Deployment Tactics)

Talents: Battle Analysis, Born Leader, Cover Fire, Deployment Tactics, Distant Command

Feats: Careful Shot, Deadeye, Linguist, Melee Defence, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [Tactics]), Skill Focus (Persuasion), Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Deception +12, Gather Information +12, Knowledge (Bureaucracy) +11, Knowledge (Galactic Lore) +11, Knowledge (Tactics) +16, Perception +9, Persuasion +17, Pilot +10, Use Computer +11

Possessions: Commlink, Credit Chip, CSA Uniform, CSA Captain's Insignia, Energy Cell (2) Hold-out Blaster Pistol, Power Pack (2), Vibrodagger

Bomu Pilot / Soldier



Bomu Pilot

CL 8

Medium Rodian Scout 7/ Soldier 1

Init: +6; **Senses:** Low-light Vision; Perception +8 (may reroll, must keep second)

Languages: Basic, Rodese

Defences: Ref 22 (Flat-footed 20), Fort 20, Will 17; Dodge, Evasion

HP 56; **Threshold** 20

Speed 8 squares; Long Stride

Melee Stun Baton +6 (2d6+ stun) or

Ranged Blaster Pistol +8 (3d6+4, Devastating 5)

Base Atk +6; **Grp** +8

Atk Options: Coordinated Attack, Devastating Attack (Pistols), Point Blank Shot

Special Actions: Jury-Rigger

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

Special Qualities: Heightened Awareness, Low-light Vision

Talents: Devastating Attack (Pistols), Evasion, Fringe Savant, Jury-Rigger, Long Stride

Feats: Armour Proficiency (Light), Coordinated Attack, Dodge, Point Blank Shot, Skill Focus (Pilot), Skill Focus (Survival), Skill Training (Use Computer), Vehicular Combat, Weapon Proficiency (Pistol, Rifles, Simple Weapons)

Skills: Knowledge (Galactic Lore) +9, Mechanics +9, Perception +8, Pilot +16, Survival +13, Use Computer +9

Possessions: Blaster Pistol, Clothing, Commlink, Energy Cell (2), Power Pack (3), Stun Baton

Medium Rodian Soldier 7

Init: +4; **Senses:** Low-light Vision; Perception +7 (may reroll, must keep second)

Languages: Basic, Rodese

Defences: Ref 19 (Flat-footed 18), Fort 20, Will 16; Dodge

HP 70; **Threshold** 20

Speed 6 squares

Melee Vibroblade +7 (2d6+3) or

Ranged Blaster Carbine +8 (3d8+3)

Base Atk +7; **Grp** +8

Atk Options: Coordinated Attack, Far Shot, Point Blank Shot, Precise Shot

Special Actions: Battle Analysis, Cover Fire, Tough as Nails

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

Special Qualities: Heightened Awareness, Low-light Vision

Talents: Battle Analysis, Cover Fire, Demolitionist, Tough as Nails

Feats: Armour Proficiency (Light, Medium), Coordinated Attack, Dodge, Far Shot, Point Blank Shot, Precise Shot, Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapon)

Skills: Knowledge (Tactics) +8, Mechanics +8, Perception +7

Possessions: Blaster Carbine, Clothing, Commlink, Energy Cell (2), Power Pack (3), Vibroblade

Caravan Guards

Caravan Guard

CL 1

Medium Human Non-heroic 4

Init: +2; **Senses:** Perception +8

Languages: Basic

Defences: Ref (Flat-footed), Fort, Will

HP 14; Threshold

Speed 6 squares

Melee Vibroaxe +6 (2d10+4) or

Ranged Small Rock -2 (1d4+2)

Base Atk +3; Grp +5

Atk Options: Cleave, Power Attack

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

Feats: Cleave, Power Attack, Skill Training (Survival), Weapon Focus (Advanced Melee Weapons), Weapon Proficiency (Advanced Melee Weapons, Simple Weapons)

Skills: Knowledge (Galactic Lore) +6, Perception +8, Survival +8

Possessions: Small Rock (2), Energy Cell, Ragged Clothing, Vibroaxe

Kir Sesad, Cerean Advisor



Kir Sesad

CL 7

Medium Cerean Scoundrel 7

Force 5; Dark-side 6

Init: +12 (may reroll, must keep second); **Senses:** Perception +16

Languages: Basic, Cerean, Huttese, Rodese, Ryl

Defences: Ref 18 (Flat-footed 18), Fort 18, Will 21

HP 46; Threshold 18

Speed 6 squares

Melee Knife +5 (1d4+3) or

Ranged Blaster Pistol +4 (3d6+3) or

Ranged Blaster Pistol +5 (4d6+3) with Careful Shot and Deadeye

Base Atk +5; Grp +5

Atk Options: Careful Shot, Deadeye, Point Blank Shot, Precise Shot

Special Actions: Disruptive, Fool's Luck, Skirmisher, Walk the Line

Abilities: Str 10, Dex 8, Con 12, Int 17, Wis 16, Cha 14

Special Qualities: Intuitive Initiative

Talents: Disruptive, Fool's Luck, Skirmisher, Walk the Line

Feats: Careful Shot, Deadeye, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Initiative), Skill Focus (Perception), Skill Focus (Persuasion), Weapon Proficiency (Pistols, Simple Weapons)

Skills: Deception +15, Gather Information +10, Initiative +12 (may reroll, must keep second), Knowledge (Social Sciences) +11, Perception +16, Persuasion +15, Use Computer +11

Possessions: Blaster Pistol, Commlink, Datapad, Knife, Power Pack (2), Uniform

Cerean Bodyguard

Cerean Bodyguard

CL 1

Medium Cerean Non-heroic 3

Init: +12 (may reroll, must keep second); **Senses:** Perception +8

Languages: Basic, Cerean, Huttese

Defences: Ref 18 (Flat-footed 17), Fort 11, Will 12

HP 11; Threshold 11

Speed 6 squares

Melee Baton +4 (1d6+2) or

Ranged Blaster Carbine +3 (3d8)

Base Atk +2; Grp +4

Special Actions: Coordinated Attack

Abilities: Str 15, Dex 12, Con 12, Int 12, Wis 15, Cha 8

Special Qualities: Intuitive Initiative

Feats: Armour Proficiency (Light, Medium), Coordinated Attack, Skill Focus (Initiative), Weapon Proficiency (Rifles, Simple Weapons)

Skills: Initiative +12 (may reroll, must keep second), Perception +8

Possessions: Baton, Blaster Carbine, Ceremonial Armour, Power Pack (2), Uniform

CSA Liason Officer

CSA Liason Officer

CL 4

Medium Human Noble 2/ Soldier 2

Init: +4; **Senses:** Perception +8

Languages: Basic

Defences: Ref 17 (Flat-footed 15), Fort 17, Will 17

HP 36; **Threshold** 17

Speed 6 squares

Melee Vibroblade +2 (2d6+1) or

Ranged Blaster Pistol +5 (3d6+2, Devastating 5)

Base Atk +3; **Grp** +5

Atk Options: Point Blank Shot

Special Actions: Inspire Confidence

Abilities: Str 9, Dex 14, Con 12, Int 10, Wis 13, Cha 15

Talents: Inspire Confidence, Devastating Attack (Pistols)

Feats: Armour Proficiency (Light), Point Blank Shot, Skill Training (Perception), Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Deception +9, Knowledge (Galactic Lore) +7, Knowledge (Social Sciences) +7, Perception +8, Persuasion +9, Pilot +9, Treat Injury +8, Use Computer +7

Possessions: Blaster Pistol, Commlink, CSA Uniform, Datapad, Energy Cell, Power Pack, Vibroblade

CSA Sergeant

CSA Sergeant

CL 5

Medium Human Soldier 5

Init: +9; **Senses:** Perception +6

Languages: Basic

Defences: Ref 19 (Martial Arts +1, Flat-footed 16),

Fort 17, Will 14

HP 52; **Threshold** 17

Speed 6 squares

Melee Unarmed +6 (1d6+2) or

Ranged Blaster Carbine +7 (3d8+2 stun)

Base Atk +5; **Grp** +7

Atk Options: Point Blank Shot, Precise Shot, Rapid Shot

Special Actions: Battle Analysis, Cover Fire

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

Talents: Armoured Defence, Battle Analysis, Cover Fire

Feats: Armour Proficiency (Light, Medium), Improved

Defences, Martial Arts I, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Proficiency (Pistols, Rifles, Simple Weapons)

Skills: Initiative +9, Knowledge (Tactics) +7,

Perception +6, Treat Injury +6

Possessions: Blast Helmet and Vest, Blaster Carbine, Combat Gloves, Commlink, CSA Uniform, Datapad, CSA Sergeant's Insignia, Power Pack (2)

CSA Trooper

CSA Trooper

CL 1

Medium Human Non-heroic 3

Init: +7; **Senses:** Perception +5

Languages: Basic

Defences: Ref 14 (Martial Arts +1, Flat-footed 12),

Fort 10, Will 9

HP 8; **Threshold** 10

Speed 6 squares

Melee Unarmed +2 (1d6+1) or

Ranged Blaster Carbine +3 (3d8 stun)

Base Atk +2; **Grp** +3

Atk Options: Point Blank Shot

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

Feats: Armour Proficiency (Light), Martial Arts I, Point Blank Shot, Weapon Proficiency (Pistols, Rifles, Simple Weapons)

Skills: Initiative +7, Perception +5

Possessions: Blast Helmet and Vest, Blaster Carbine, Combat Gloves, Commlink, CSA Uniform, Datapad, Power Pack (2)

Evocii Warrior

Evocii Warrior

CL 1

Medium Evocii Non-heroic 4

Init: +3; **Senses:** Low-light Vision; Perception +3

Languages: Basic, Evocii

Defences: Ref 12 (Flat-footed 11), Fort 13, Will 12

HP 12; **Threshold** 13

Speed 6 squares

Melee Spear +3 (1d8-1) or

Ranged Spear +5 (1d8-1)

Base Atk +3; **Grp** +4

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

Special Qualities: Great Fortitude, Low-light Vision, Sneaky

Feats: Improved Defences, Skill Training (Survival), Weapon Focus (Simple Weapons), Weapon Proficiency (Pistols, Simple Weapons)

Skills: Stealth + 8 (may reroll, must keep second), Survival +8

Possessions: Ragged Clothes, Spear (3)

Gabbera

Gabbera

CL 0

Medium Klatooinian Non-heroic 1

Init: +2; **Senses:** Perception -1

Languages: Basic, Huttese, Nikto, Shyriiwook (cannot speak)

Defences: Ref 12 (Flat-footed 10), Fort 11, Will 11

HP 3; **Threshold** 11

Speed 6 squares

Melee Unarmed +0 (1d4)

Base Atk +0; **Grp** +2

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

Special Qualities: Iron Will

Feats: Linguist, Skill Focus (Pilot), Skill Focus (Use Computer), Weapon Proficiency (Simple Weapons)

Skills: Pilot +12, Use Computer +11

Possessions: Cheap Clothing

H-3PO (A, B and C)



H-3PO

CL 1

Medium droid (3rd-degree) Non-heroic 4

Init: +2; **Senses:** Low-light Vision; Perception +10

Languages: Basic, Binary, Bothese, Cerean, High Galactic, Nikto, Rodese, Ryl, Shyriiwook

Defences: Ref 13 (Flat-footed 13), Fort 11, Will 12

HP 10; **Threshold** 11

Immune Droid Traits

Speed 6 squares (Walking)

Melee Unarmed +3 (1d4)

Ranged Hold-out Blaster Pistol +3 (3d4)

Base Atk +3; **Grp** +3

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

Feats: Armour Proficiency (Light), Improved Defences, Linguist, Weapon Proficiency (Pistols, Simple Weapons)

Skills: Knowledge (Social Sciences) +10, Perception +10, Persuasion +7, Use Computer +10

Systems: Basic Processor, Compartment Space (2 kg), 2 Hand Appendages, Improved Sensor Package, Internal Commlink (Encrypted), Locked Access, Plasteel Shell, Self-destruct System (6d6), Tool Appendage, Translator Unit (DC 5), Vocabulator, Walking Locomotion

Possessions: Hold-out Blaster Pistol, Recording Unit (2 – Audio, Video)

Hawj

Hawj

CL 2

Medium Bothan Non-heroic 8

Init: +6; **Senses:** Perception +14

Languages: Basic, Bothese, High Galactic, Huttese

Defences: Ref 12 (Flat-footed 10), Fort 8, Will 12

HP 8; **Threshold** 8

Speed 6 squares

Melee Unarmed +6 (1d4)

Base Atk +6; **Grp** +8

Abilities: Str 10, Dex 14, Con 7, Int 15, Wis 10, Cha 16

Special Qualities: Iron Will

Feats: Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Perception), Skill Focus (Persuasion), Skill Training (Knowledge [Bureaucracy]), Skill Training (Use Computer),

Weapon Proficiency (Pistols, Simple Weapons)

Skills: Deception +17, Gather Information +17, Knowledge (Bureaucracy) +11, Perception +14, Persuasion +17, Use Computer +11

Possessions: Datapad, Grungy Clothing

Huwin Clathor

Huwin Clathor

CL 0

Medium Human Non-heroic 1

Init: -1; **Senses:** Perception +11

Languages: Basic

Defences: Ref 9 (Flat-footed 9), Fort 10, Will 11

HP 3; **Threshold** 10

Speed 6 squares

Melee Unarmed +0 (1d4) or

Ranged Small Rock -5 (1d4)

Base Atk +0; **Grp** +0

Abilities: Str 10, Dex 8, Con 11, Int 14, Wis 13, Cha 12

Feats: Skill Focus (Knowledge [Physical Sciences]), Skill Focus (Perception), Skill Training (Survival), Weapon Proficiency (Pistols, Simple Weapons)

Skills: Knowledge (Physical Sciences) +12, Mechanics +7, Perception +11, Survival +6, Use Computer +7

Possessions: Coveralls, Mining Equipment, Small Rock (2)

Kenu Clan Delegate

Kenu Clan Delegate

CL 1

Medium Rodian Non-heroic 4

Init: +4; **Senses:** Low-light Vision; Perception +7 (may reroll, must keep second)

Languages: Basic, Huttese, Rodese

Defences: Ref 12 (Flat-footed 10), Fort 11, Will 10

HP 14; **Threshold** 11

Speed 6 squares

Melee Unarmed +3 (1d4) or

Ranged Blaster Pistol +5 (3d6)

Base Atk +3; **Grp** +5

Abilities: Str 10, Dex 14, Con 12, Int 13, Wis 11, Cha 8

Special Qualities: Heightened Awareness, Low-light Vision

Feats: Armour Proficiency (Light), Skill Focus (Survival), Skill Training (Knowledge [Galactic Lore]), Weapon Proficiency (Pistols, Rifles, Simple Weapons)

Skills: Perception +7 (may reroll, must keep second), Survival +12

Possessions: Blaster Pistol, Clothing, Commlink, Datapad

Klatooinian Mercenary

Klatooinian Mercenary

CL 8

Medium Klatooinian Soldier 8

Force 4; **Dark-side** 1

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

Languages: Huttese

Defences: Ref 21 (Flat-footed 21), Fort 22, Will 20

HP 91; **Threshold** 22

Speed 6 squares

Melee Vibroaxe +11 (2d10+10, Devastating 5) or

Ranged Blaster Carbine +8 (3d8+4)

Base Atk +8; **Grp** +11

Atk Options: Cleave, Devastating Attack (Advanced Melee Weapons), Point Blank Shot, Power Attack, Precise Shot

Special Actions: Indomitable

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

Special Qualities: Iron Will

Talents: Armoured Defence, Devastating Attack (Advanced Melee Weapons), Improved Armoured Defence, Indomitable

Feats: Armour Proficiency (Light, Medium), Cleave, Improved Defences, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Initiative +9, Perception +9

Possessions: Blaster Carbine, Combat Jumpsuit, Energy Cell (2), Power Pack (2), Vibroaxe

Lungru the Hutt



Lungru Nokko Vimmas

CL 10

Large Hutt Noble 10

Destiny 1; **Force** 5; **Dark-side** 10

Init: +3; **Senses:** Perception +18

Languages: Basic, Cerean, Evocii, Huttese, Gamorrean, Nikto, Rodese, Ryl, Shyriiwook (Cannot speak)

Defences: Ref 19 (Flat-footed 19), Fort 23, Will 26; Dodge

HP 70; **Threshold** 33

Immune +5 Will Defence vs. Use the Force

Speed: 2 squares

Melee Unarmed +9 (1d6+7) or

Ranged Blaster Pistol +5 (3d6+5)

Base Atk +7; **Grp** +14

Atk Options: Point Blank Shot

Special Actions: Demand Surrender, Inspire Haste, Presence, Weaken Resolve

Abilities: Str 15, Dex 6, Con 14, Int 16, Wis 17, Cha 16

Special Qualities: Force Resistance, Supreme Stability

Talents: Connections, Demand Surrender, Inspire Haste, Presence, Weaken Resolve

Feats: Dodge, Improved Damage Threshold, Improved Defences, Linguist, Point Blank Shot, Skill Focus (Deception, Knowledge [Bureaucracy], Knowledge

[Social Sciences], Perception, Persuasion), Weapon Proficiency (Pistols, Simple Weapons)

Skills: Deception +18, Gather Information +13, Knowledge (Bureaucracy) +18, Knowledge (Galactic Lore) +13, Knowledge (Social Sciences) +18, Knowledge (Technology) +13, Perception +18, Persuasion +18 (may reroll, keeping better result), Stealth -2, Use Computer +13

Possessions: Blaster Pistol, Datapad, Power Pack

Lyssa Torel

Lyssa Torel

CL 1

Medium Human Non-heroic 4

Init: +7; **Senses:** Perception +7

Languages: Basic, Huttese

Defences: Ref 11 (Flat-footed 11), Fort 10, Will 11
HP 6; **Threshold** 10

Speed 6 squares

Melee Unarmed +2 (1d4-1)

Base Atk +3; **Grp** +3

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

Feats: Improved Defences, Skill Focus (Knowledge [Bureaucracy]), Skill Training (Knowledge [Bureaucracy]), Skill Training (Perception) +, Skill Training (Persuasion), Weapon Group Proficiency (Simple Weapons)

Skills: Deception +8, Gather Information +8, Initiative +7, Knowledge (Bureaucracy) +13, Persuasion +8, Perception +7

Possessions: Datapad, Grungy Clothing

Meldark

Meldark

CL 5

Medium Human Scoundrel 1/ Scout 4

Force 3; **Dark-side** 1

Init: +6 (may reroll, must keep second); **Senses:**
Perception +10 (may reroll, must keep second)

Languages: Basic, Huttese, Mon Calamarian, Rodese

Defences: Ref 16 (Flat-footed 16), Fort 16, Will 18
HP 36; **Threshold** 16

Speed 6 squares

Melee Baton +1 (1d6) or

Ranged Blaster Pistol +3 (3d6+2)

Base Atk +3; **Grp** +2

Atk Options: Careful Shot, Point Blank Shot

Special Actions: Knack (1 day⁻¹)

Abilities: Str 6, Dex 8, Con 10, Int 17, Wis 16, Cha 8

Talents: Acute Senses, Improved Initiative, Knack

Feats: Careful Shot, Point Blank Shot, Skill Focus (Gather Information), Skill Focus (Survival), Skill Training (Survival), Weapon Focus (Pistols), Weapon Proficiency (Pistols, Rifles, Simple Weapons)

Skills: Gather Information +11, Initiative +6 (may reroll, must keep second), Knowledge (Galactic Lore) +10, Knowledge (Social Sciences) +10, Perception +10 (may reroll, must keep second), Persuasion +6, Stealth +6, Survival +15, Use Computer +10

Possessions: Baton, Blaster Pistol, Clothing, Commlink, Power Pack

Mika the Hutt – Act I



Mika Anjiliac Chiera

CL 10

Large Hutt Noble 6/ Jedi 1/ Crime Lord 2/ Force Adept 1

Destiny 2; Force 8; Dark-side 11

Init: +9; **Senses:** Force Perception; Perception +18

Languages: Basic, Cerean, Dosh, Gamorrean, High Galactic, Huttese, Nikto, Sullustese, Rodese, Ryl, Shyriiwook (cannot speak)

Defences: Ref 21 (Martial Arts +1, Flat-footed 20), Fort 24, Will 26

HP 94; Threshold 29

Immune +5 Will Defence vs. Use the Force

Speed: 2 squares

Melee Unarmed +6 (1d8+5) or

Melee Unarmed +6 (1d8+11) with Combat Gloves or

Melee Unarmed +6 (2d8+11) with Empowered Combat Gloves or

Ranged Hold-out Blaster Pistol +5 (3d4+5)

Base Atk +6; **Grp** +11

Atk Options: Empower Weapon

Special Actions: Force Focus, Telekinetic Savant

Force Powers Known (Use the Force +18): *Force Grip (2), Force Thrust, Mind Trick, Move Object, Negate Energy*

Abilities: Str 10, Dex 8, Con 15, Int 18, Wis 14, Cha 16

Special Qualities: Command Cover +1, Force Resistance, Supreme Stability

Talents: Clear Mind, Connections, Empower Weapon, Force Focus, Force Perception, Inspire Fear I, Telekinetic Savant

Feats: Force Sensitivity, Force Training (2), Linguist, Martial Arts I, Skill Focus (Deception,

Persuasion, Use the Force), Weapon Proficiency (Lightsabres, Pistols, Simple Weapons)

Skills: Deception +18, Gather Information +13, Initiative +9, Knowledge (Bureaucracy) +14, Knowledge (Galactic Lore) +14, Knowledge (Social Sciences) +14, Perception +12 (+18 with Force Perception), Persuasion +18 (may reroll, keeping better result), Stealth -1, Use Computer +14, Use the Force +18

Possessions: Commlink, Credit chip, Hold-out Blaster Pistol, Power Pack, Superior Tech 'Ornate' Combat Gloves (+5 Damage)

Mika the Hutt – Act II

Mika Anjiliac Chiera

CL 11

Large Hutt Noble 6/ Jedi 1/ Crime Lord 2/ Force Adept 2

Destiny 2; Force 9; Dark-side 13

Init: +9; **Senses:** Force Perception; Perception +18

Languages: Basic, Cerean, Dosh, Gamorrean, High Galactic, Huttese, Nikto, Sullustese, Rodese, Ryl, Shyriiwook (cannot speak)

Defences: Ref 22 (Martial Arts +1, Flat-footed 21), Fort 25, Will 27

HP 104; Threshold 30

Immune +5 Will Defence vs. Use the Force

Speed: 2 squares

Melee Unarmed +7 (1d8+5) or

Melee Unarmed +7 (1d8+11) with Combat Gloves or

Melee Unarmed +7 (2d8+11) with Empowered Combat Gloves or

Ranged Hold-out Blaster Pistol +6 (3d4+5)

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

Atk Options: Empower Weapon

Special Actions: Force Focus, Telekinetic Savant

Force Powers Known (Use the Force +18): *Force Grip (2), Force Thrust, Mind Trick, Move Object, Negate Energy*

Force Techniques Force Point Recovery

Abilities: Str 10, Dex 8, Con 15, Int 18, Wis 14, Cha 16

Special Qualities: Command Cover +1, Force Resistance, Supreme Stability

Talents: Clear Mind, Connections, Empower Weapon, Force Focus, Force Perception, Inspire Fear I, Telekinetic Savant

Feats: Force Sensitivity, Force Training (2), Linguist, Martial Arts I, Skill Focus (Deception, Persuasion, Use the Force), Weapon Proficiency (Lightsabres, Pistols, Simple Weapons)

Skills: Deception +18, Gather Information +13, Initiative +9, Knowledge (Bureaucracy) +14,

Knowledge (Galactic Lore) +14, Knowledge (Social Sciences) +14, Perception +12 (+18 with Force Perception), Persuasion +18 (may reroll, keeping better result), Stealth -1, Use Computer +14, Use the Force +18

Possessions: Commlink, Credit chip, Hold-out Blaster Pistol, Power Pack, Superior Tech 'Ornate' Combat Gloves (+5 Damage)

Mika the Hutt – Act III

Mika Anjiliac Chiera

CL 12

Large Hutt Noble 6/ Jedi 1/ Crime Lord 3/ Force Adept 2

Destiny 2; Force 10; Dark-side 15

Init: +10; **Senses:** Force Perception; Perception +19

Languages: Basic, Cerean, Dosh, Gamorrean, High Galactic, Huttese, Nikto, Sullustese, Rodese, Ryl, Shyriiwook (cannot speak)

Defences: Ref 23 (Martial Arts +1, Flat-footed 22), Fort 26, Will 28

HP 122; Threshold 31

Immune +5 Will Defence vs. Use the Force

Speed: 2 squares

Melee Unarmed +8 (1d8+6) or

Melee Unarmed +8 (1d8+12) with Combat Gloves or

Melee Unarmed +8 (2d8+12) with Empowered Combat Gloves or

Ranged Hold-out Blaster Pistol +7 (3d4+6)

Base Atk +8; **Grp** +13

Atk Options: Empower Weapon

Special Actions: Force Focus, Telekinetic Savant, Tempest Rage* (1 day⁻¹)

Force Powers Known (Use the Force +19): *Force Grip* (2), *Force Thrust* (2), *Force Whirlwind*^{KotOR}, *Mind Trick*, *Move Object* (2), *Negate Energy*

Force Techniques Force Point Recovery

Abilities: Str 10, Dex 8, Con 16, Int 18, Wis 15, Cha 16

Special Qualities: Command Cover +1, Force Resistance, Supreme Stability, Tempest Rage*

Talents: Clear Mind, Connections, Empower Weapon, Force Focus, Force Perception, Inspire Fear I, Inspire Fear II, Telekinetic Savant

Feats: Force Sensitivity, Force Training (3), Linguist, Martial Arts I, Skill Focus (Deception, Persuasion, Use the Force), Weapon Proficiency (Lightsabres, Pistols, Simple Weapons)

Skills: Deception +19, Gather Information +14, Initiative +10, Knowledge (Bureaucracy) +15, Knowledge (Galactic Lore) +15, Knowledge (Social Sciences) +15, Perception +13 (+19 with Force Perception), Persuasion +19 (may reroll, keeping

better result), Stealth +0, Use Computer +15, Use the Force +19

Possessions: Commlink, Credit chip, Custom Built Warship (*Tempest*), Hold-out Blaster Pistol, Power Pack, Superior Tech 'Ornate' Combat Gloves (+5 Damage)

*Mika the Hutt has become addicted to Tempest spice and possesses the ability to enter a Rage at will, as per the Wookiee species trait (see page 93 of SaV for full details on Tempest spice)

Miltar Dolor

Miltar Dolor

CL 4

Medium Human Soldier 4

Init: +4; **Senses:** Perception +8

Languages: Basic, Huttese

Defences: Ref 17 (Flat-footed 15), Fort 16, Will 15
HP 46; Threshold 16

Speed 6 squares

Melee Vibrodagger +5 (2d4+3) or

Ranged Blaster Pistol +7 (3d6+2, Devastating 5) or

Ranged Blaster Pistol +5 (4d6+2, Devastating 5) with Rapid Shot

Base Atk +4; **Grp** +6

Atk Options: Devastating Attack (Pistols), Point Blank Shot, Precise Shot, Rapid Shot

Special Actions: Battle Analysis

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

Talents: Battle Analysis, Devastating Attack (Pistols)

Feats: Armour Proficiency (Light, Medium), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Pistols), Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Knowledge (Tactics) +8, Perception +8, Pilot +9, Treat Injury +8, Use Computer +8

Possessions: Blaster Pistol, Commlink, CSA Uniform, Datapad, Energy Cell, Power Pack, Vibrodagger

Min Gost

Min Gost

CL 6

Medium Sullustan Scoundrel 6

Init: +6; **Senses:** Darkvision; Perception +9 (may reroll, must keep second)

Languages: Basic, Dosh, Huttese, Sullustese

Defences: Ref 22 (Flat-footed 22), Fort 15, Will 18; Dodge

HP 30; Threshold 15

Speed 6 squares

Melee Vibrodagger +4 (2d4+3) or

Ranged Blaster Pistol +7 (3d6+3)

Base Atk +4; **Grp** +7

Atk Options: Point Blank Shot, Precise Shot

Special Actions: Disruptive, Knack (1 day⁻¹)

Abilities: Str 11, Dex 16, Con 8, Int 14, Wis 12, Cha 12

Special Qualities: Darkvision, Expert Climber, Heightened Awareness

Talents: Disruptive, Fortune's Favour, Knack

Feats: Dodge, Improved Defences, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Gather Information), Skill Training (Deception), Weapon Proficiency (Pistols, Simple Weapons)

Skills: Climb +3 (may take 10 when distracted/threatened), Deception +9, Gather Information +14, Knowledge (Social Sciences) +10, Perception +9 (may reroll, must keep second), Stealth +11

Possessions: Blaster Pistol, Clothing, Commlink, Energy Cell, Power Pack, Vibrodagger

Minnix

Minnix

CL 5

Medium Trandoshan Soldier 5

Force 4; **Dark-side** 2

Init: +6; **Senses:** Darkvision; Perception +8

Languages: Basic, Dosh

Defences: Ref 18 (Natural armour +1, Flat-footed 18), Fort 24, Will 16

HP 67; Threshold 24

Speed 6 squares

Melee Chair +5 (1d6+5) or

Ranged Blaster Carbine +4 (3d8+2)

Base Atk +5; **Grp** +12; Expert Grappler

Atk Options: Cleave, Point Blank Shot, Power Attack

Special Actions: Expert Grappler, Tempest Rage* (1 day⁻¹)

Abilities: Str 20, Dex 9, Con 15, Int 10, Wis 12, Cha 9

Special Qualities: Darkvision, Limb Regeneration, Tempest Rage*

Talents: Armoured Defence, Improved Armoured Defence, Expert Grappler

Feats: Armour Proficiency (Light, Medium), Cleave, Improved Damage Threshold, Point Blank Shot, Power Attack, Toughness, Weapon Proficiency (Pistols, Rifles, Simple Weapons)

Skills: Initiative +6, Perception +8, Treat Injury +8

Possessions: Blaster Pistol, 'Chair', Clothing, Combat Jumpsuit, Commlink, Power Pack (2)

**Minnix has become addicted to Tempest spice and possesses the ability to enter a Rage at will, as per the Wookiee species trait (see page 93 of SaV for full details on Tempest spice)*

Popara's Southern Nikto Guard

Popara's Southern Nikto Guard

CL 1

Medium M'shento'su'Nikto Non-heroic 3

Init:+3; **Senses:** Ultrasensory Awareness; Perception +5 (may reroll, must keep second)

Languages: Nikto

Defences: Ref 17 (Natural armour +1, Flat-footed 15), Fort 10, Will 9

HP 8; Threshold 10

Speed 6 squares

Melee Force Pike +2 (2d8) or

Ranged Blaster Carbine +4 (3d8)

Base Atk +2; **Grp** +4

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

Special Qualities: Heightened Awareness, Ultrasensory Awareness

Feats: Armour Proficiency (Light), Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Perception +5 (may reroll, must keep second)

Possessions: Blaster Carbine, Combat Jumpsuit, Commlink, Energy Cell (2), Force Pike, Power Pack, Uniform

Mika's Ceremonial Nikto Guard

Mika's Ceremonial Mountain Nikto Guard CL 0

Medium Esral'sa'Nikto Non-heroic 2

Init: +2; **Senses:** Perception +6

Languages: Nikto

Defences: Ref 19 (Natural armour +1, Flat-footed 18), Fort 10, Will 10

HP 5; Threshold 10

Speed 6 squares

Melee Force Pike +3 (2d8+2) or

Ranged Blaster Carbine +2 (3d8)

Base Atk +1; Grp +3

Abilities: Str 15, Dex 12, Con 10, Int 8, Wis 10, Cha 9

Special Qualities: Expert Climber, Mountain Adapted

Feats: Armour Proficiency (Light, Medium), Weapon Proficiency (Advanced Melee Weapons, Rifles)

Skills: Climb +3 (may reroll, must keep second), Perception +6, Survival +1 (may reroll, keeping better result in mountainous environments)

Possessions: Blaster Carbine, Ceremonial Armour, Commlink, Energy Cell (2), Force Pike, Power Pack, Uniform

Typical Mountain Nikto Guard

Typical Mountain Nikto Guard CL 0

Medium Esral'sa'Nikto Non-heroic 1

Init: -1; **Senses:** Perception +5

Languages: Nikto

Defences: Ref 14 (Natural armour +1, Flat-footed 14), Fort 12, Will 10

HP 5; Threshold 12

Speed 6 squares

Melee Force Pike +0 (2d8) or

Ranged Blaster Pistol +0 (3d6)

Base Atk +0; Grp +0

Abilities: Str 10, Dex 8, Con 15, Int 8, Wis 10, Cha 9

Special Qualities: Expert Climber, Mountain Adapted

Feats: Armour Proficiency (Light), Weapon Proficiency (Advanced Melee Weapons, Pistols, Simple Weapons)

Skills: Climb +0 (may reroll, must keep second), Perception +5, Survival +0 (may reroll, keeping better result in mountainous environments)

Possessions: Blaster Pistol, Combat Jumpsuit, Commlink, Energy Cell (2), Force Pike, Power Pack, Uniform

Ogo Nan

Ogo Nan

CL 7

Medium Cerean Scoundrel 7

Force 3; Dark-side 6

Init: +16 (may reroll, must keep second); **Senses:** Perception +11

Languages: Basic, Cerean, Huttese

Defences: Ref 22 (Flat-footed 19), Fort 18, Will 21

HP 46; Threshold 18

Speed 6 squares

Melee Knife +5 (1d4+3) or

Ranged Blaster Pistol +8 (3d6+3) or

Ranged Blaster Rifle +8 (3d8+3) or

Ranged Blaster Rifle +9 (4d8+3) with Careful Shot and Deadeye

Base Atk +5; Grp +8

Atk Options: Careful Shot, Dastardly Strike, Deadeye, Far Shot, Lucky Shot (1 day⁻¹), Point Blank Shot, Precise Shot

Special Actions: Disruptive, Knack (1 day⁻¹), Tempest Rage* (1 day⁻¹)

Abilities: Str 10, Dex 17, Con 12, Int 12, Wis 16, Cha 11

Special Qualities: Intuitive Initiative, Tempest Rage*

Talents: Dastardly Strike, Disruptive, Lucky Shot, Knack

Feats: Careful Shot, Deadeye, Far Shot, Point Blank Shot, Precise Shot, Skill Focus (Initiative), Skill Focus (Stealth), Weapon Proficiency (Pistols, Rifles, Simple Weapons)

Skills: Initiative +16 (may reroll, must keep second), Knowledge (Social Sciences) +9, Mechanics +9, Perception +11, Stealth +16

Possessions: Blaster Pistol, Blaster Rifle, Knife, Power Pack (2), Tempest Vial (1), Uniform

**Ogo Nan has become addicted to Tempest spice and possesses the ability to enter a Rage at will, as per the Wookiee species trait (see Appendix VIII for full details on Tempest spice)*

Parella the Hutt



Parella Jiramma Baco

CL 14

Large Hutt Scout 7/ Soldier 7

Destiny 2; Force 6; Dark-side 7

Init: +11 (may reroll, must keep second); **Senses:** Perception +19 (may reroll, must keep second)

Languages: Basic, Huttese, Ryl

Defences: Ref 24 (Flat-footed 24), Fort 29, Will 26; Evasion

HP 132; Threshold 34

Immune +5 Will Defence vs. Use the Force

Speed: 2 squares

Melee Unarmed +16 (1d6+11) or

Melee Force Pike +16 (2d8+11, Devastating 5)

Base Atk +12; Grp +21

Atk Options: Cleave, Great Cleave, Power Attack, Quick Draw, Shake it Off

Special Actions: Accute Senses, Expert Tracker, Indomitable

Abilities: Str 18, Dex 9, Con 16, Int 12, Wis 15, Cha 13

Special Qualities: Force Resistance, Supreme Stability

Talents: Accute Senses, Armoured Defence, Devastating Attack (Advanced Melee Weapons), Evasion, Expert Tracker, Improved Armoured Defence, Improved Initiative, Indomitable

Feats: Armour Proficiency (Heavy, Light, Medium), Cleave, Great Cleave, Power Attack, Quick Draw, Shake it Off, Skill Focus (Perception, Survival), Skill Training (Persuasion), Weapon Proficiency (Advanced Melee Weapons, Heavy Weapons, Pistols, Rifles, Simple Weapons)

Skills: Endurance +15, Initiative +11 (may reroll, must keep second), Knowledge (Social Sciences) +13, Perception +19 (may reroll, must keep second), Persuasion +13 (may reroll, keeping better result), Stealth +6, Survival +19

Possessions: Commlink, Credit Chip, Energy Cell (2), Force Pike

Parella Jiramma Baco (in Hutt Battle Armour)

CL 15

Large Hutt Scout 7/ Soldier 7

Destiny 2; Force 6; Dark-side 7

Init: +12 (may reroll, must keep second); **Senses:** Darkvision; Perception +24 (may reroll, must keep second)

Languages: Basic, Huttese, Ryl

Defences: Ref 31 (Flat-footed 31), Fort 33, Will 26; Evasion

HP 132; Threshold 38

Immune +5 Will Defence vs. Use the Force

Speed: 6 squares

Melee Unarmed +18 (1d6+13) or

Melee Force Pike +18 (2d8+13, Devastating 5) or

Ranged Hold-out Blaster Pistol +12 (3d4+7) or

Ranged E-Web Repeating Blaster +7 (3d12+7, 2-square area) with autofire or

Ranged E-Web Repeating Blaster +10 (3d12+7, 2-square area) with braced autofire

Base Atk +12; Grp +21

Atk Options: Cleave, Great Cleave, Power Attack, Quick Draw, Shake it Off

Special Actions: Accute Senses, Expert Tracker, Indomitable

Abilities: Str 23, Dex 11, Con 16, Int 12, Wis 15, Cha 13

Special Qualities: Force Resistance, Supreme Stability

Talents: Accute Senses, Armoured Defence, Devastating Attack (Advanced Melee Weapons), Evasion, Expert Tracker, Improved Armoured Defence, Improved Initiative, Indomitable

Feats: Armour Proficiency (Heavy, Light, Medium), Cleave, Great Cleave, Power Attack, Quick Draw, Shake it Off, Skill Focus (Perception, Survival), Skill Training (Persuasion), Weapon Proficiency (Advanced Melee Weapons, Heavy Weapons, Pistols, Rifles, Simple Weapons)

Skills: Endurance +15, Initiative +12 (may reroll, must keep second), Knowledge (Social Sciences) +13, Perception +24 (may reroll, must keep second), Persuasion +13 (may reroll, keeping better result), Stealth +12, Survival +19 (+24 when Tracking)

Possessions: Commlink, Credit Chip, Energy Cell (2), Force Pike, Hutt Battle Armour

Popara the Hutt



Popara Anjiliac Diresto

CL 16

Large Hutt Noble 3/ Scoundrel 4/ Crime Lord 9

Destiny 2; Force 5; Dark-side 3

Init: +7; **Senses:** Perception +20

Languages: Basic, Bothese, Cerean, Dosh, Gamorrean, High Galactic, Huttese, Nikto, Rodese, Ryl, Shyriiwook (cannot speak)

Defences: Ref 27 (Flat-footed 27), Fort 30, Will 33; Dodge, Melee Defence

HP 142; Threshold 40

Immune +5 Will Defence vs. Use the Force

Speed: 2 squares

Melee Unarmed +10 (1d6+8) or

Melee Stun Baton +10 (1d6+13 or 2d6+13 stun) or

Ranged Hold-out Blaster Pistol +9 (3d4+8)

Base Atk +10; Grp +15

Atk Options: Dodge, Melee Defence, Point Blank Shot, Precise Shot

Special Actions: Fool's Luck, Fortune's Favour, Impel Ally I, Impel Ally II, Inspire Confidence

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

Special Qualities: Command Cover +4, Force Resistance, Supreme Stability

Talents: Attract Minion, Connections, Fool's Luck, Fortune's Favour, Impel Ally I, Impel Ally II, Inspire Confidence, Inspire Fear I, Inspire Fear II, Inspire Fear III, Notorious, Shared Notoriety, Wealth of Allies^{Sav}

Feats: Dodge, Improved Damage Threshold, Improved Defences, Linguist, Melee Defence, Point Blank Shot, Precise Shot, Skill Focus (Deception, Gather Information, Perception, Persuasion), Weapon Proficiency (Pistols, Simple Weapons)

Skills: Deception +22, Gather Information +22, Knowledge (Bureaucracy) +17, Knowledge (Galactic Lore) +17, Knowledge (Social Sciences) +17,

Knowledge (Tactics) +17, Knowledge (Technology) +17, Perception +20, Persuasion +22 (may reroll, keeping better result), Stealth +2, Use Computer +17
Possessions: Commlink, Credit chip, Energy Cell, Hold-out Blaster Pistol, Power Pack, Superior Tech Stun Baton (+5 Damage)

Radigan



Radigan

CL 4

Medium Human Non-heroic 3/ Soldier 3

Force 2; **Dark-side** 4

Init: +11; **Senses:** Perception +2

Languages: Basic

Defences: Ref 17 (Flat-footed 14), Fort 15, Will 12

HP 27; **Threshold** 15

Speed 6 squares

Melee Vibrodagger +7 (2d4+3) or

Ranged Blaster Pistol +8 (3d6+1) or

Ranged Blaster Pistol +6 (4d6+1) with Rapid Shot

Base Atk +5; **Grp** +8

Atk Options: Point Blank Shot, Precise Shot, Rapid Shot

Special Actions: Indomitable (1 day⁻¹), Tempest Rage* (1 day⁻¹), Tough as Nails

Abilities: Str 14, Dex 16, Con 11, Int 8, Wis 9, Cha 13

Special Qualities: Tempest Rage*

Talents: Indomitable, Tough as Nails

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Pilot), Skill Training (Initiative), Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Initiative +11, Persuasion +10, Pilot +16

Possessions: Blaster Pistol, Credit Chip (1 - stolen), Energy Cell, Heavy Swoop Bike, Power Pack (2), Swoopers Clothing, Tempest Vial (1), Vibrodagger

**Radigan has become addicted to Tempest spice and possesses the ability to enter a Rage at will, as per the Wookiee species trait (see Appendix VIII for full details on Tempest spice)*

Radigan's Thugs

Radigan's Thug

CL 1

Medium Human Non-heroic 5

Init: +4; **Senses:** Perception +1

Languages: Basic

Defences: Ref 12 (Flat-footed 10), Fort 10, Will 9

HP 12; **Threshold** 10

Speed 6 squares

Melee Vibroblade + (2d6+1) or

Ranged Slugthrower Pistol (2d6)

Base Atk +3; **Grp** +5

Atk Options: Point Blank Shot, Precise Shot

Special Actions: Tempest Rage* (1 day⁻¹)

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

Special Qualities: Tempest Rage*

Feats: Point Blank Shot, Precise Shot, Skill Focus (Pilot), Weapon Proficiency (Advanced Melee Weapons, Pistols, Simple Weapons)

Skills: Persuasion +7, Pilot +14

Possessions: Energy Cell, Heavy Swoop Bike, Slugthrower Clip (2), Slugthrower Pistol, Swoopers Clothing, Tempest Vial (1), Vibroblade

**Radigan's Thug has become addicted to Tempest spice and possesses the ability to enter a Rage at will, as per the Wookiee species trait (see Appendix VIII for full details on Tempest spice)*

Ranso Li / Cruva Lenda

Ranso Li / Cruva Lenda

CL 1

Medium Twi'lek Non-heroic 4

Init: +3; **Senses:** Low-light Vision; Perception +7

Languages: Basic, Huttese, Ryl

Defences: Ref 11 (Flat-footed 10), Fort 12, Will 10

HP 10; **Threshold** 12

Speed 6 squares

Melee Unarmed +2 (1d4-1) or

Ranged Blaster Pistol +4 (3d6)

Base Atk +3; **Grp** +4

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

Special Qualities: Deceptive, Great Fortitude, Low-light Vision

Feats: Skill Focus (Persuasion), Skill Training (Persuasion), Skill Training (Survival), Weapon Proficiency (Pistols, Simple Weapons)

Skills: Deception +9 (may reroll, must keep second), Knowledge (Social Sciences) +9, Perception +7, Persuasion +14, Survival +7

Possessions: Blaster Pistol, Datapad, Fine Clothing, Power Pack

Ryssk

Ryssk

CL 10

Medium Trandoshan Scout 10

Init: +12 (may reroll, must keep second); **Senses:** Darkvision; Perception +9 (may reroll, must keep second)

Languages: Basic, Dosh, Huttese

Defences: Ref 25 (Natural armour +1, Flat-footed 23), Fort 22, Will 19; Evasion

HP 85; **Threshold** 22

Speed 6 squares

Melee Stun Baton +10 (2d6+8 stun) or

Ranged Ion Rifle +9 (3d8+5 ion) or

Ranged Ion Rifle +9 (4d8+5 ion) with Deadeye or

Ranged Frag Grenade +9 (4d6+5) or

Ranged Stun Grenade +9 (4d6+5 stun) or

Ranged Thermal Detonator +9 (8d6+5)

Base Atk +7; **Grp** +10

Atk Options: Deadeye, Point Blank Shot, Precise Shot, Quick Draw

Special Actions: Acute Senses, Expert Tracker, Improved Initiative, Shake it Off

Abilities: Str 16, Dex 14, Con 13, Int 13, Wis 8, Cha 7

Special Qualities: Darkvision, Limb Regeneration

Talents: Acute Senses, Evasion, Expert Tracker, Improved Initiative, Keen Shot

Feats: Deadeye, Improved Defences, Improved Damage Threshold, Point Blank Shot, Precise Shot, Quick Draw, Shake it Off, Skill Focus (Pilot), Skill Focus (Stealth), Skill Focus (Survival), Toughness, Weapon Proficiency (Pistols, Rifles, Simple Weapons)

Skills: Initiative +12 (may reroll, must keep second), Mechanics +11, Perception +9 (may reroll, must keep second), Pilot +17, Stealth +17, Survival +14

Possessions: Clothing, Frag Grenade (4), Ion Rifle, Power Pack (2), Stun Baton, Stun Grenade (4), Thermal Detonator, Modified Z-95 Headhunter^{SotG} (fitted with Droid Socket^{SGtD} and x1 Hyperdrive)

Simol Toc

Simol Toc

CL 2

Medium Human Non-heroic 8

Init: +3; **Senses:** Perception +10

Languages: Basic, Huttese

Defences: Ref 10 (Flat-footed 10), Fort 12, Will 12

HP 36; **Threshold** 17

Speed 6 squares

Melee Quarterstaff +6 (1d6) or

Melee Quarterstaff -4/-4 (1d6) or

Ranged Hold-out Blaster Pistol +5 (3d4)

Base Atk +6; **Grp** +6

Abilities: Str 11, Dex 8, Con 13, Int 12, Wis 12, Cha 14

Feats: Improved Defences, Improved Damage Threshold, Skill Training (Use Computer), Toughness, Weapon Focus (Simple Weapons), Weapon Proficiency (Pistols, Simple Weapons)

Skills: Knowledge (Social Sciences) +10, Perception +10, Persuasion +11, Use Computer +10

Possessions: Clothes, Datapad, Hold-out Blaster Pistol, Power Pack (2), Quarterstaff

Sorgoth

Sorgoth

CL 6

Medium Evocii Scout 6

Force 6

Init: +3; **Senses:** Force Perception, Low-light Vision; Perception +15

Languages: Basic, Evocii, Huttese, Ryl

Defences: Ref 18 (Flat-footed 18), Fort 18, Will 19; Dodge

HP 46; **Threshold** 18

Speed 6 squares

Melee Knife +2 (1d4+1) or

Ranged Knife +4 (1d4+1)

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

Special Actions: Fringe Savant

Force Powers Known (Use the Force +15): *Farseeing* (2), *Mind Trick*, *Move Object* (2), *Vital Transfer* (3)

Abilities: Str 6, Dex 10, Con 9, Int 14, Wis 16, Cha 14

Special Qualities: Great Fortitude, Low-light Vision, Sneaky

Talents: Force Perception, Fringe Savant, Visions

Feats: Dodge, Force Sensitivity, Force Training (2), Skill Focus (Survival), Skill Focus (Use the Force), Weapon Proficiency (Pistols, Rifles, Simple Weapons)

Skills: Knowledge (Galactic Lore) +10, Knowledge (Life Sciences) +10, Knowledge (Social Sciences) +10, Perception +11 (+15 with Force Perception), Stealth +8 (may reroll, must keep second), Survival +16, Use the Force +15

Possessions: Knife, Ragged Clothing

Spice Pirate (Human)

Spice Pirate (Human)

CL 1

Medium Human Non-heroic 4

Init: +8; **Senses:** Perception +7

Languages: Basic

Defences: Ref 14 (Flat-footed 13), Fort 12, Will 10

HP 14; **Threshold** 12

Speed 6 squares

Melee Vibroblade +4 (2d6+1) or

Ranged Blaster Pistol +4 (3d6)

Base Atk +3; **Grp** +4

Atk Options: Point Blank Shot, Power Attack

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

Feats: Armour Proficiency (Light), Point Blank Shot, Power Attack, Weapon Proficiency (Advanced Melee Weapons, Pistols, Simple Weapons)

Skills: Initiative +8, Perception +7

Possessions: Blaster Pistol, Commlink, Energy Cell, Padded Flight Suit, Power Pack, Vibroblade

Spice Pirate (Rodian)

Spice Pirate (Rodian)

CL 1

Medium Rodian Non-heroic 4

Init: +4; **Senses:** Low-light Vision; Perception +6 (may reroll, must keep second)

Languages: Basic, Rodese

Defences: Ref 15 (Flat-footed 13), Fort 12, Will 9

HP 14; **Threshold** 12

Speed 6 squares

Melee Vibroblade +4 (2d6+1) or

Ranged Blaster Pistol +5 (3d6)

Base Atk +3; **Grp** +2

Atk Options: Point Blank Shot

Abilities: Str 13, Dex 15, Con 12, Int 10, Wis 9, Cha 8

Special Qualities: Heightened Awareness, Low-light Vision

Feats: Armour Proficiency (Light), Point Blank Shot, Weapon Proficiency (Advanced Melee Weapons, Pistols, Simple Weapons)

Skills: Perception +6

Possessions: Blaster Pistol, Commlink, Energy Cell, Padded Flight Suit, Power Pack, Vibroblade

Spice Raider

Spice Raider

CL 5

Medium Human Soldier 5

Force 2; Dark-side 2

Init: +9; **Senses:** Perception +8

Languages: Basic

Defences: Ref 20 (Flat-footed 18), Fort 17, Will 16
HP 52; Threshold 17

Speed 6 squares

Melee Vibroaxe +6 (2d10+4) or

Ranged Blaster Carbine +7 (3d8+2)

Base Atk +5; Grp +7

Atk Options: Cleave, Point Blank Shot, Power Attack, Precise Shot

Special Actions: Tough as Nails

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

Talents: Armoured Defence, Improved Armoured Defence, Tough as Nails

Feats: Armour Proficiency (Light, Medium), Cleave, Point Blank Shot, Power Attack, Precise Shot, Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Initiative +9, Mechanics +7, Perception +8, Treat Injury +8

Possessions: Blaster Carbine, Combat Jumpsuit, Commlink, Energy Cell, Medpac, Power Pack, Vibroaxe

Sundro Tam

Sundro Tam

CL 8

Medium Human Scoundrel 8

Force 2; Dark-side 2

Init: +7; **Senses:** Perception +8

Languages: Basic

Defences: Ref 23 (Flat-footed 20), Fort 20, Will 18; Dodge, Mobility
HP 65; Threshold 20

Speed 6 squares

Melee Vibroblade +7 (2d8+5) or

Ranged Blaster Carbine +9 (3d8+4)

Base Atk +6; Grp +9

Atk Options: Far Shot, Point Blank Shot, Running Attack

Special Actions: Disruptive, Walk the Line

Abilities: Str 13, Dex 17, Con 14, Int 10, Wis 9, Cha 12

Talents: Disruptive, Fortune's Favour, Skirmisher,

Walk the Line

Feats: Dodge, Far Shot, Mobility, Point Blank Shot, Running Attack, Skill Focus (Acrobatics), Skill Focus (Pilot), Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Acrobatics +17, Mechanics +9, Perception +8, Pilot +17, Stealth +12

Possessions: Blaster Carbine, Commlink, Energy Cell, Pirate Uniform, Power Pack, Vibroblade

Tarson Kestrel

Tarson Kestrel

CL 9

Medium Human Scoundrel 9

Force 3; Dark-side 3

Init: +7; **Senses:** Perception +3

Languages: Basic

Defences: Ref 24 (Flat-footed 21), Fort 20, Will 19; Dodge, Mobility

HP 55; Threshold 20

Speed 6 squares

Melee Vibroblade +7 (2d8+5) or

Ranged Blaster Carbine +9 (3d8+4)

Base Atk +6; Grp +9

Atk Options: Point Blank Shot, Precise Shot, Running Attack, Starship Raider

Special Actions: Disruptive, Knack, Stellar Warrior

Abilities: Str 13, Dex 17, Con 12, Int 10, Wis 8, Cha 13

Talents: Disruptive, Knack, Spacehound, Starship Raider, Stellar Warrior

Feats: Dodge, Point Blank Shot, Precise Shot, Mobility, Running Attack, Skill Focus (Acrobatics), Skill Focus (Pilot), Vehicular Combat, Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Acrobatics +17, Mechanics +9, Pilot +17, Stealth +12, Use Computer +9

Possessions: Blaster Carbine, Commlink, Energy Cell, Pirate Captains Uniform, Power Pack, Vibroblade

Tempest Thug

Tempest Thug

CL 1

Medium Human Non-heroic 5

Init: +2; **Senses:** Perception +6

Languages: Basic

Defences: Ref 10 (Flat-footed 10), Fort 12, Will 9

HP 22; **Threshold** 12

Speed 6 squares

Melee Club +7 (1d6+3)

Base Atk +3; **Grp** +6

Atk Options: Cleave, Power Attack

Special Actions: Tempest Rage* (1 day⁻¹)

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

Special Qualities: Tempest Rage*

Feats: Armour Proficiency (Light), Cleave, Power Attack, Weapon Focus (Simple Weapons), Weapon Proficiency (Pistols, Simple Weapons)

Skills: Perception +6, Persuasion +8

Possessions: Club, Ragged Clothes, Tempest Vial (1)

**Tempest Thug's have become addicted to Tempest spice and possesses the ability to enter a Rage at will, as per the Wookiee species trait (see Appendix VIII for full details on Tempest spice)*

Urfo

Urfo

CL 2

Medium Human Non-heroic 8

Init: +11; **Senses:** Perception +2

Languages: Basic

Defences: Ref 13 (Martial Arts +1, Flat-footed 10), Fort 13, Will 8

HP 52; **Threshold** 18

Speed 6 squares

Melee Unarmed +10 (1d6+4) or

Ranged Small Rock +3 (1d4+4)

Base Atk +6; **Grp** +10

Atk Options: Power Attack

Special Actions: Tempest Rage* (1 day⁻¹)

Abilities: Str 18, Dex 14, Con 16, Int 8, Wis 7, Cha 8

Special Qualities: Tempest Rage*

Feats: Armour Proficiency (Light), Improved Damage Threshold, Martial Arts I, Power Attack, Toughness, Weapon Proficiency (Pistols, Simple Weapons)

Skills: Initiative +11, Persuasion +8

Possessions: Ragged Clothes, 3 Small Rocks

**Urfo has become addicted to Tempest spice and possesses the ability to enter a Rage at will, as per the*

Wookiee species trait (see Appendix VIII for full details on Tempest spice)

Urfo's Thug

Urfo's Thug

CL 1

Medium Human Non-heroic 3

Init: +6; **Senses:** Perception +0

Languages: Basic

Defences: Ref 10 (Flat-footed 10), Fort 11, Will 10

HP 13; **Threshold** 16

Speed 6 squares

Melee Club +4 (1d6+2) or

Ranged Small Rock -3 (1d4+2)

Base Atk +2; **Grp** +4

Atk Options: Power Attack

Special Actions: Tempest Rage* (1 day⁻¹)

Abilities: Str 14, Dex 10, Con 13, Int 8, Wis 10, Cha 11

Special Qualities: Tempest Rage*

Feats: Armour Proficiency (Light), Improved Damage Threshold, Power Attack, Toughness, Weapon Proficiency (Pistols, Simple Weapons)

Skills: Initiative +6, Persuasion +5

Possessions: Club, Ragged Clothes, 3 Small Rocks

**Urfo's Thug has become addicted to Tempest spice and possesses the ability to enter a Rage at will, as per the Wookiee species trait (see Appendix VIII for full details on Tempest spice)*

Utrila Witches

Dai Utrila

CL 9

Medium Twi'lek Scoundrel 2/ Noble 7

Destiny 2; Force 7; Dark-side 3

Init: +6; **Senses:** Low-light Vision; Perception +16

Languages: Basic, Huttese, Klatooinian, Nikto, Rodese, Ryl, Shyriiwook (cannot speak)

Defences: Ref 24 (Flat-footed 22), Fort 22, Will 24; Melee Defence

HP 54; Threshold 22

Speed 6 Squares

Melee Unarmed +8 (1d4+3) or

Melee Knife +8 (1d4+3) or

Ranged Knife +8 (1d4+3) or

Ranged Hold-out Blaster Pistol +8 (3d4+4)

Base Atk +6; Grp +8

Atk Options: Melee Defence, Point Blank Shot, Weapon Finesse

Special Actions: Bolster Ally, Born Leader, Force Focus, Inspire Confidence

Force Powers Known (Use the Force +18): *Farseeing*, *Valour*^{KotOR}, *Vital Transfer*

Abilities: Str 8, Dex 15, Con 10, Int 14, Wis 15, Cha 18

Special Qualities: Deceptive, Great Fortitude, Low-light Vision

Talents: Bolster Ally, Born Leader, Force Focus, Inspire Confidence, Knack

Feats: Force Sensitivity, Force Training, Improved Defences, Linguist, Melee Defence, Point Blank Shot, Skill Focus (Perception, Use the Force), Skill Training (Treat Injury), Weapon Finesse, Weapon Proficiency (Pistols, Simple Weapons)

Skills: Deception +8 (may reroll, must keep second), Knowledge (Galactic Lore) +11, Knowledge (Social Sciences) +11, Perception +16, Persuasion +13, Stealth +11, Treat Injury +16, Use the Force +18

Possessions: Hold-out Blaster Pistol, Knife, Power Pack (2), Revealing Clothing

Koya Utrila

CL 8

Medium Twi'lek Scoundrel 3/ Scout 5

Destiny 2; Force 7; Dark-side 5

Init: +6; **Senses:** Low-light Vision; Perception +5

Languages: Basic, Huttese, Ryl

Defences: Ref 22 (Flat-footed 20), Fort 21, Will 20; Dodge, Evasion

HP 55; Threshold 21

Speed 8 Squares; Long Stride

Melee Unarmed +3 (1d4+2) or

Melee Knife +3 (1d4+2) or

Ranged Knife +7 (1d4+2) or

Ranged Blaster Pistol +8 (3d6+4)

Base Atk +5; Grp +8

Atk Options: Point Blank Shot, Precise Shot

Special Actions: Disruptive, Force Focus, Walk the Line

Force Powers Known (Use the Force +19):

Farseeing, *Fear*^{KotOR}, *Mind Trick* (2)

Abilities: Str 6, Dex 14, Con 10, Int 12, Wis 13, Cha 21

Special Qualities: Deceptive, Great Fortitude, Low-light Vision

Talents: Disruptive, Evasion, Force Focus, Long Stride, Walk the Line

Feats: Dodge, Force Sensitivity, Force Training (2), Point Blank Shot, Precise Shot, Skill Focus (Use the Force), Weapon Proficiency (Rifles, Pistols, Simple Weapons)

Skills: Deception +14 (may reroll, must keep second), Knowledge (Galactic Lore) +10, Knowledge (Social Sciences) +10, Persuasion +14, Use the Force +19

Possessions: Blaster Pistol, Knife, Power Pack (2), Revealing Clothing

Rihn Utrila**CL 8**

Medium Twi'lek Scoundrel 2/ Soldier 6

Destiny 2; Force 7; Dark-side 3**Init:** +5; **Senses:** Low-light Vision; Perception +10**Languages:** Basic, Huttese, Ryl**Defences:** Ref 21 (Flat-footed 20), Fort 24, Will 20**HP 71; Threshold 29****Speed** 6 Squares**Melee** Unarmed +8 (1d4+5) or**Melee** Spear +8 (1d8+5, Devastating 5) or**Melee** Spear +8 (2d8+5, Devastating 5) with Mighty Swing or**Ranged** Spear +8 (1d8+5, Devastating 5) or**Ranged** Hold-out Blaster Pistol +8 (3d4+4)**Base Atk +7; Grp +8****Atk Options:** Devastating Attack (Simple Weapons), Melee Defence, Mighty Swing, Point Blank Shot, Skirmisher**Special Actions:** Equilibrium, Force Recovery**Force Powers Known** (Use the Force +17):*Battlestrike, Force Grip (2), Surge***Abilities:** Str 13, Dex 12, Con 14, Int 13, Wis 12, Cha 16**Special Qualities:** Deceptive, Great Fortitude, Low-light Vision**Talents:** Devastating Attack (Simple Weapons), Equilibrium, Force Recovery, Skirmisher**Feats:** Force Sensitivity, Force Training (2), Improved Damage Threshold, Melee Defence, Mighty Swing, Point Blank Shot, Skill Focus (Use the Force), Weapon Proficiency (Rifles, Pistols, Simple Weapons)**Skills:** Deception +7 (may reroll, must keep second), Knowledge (Galactic Lore) +10, Knowledge (Social Sciences) +10, Perception +10, Stealth +10, Use the Force +17**Possessions:** Hold-out Blaster Pistol, Power Pack (2), Revealing Clothing, Spear**Vago the Hutt****Vago Gejalli Thokka****CL 7**

Large Hutt Non-heroic 5/ Noble 5

Destiny 1; Force 3; Dark-side 3**Init:** +7; **Senses:** Perception +17**Languages:** Basic, Bothese, Dosh, Gamorrean, Huttese, Nikto, Rodese, Ryl, Shyriiwook (cannot speak)**Defences:** Ref 17 (Flat-footed 15), Fort 15, Will 19**HP 30; Threshold 20****Immune** +5 Will Defence vs. Use the Force**Speed** 2 squares**Melee** Unarmed +7 (1d6+3) or**Ranged** Hold-out Blaster Pistol +8 (3d4+2)**Base Atk +6; Grp +13****Atk Options:** Point Blank Shot**Special Actions:** Bolster Ally, Inspire Confidence**Abilities:** Str 13, Dex 14, Con 10, Int 16, Wis 14, Cha 16**Special Qualities:** Force Resistance, Supreme Stability**Talents:** Bolster Ally, Connections, Inspire Confidence**Feats:** Linguist, Point Blank Shot, Skill Focus (Gather Information, Knowledge [Bureaucracy], Perception), Skill Training (Gather Information, Knowledge [Bureaucracy], Knowledge [Technology]), Weapon Proficiency (Pistols, Simple Weapons)**Skills:** Gather Information +18, Knowledge (Bureaucracy) +18, Knowledge (Galactic Lore) +13, Knowledge (Social Sciences) +13, Knowledge (Technology) +13, Perception +17, Persuasion +13 (may reroll, keeping better result), Stealth +2**Possessions:** Commlink, Credit chip, Hold-out Blaster Pistol, Power Pack

Zonnos the Hutt



Zonnos Anjiliac Priare

CL 8

Large Hutt Scoundrel 8

Destiny 1; **Force** 4; **Dark-side** 12

Init: +2; **Senses:** Perception +17

Languages: Basic, Huttese, Rodese, Ryl, Shyriiwook (cannot speak)

Defences: Ref 18 (Flat-footed 18), Fort 23, Will 22

HP 75; **Threshold** 27

Immune +5 Will Defence vs. Use the Force

Speed 2 squares

Melee Unarmed +9 (1d6+6) or

Ranged Light Repeating Blaster Rifle +0 (3d8+8, 2-square area) with autofire or

Ranged Light Repeating Blaster Rifle +3 (3d8+8, 2-square area) with braced autofire or

Ranged Thermal Detonator +5 (8d6+4)

Base Atk +7; **Grp** +14

Atk Options: Brace Weapon (Light Repeating Blaster Rifle), Disruptive, Far Shot, Fortune's Favour, Point Blank Shot, Precise Shot

Special Actions: Knack, Tempest Rage* (1 day⁻¹)

Abilities: Str 15, Dex 7, Con 18, Int 16, Wis 14, Cha 17

Special Qualities: Force Resistance, Supreme Stability, Tempest Rage*

Talents: Disruptive, Fortune's Favour, Gambler, Knack

Feats: Far Shot, Improved Defences, Point Blank Shot, Precise Shot, Skill Focus (Gather Information, Persuasion), Skill Training (Knowledge [Technology]), Weapon Proficiency (Pistols, Rifles, Simple Weapons)

Skills: Deception +12, Gather Information +17, Knowledge (Galactic Lore) +12, Knowledge (Social Sciences) +12, Knowledge (Technology) +17, Perception +11, Persuasion +17 (may reroll, keeping better result), Stealth -2, Use Computer +12

Possessions: Commlink, Credit chip, Light Repeating Blaster Rifle, Thermal Detonator

**Zonnos the Lesser has become addicted to Tempest spice and possesses the ability to enter a Rage at will, as per the Wookiee species trait (see Appendix VIII for full details on Tempest spice)*

Zonnos' Wookiees



Zonnos' Wookiee

CL 6

Medium Wookiee Scout 6

Force 4; **Dark-side** 2

Init: +8 (may reroll, must keep second); **Senses:** Perception +8 (may reroll, must keep second)

Languages: Basic (cannot speak), Huttese (cannot speak), Shyriiwook

Defences: Ref 19 (Martial Arts +1, Flat-footed 18),

Fort 19, Will 16; Uncanny Dodge I

HP 58; **Threshold** 16

Speed 6 squares

Melee Unarmed +9 (1d6+8) or

Melee Vibroblade +9 (2d6+8) or

Ranged Blaster Carbine +4 (3d8+3) or

Ranged Blaster Carbine -1 (3d8+3, 2-square area) with Autofire

Base Atk +4; **Grp** +9

Atk Options: Crush, Pin, Point Blank Shot

Special Actions: Autofire (Blaster Carbine), Rage (1 day⁻¹)

Abilities: Str 21, Dex 10, Con 14, Int 12, Wis 11, Cha 8

Special Qualities: Extraordinary Recuperation, Rage, Weapon Familiarity (Bowcaster)

Talents: Acute Senses, Improved Initiative, Uncanny Dodge I

Feats: Crush, Martial Arts I, Pin, Point Blank Shot, Shake it Off, Skill Focus (Survival), Weapon Proficiency (Advanced Melee Weapons, Pistols, Rifles, Simple Weapons)

Skills: Climb +13 (may take 10 when distracted/threatened), Endurance +10, Initiative +8 (may reroll, must keep second), Mechanics +9, Perception +8 (may reroll, must keep second), Persuasion +2 (may reroll to intimidate, must keep second), Survival +13

Possessions: Blaster Carbine, Commlink, Vibroblade

Chapter II: New Species

Evocii



Evocii Species Traits

Evocii share the following species traits:

Ability Modifiers: -2 Strength, +2 Dexterity, +2 Wisdom, -2 Charisma. Evocii are agile in body and wit, but aren't particularly strong physically or in personality.

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

Speed: Evocii base speed is 6 squares.

Low-light Vision: Evocii ignore concealment (but not total concealment) from darkness.

Sneaky: An Evocii may chose to reroll any Stealth check, but the result of the reroll must be accepted even if it worse.

Great Fortitude: Due to near continuous exposure to Nar Shadaa's underbelly over the generations since their exile, Evocii have evolved a natural resistance to disease and toxins. Evocii gain a +2 species bonus to their Fortitude Defence.

Automatic Languages: Basic and Evocii.

Nikto



Nikto Species Traits

Nikto share the following species traits:

Ability Modifiers: +2 Strength, -2 Intelligence, -2 Charisma. Nikto are physically strong, but lack social skills and intellectual ability.

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

Speed: Nikto base speed is 6 squares (in addition, Gluss'sa'Nikto have a swim speed of 4 squares).

Natural Armour: Nikto have thick leathery skin that provides them with a +1 natural armour bonus (Kajain'sa'Nikto have a +2 natural armour bonus) to Reflex Defence. A natural armour bonus stacks with other armour bonuses.

Subspecies: Nikto have five different subspecies, all possessing different traits due to evolution. While the subspecies are genetically compatible to breed, the offspring of such a union will take the traits of only one of its parents. Choose one of the following subspecies:

(Esral'sa'Nikto) Expert Climber: Mountain Nikto may choose to reroll any Climb check, but the result of the reroll must be accepted even if it is worse.

(Esral'sa'Nikto) Mountain Adapted: Mountain Nikto may choose to reroll any Survival check, keeping the better result when made in mountainous environments.

(Gluss'sa'Nikto) Expert Swimmer: Pale Nikto may choose to reroll any Swim check, but the result of the reroll must be accepted even if it worse. In addition, Pale Nikto may choose to take 10 on Swim checks even when distracted or threatened.

(Gluss'sa'Nikto) Hold Breath: Pale Nikto are at home either in air or water. Pale Nikto can hold their breath for a number of rounds equal to 25 times their Constitution score before they need to make Endurance checks to hold their breath (see the Endurance Skill, *SECR* page 66).

(Kadas'sa'Nikto) Forest Adapted: Green Nikto may choose to reroll any Survival check, but the result of the reroll must be accepted even if it is worse when made in forested environments.

(Kadas'sa'Nikto) Scent: Green Nikto have a keen sense of smell. Green Nikto ignore all cover and concealment when making Perception checks to notice targets within 10 squares and they take no penalty from poor visibility when tracking (see Survival skill, *SECR* page 73).

(Kajain'sa'Nikto) Desert Adapted: Red Nikto may choose to reroll any Survival check, keeping the better result when made in arid environments.

(M'shento'su'Nikto) Heightened Awareness: Southern Nikto may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

(M'shento'su'Nikto) Ultrasensory Awareness: Southern Nikto can sense their surroundings using a primitive form of ultrasound. Southern Nikto ignore all cover and concealment when making Perception checks to notice targets within 10 squares.

Automatic Languages: Nikto.

Chapter III: New Creatures

Oasis Mother



Oasis Mother

CL 9

Gargantuan Desert Beast 10

Dark-side 6

Init: +4; **Senses:** Tremorsense; Perception +6

Defences: Ref 14 (Natural Armour +10, Flat-footed 14), Fort 17, Will 11

HP 130; **DR** 5; **Threshold** 37

Speed: 0 squares

Melee 7 Tendrils +16 each (2d6+14)

Fighting Space: 4x4; **Reach:** 3 squares

Base Atk +7; **Grp** +31

Atk Options: Crush, Pin

Force Powers Known (Use the Force +8): *Fear*^{KotOR} (2)

Abilities: Str 28; Dex 8; Con 25; Int 6; Wis 12; Cha 7

Special Qualities: Critical Immunity, Desert Traits, Force Focus, Tremorsense

Feats: Crush, Force Sensitivity, Force Training, Pin

Skills: Survival +6 (may reroll to endure extreme heat, keeping better result), Use the Force +8

Critical Immunity: Oasis mothers are immune to the effects of critical hits and any special abilities associated with them due to their unique physiology.

Force Focus: An oasis mother's sensitivity to the Force grants it Force Focus, an ability that works like the Control talent of the same name.

Tremorsense: An oasis mother automatically senses the location of anything that is in contact with the ground and within 35 squares (no Perception check required).

Oasis Children



Oasis Children

CL 6

Small Desert Beast 7

Init: +4; **Senses:** Tremorsense; Perception +3

Defences: Ref 17 (Natural Armour +5, Flat-footed 16), Fort 9, Will 10

HP 28; **Threshold** 14

Immune +10 bonus to Will Defence against Mind-affecting effects

Speed: 10 squares, 5 squares (walking on two legs)

Melee 2 Claws +4 each (1d3-1 plus poison)

Fighting Space: 1 square; **Reach:** 1 square

Base Atk +5; **Grp** +6

Atk Options: Crush, Pin, Poison

Abilities: Str 9; Dex 12; Con 9; Int 1; Wis 11; Cha 2

Special Qualities: Adept Grappler, Desert Traits, Mindless, Poison, Tremorsense

Feats: Crush, Improved Damage Threshold, Pin

Skills: Survival +3 (may reroll to endure extreme heat, keeping better result), Stealth +14

Adept Grappler: Oasis children are stronger than they appear to be given their size. Oasis children are considered to be Medium-sized for the purposes of making grapple checks.

Mindless: Oasis children are essentially mindless beasts. Having virtually no cognitive ability, oasis children receive a +10 species bonus to Will Defence against Mind-affecting effects.

Poison: If an oasis child deals damage to a living target with its claw attack, the target is also poisoned. If the poison succeeds on an attack roll (1d20+8) against the targets Fortitude Defence, the target takes 1d6 points of damage and moves -1 step along the condition track. If the attack fails, the target takes half damage and doesn't move along the condition track. The poison attacks every round until cured with a DC 15 Treat Injury check.

A target moved to the end of the condition track by oasis child poison is immobilised, but not unconscious or killed (and can be revived as per the Treat Injury skill, SECR pg 74).

Tremorsense: Oasis children automatically sense the location of anything that is in contact with the ground and within 35 squares (no Perception check required).

Photon Spider



Photon Spider

CL 5

Large Subterranean Beast 6

Init: +12; **Senses:** Darkvision; Perception +9 (may reroll, must keep second)

Defences: Ref 19 (Natural Armour +6, Flat-footed 15), Fort 14, Will 11

HP 60; **DR** 10; **Threshold** 19

Speed: 8 squares, 12 squares (climb)

Melee Bite +11 (1d8+10) or

Ranged Spinneret +8 (2d6+3 Stun)

Fighting Space: 2x2; **Reach:** 1 square

Base Atk +4; **Grp** +16

Atk Options: Spinneret

Abilities: Str 25; Dex 18; Con 18; Int 2; Wis 13; Cha 7

Special Qualities: Darkvision, Spinneret, Subterranean Traits

Feats: Skill Focus (Stealth), Skill Training (Initiative), Skill Training (Perception), Skill Training (Stealth)

Skills: Climb +15, Initiative +12, Perception +9 (may reroll, must keep second), Stealth +12

Skill Training (Stealth): Photon spiders have Skill Training (Stealth) as a bonus feat.

Spinneret: Photon spiders spinnerets act as an organic ranged stun weapon similar to a blaster pistol (Treat as a blaster pistol set to stun to determine range).

Vrblther



Vrblther

CL 5

Medium Beast 6

Init: +11; **Senses:** Low-light vision; Perception +10

Defences: Ref 19 (Natural Armour +6, Flat-footed 16), Fort 12, Will 12
HP 48; **Threshold** 12

Speed: 10 squares, 6 squares (climb)

Melee 2 Claws +11 each (1d4+5/19-20) and

Melee Bite +11 (1d6+5)

Fighting Space: 1 square; **Reach:** 1 square

Base Atk +4; **Grp** +7

Abilities: Str 15; Dex 17; Con 15; Int 3; Wis 15; Cha 9

Special Qualities: Frenzied, Low-light Vision, Vicious

Feats: Skill Training (Initiative), Skill Training (Perception), Skill Training (Stealth), Skill Training (Survival)

Skills: Climb +10, Initiative +11, Perception +10, Stealth +16, Survival +10

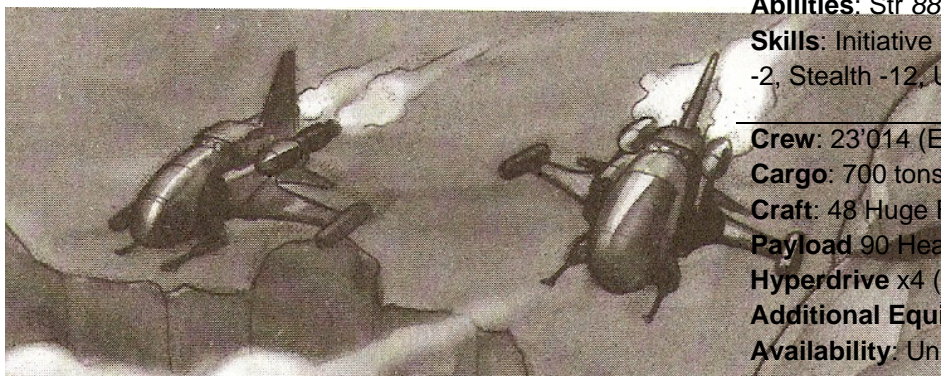
Frenzied: Vrblthers receive a +5 bonus to all their melee attack rolls.

Skill Training (Survival): Vrblthers have Skill Training (Survival) as a bonus feat.

Vicious: Vrblthers are particularly vicious with their claws. The threat range of a vrblthers claw attack is 19-20, though only a natural 20 is considered an automatic hit.

Chapter IV: New Starships

Authority IRD



See RECG, pg 156 for official stats of the CSA Authority IRD Starfighter.

Base Atk +5; Grp +74

Abilities: Str 88, Dex 10, Con --, Int 14

Skills: Initiative -2, Mechanics +8, Perception +8, Pilot -2, Stealth -12, Use Computer +8

Crew: 23'014 (Expert); **Passengers:** 6'000 (troops)

Cargo: 700 tons; **Consumables:** 1 Year; **Carried**

Craft: 48 Huge Fighters, 6 Colossal-sized ships

Payload 90 Heavy Concussion Missiles

Hyperdrive x4 (backup x25), Navicomputer

Additional Equipment: Additional Armour (+4)

Availability: Unique; **Cost:** Not available for sale

*Apply a -20 penalty on attacks against targets smaller than Colossal size

Resolute



Invincible-class Heavy Cruiser

CL 18

Colossal (Cruiser) capital ship

Init: -2; **Senses:** Perception +8

Defences: Ref 16 (Flat-footed 16), Fort 49; +16

Armour, Vehicular Combat

HP 1'080; **DR** 20; **SR** 100; **Threshold** 249

Speed: Fly 1 square (Starship scale)

Ranged 3 Heavy Concussion Missile Launchers +7* (see below) and

Ranged Light Turbolaser battery +7* (see below) and

Ranged 3 Point-defence Medium Laser Cannon batteries +15 (see below) and

Ranged Tractor Beam battery +11* (see below)

Fighting Space: 2x2 (Starship scale); **Cover:** Total

Heavy Concussion Missile (Gunner)

Atk +7 (-13 against targets smaller than Colossal),

Dmg 9d10x5

Light Turbolaser battery (6 Gunners)

Atk +17 (-3 against targets smaller than Colossal),

Dmg 3d10x5

Point-defence Quad Medium Laser Cannon battery (5 Gunners)

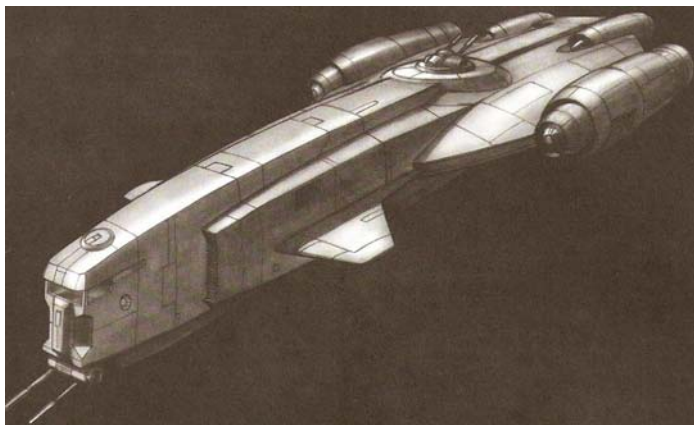
Atk +15, **Dmg** 6d10x2

Tractor Beam battery (3 Gunners)

Atk +11 (-9 against targets smaller than Colossal),

Dmg – (Grapple +74)

Etti Light Cruiser



Etti Light Cruiser (Modified) CL 15

Colossal (Frigate) capital ship
Init: -2; **Senses:** Perception +6

Defences: Ref 13 (Flat-footed 11), Fort 36; +12
 Armour, Vehicular Combat
HP 900; **DR** 15; **SR** 100; **Threshold** 136

Speed: Fly 3 squares (Starship scale)
Ranged 2 Quad Medium Laser Cannon batteries +13*
 (see below) and
Ranged Tractor Beam +5* (see below)
Fighting Space: 1 square (Starship scale); **Cover:**
 Total
Base Atk +2; **Grp** +53
Atk Options Autofire (Quad Medium Laser Cannon)

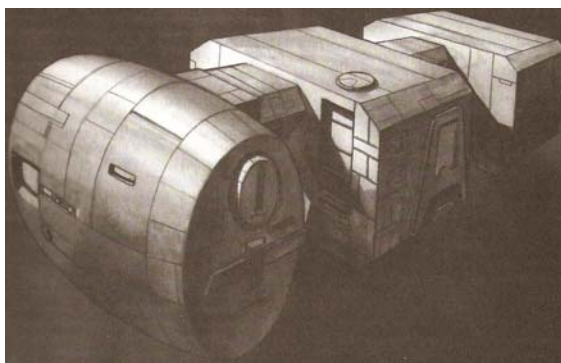
Abilities: Str 62, Dex 14, Con --, Int 16
Skills: Initiative -2, Mechanics +6, Perception +6, Pilot
 -2, Stealth -12, Use Computer +6

Crew: 25 (Skilled); **Passengers:** 15 (troops)
Cargo: 400 tons; **Consumables:** 3 Weeks; **Carried**
Craft: 12 Authority IRD Fighters
Hyperdrive x2 (backup x10), Navicomputer
Availability: Military; **Cost:** Not available for sale
**Apply a -20 penalty on attacks against targets smaller
 than Colossal size*

Quad Medium Laser Cannon battery (5 Gunners)
Atk +13 (-7 against targets smaller than Colossal),
Dmg 6d10x2

Medium Laser Cannon battery (5 Gunners)
Atk +5 (-15 against targets smaller than Colossal),
Dmg – (Grapple +53)

Barabi Run



Barabi Run (Modified Mobquet Medium Transport) CL 18

Colossal (Frigate) capital ship
Init: +1; **Senses:** Perception +6

Defences: Ref 15 (Flat-footed 12), Fort 39; +12
 Armour, Vehicular Combat
HP 900; **DR** 15; **SR** 125; **Threshold** 139

Speed: Fly 3 squares (Starship scale)
Ranged 2 Double Medium Laser Cannons +7* (see
 below) and
Ranged 2 Fire-linked (2) Heavy Ion Cannons +7* (see
 below) and
Ranged Tractor Beam +7* (see below)
Fighting Space: 1 square (Starship scale); **Cover:**
 Total
Base Atk +5; **Grp** +59
Atk Options Autofire (Double Medium Laser
 Cannons), Fire-link (Heavy Ion Cannons)

Abilities: Str 69, Dex 16, Con --, Int 14
Skills: Initiative +1, Mechanics +8, Perception +8, Pilot
 +1, Stealth -9, Use Computer +8

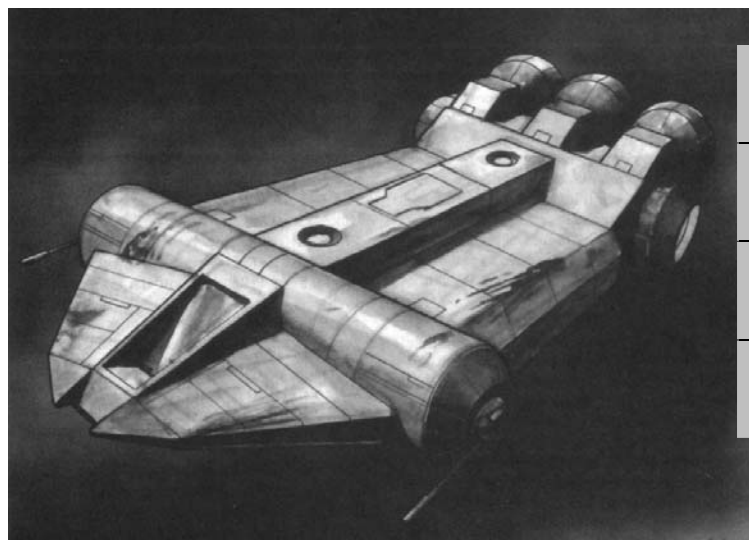
Crew: 2 (Expert); **Passengers:** 24 (troops)
Cargo: 500 tons (300 tons concealed); **Consumables:**
 6 Months; **Carried Craft:** None
Hyperdrive x2 (backup x12), Navicomputer
Availability: Military; **Cost:** Not available for sale
**Apply a -20 penalty on attacks against targets smaller
 than Colossal size*

Double Medium Laser Cannons (Gunner)
Atk +7 (-13 against targets smaller than Colossal),
Dmg 5d10x2

Fire-linked (2) Heavy Ion Cannons (Gunner)
Atk +7 (-13 against targets smaller than Colossal),
Dmg 4d10x5 ion

Tractor Beam (Gunner)
Atk +7 (-13 against targets smaller than Colossal),
Dmg – (Grapple +59)

Heroes' Ship



Heavily Modified Suwantek TL-1200 Freighter CL 12

Colossal space transport
Init: -7; **Senses:** Perception +0

Defences: Ref 16 (Flat-footed 13), Fort 28; +13
 Armour
HP 150; DR 15; SR 45; Threshold 78

Speed: Fly 12 squares (Max. Velocity 750 km h⁻¹), Fly 3 squares (Starship scale)
Ranged 2 Quad Medium Laser Cannons +3 (see below) and
Ranged Fire-linked (2) Medium Ion Cannons +3 (see below) and
Ranged 2 Light Concussion Missile Launchers +3 (see below) and
Ranged Tractor Beam +3 (see below)
Fighting Space: 4x4 or 1 square (Starship scale);
Cover: Total
Base Atk +0; Grp +38
Atk Options Autofire (Quad Medium Laser Cannons), Fire-link (Medium Ion Cannons)

Abilities: Str 46, Dex 16, Con --, Int 16
Skills: Initiative -7, Mechanics +0, Perception +0, Pilot -7, Stealth -17, Use Computer +0

Crew: 1 (Special*); **Passengers:** 100
Cargo: 150 tons; **Consumables:** 3 Months; **Carried Craft:** 2 Escape Pods
Payload: 16 Light Concussion Missiles
Hyperdrive x1.5 (backup x12), Navicomputer
Additional Equipment: Hypertransceiver, Manoeuvring Jets (+2), Sensor Enhancement Package
Availability: Unique; **Cost:** Not available for sale
**Special has been used for Crew Quality to allow for easy application of the heroes own modifiers. Special crew quality possesses a Base Atk of +0 and a Skill*

Modifier of +0.

Quad Medium Laser Cannon (Gunner)
Atk +3, Dmg 6d10x2

Fire-linked (2) Medium Ion Cannon battery (Gunner)
Atk +3, Dmg 6d10x2 ion

Light Concussion Missile (Gunner)
Atk +3, Dmg 7d10x2

Tractor Beam (Gunner)
Atk +3, Dmg – (Grapple +38)

Vengeance

Vengeance (Modified CEC YV-260) CL 12

Colossal space transport
Init: +1; **Senses:** Perception +8

Defences: Ref 16 (Flat-footed 13), Fort 28; +13
 Armour, Vehicular Combat
HP 150; DR 15; SR 45; Threshold 78

Speed: Fly 12 squares (Max. Velocity 900 km h⁻¹), Fly 4 squares (Starship scale)
Ranged 2 Heavy Blaster Cannons +7 (see below) and
Ranged 2 Fire-linked (2) Medium Ion Cannons +7 (see below) and
Ranged Tractor Beam +7 (see below)
Fighting Space: 1 square (Starship scale); **Cover:** Total
Base Atk +5; Grp +43
Atk Options Autofire (Heavy Blaster Cannons), Fire-link (Medium Ion Cannons)

Abilities: Str 46, Dex 16, Con --, Int 14
Skills: Initiative +1, Mechanics +8, Perception +8, Pilot +1, Stealth -9, Use Computer +8

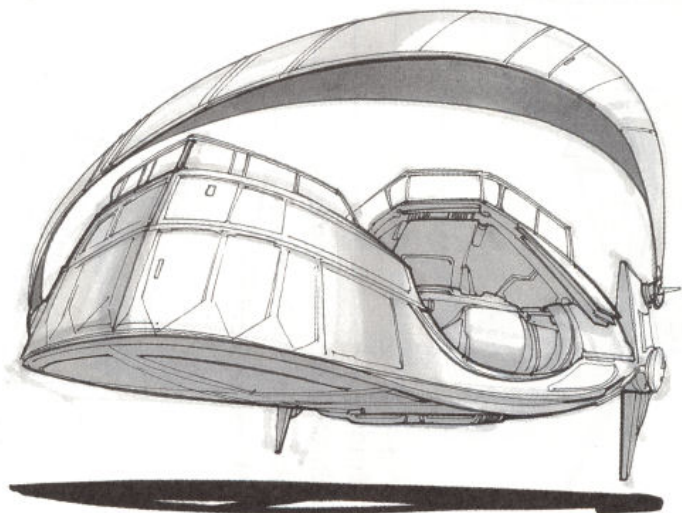
Crew: 2 (Expert); **Passengers:** 28 (prisoners and troops)
Cargo: 40 tons; **Consumables:** 1 Month; **Carried Craft:** None
Hyperdrive x1 (backup x8), Navicomputer
Availability: Unique; **Cost:** Not available for sale

Heavy Blaster Cannon (Gunner)
Atk +7, Dmg 5d10x2

Fire-linked (2) Medium Ion Cannon (Gunner)
Atk +7, Dmg 6d10x2 ion

Tractor Beam (Gunner)
Atk +7, Dmg – (Grapple +43)

Hutt Caravel



Ubrikkian Seltiss-1 Hutt Caravel

CL 10

Colossal space transport

Init: -3; **Senses:** Perception +5

Defences: Ref 15 (Flat-footed 12), Fort 28; +13

Armour

HP 150; **DR** 15; **SR** 55; **Threshold** 78

Speed: Fly 12 squares (Max. Velocity 800 km h⁻¹), Fly 3 squares (Starship scale)

Ranged 4 Heavy Laser Cannons +4 (see below) and **Ranged** Medium Concussion Missile Launcher +6 (see below) and

Ranged Tractor Beam +4 (see below)

Fighting Space: 4x4 or 1 square (Starship scale);

Cover: Total

Base Atk +0; **Grp** +38

Atk Options Autofire (Heavy Laser Cannons)

Abilities: Str 46, Dex 14, Con --, Int 18

Skills: Initiative -3, Mechanics +5, Perception +5, Pilot -3, Stealth -13, Use Computer +5

Crew: 5 (Normal); **Passengers:** 65 (assorted)

Cargo: 850 tons; **Consumables:** 6 Months; **Carried**

Craft: None

Payload 16 Medium Concussion Missiles

Hyperdrive None

Availability: Restricted; **Cost:** Not available for sale

Heavy Laser Cannon (Gunner)

Atk +4, **Dmg** 5d10x2

Medium Concussion Missile (Pilot)

Atk +6, **Dmg** 9d10x2

Tractor Beam (Gunner)

Atk +4, **Dmg** – (Grapple +38)

Hutt Patrol Ship

Hutt Patrol Ship

CL 17

Colossal (Frigate) capital ship

Init: -2; **Senses:** Perception +5

Defences: Ref 15 (Flat-footed 12), Fort 38; +12

Armour

HP 1'200; **DR** 15; **SR** 125; **Threshold** 138

Speed: Fly 12 squares (Max. Velocity 950 km h⁻¹), Fly 3 squares (Starship scale)

Ranged 2 Medium Laser Cannon batteries +12* (see below)

Fighting Space: 1 square (Starship scale); **Cover:** Total

Base Atk +0; **Grp** +53

Abilities: Str 66, Dex 16, Con --, Int 18

Skills: Initiative -2, Mechanics +5, Perception +5, Pilot -2, Stealth -12, Use Computer +5

Crew: 81 (Normal); **Passengers:** 40 (troops)

Cargo: 300 tons; **Consumables:** 1 Week; **Carried**

Craft: None

Hyperdrive x2 (backup x15), Navicomputer

Availability: Unique; **Cost:** Not available for sale

**Apply a -20 penalty on attacks against targets smaller than Colossal size*

Medium Laser Cannon battery (5 Gunners)

Atk +12 (-8 against targets smaller than Colossal),

Dmg 4d10x2

Popara's Ubrikkian Space Yacht

Popara's Ubrikkian Space Yacht

CL 17

Colossal (Frigate) capital ship

Init: -2; **Senses:** Perception +8

Defences: Ref 15 (Flat-footed 15), Fort 39; +15

Armour, Vehicular Combat

HP 1'440; **DR** 15; **SR** 100; **Threshold** 139

Speed: Fly 12 squares (Max. Velocity 650 km h^{-1}), Fly 1 square (Starship scale)

Ranged Heavy Turbolaser battery +12* (see below) and

Ranged Medium Ion Cannon battery +12* (see below) and

Ranged Tractor Beam +8* (see below)

Fighting Space: 1 square (Starship scale); **Cover:**

Total

Base Atk +5; **Grp** +59

Abilities: Str 69, Dex 10, Con --, Int 16

Skills: Initiative -2, Mechanics +8, Perception +8, Pilot -2, Stealth -12, Use Computer +8

Crew: 8 (Expert); **Passengers:** 112 (assorted)

Cargo: 850 tons; **Consumables:** 6 Months; **Carried**

Craft: None

Hyperdrive x2, Navicomputer

Additional Equipment: Additional Armour (+3), Holonet Transceiver, Sensor Mask^{SaV}

Availability: Unique; **Cost:** Not available for sale

**Apply a -20 penalty on attacks against targets smaller than Colossal size*

Heavy Turbolaser battery (3 Gunners)

Atk +12 (-8 against targets smaller than Colossal),

Dmg 7d10x5

Medium Ion Cannon battery (3 Gunners)

Atk +12 (-8 against targets smaller than Colossal),

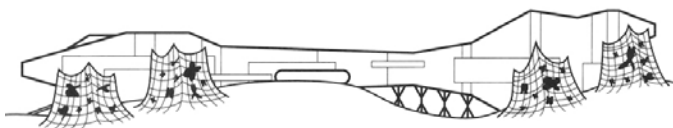
Dmg 5d10x2 ion

Tractor Beam (Gunner)

Atk +8 (-12 against targets smaller than Colossal),

Dmg – (Grapple +59)

Tempest



Tempest

CL 18

Colossal (Cruiser) capital ship

Init: -3; **Senses:** Perception +6

Defences: Ref 13 (Flat-footed 12), Fort 51; +12

Armour, Vehicular Combat

HP 1'380; **DR** 20; **SR** 150; **Threshold** 251

Speed: Fly 8 squares (Max. Velocity 950 km h^{-1}), Fly 3 squares (Starship scale)

Ranged 2 Heavy Turbolaser batteries +10* (see below) and

Ranged 2 Point-defence Medium Laser Cannon batteries +12 (see below) and

Ranged Heavy Ion Cannon battery +10* (see below) and

Ranged 2 Tractor Beam batteries +8* (see below)

Fighting Space: 2x2 (Starship scale); **Cover:** Total

Base Atk +2; **Grp** +73

Abilities: Str 92, Dex 12, Con --, Int 14

Skills: Initiative -3, Mechanics +6, Perception +6, Pilot -3, Stealth -13, Use Computer +6

Crew: 800 (Skilled); **Passengers:** 1'600 (assorted)

Cargo: 8'100 tons; **Consumables:** 4 Years; **Carried**

Craft: 2 Colossal-sized ships

Hyperdrive x2 (backup x15), Navicomputer

Availability: Unique; **Cost:** Not available for sale

**Apply a -20 penalty on attacks against targets smaller than Colossal size*

Heavy Turbolaser battery (4 Gunners)

Atk +10 (-10 against targets smaller than Colossal),

Dmg 7d10x5

Point-defence Medium Laser Cannon battery (5 Gunners)

Atk +12, **Dmg** 4d10x2

Heavy Ion Cannon battery (4 Gunners)

Atk +10 (-10 against targets smaller than Colossal),

Dmg 3d10x5 ion

Tractor Beam battery (3 Gunners)

Atk +8 (-12 against targets smaller than Colossal),

Dmg – (Grapple +73)

Chapter V: New Droids

Hutt Security Droid



Hutt Security Droid

CL 1

Medium droid (4th-degree) Non-heroic 3

Init: +3; **Senses:** Low-light Vision; Perception +8

Languages: Binary, Huttese

Defences: Ref 15 (Flat-footed 13), Fort 10, Will 10

HP 9; **Threshold** 10

Immune Droid Traits

Speed 10 squares ('walking')

Melee Unarmed +2 (1d4) or

Melee Vibroblade +2 (2d6) or

Ranged Blaster Carbine +4 (3d8 or 2d8 stun)

Fighting Space: 1 square; **Reach:** 1 square

Base Atk +2; **Grp** +4

Atk Options: Autofire (Blaster Carbine), Point Blank Shot, Precise Shot

Abilities: Str 11, Dex 14, Con --, Int 9, Wis 10, Cha 6

Feats: Armour Proficiency (Light), Point Blank Shot, Precise Shot, Weapon Proficiency (Advanced Melee Weapons, Rifles)

Skills: Perception +8

Systems: Basic Processor, Hand Appendage, Improved Sensor Package, Locked Access, Quadanium Shell (+3 armour), 2 Tool Appendages, Vocabulator, Walking Locomotion

Possessions: Blaster Carbine, Vibroblade

Availability: Restricted, Rare; **Cost:** Not available for sale

Hutt War Droid



Hutt War Droid

CL 5

Large droid (4th-degree) Non-heroic 16

Init: +10; **Senses:** Perception +13

Languages: Binary, Huttese

Defences: Ref 21 (Flat-footed 19), Fort 12, Will 10

HP 48; **SR** 15; **Threshold** 17

Immune Droid Traits

Speed 6 squares (walking)

Melee Unarmed +14 (1d6+2) or

Ranged Light Repeating Blaster Rifle +9 (3d8, 2-square area) with autofire or

Ranged 2 Light Repeating Blaster Rifles +7/+7 (3d8, 2-square area) with autofire and Dual Weapon Mastery II or

Ranged 2 Light Repeating Blaster Rifles +5/+5/+5 (3d8, 2-square area) with autofire, Dual Weapon Mastery II and Rapid Shot or

Ranged Grenade Launcher +14 (4d6, 2-square burst)

Fighting Space: 2x2; **Reach:** 1 square

Base Atk +12; **Grp** +19

Atk Options: Brace Weapon (Light Repeating Blaster Rifle), Dual Weapon Mastery II, Point Blank Shot, Rapid Shot

Abilities: Str 15, Dex 15, Con --, Int 8 Wis 10, Cha 6

Feats: Armour Proficiency (Heavy, Light, Medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Rapid Shot, Weapon Proficiency (Heavy Weapons, Rifles)

Skills: Perception +13, Stealth +5

Systems: Basic Processor*, Duranium Battle Armour (+10 armour), 2 Hand Appendages, Locked Access, Shield Generator (SR 15), 3 Tool Appendages, Walking Locomotion

Possessions: 4 Frag Grenades, Grenade Launcher*, 2 Light Repeating Blaster Rifles*

Availability: Military, Rare; **Cost:** Not available for sale

These droids possess jury-rigged targeting computers and weapons (full repairs can't be enacted due to their age). Each component has a cumulative 10% chance of failing each round; failure of the targeting computer prevents the droid from applying its **Base Atk to its attack rolls, failure of the weapons results in the droid being limited to unarmed attacks. It is impossible to fully repair a Hutt War Droid, but a DC 30 Mechanics check can jury-rig it back to functionality.*

Chapter VI: New Equipment

Hutt Battle Armour



Armour (Check Penalty)	Armour Bonus to Ref Def	Equip Bonus to Fort Def	Max Dex Bonus	Speed (2 sq.)	Weight	Availability
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Heavy Armour (-10)						
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Hutt Battle Armour	+13	+4	+0	6 sq.	100 kg	Rare
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Hutt Battle Armour

Heavy Armour

In addition to its normal benefits shown above, Hutt Battle Armour gives its wearer a +5 equipment bonus to Perception and Stealth checks as well as to Survival checks made to track, a +5 equipment bonus to his Strength score, a +2 equipment bonus to his Dexterity score, and Darkvision. The armour comes with a built in datapad, power generator, and translator unit (DC 5) as well as two Hold-out Blaster Pistols (built into the arms) and an E-Web Repeating Blaster (built onto the shoulder). Like all powered armour, Hutt Battle Armour has two upgrade slots, rather than one.

Chapter VII: New Vehicles

Heavy Swoop Bike



See RECG, pg 62 for official stats of the Air-2 Swoop.

Hoverskiff

SoroSuub HS-14 Hoverskiff

CL 11

Huge ground vehicle (speeder)

Init: +5; **Senses:** Perception +5

Defences: Ref 13 (Flat-footed 11), Fort 15; +3 Armour

HP 50; **DR** 10; **Threshold** 25

Speed: 8 squares (Max velocity 100 km h^{-1} , Max altitude 1 m)

Fighting Space: 3x3; **Cover:** +5 (Crew), None (Passengers)

Base Atk +0; **Grp** +15

Abilities: Str 20, Dex 14, Con --, Int 12

Skills: Initiative +5, Mechanics +5, Perception +5, Pilot +5, Stealth -3

Crew: 1 (Normal); **Passengers:** 10* (assorted)

Cargo: 600* tons; **Consumables:** 1 Day; **Carried Craft:** None

Availability: Licensed; **Cost:** 13'000 (4'000 used)

**The HS-14 Hoverskiff may carry either 10 passengers or 600 tons of cargo, but it cannot do so simultaneously.*

Chapter VIII: Biological Conditions

Endregaad Plague (CL 4)

Whenever an uninfected character is exposed (either by ingestion or inhalation) to the Endregaad plague, make an attack roll (1d20+5) against the character's Fortitude Defence. If the attack succeeds, the character takes 1d6 points of damage and moves -1 persistent step down the condition track. This attack occurs again each day the disease remains untreated. Treatment of the disease requires a successful DC 25 Treat Injury check.

Any character in possession of the medicinal spice (as mentioned in the adventure) gains a +10 bonus to their Treat Injury check to treat the Endregaad Plague.

Tempest Spice

While mentioned on page 93 of *Scum and Villainy*, Tempest spice possesses one additional effect within this adventure: upon raging, the user also gains a +5 bonus to their Will Defence.