

# Fringe Stat Pack

## Roleplaying Statistics for Star Wars Miniatures

*Sterling Hershey*

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**T**he fringe is ever-present in the *Star Wars* universe. No matter what the era, there are always those who live in the shadows or apart from the galaxy at large. They may serve as enemies or allies for the heroes. This stat pack includes Saga Edition roleplaying game statistics for **Star Wars Miniatures** that are suitable for use during any era and that haven't been presented in other roleplaying products or previews.

### Duros Scoundrel

As accomplished pilots, Duros may be found serving aboard ships most anywhere in the galaxy. This miniature is from the *Legacy of the Force* set.



#### Duros Scoundrel

**CL 3**

Medium Duros nonheroic 3/scoundrel 2

**Force** 3

**Init** +2; **Senses** Perception +9

**Languages** Basic, Durese, 2 others

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**Defenses** Ref 14 (flat-footed 14), Fort 12, Will 15

**hp** 15; **Threshold** 12

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**Speed** 6 squares

**Melee** unarmed +3 (1d4+1)

**Ranged** blaster pistol with Improved Accuracy +4 (3d6+1)

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

**Atk Options** Point Blank Shot

**Special Actions** Find Openings\*\*, Vehicular Combat, Vehicular Surge\*\*

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**Abilities** Str 10, Dex 11, Con 10, Int 14, Wis 15, Cha 14

**Talents** Find Openings\*\*

**Feats** Point Blank Shot, Tech Specialist\*, Skill Training (Mechanics), Weapon Proficiency (pistols, simple weapons), Vehicular Combat, Vehicular Surge\*\*

**Skills** Mechanics +9, Perception +9, Pilot +7 (can reroll), Use Computer +9

**Possessions** blaster pistol with Improved Accuracy (+1 to hit), comlink, YT-1300 freighter, tool kit, datapad

\* See *Starships of the Galaxy*.

\*\* See the *Rebellion Era Campaign Guide*.

## Ewok Scout

Though natives of Endor, Ewoks are occasionally found offworld, such as in the employ or service of smugglers and other nomadic travelers. With training, some even learn to handle basic technology. Despite their size, Ewoks can be formidable opponents. This miniature is from the *Imperial Entanglements* set.



### Ewok Scout

CL 3

Small Ewok nonheroic 3/scout 2

**Force** 3

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

**Languages** Ewokese (speak only)

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**Defenses** Ref 16 (flat-footed 15), Fort 14, Will 12  
**hp** 21; **Threshold** 14

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**Speed** 4 squares

**Melee** small axe +4 (1d6+3) or

**Melee** knife +4 (1d4+3) or

**Melee** small axe –1/knife –1 (1d6+2/1d4+2) with Dual Weapon Mastery I

**Ranged** small axe +4 (1d6+2)

**Base Atk** +3; **Grp** –1

**Atk Options** Dual Weapon Mastery I

**Special Actions** Forest Stalker\*, Keen Scent\*, Surefooted

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**Abilities** Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 9

**Special Qualities** scent

**Talents** Surefooted

**Feats** Dual Weapon Mastery I (simple weapons), Forest Stalker\*, Keen Scent\*, Skill Focus (Survival), Skill Training (Perception), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)

**Skills** Perception +7, Stealth +13 (can reroll, keeping better result), Survival +12

**Possessions** knife, small axe, leather garments

\* See the *Rebellion Era Campaign Guide*.

## Jedi Crusader

In the Knights of the Old Republic era, the Jedi Crusaders are also known as the Revanchists. They actively participate in the Mandalorian Wars against the orders and wishes of the Jedi Council. By the end of the war, most Jedi Crusaders are battle hardened and highly skilled combatants. After the war, many fall to the dark side and become Sith converts, along with their leaders, Darth Revan and Darth Malak. The Jedi Crusader is from the *Jedi Academy* set.



## Jedi Crusader

CL 11

Medium Human Jedi 7/Jedi Knight 4

**Force** 7; **Dark Side** 1

**Init** +8; **Senses** Perception +12

**Languages** Basic, 1 unassigned

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**Defenses** Ref 26 (flat-footed 23), Fort 23, Will 25

**hp** 85; **Threshold** 23

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**Speed** 6 squares

**Melee** lightsaber +15 (2d8+11) or

**Melee** lightsaber +10/lightsaber +10 (2d8+11) with Double Attack

**Ranged** by weapon +14

**Base Atk** +11; **Grp** +14

**Atk Options** Acrobatic Strike, Double Attack

**Special Actions** Block, Combat Reflexes, Deflect, Equilibrium, Lightsaber Defense, Makashi, Quick Draw

**Force Powers Known** (Use the Force +12): *Crucitorn\**, *Force thrust*, *Makashi riposte\**, *mind trick*, *move object*, *rebuke*

**Force Techniques** Extended Move Object\*, Force Point Recovery

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

**Talents** Ataru, Block, Deflect, Equilibrium, Lightsaber Defense, Makashi

**Feats** Accelerated Strike\*\*, Acrobatic Strike, Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Quick Draw, Relentless Attack\*, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

**Skills** Acrobatics +13, Mechanics +11, Perception +12, Use the Force +12

**Possessions** lightsaber (self constructed), Jedi robes

\* See the *Jedi Academy Training Manual*.

\*\* See the *Knights of the Old Republic Campaign Guide*.

## Mercenary Commander

Mercenaries can be found in any *Star Wars* era, in virtually any region of the galaxy. As soldiers for hire, they're loyal to their credits first, their unit second, and their employer third. Mercenary commanders are known for toughness and the ability to order irregular and well-trained troops around the battlefield. This miniature is from the *Imperial Entanglements* set.



### Mercenary Commander

CL 5

Medium Human nonheroic 6/soldier 1/officer 2

**Force** 4; **Dark Side** 2

**Init** +4; **Senses** Perception +11

**Languages** Basic, Military Sign\*, 1 unassigned

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**Defenses** Ref 16 (flat-footed 16), Fort 17, Will 19  
**hp** 48; **Threshold** 17

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**Speed** 6 squares

**Melee** unarmed +8 (1d4+2)

**Ranged** blaster carbine +7 (3d8+1) or

**Ranged** blaster carbine +7 (4d8+1) with Deadeye

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

**Atk Options** Charging Fire, Deadeye, Point Blank Shot, Precise Shot

**Special Actions** Assault Tactics, Fast Surge, Tough as Nails

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**Abilities** Str 12, Dex 10, Con 14, Int 14, Wis 12, Cha 15

**Special Qualities** command cover, share talent (Assault Tactics)

**Talents** Assault Tactics, Tough as Nails

**Feats** Charging Fire, Fast Surge\*, Deadeye, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (rifles, pistols, simple weapons)

**Skills** Knowledge (tactics) +11, Mechanics +11, Perception +11, Persuasion +11

**Possessions** blaster carbine, comlink with headset, paramilitary uniform, datapad, credit chip

\* See the *Rebellion Era Campaign Guide*.

## Sith Apprentice

Sith apprentices take many guises throughout the galaxy's history. Some live in times where they hold official roles within an empire. However, most hide in the shadows and the fringes of society, sometimes by choice, often by necessity. They excel at using fear against their enemies. The Sith apprentice may be used in almost any era. This miniature is from the *Jedi Academy* set.



### Sith Apprentice

CL 10

Medium Human noble 5/soldier 2/Sith apprentice 3

**Force** 8 (Strong in the Force); **Dark Side** 13

**Init** +10; **Senses** Perception +11

**Languages** Basic, 3 unassigned

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**Defenses** Ref 22 (flat-footed 22), Fort 24, Will 23

**hp** 80; **Threshold** 24

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**Speed** 6 squares

**Melee** lightsaber +13 (2d8+9) or

**Melee** lightsaber +10/+10 (2d8+9) with Double Attack

**Ranged** throw lightsaber +9 (2d8+5)

**Base Atk** +8; **Grp** +12

**Atk Options** Double Attack, Throw Lightsaber

**Special Actions** Devastating Attack (lightsabers), Melee Defense

**Force Powers Known** (Use the Force +17): *dark rage*, *fear\**, *Force grip*, *rebuke*

**Force Techniques** Improved Move Light Object

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**Abilities** Str 18, Dex 11, Con 12, Int 13, Wis 13, Cha 15

**Talents** Devastating Attack (lightsabers), Demand Surrender, Multiattack Proficiency (lightsabers), Presence, Weaken Resolve, Throw Lightsaber

**Feats** Double Attack (lightsabers), Force Sensitivity, Force Training (2), Linguist, Melee Defense, Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

**Skills** Deception +12, Initiative +10, Knowledge (galactic lore) +11, Perception +11, Persuasion +12, Pilot +11, Use Computer +11, Use the Force +17

**Possessions** lightsaber, comlink, credit chip, holoprojector, datapad

\* See the *Knights of the Old Republic Campaign Guide*.

## Twi'lek Black Sun Vigo

Few criminal syndicates enjoy the power, prestige, and considerable secrecy that Black Sun consistently maintains over the years. The highest-ranking individuals are known as Vigos. Each Vigo is a crime lord that controls vast and/or influential regions of space. Their autonomy varies by era. Generally, Vigos in the Legacy era enjoy greater freedom to act than do those in previous eras, when strong leaders kept them relatively under control. Alternatively, this character may serve as another crime lord. This miniature is from the *Imperial Entanglements* set.



### Twi'lek Black Sun Vigo

CL 7

Medium Twi'lek nonheroic 6/scout 1/scoundrel 1/crime lord 3

**Force** 6; **Dark Side** 4

**Init** +7; **Senses** low-light vision; Perception +12

**Languages** Basic, Ryl, 1 unassigned

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**Defenses** Ref 18 (flat-footed 17), Fort 18, Will 21

**hp** 37; **Threshold** 18

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**Speed** 6 squares

**Melee** unarmed +6 (1d3+2)

**Ranged** blaster pistol +8 (3d6+2)

**Base Atk** +6; **Grp** +7

**Atk Options** Point Blank Shot, Running Attack

**Special Actions** Assured Attack\*\*, Evasion, Impel Ally I, Inspire Fear I, Knack, Tactical Superiority\*

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**Abilities** Str 10, Dex 13, Con 11, Int 16, Wis 15, Cha 17

**Special Qualities** command cover

**Talents** Evasion, Impel Ally I, Inspire Fear I, Knack, Tactical Superiority\*

**Feats** Assured Attack\*\*, Imperceptible Liar\*\*, Point Blank Shot, Running Attack, Weapon Focus (pistols), Weapon Proficiency (rifles, pistols, simple weapons)

**Skills** Deception +13 (can reroll), Knowledge (social sciences) +13, Perception +12, Persuasion +13

**Possessions** blaster pistol, cloak, datapad, credit chip

\* See *Scum and Villainy*.

\*\* See the *Rebellion Era Campaign Guide*.

## Whiphid Tracker

Whiphids are native to the world of Toola in the Outer Rim. As nomadic hunters, they are used to moving vast distances to hunt and live. Those who leave their homeworld take to technology well. Whiphid trackers excel at their task, thanks to a combination of natural and learned abilities. Many find work in the shadier fringes of society due to their natural aggressive tendencies, questionable morals, and plain greed. This miniature is from the *Imperial Entanglements* set.



### Whiphid Tracker

CL 6

Large Whiphid\* nonheroic 3/scout 5

**Force** 5; **Dark Side** 1

**Init** +4; **Senses** Perception +12

**Languages** Basic, Whiphid

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**Defenses** Ref 16 (flat-footed 16), Fort 17 (22 vs. extreme cold), Will 18  
**hp** 38; **Threshold** 22

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**Speed** 6 squares

**Melee** claw +7 (1d6+3) or

**Melee** claw +7 (2d6+3) with Mighty Swing

**Ranged** bow +6 (1d6+2)

**Base Atk** +5; **Grp** +11

**Atk Options** Mighty Swing, Point Blank Shot, Precise Shot

**Special Actions** Cunning Attack

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**Abilities** Str 13, Dex 11, Con 12, Int 14, Wis 16, Cha 9

**Special Qualities** scent

**Talents** Acute Senses, Expert Tracker, Improved Stealth

**Feats** Cunning Attack\*, Mighty Swing, Point Blank Shot, Precise Shot, Skill Focus (Stealth), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)

**Skills** Perception +12 (can reroll), Stealth +9 (can reroll), Survival +12

**Possessions** bow, 20 arrows, belt, belt pouch

\* See *The Force Unleashed Campaign Guide*.

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## About the Author

**Sterling Hershey** is an architect and freelance game designer. He regularly creates **Star Wars Miniatures** and *Starship Battles* scenarios and previews for the Wizards of the Coast Web site. His past products include the Scenario Book for the *Attack on Endor Scenario Pack*. Sterling is also one of the authors of the *Scavenger's Guide to Droids*, the *Rebellion Era Campaign Guide*, and other products for the **Star Wars Roleplaying Game** Saga Edition. You can read more about gaming in a galaxy far, far away in his starwars.com blog, [Delusions of Grandeur](#), and at his own [website](#). Sterling lives in the Midwest with his wife, Mary.

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