

My Star Wars Saga Edition NPC Statblocks

(extended & self-contained), Version 8.0



Some advice on running combat encounters:

Balancing challenge levels in combat encounters is one of the most difficult tasks for a GM. It doesn't take much for an easy encounter to turn difficult with a well-placed critical hit, and vice-versa. The tide of battle can change in any direction with the roll of the dice. No one, not even the GM, can really predict which way it will turn. But it's still disappointing for the players and the GM when the big boss gets wiped out in 2 rounds. It's anti-climactic.

Therefore, my best advice to the GM is: **Make strategic and tactical use of Force Points and Destiny Points.**

Consider the following guidelines:

For big boss encounters: Give your boss some FP's and DP's. If the battle is going very badly for him, use a DP to make an attack miss. Use another one to auto-crit a PC. Use FP's to enhance his attacks. Consider it as his final desperate act. On the other hand, if it seems the boss is slaughtering the PC's, then the GM can refrain from using any FP's and DP's.

For other encounters: Same strategy. Give your NPC's the max allowed number of FP's (NPC's with heroic levels only). Then, using the same strategy as above, you can use (or refrain from using) FP's, depending on how the battle goes. If the battle goes badly for the NPC's, use up their FP's to get some final licks in. If the battle goes badly for the PC's, refrain from using FP's.

Alternatively, you can reduce an NPC's number of Force Points to 1/3 his maximum allowable amount, rounded down. Therefore, an NPC who has 12 FP maximum would have 4 FP. An NPC who has 5 FP maximum would have 1 FP.

NPC's with heroic levels also have a second wind. Did the GM remember to use it? That will help his NPC's. Again, if the PC's are getting slaughtered, the GM can "forget" to use the NPC's second wind.

Running a balanced encounter is a complex art form. But with the above suggestions, the GM can try to find that balance.

Minion optional rules

If you want many NPC's to attack in droves and go down fast without the headache of keeping track of them all, you can use the minion optional rules. Basically, replace the NPC's hp with 1 hp. A minion goes down when it takes any amount of damage. However, a missed attack never damages a minion (such as an area attack that fails to exceed the target's Defense). Two to four minions are equivalent to one NPC of that CL. Normally, minions are made from NPC's with only nonheroic levels. This idea was borrowed from D&D 4e.

Keeping track of the Condition Track

For low-level minions, the condition track does not normally need to be tracked, since they will most likely run out of hp before they move down the condition track. However, higher level NPC's with lots of hp will need to have their CT tracked. Someone on the boards once suggested using playing cards to keep track of an NPC's condition.

Take out the Ace, the Two, the Five, and the Ten of a particular suit. When an NPC moves down the condition track, overturn the correct playing card that corresponds to the NPC's condition track penalty; place that card over or near the NPC's statblock. For example, if an NPC is -1 down the CT, display the Ace (showing that NPC takes a -1 penalty to attack rolls, defenses, and skill checks). If the NPC is -2 down the CT, display the Two (showing that NPC takes a -2 penalty to attack rolls, defenses, and skill checks). If the NPC is -3 down the CT, display the Five (showing that NPC takes a -5 penalty to attack rolls, defenses, and skill checks). If the NPC is -4 down the CT, display the Ten (showing that NPC takes a -10 penalty to attack rolls, defenses, and skill checks). One deck of cards can keep track of the CT for 4 NPC's since there are 4 suits. You can suggest that your players can keep track of their PC's condition in this manner.

How to read the attack entries:

Combat role: _____ XP: _____
NPC description. Description of alien traits.

Ranged/Melee/-Area/Force Power + Talent / Feat (action; trigger; effect type; uses

Reach, range, limitation, or target(s); attack bonus or skill check vs target defense; effect on success in equaling or exceeding target defense or DC. Miss effect (if any). Secondary attack or effect. Other notes.

-attack 1
-attack 2
-attack 3

Ranged/Melee = ranged attack / melee attack

Ranged-Area or Melee-Area = area attack (see below for area attack rules)

Force power (2) = always in bold-italics (number of uses per encounter in parenthesis). Put an "X" in the box when the power has been used. If you roll a natural 20 on a UTF check to activate a Force power, you regain all spent Force powers at the end of your turn. You can then erase the "X" from all Force power boxes.

Talent / Feat = special talents and/or feats that are included with this attack (not all talents or feats are always listed here)

Action = standard/move/swift/free/full-round action

Trigger = What triggers this attack option. (ex: reaction to a ranged attack)

Effect type = mind-affecting effect, mind-affecting fear effect, fear effect (none of these effect types work on droids)

Uses = Number of uses allowed (ex: once per encounter , once per round). The box is for powers that can be used a certain number of times per encounter. Put an "X" in the box when the power has been used to keep track of how many uses you have left for the encounter.

Reach, range = How many squares the character can reach with his weapon

-attack 1

-attack 2

-attack 3 = When you see a dash "-" before an attack, that means you can only choose one of the attacks to use. You can only use one of the attacks at a time. These do not represent multiple attacks. Multiple attacks are listed as: lightsaber +13/+13/+13.

Force 11 (2d6)

Force = Force Points

11 = Max number of Force Points allowed

(2d6) = number of dice rolled; you can only take the highest die roll)

= Boxes are the number of max FP's divided by 2.5, which is the average number of FP's given to NPC's in the campaign guides. The number of boxes represents the number of recommended FP's for this NPC. However, feel free to add or subtract from that number as you see fit. See the section below called "Some advice on running combat encounters" for more information.

NPC Combat roles are:

- Ranged (favors ranged attacks)
- Melee (favors melee attacks)
- Controller (manipulates enemies & inflicts conditions)
- Lurker (hidden attacker)
- Skirmisher (mobile combatant; high speed; moves around a lot)
- Soldier (high defenses & hp)

- Solo (able to attack and defend himself without need for soldiers, but might be fun to include some lower-level minions)
- Teamwork (the same NPC's work well together as a group)
- Leader (provides bonuses for allies, works well with minions; may need a soldier to act as a bodyguard)
- CT Killer (specializes in moving targets down the condition track)
- Support (provides bonuses for allies)
- Noncombatant (not meant for combat)

Abbreviations & notes:

- **-1 CT** = Move 1 step down the Condition Track
- **+1 CT** = Move 1 step up the Condition Track
- **+2 CT** = Move 2 steps up the Condition Track
- **-1 persistent CT** = Move 1 persistent step down the Condition Track
- **1/enc** = ability can be used once per encounter. Put an "X" in the encounter box after the ability has been used up.
- **2/enc** = ability can be used twice per encounter. Put an "X" in the encounter box after the ability has been used.
- A star or other symbol next to a weapon (ex: **power hammer***) means see the * or ** for options with that weapon
- **AoO** = attack of opportunity
- **Area attacks (Ranged-Area or Melee-Area)** = Make a single attack roll. If your result is lower than 10, you miss. If your result is 10 or higher, compare the result to the Reflex Defense of every target in the area. Targets hit take full damage. Targets missed take half damage. A natural 20 on an area attack roll automatically hits all targets within the affected area, but does not deal double damage. Targets with cover relative to the area attack take no damage on a miss instead of the normal half damage.
- **DP** = destiny point
- **DR** = damage reduction
- **DT** = damage threshold
- **Encounter boxes** = ; encounter boxes show how many times an ability can be used per encounter. Put an "X" in the box after the ability has been used.
- **ff** = flat-footed
- **FP** = force point (NOTE: Every NPC has the maximum allowed FP's, but the GM can reduce the amounts freely). Also noted is the number of dice rolled (1d6, 2d6, or 3d6). You can only take the highest die result. = Boxes are the number of max FP's divided by 2.5, which is the average number of FP's given to NPC's in the campaign guides. The number of boxes represents the number of recommended FP's for this NPC.
- **Grp** = grapple check modifier (BAB + STR + DEX + size mod C+20, G+15, H+10, L+5, M+0, S-5, T-10, D-15, F-20)
- **H** = human trained skill and bonus feat. If using another species, remove human trained skill and bonus feat and replace with new species traits
- **House rules** sometimes used: When multiclassing, character can take Skill Training instead of starting feat. Soldier may begin with Weapon Proficiency (Advanced Melee) instead of (Rifles). Soldier may begin with Martial Arts I instead of Armor Proficiency (Light and Medium). Also, I used backgrounds to gain access to certain non-class skills. The background chosen may or may not be indicated.
- **Init** = Initiative
- **los** = line of sight
- **mtr** = you may reroll, but you must take the result of the reroll, even if it's worse.

- **Possessions** also includes backup attacks and unarmed attacks
- **Range 10** means the ranged attack has a max range of 10sq. (Note the difference between “**Range**” and “**Ranged**” below). Unless otherwise noted, the stun setting on a blaster weapon has a maximum range of 6sq. Other ranged attacks with a fixed maximum range include: the Amphistaff venom spit and the Improved Dark Healing Sith talent.
- **Ranged 6/8/10/12; frag grenade +2/+0/-3/-8 (2d8+3)** means a ranged attack up to and including 6sq has a +2 bonus; a ranged attack of 7-8sq has a +0 bonus; a ranged attack of 9-10sq has a -3 bonus; a ranged attack of 11-12sq has a -8 bonus; 12sq is the maximum range. These calculations are based on Weapon Range penalties (Core Rules pg 129). Point Blank +0; Short -2; Medium -5; Long -10.
 - NOTE: this is not multiple attacks, which would be listed as **lightsaber +13/+13/+13!**)
 - Note: I did not include ranges for weapons whose range is 20sq and over, since most combat encounters are within 20sq.
- **Ref / Fort** = Reflex Defense / Fortitude Defense
- **second wind +26/53** = gain 26 HP when you are at 53 HP or less (swift action, normally once per day only). Put an “X” in the box when the second wind has been used up.
- **SR** = Shield Rating
- **UtF** = Use the Force

Barrage Squad Commander CL 12.....	27
Soldiers (generic).....	27
Light Infantry CL 1.....	27
Heavy Infantry CL 3.....	28
Melee Infantry CL 1.....	28
Advanced Melee Infantry CL 2.....	29
Anti-Personnel Infantry CL 2.....	29
Heavy Suppression Infantry CL 3.....	30
Soldier CL 1.....	30
Soldier on Speeder Bike CL 2.....	31
Soldier on Speeder Bike CL 3.....	31
Speeder Bike stats.....	31
Infantry Leader CL 2.....	32
Elite Soldier CL 2.....	32
Military Sniper CL 3.....	33
Firebat CL 2.....	33
Dual Flame Thrower CL 5.....	34
Heavy Blaster Cannon Specialist CL 5.....	34
Missile Launcher Specialist CL 5.....	35
Melee Soldier CL 3.....	36
Melee Soldier CL 6.....	36
Debilitating Sniper CL 6.....	37
Elite Brute Squad CL 9.....	38
Fringe & Aliens.....	39
Thug CL 0.5.....	39
Brute CL 1.....	39
Bodyguard CL 1.....	40
Security Guard CL 1.....	40
Police Officer CL 2.....	41
Arrow-23 Landspeeder CL 3.....	41
Shadow Striker CL 5.....	42
Dual Wielding Gunslinger CL 16.....	43
Aleena Scout CL 1.....	44
Aleena Scout CL 2.....	44
Amanin Scout CL 1.....	45
Amanin Scout CL 2.....	45
Amanin Slaver CL 2.....	46
Altiri Revolutionary CL 2.....	46
Anarrian Militant CL 1.....	47
Anzat Hunter CL 2.....	48
Anzat Hunter CL 7.....	49
Anzat Lightsaber Duelist CL 7.....	50
Arkanian Noble CL 2.....	51
Arkanian Ghost Assassin CL 15.....	52
Arkanian Offshoot Hot Shot CL 1.....	53
Arkanian Offshoot Hot Shot CL 2.....	53
Balasar Assassin CL 2.....	54
Barabel Warrior CL 1.....	55
Barabel Warrior CL 2.....	55
Barabel Mercenary CL 4.....	56
Barabel Gladiator CL 7.....	56
Blood Carver Cutter CL 1.....	57
Blood Carver Cutter CL 2.....	57
Bothan Spy CL 1.....	58
Bothan Spy CL 2.....	58
Caamasi Noble CL 1.....	59
Caamasi Noble CL 3.....	59
Cathar Mauler CL 1.....	60
Cathar Mauler CL 2.....	60
Cathar Mauler CL 3.....	61
Cerean Shyarn-ado Dancer CL 2.....	62
Cerean Shyarn-ado Hobbler CL 2.....	62
Cerean Shyarn-ado Crippler CL 7.....	63
Chadra-Fan Tech Specialist CL 1.....	64
Chadra-Fan Scout CL 5.....	64
Chagrian Noble CL 2.....	65
Chiss Exile CL 5.....	66
Chistori Saurian Warrior CL 1.....	67
Chistori Saurian Warrior CL 2.....	67
Codru-Ji Bodyguard CL 7.....	68
Clawdite Metamorph CL 7.....	69
Clawdite Metamorph (Large form).....	70
Clawdite Bounty Hunter CL 16.....	71

List of NPC's

Click on the NPC name to go to that NPC

Soldiers (era-specific).....	5
Stormtrooper CL 1.....	5
Scout Trooper CL 2.....	5
Scout Trooper on Speeder Bike CL 3.....	6
Speeder Bike stats.....	6
Heavy Stormtrooper CL 2.....	6
B1 Series Battle Droid CL 1.....	7
B2 Series Super Battle Droid CL 2.....	7
Droideka Series Destroyer Droid CL 4.....	8
Clone Trooper CL 2.....	8
Rebel Trooper CL 1.....	9
Sith Trooper CL 1.....	9
Mandalorian Charger CL 4.....	10
Mandalorian Defender CL 13.....	11
Mandalorian Heavy Trooper CL 15.....	12
Soldiers (variable era).....	13
Basic Trooper CL 1.....	13
Grenadier Trooper CL 2.....	14
Heavy Trooper CL 3.....	15
Advanced Melee Trooper CL 2.....	15
Anti-Personnel Trooper CL 2.....	16
Heavy Suppression Trooper CL 3.....	16
Speeder Bike Trooper CL 2.....	17
Speeder Bike Trooper CL 3.....	17
Speeder Bike stats.....	17
Troop Leader CL 2.....	18
Elite Army Trooper CL 2.....	18
Sniper Trooper CL 3.....	19
Elite Sniper Trooper CL 6.....	19
Firebat Trooper CL 2.....	20
Dual Flame Thrower Trooper CL 5.....	20
Heavy Blaze Trooper CL 5.....	21
Heavy Blaster Cannon Trooper CL 5.....	22
Missile Launcher Trooper CL 5.....	23
Officer CL 6.....	23
Jump Trooper CL 7.....	24
Camo Sniper CL 8.....	25
Barrage Squad Trooper CL 9.....	26

Dashade Mercenary CL 2	72	Ashura, Sith Apprentice CL 10	124
Dashade Mercenary Leader CL 8	73	Jedi Knight, Dual Weapon Master CL 10	125
Devaronian Scoundrel CL 1	74	Bladeborn CL 11	127
Devaronian Sneak Attacker CL 2	74	Force-Using Martial Artist CL 11	128
Devaronian Noble (female) CL 6	75	Sith Marauder CL 12	129
Baudo-class Star Yacht CL 6	75	Jedi Knight CL 12	130
Devaronian "devil-man" Bodyguard (bio-freak) CL 6	76	Sith Mage CL 14	131
Draethos Warrior CL 2	77	Cathar Knight of Shanaara CL 14	133
Dug Hidden Attacker CL 1	77	Sith Marauder, Dual Weapon Master CL 15	135
Dug Fringer CL 2	78	Jedi Knight, Dual Weapon Master CL 15	136
Duros Scoundrel CL 1	79	Nagai Elite Sith Guardian CL 15	137
Duros on Raptor Speeder Bike CL 2	79	Lord Akaido, Nagai Sith CL 15	138
Raptor speeder bike stats	79	Blood Carver Dark Jedi CL 16	140
Falleen Crime Lord CL 11	80	Gray Jedi Sentinel CL 16	141
Feeorin Poison Edge Assassin CL 11	81	Mando Sith CL 16	142
Gamorrean Bruiser CL 1	82	Celegian Mind Flayer CL 16	143
Gamorrean Pounder CL 2	82	Sith Lord CL 18	145
Gamorrean Gangster CL 2	82		
Snort, Gamorrean Martial Arts Master CL 13	83		
Gran Bodyguard CL 3	84		
Hutt Crime Lord CL 9	85		
Ithorian Howler CL 2	86		
Ithorian Banshee CL 4	86		
Neimoidian Corporate Agent CL 13	87		
Nelvaanian Anointed Hunter CL 1	88		
Nelvaanian Fleche CL 2	88		
Nelvaanian Spearmaster CL 4	88		
Quarren Mobster CL 3	89		
Rodian Blade-for-Hire CL 1	89		
Rodian Brute CL 1	90		
Rodian Mercenary CL 4	90		
Togorian Warrior CL 3	91		
Togorian Smasher CL 11	91		
Margrave of Togoria CL 17	92		
Togruta Bounty Hunter CL 5	93		
Togruta Ambusher CL 8	94		
Trandoshan Gangster CL 2	95		
Trandoshan Fighter CL 5	95		
Tusken Raider CL 1	96		
Tusken Raider CL 2	96		
Twii'lek Thug CL 1	97		
Twii'lek Thug CL 2	97		
Twii'lek Scoundrel CL 1	98		
Twii'lek Scoundrel CL 2	98		
Twii'lek Scout CL 4	99		
Twii'lek Bodyguard CL 7	100		
Umbaran Crime Lord CL 7	101		
Verpine Biotech Scientist CL 15	102		
Weequay Mercenary Bio-freaks CL 3	103		
Wookiee Fury CL 1	104		
Wookiee Rage CL 2	104		
Wookiee Wrath CL 3	105		
Wookiee Bowcaster Marksman CL 5	105		
Yuuzhan Vong Order of the Serpent CL 1	106		
Zabrak Bodyguard CL 1	106		
Jedi, Sith, & other force users	107		
Dark Jedi / Sith Lightsaber Duelist CL 1	107		
Jedi Guardian CL 1	108		
Bith Jedi Consular CL 1	109		
Massassi Sith Defender CL 2	110		
Massassi Sith Defender CL 6	111		
Warrior of Vahl CL 2	112		
Vahl's Firebrand CL 6	113		
Jensaarai Defender CL 3	114		
Trandoshan Sith Abomination CL 4	115		
Dark Jedi / Sith Lightsaber Duelist CL 4	116		
Jedi Guardian CL 4	117		
Pau'an Jedi Guardian CL 6	118		
Sith Assassin CL 6	119		
Sith Haze CL 7	120		
Twii'lek Jedi (or Sith) CL 7	121		
Dark Jedi / Sith Lightsaber Duelist CL 7	122		
Jedi Guardian CL 7	123		

Soldiers (era-specific)

These soldiers are era specific (Imperial Era, Old Republic, Clone Wars). However, that doesn't mean they can't be used as a general template. You can simply change the NPC "name" and still use it even if the era is not the same.

Stormtrooper CL 1



[Stormtrooper](#)

Combat role: Ranged Teamwork
Average Imperial Stormtrooper
Medium Human nonheroic 4

XP: 200

Dark Side 1

Init +9; **Senses** low-light vision; Perception +9

Defenses Ref 18 (ff 16), Fort 12, Will 10

hp 10; **Threshold** 12

Speed 6 squares

Ranged (standard)

blaster rifle +6 (3d8)

Ranged-Area (standard)

autofire blaster rifle +1 (3d8, 2x2 area)

Ranged-Area (standard)

Ranged 6/8/10/12; frag grenade +5/+3/+0/-5 (4d6, 2-square burst)

Aid Another, Coordinated Attack (standard)

Select 1 opponent and that's adjacent to you or within 30sq. Grant a single ally a +2 attack bonus on his next attack roll against that opponent. Alternatively, you can cause the opponent to take a -2 penalty on his next attack roll.

Languages Basic

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

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

Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (rifles)^H, Weapon Proficiency (pistols, rifles, simple)

Trained Skills Initiative +9, Perception +9^H

Untrained Skills Acrobatics +4, Climb +3, Deception +1, Endurance +2, Gather Information +1, Jump +3, Knowledge +2, Mechanics +2, Persuasion +1, Pilot +4, Ride +4, Stealth +4, Survival +2, Swim +3, Treat Injury +2, Use Computer +2

Possessions knife +4 (1d4+1), stormtrooper armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +4 (1d4+1)

Tactics:

Shoot with blaster rifle. Use aim (2 consecutive swift actions) to ignore cover on non-area attack. If 2 or more enemies are adjacent to each other, use autofire or frag grenade. If enemies are very hard to hit, multiple Stormtroopers can Aid Another (automatically successful)

Scout Trooper CL 2



[Scout Trooper](#)

Combat role: Ranged

XP: 400

Average Imperial Scout trooper

Medium Human nonheroic 6

Dark Side 1

Init +4; **Senses** low-light vision; Perception +10

Defenses Ref 15 (ff 14), Fort 11, Will 10

hp 21; **Threshold** 11

Speed 6 squares

Ranged (standard)

blaster rifle +6 (3d8+1)

Ranged-Area (standard)

autofire blaster rifle +1 (3d8+1, 2x2 area)

NOTE: all blaster rifle attacks include Point Blank Shot (within 30sq)

Ranged-Area (standard)

-Ranged 6; frag grenade +6 (4d6+1, 2-square burst)

-Ranged 8/10/12; frag grenade +3/+0/-5 (4d6, 2-square burst)

Languages Basic, 1 unassigned

Base Atk +4; **Grp** +5

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

Feats Armor Proficiency (light), Point Blank Shot, Vehicular Combat^H, Weapon Proficiency (pistols, rifles, simple)

Trained Skills Perception +10, Pilot +9, Stealth +9, Survival +8^H

Untrained Skills Acrobatics +4, Climb +3, Deception +2, Endurance +4, Gather Information +2, Initiative +4, Jump +3, Knowledge +4, Mechanics +4, Persuasion +2, Ride +4, Swim +3, Treat Injury +3, Use Computer +4

Possessions knife +4 (1d4), scout trooper armor (+4 Ref, +2 Perception, low-light vision), unarmed +4 (1d4)

Tactics:

Shoot with blaster rifle. Use aim (2 consecutive swift actions) to ignore cover on non-area attack. If 2 or more enemies are adjacent to each other, use autofire or frag grenade.

Scout Trooper on Speeder Bike CL 3

Combat role: Skirmisher XP: 600
Imperial Scout trooper mounted on speeder bike.

Medium Human nonheroic 6

Dark Side 1

Init +8; **Senses** low-light vision; Perception +10

Defenses Ref 15 (ff 14), Fort 11, Will 10

hp 21; **Threshold** 11

Fighting Space 2x2

Speed 12 squares (max. velocity 500km/h)

Vehicular Combat (reaction when you are hit with a weapon; 1/round)

When piloting a vehicle; Pilot +8 vs incoming attack roll. Negate the hit.

Ranged (standard)

laser cannon +9 (4d10+1)

Ranged-Area (standard)

autofire laser cannon +4 (4d10+1, 2x2 area)

NOTE: all attacks include Point Blank Shot (within 120sq)

Languages Basic, 1 unassigned

Base Atk +4; **Grp** +5

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

Feats Armor Proficiency (light), Point Blank Shot^H, Vehicular

Combat, Weapon Proficiency (pistols, rifles, simple)

Trained Skills Perception +10, Pilot +8, Stealth +9, Survival +8^H

Untrained Skills Acrobatics +4, Climb +3, Deception +2,

Endurance +4, Gather Information +2, Initiative +4 (may use Pilot

+8 instead when riding Speeder Bike), Jump +3, Knowledge +4,

Mechanics +4, Persuasion +2, Ride +4, Swim +3, Treat Injury +3,

Use Computer +4

Possessions knife +4 (1d4), scout trooper armor (+4 Ref, +2

Perception, low-light vision), unarmed +4 (1d4)

Tactics:

Use the laser cannon vehicle weapon. If 2 or more enemies are adjacent to each other, use laser cannon autofire.

Speeder Bike stats

Large ground vehicle (speeder)

Defenses Ref 17 (ff 10), Fort 14; +1 armor

hp 40; **DR** 5; **Threshold** 19

Speed 12 squares (max. velocity 500km/h)

Fighting Space 2x2; **Cover** none

Atk Options autofire (laser cannon)

Abilities Str 18, Dex 24, Con --, Int 14

Crew 1 (Scout Trooper); **Passengers** 1

Cargo 3kg; **Consumables** 1 day; **Carried Craft** none

Laser cannon (pilot); **Dmg** 4d10

Heavy Stormtrooper CL 2



[Heavy Stormtrooper](#)

Combat role: Ranged XP: 400

Stormtrooper with heavy weapons

Medium Human nonheroic 8

Dark Side 1

Init +11; **Senses** low-light vision; Perception +8

Defenses Ref 18 (ff 16), Fort 13, Will 9

hp 28; **Threshold** 13

Speed 6 squares

Ranged ♦ **Braced Burst Fire** (2 swift + standard)

heavy repeating blaster +8 (5d10+1)

Ranged-Area ♦ **Braced Autofire Sweep** (2 swift + standard)

heavy repeating blaster +8 (3d10+1, 2x2 area or a 6-sq cone originating within los & 50sq)

Ranged ♦ **Burst Fire** (standard)

heavy repeating blaster +5 (5d10+1)

Ranged-Area ♦ **Autofire Sweep** (standard)

heavy repeating blaster +5 (3d10+1, 2x2 area or a 6-sq cone originating within los & point blank)

NOTE: all attacks include Point Blank Shot (within 50sq)

Languages Basic

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

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

Feats Armor Proficiency (light), Autofire Sweep, Burst Fire, Point Blank Shot, Weapon Focus (heavy)^H, Weapon Proficiency (heavy, simple)

Trained Skills Initiative +11, Perception +8^H

Untrained Skills Acrobatics +6, Climb +5, Deception +3, Endurance +5, Gather Information +3, Jump +5, Knowledge +4, Mechanics +4, Persuasion +3, Pilot +6, Ride +6, Stealth +6, Survival +3, Swim +5, Treat Injury +3, Use Computer +4

Possessions knife +7 (1d4+1), stormtrooper armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +7 (1d4+1)

Tactics:

Attack a single target for big damage with Burst Fire. Or attack all targets within a 6-square cone with Autofire Sweep. Use 2 swift actions to brace and reduce attack penalties.

B1 Series Battle Droid CL 1



[B1 Series Battle Droid](#)

Combat role: Ranged

XP: 200

Cheap battle droids used during Clone Wars

Medium droid (4th-degree) nonheroic 3

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

Defenses Ref 9 (ff 9), Fort 11, Will 10

hp 11; **Threshold** 11

Immune droid traits (poison, disease, radiation, atmospheric, vacuum, mind effects, stunning)

Speed 6 squares (walking)

Ranged (standard)

blaster carbine +1 (3d8)

Languages Basic, Binary

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

Abilities Str 13, Dex 9, Con -, Int 9, Wis 10, Cha 10

Feats Toughness, Weapon Proficiency (heavy, pistols, rifles, simple)

Trained Skills Perception +6

Untrained Skills Acrobatics +0, Climb +2, Deception +1, Endurance +1, Gather Information +1, Initiative +0, Jump +2, Knowledge +0, Mechanics +0, Persuasion +1, Pilot +0, Ride +0, Stealth +0, Survival +1, Swim +2, Treat Injury +1, Use Computer +0

Systems 2 hand appendages, integrated comlink, remote receiver, vocabulator, walking locomotion

Possessions unarmed +3 (1d4+1)

Tactics:

Just shoot. Use aim (2 consecutive swift actions) to ignore cover.

B2 Series Super Battle Droid CL 2



[B2 Series Super Battle Droid](#)

Combat role: Ranged

XP: 400

Standard battle droid

Medium droid (4th-degree) nonheroic 6

Init +5; **Senses** Perception +8

Defenses Ref 14 (ff 14), Fort 10, Will 10

hp 21, **Threshold** 10

Immune droid traits (poison, disease, radiation, atmospheric, vacuum, mind effects, stunning)

Speed 6 squares (walking)

Ranged (standard)

-wrist blasters +7 (3d8)

-wrist blasters +5 (4d8) with Rapid Shot

Ranged-Area (standard)

autofire wrist blasters +2 (3d8, 2x2 area)

Aid Another ♦ **Synchronized Fire Circuits** (standard)

Select 1 opponent; wrist blasters +7 vs Ref 10; grant a single droid ally (that's connected to same remote processor) a +5 attack bonus on his next attack roll against that opponent.

Languages Basic, Binary

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

Abilities Str 11, Dex 14, Con -, Int 10, Wis 11, Cha 7

Feats Armor Proficiency (light), Rapid Shot, Toughness, Weapon Focus (wrist blaster), Weapon Proficiency (heavy weapons, rifles, simple)

Trained Skills Perception +8

Untrained Skills Acrobatics +5, Climb +4, Deception +1, Endurance +3, Gather Information +1, Initiative +5, Jump +4, Knowledge +3, Mechanics +3, Persuasion +1, Pilot +5, Ride +5, Stealth +5, Survival +3, Swim +4, Treat Injury +3, Use Computer +3

Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, vocabulator, plasteel shell (+2 armor)

Possessions wrist blasters (treat as blaster rifle), unarmed +4 (1d4)

Tactics:

For easy-to-hit targets, use Rapid Shot. For harder targets, use basic attack, autofire, or aid another B2 Battle Droid. Use aim (2 consecutive swift actions) to ignore cover on non-area attacks.

Droideka Series Destroyer Droid CL

4



[Droideka Series Destroyer Droid](#)

Combat role: Ranged XP: 800

Droideka Destroyer Droid, as seen in the movies

Large droid (4th-degree) nonheroic 12

Init +14; **Senses** Perception +12

Defenses Ref 17 (ff 15), Fort 13, Will 11

hp 40; **SR** 20; **Threshold** 18

Immune droid traits (poison, disease, radiation, atmospheric, vacuum, mind effects, stunning)

Speed 2 squares (walking), 10 squares (wheeled); must spend a move action to engage wheeled locomotion and a move action to disengage it

Fighting Space 2x2

Ranged (full-round)

-laser cannon +12/+12 (3d8+1)

-laser cannon +10/+10 (4d8+1) with Rapid Shot

Ranged-Area (full-round)

autofire laser cannon +7/+7 (3d8+1, 2x2 area)

Ranged (standard)

-laser cannon +14 (3d8+1)

-laser cannon +12 (4d8+1) with Rapid Shot

Ranged-Area (standard)

autofire laser cannon +9 (3d8+1, 2x2 area)

NOTE: all attacks include Point Blank Shot (within 30sq)

Recharge Shields (3 swift, may be spend across consecutive turns)

Endurance +6 vs DC 20; regain SR 5

Languages Basic (understand only), Binary

Base Atk +9; **Grp** +17

Abilities Str 16, Dex 17, Con -, Int 8, Wis 12, Cha 7

Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Rapid Shot, Skill Training (Initiative) Weapon Focus (rifles), Weapon Proficiency (rifles)

Trained Skills Initiative +14, Perception +6

Untrained Skills Acrobatics +9, Climb +9, Deception +4, Endurance +6, Gather Information +4, Jump +9, Knowledge +5, Mechanics +5, Persuasion +4, Pilot +9, Ride +9, Stealth +4, Survival +7, Swim +9, Treat Injury +7, Use Computer +5

Systems integrated comlink, quadranium plating, remote receiver, shield generator (SR 20), 2 tool appendages, walking locomotion, wheeled locomotion (exclusive)

Possessions 2 laser cannons (treat as blaster rifles)

Tactics:

Use full-round attack with 2 laser cannons. Use autofire if PC's are bunched together. If not, use Rapid Shot.

Clone Trooper CL 2



[Clone Trooper](#)

Combat role: Ranged Teamwork

XP: 400

Average clone trooper used during Clone Wars

Medium Human nonheroic 6

Init +11; **Senses** low-light vision; Perception +10

Defenses Ref 19 (ff 16), Fort 12, Will 10

hp 15; **Threshold** 12

Speed 6 squares

Aid Another + **Rapport** (standard)

Select 1 opponent. Blaster rifle +9 vs Ref 10. Grant a single ally a +4* attack bonus on his next attack roll against that opponent.

*Note: The +4 bonus consists of a +2 insight bonus and a +2 untyped bonus

Ranged (standard)

blaster rifle +9 (3d8+1)

Ranged-Area (standard)

autofire blaster rifle +4 (3d8+1, 2x2 area)

NOTE: all blaster rifle attacks include Point Blank Shot (within 30sq)

Ranged-Area (standard)

-Ranged 6; frag grenade +8 (4d6+1, 2-square burst)

-Ranged 8/10/12; frag grenade +5/+2/-3 (4d6, 2-square burst)

Languages Basic

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

Abilities Str 15, Dex 16, Con 10, Int 12, Wis 10, Cha 8

Special Qualities Rapport

Feats Armor Proficiency (light), Point Blank Shot, Rapport, Weapon Focus (rifles)^H, Weapon Proficiency (pistols, rifles, simple)

Trained Skills Endurance +8^H, Initiative +11, Perception +10

Untrained Skills Acrobatics +6, Climb +5, Deception +2, Gather Information +2, Jump +5, Knowledge +4, Mechanics +4, Persuasion +2, Pilot +6, Ride +6, Stealth +6, Survival +3, Swim +5, Treat Injury +3, Use Computer +4

Possessions knife +6 (1d4+2), Clone trooper armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +6 (1d4+2)

Tactics:

Just shoot. If opponents too hard to hit, use aid another for +4 boost.

Rebel Trooper CL 1



[Rebel Trooper](#)

Combat role: Ranged XP: 200

Average rebel trooper during the Rebellion era

Medium Human nonheroic 3

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

Defenses Ref 13 (ff 12), Fort 10, Will 11

hp 8; **Threshold** 10

Speed 6 squares

Republic Military Training (reaction to an incoming attack; 1/enc □)

Gain DR 10 against the attack if you have cover from the attacker, even if your attacker uses aim to ignore your cover bonus to Reflex.

Ranged ♦ **Trench Warrior** (standard)

blaster pistol +4 (3d6); when you are adjacent to a wall or object that provides you with cover from a target's ranged attacks, you gain a +1 circumstance bonus on attack rolls against that target.

Languages Basic

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

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

Feats Armor Proficiency (light), Republic Military Training^H, Trench Warrior, Weapon Focus (pistols), Weapon Proficiency (pistols, simple)

Trained Skills Initiative +7, Perception +7^H

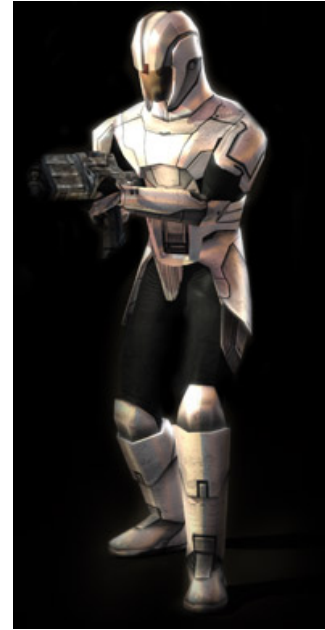
Untrained Skills Acrobatics +2, Climb +1, Deception +0, Endurance +1, Gather Information +0, Jump +1, Knowledge +1, Mechanics +1, Persuasion +0, Pilot +2, Ride +2, Stealth +2, Survival +2, Swim +1, Treat Injury +2, Use Computer +1

Possessions blast helmet and vest (+2 Ref), knife +2 (1d4), unarmed +2 (1d4)

Tactics:

Find cover so you can use Republic Military Training and Trench Warrior. Use aim (2 consecutive swift actions) to ignore cover.

Sith Trooper CL 1



[Sith Trooper](#)

Combat role: Ranged XP: 200

Sith trooper common in the Old Republic.

Medium Human nonheroic 4

Dark Side 1

Init +8; **Senses** low-light vision, Perception +9

Defenses Ref 17 (ff 16), Fort 12, Will 10

hp 10; **Threshold** 12

Speed 6 squares

Sith Military Training (reaction, when you deal damage that exceeds target's DT or reduce target to 0 hp; mind-affecting effect; 1/enc □)

All enemies within 6sq of target take -2 penalty to their defenses until the end of your next turn.

Ranged (standard)

blaster rifle +5 (3d8)

Ranged-Area (standard)

autofire blaster rifle +0 (3d8, 2x2 area)

Ranged (standard)

Ranged 6/8/10/12; frag grenade +4/+2/-1/-6 (4d6, 2-square burst)

Languages Basic

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

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

Feats Armor Proficiency (light), Sith Military Training, Weapon Focus (rifles)^H, Weapon Proficiency (pistols, rifles, simple weapons)

Trained Skills Initiative +8, Perception +9^H

Untrained Skills Acrobatics +2, Climb +2, Deception +0, Endurance +1, Gather Information +0, Jump +2, Knowledge +1, Mechanics +1, Persuasion +0, Pilot +2, Ride +2, Stealth +2, Survival +1, Swim +2, Treat Injury +1, Use Computer +1

Possessions short sword +4 (1d6+1), Sith trooper armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +4 (1d4+1)

Tactics:

Shoot with blaster rifle. If 2 or more enemies are adjacent to each other, use autofire or frag grenade.

Mandalorian Charger CL 4



[Mandalorian Charger](#)

Combat role: Ranged Skirmisher XP: 800

Armored Mandalorian with charging fire attack

Medium Human nonheroic 6/soldier 2

Force 9 (2d6)

Init +12; **Senses** low-light vision; Perception +5

Defenses Ref 19 (ff 16), Fort 17, Will 11, see Warrior's Determination

hp 34; **second wind** +12/17 ; **Threshold** 17

Speed 6 squares; fly 6 squares with jet pack

Warrior's Determination (reaction; 1/enc)

Ignore one non-Force related effect, talent, skill, or ability that exceeds your Will Defense. If you spend a Force Point, you can ignore one mind-affecting effect, even if it is the result of a Force power, technique, or secret.

Charging Fire, Mandalorian Training, Maniacal Charge

When you charge, you gain a +2 bonus to a ranged attack made at the end of a charge. Also, you can make a Persuasion check +10 as a free action to intimidate your target and each enemy you pass within 1 square of. When your check succeeds against an enemy you pass, it cannot make an AoO against you. When your check succeeds against your target, it loses its Dex bonus to Ref and is considered flat-footed until the start of your next turn. As with a normal charge, you take a -2 penalty to Ref, but you also gain a +2 morale bonus to Will until the beginning of your next turn.

Ranged (standard)

heavy blaster rifle +10* (3d10+2)

Ranged-Area (standard)

autofire heavy blaster rifle +5* (3d10+2, 2x2 area)

*When firing at a target adjacent to you, gain +1 attack and +1 die of damage.

NOTE: all blaster rifle attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 30sq

Activate jet pack (swift)

Gain fly speed of 6 squares. No swift action is required for subsequent rounds of use. If you land after moving more than 12sq in a turn, must succeed Pilot +7 vs DC 20 or fall prone

Languages Basic

Base Atk +6; **Grp** +9

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

Talents Warrior's Determination

Feats Armor Proficiency (light), Charging Fire, Mandalorian Training, Maniacal Charge, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons), Zero Range^H

Trained Skills Initiative +12^H, Persuasion +8 (add +2 bonus to Intimidate)

Untrained Skills Acrobatics +7, Climb +5, Deception +3, Endurance +5, Gather Information +3, Jump +5, Knowledge +4, Mechanics +4, Perception +5, Pilot +7, Ride +7, Stealth +7, Survival +3, Swim +5, Treat Injury +3, Use Computer +4
Possessions bayonet +7 (1d8+3), jet pack, light beskar'gam with helmet package (+5 Ref, +2 Fort, +2 Perception, +2 Persuasion to Intimidate), unarmed +7 (1d4+2)

Tactics:

Charge and gain benefits of charging. When adjacent to enemy, gain attack and damage die bonus. Use Warrior's Determination when targeted with an effect that exceeds your Will.

Mandalorian Defender CL 13



[Mandalorian Defender](#)

Combat role: Soldier XP: 2600
Mandalorian with high hp and damage reduction and multiple second winds; good at protecting comrades.

Medium Human soldier 1/nonheroic 8/elite trooper 10

Force 15 (3d6) ; **Dark Side** 2

Init +17; **Senses** low-light vision; Perception +16

Defenses Ref 24 (ff 22), Fort 34, Will 21

hp 191; **second wind** +47/95, 2/enc ; **DR** 10 or **DR** 12 if within 10sq of an ally, applies to lightsabers; **Threshold** 34

Speed 4 squares; fly 6 squares with jet pack

Defensive Reactions

Bodyguard's Sacrifice (reaction to any successful attack against an adjacent ally)

You can choose to take any or all of that attack's damage, and the remainder is dealt to the target as normal. Once you use this talent, you may not use it again until the end of your next turn.

Delay Damage (reaction, 1/enc)

Delay the effect of a single attack, ability, or effect used against you. The damage or effect does not take hold until the end of your next turn.

Never Surrender (reaction when you are reduced to 0 hp for the first time in the encounter)

Endurance +18 vs damage taken. If succeed, you are instead reduced to 1 hp.

Attack Options

Harm's Way (swift, 1/round)

Shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Guard's Endurance

Whenever you begin your turn adjacent to the target of your Ward talent, you gain 19 bonus hp until the start of your next turn. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. Bonus hit points from different sources do not stack.

Ward (swift)

Designate one adjacent ally. Until the end of your next turn, as long as that ally remains adjacent to you, you are considered to be providing that ally with soft cover (+5 cover to Ref) against all attacks. You cannot be designated as the target of this talent (such as, when it is used by an ally) if you have used this talent since the start of your last turn, and you cannot use this talent if you are currently designated as another ally's ward.

Indomitable (swift; 1/day)

Move +5 CT. This does not remove any persistent conditions that may be affecting you.

Shake it Off (2 swift, can be spread over 2 consecutive rounds)

Move +1 CT by spending 2 swift actions instead of 3.

Heavy Energy Shields (swift to activate; 1/enc)

Gain SR 30 against any weapons that deal energy damage until end of the encounter. The shields also protect against weapons that deal "energy and slashing" or "energy and piercing" damage, such as lightsabers, bowcasters, and electrostaves. A weapon that deals any other type of damage bypasses the SR. While shield is activated, you take -10 penalty on attacks and selected skills (Acrobatics, Climb, Endurance, Initiative, Jump, Swim, Stealth)

Fight defensively (standard)

Make no attacks to gain +5 dodge to Ref and -5 on AoO's until start of your next turn. If you make no attacks (including no AoO's) your dodge bonus to Ref becomes +10 instead of +5

Ranged (standard)

heavy blaster rifle +22* (3d10+6)

Ranged-Area (standard)

autofire heavy blaster rifle +17* (3d10+6, 2x2 area)

Ranged (standard)

blaster carbine +22* (3d8+6)

Ranged-Area (standard)

autofire blaster carbine +17* (3d8+6, 2x2 area)

*1/enc when you reduce an opponent's to 0 hp, you gain a +5 attack bonus with your next attack during the same encounter. NOTE: all attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 30sq for heavy blaster rifle, and 20sq for blaster carbine.

Activate jet pack (swift)

Gain fly speed of 6 squares. No swift action is required for subsequent rounds of use. If you land after moving more than 12sq in a turn, must succeed Pilot +17 vs DC 20 or fall prone

Languages Basic, Mando'a, 1 unassigned

Base Atk +17; **Grp** +20

Abilities Str 10, Dex 16, Con 18, Int 12, Wis 11, Cha 9

Special Qualities delay damage

Talents Armored Mandalorian, Guard's Endurance, Indomitable, Mandalorian Glory, Strength in Numbers, Ward

Feats Armor Proficiency (heavy, light, medium), Extra Second Wind, Martial Arts I, Never Surrender, Point Blank Shot, Shake it Off^H, Skill Training, Tech Specialist, Unstoppable Combatant, Weapon Proficiency (pistols, rifles, simple weapons)

Trained Skills Acrobatics +17, Endurance +18, Initiative +17, Mechanics +15, Perception +16^H, Pilot +17

Untrained Skills Climb +9, Deception +8, Gather Information +8, Jump +9, Knowledge +10, Persuasion +8, Ride +12, Stealth +12, Survival +9, Swim +9, Treat Injury +9, Use Computer +10

Possessions blaster carbine (tech specialist mod: +1 attack), heavy beskar'gam (+10 Ref, +5 Fort; tech specialist mod: Fortifying armor +1; helmet package: low-light vision, +2 equipment to Perception), heavy blaster rifle (tech specialist mod: +1 attack), Heavy Energy Shields (SR 30), jet pack, unarmed +17 (1d6+5; you are considered armed)

Tactics:

Put this guy adjacent to other allies so he can use Ward and gain 19 bonus hp every turn. Also, his DR increases to 12 if he's within 10sq of an ally (lightsabers don't ignore his DR). If you want protection against blasters and energy weapons, use the Heavy Energy Shield to gain SR 30 (but you take -10 penalty on attacks and certain skills)

Use Shake it off and Indomitable to move up the CT, and 2 second winds for a big hp boost. If you want a +10 Ref boost, use fight defensively with no attacks. If you want to fight defensively and still make AoO's with the blaster carbine, just take -5 attack and +5 dodge to Ref.

Mandalorian Heavy Trooper CL 15

Combat role: Ranged Soldier XP: 3000
Very tough, flying, armored, concussion-grenade-shooting Mandalorian.

Medium Human soldier 11/elite trooper 4
Force 13 (3d6) ; **Dark Side** 4
Init +16; **Senses** low-light vision; Perception +14
Defenses Ref 35 (ff 33), Fort 35, Will 25
hp 141; **second wind** +35/70 & move +2 CT ; **DR** 2, applies to lightsabers; **Threshold** 33
Speed 4 squares; fly 6 squares with jet pack

Delay Damage (reaction, 1/enc)
Delay the effect of a single attack, ability, or effect used against you. The damage or effect does not take hold until the end of your next turn.

Never Surrender (reaction when you are reduced to 0 hp for the first time in the encounter)
Endurance +14 vs damage taken. If succeed, you are instead reduced to 1 hp.

Activate jet pack (swift)
Gain fly speed of 6 squares. No swift action is required for subsequent rounds of use. If you land after moving more than 12sq in a turn, must succeed Pilot +16 vs DC 20 or fall prone

Shake it Off (2 swift, can be spread over 2 consecutive rounds)
You can move +1 CT by spending 2 swift actions instead of 3.

Ranged (standard)
concussion grenade launcher +22* (8d6+17 bludgeoning, 2-square burst); 4 shots, reloading is a full-round action. You gain concealment against targets damaged until the beginning of your next turn (concealment imposes a -2 attack penalty).

Ranged (standard)
autofire heavy repeating blaster +17* (3d10+12, 2x2 area)

Ranged (2 swift + standard)
braced heavy repeating blaster +20* (3d10+12, 2x2 area)

*Treat DT as 5 lower, treat DR as 5 lower.

*Can reroll the lowest damage die (mtr)

*When you use a FP when making an attack, you can reroll the attack and take the better result. Apply the results of the die from the FP to the better result.

NOTE: all attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 50sq

Languages Basic, Mando'a, 2 unassigned

Base Atk +15; **Grp** +19

Abilities Str 13, Dex 18, Con 14, Int 17, Wis 10, Cha 8

Special Qualities delay damage

Talents Armored Defense, Devastating Attack (heavy weapons), Greater Weapon Focus (heavy weapons), Greater Weapon Specialization (heavy weapons), Improved Armor Defense, Penetrating Attack (heavy weapons), Tested in Battle, Weapon Specialization (heavy weapons)

Feats Armor Proficiency (heavy, light, medium), Assured Attack^H, Flash and Clear, Instinctive Attack, Martial Arts I, Never Surrender, Point Blank Shot, Shake it Off, Superior Tech, Tech Specialist, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Trained Skills Endurance +14, Initiative +16, Knowledge (tactics) +15^H, Mechanics +15, Perception +14, Pilot +16, Use Computer +15

Untrained Skills Acrobatics +11, Climb +8, Deception +6, Gather Information +6, Jump +8, Knowledge +10, Persuasion +6 (+2 circumstance bonus to intimidate), Ride +11, Stealth +11, Survival +7, Swim +8, Treat Injury +7

Possessions grenade launcher (superior tech: superior damage +5), heavy beskar'gam (+12 Ref, +4 Fort; tech specialist mod: +2 Ref; helmet package +2 equipment to Perception and low-light vision), heavy repeating blaster, jet pack, unarmed +16 (1d6+8; you are considered armed)

Tactics:

Activate jet pack and shoot with grenade launcher. If your attack roll is low, use a FP to roll again and take the better result and add the FP die to your result. Use Shake it off and second wind to move up the CT. Works well with other ranged NPC's, but not with melee NPC's.



[Mandalorian Heavy Trooper](#)

Soldiers (variable era)

The following statblocks can be used as Stormtroopers, Clone Troopers, Sith Troopers, Republic Troopers (Old Republic, New Republic, or Legacy Era), Rebel Troopers, or Mandalorians. Note that the only difference between these troopers is their armor. Stormtroopers, Clone Troopers, Sith Troopers, and Mandalorians all wear armor that provides the same bonuses, that is +6 Ref, +2 Fort, +3 Max Dex, and helmet package that provides +2 equipment bonus to Perception and low-light vision.

Republic Troopers (Old Republic, New Republic, or Legacy Era) wear Republic light armor (Ref +4, Fort +1, Max Dex +3). Rebel Troopers wear Blast helmet and vest (Ref +2, Max Dex +5). Neither of these two Troopers have a helmet package, therefore no +2 equipment bonus to Perception and no low-light vision

If you want to use the following statblocks as Stormtroopers, Clone Troopers, Sith Troopers, or Mandalorians, you can use them as-written. For Republic Troopers and Rebel Troopers, use the alternate **Defenses**, **Senses**, and **Possessions**, provided.



Old Republic Trooper, Sith Trooper, Mandalorian Neo-Crusader



Clone Trooper, Stormtrooper, Rebel Trooper



Galactic Alliance Trooper (Legacy Era)

Basic Trooper CL 1

Combat role: Ranged XP: 200
Average Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian soldier

For Republic Troopers, use:

Defenses Ref 16 (ff 14), Fort 12, Will 10; **Threshold** 12; **Senses** Perception +6; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 14 (ff 12), Fort 11, Will 10; **Threshold** 11; **Senses** Perception +6; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 3

Init +8; **Senses** low-light vision; Perception +8

Defenses Ref 18 (ff 16), Fort 13, Will 10

hp 10; **Threshold** 13

Speed 6 squares

Ranged (standard)

blaster rifle +5 (3d8)

Ranged-Area (standard)

autofire blaster rifle +0 (3d8, 2x2 area)

Ranged-Area (standard)

Ranged 6/8/10/12; frag grenade +4/+2/-1/-6 (4d6, 2-square burst)

Languages Basic

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

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

Feats Armor Proficiency (light), Skill Training (Perception)^H, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple)

Trained Skills Initiative +8, Endurance +7^H, Perception +8

Untrained Skills Acrobatics +3, Climb +1, Deception +0, Gather Information +0, Jump +1, Knowledge +0, Mechanics +0, Persuasion +0, Pilot +3, Ride +3, Stealth +3, Survival +1, Swim +1, Treat Injury +1, Use Computer +0

Possessions knife +2 (1d4), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +2 (1d4)

Tactics:

Just shoot. Use aim (2 consecutive swift actions) to ignore cover on non-area attacks.

Grenadier Trooper CL 2



[Grenadier Trooper](#)

Combat role: Ranged XP: 400
Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian grenade thrower.

For Republic Troopers, use:

Defenses Ref 16 (ff 14), Fort 11, Will 9; **Threshold** 11; **Senses** Perception +7; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 14 (ff 12), Fort 10, Will 9; **Threshold** 10; **Senses** Perception +7; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 6

Dark Side 1

Init +5; **Senses** low-light vision; Perception +9

Defenses Ref 18 (ff 16), Fort 12, Will 9

hp 15; **Threshold** 12

Speed 6 squares

Angled Throw

When throwing a grenade, you can ignore cover and improved cover (but not total cover) if your attack roll beats Ref 15

Flash and Clear

When you damage a target with a grenade, you gain concealment against that target until the beginning of your next turn

Ranged-Area (standard)

-Ranged 8; frag grenade +8 (4d6, 2-sq burst)

-Ranged 10/12/14; frag grenade +6/+3/-2 (4d6, 2-sq to 4-sq burst)

Ranged-Area (standard)

-Ranged 8; adhesive grenade +8 (2-sq burst); target(s) must succeed Grp check vs attack roll or they can't move for 3 rounds.

-Ranged 10/12/14; adhesive grenade +6/+3/-2 (2-sq to 4-sq burst)

Ranged-Area (standard)

-Ranged 8; CryoBan grenade +8 (3d6, 2-sq burst); if attack roll beats Fort, target(s) speed reduced to 2sq until end of its next turn.

-Ranged 10/12/14; CryoBan grenade +6/+3/-2 (3d6, 2-sq to 4-sq burst)

Languages Basic

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

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

Feats Angled Throw^H, Armor Proficiency (light), Artillery Shot, Flash and Clear, Mighty Throw, Weapon Proficiency (pistols, simple)

Trained Skills Mechanics +8, Perception +9^H

Untrained Skills Acrobatics +5, Climb +5, Deception +2, Endurance +3, Gather Information +2, Initiative +5, Jump +5, Knowledge +3, Persuasion +2, Pilot +5, Ride +5, Stealth +5, Survival +2, Swim +5, Treat Injury +2, Use Computer +3

Possessions knife +6 (1d4+2), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +6 (1d4+2)

Tactics:

Throw various types of grenades Keep within 8sq to for highest attack bonus. Or, if a target is at 9-10 squares distance, you take a -2 attack penalty, but can increase grenade's splash range to 3 or 4 squares.

Heavy Trooper CL 3



[Heavy Trooper](#)

Combat role: Ranged XP: 600
Heavy Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian soldier capable of causing big damage against a single target.

For Republic Troopers, use:

Defenses Ref 17 (ff 13), Fort 12, Will 9; **Threshold** 12; **Senses** Perception +8; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 15 (ff 11), Fort 11, Will 9; **Threshold** 11; **Senses** Perception +8; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 9

Init +12; **Senses** low-light vision; Perception +10

Defenses Ref 19 (ff 15), Fort 13, Will 9

hp 31; **Threshold** 13

Speed 6 squares

Precise Shot, Sniper

All your ranged attacks ignore soft cover (that is, the cover bonus to Ref provided by characters, creatures or droids); also ignore the -5 attack penalty for shooting into melee.

Ranged ♦ **Braced Burst Fire** (2 swift + standard)

braced heavy repeating blaster +9 (5d10+1)

Ranged-Area ♦ **Brace** (2 swift + standard)

braced autofire heavy repeating blaster +9 (3d10+1, 2x2 area)

Ranged ♦ **Burst Fire** (standard)

heavy repeating blaster +6 (5d10+1)

Ranged-Area (standard)

autofire heavy repeating blaster +6 (3d10+1, 2x2 area)

NOTE: all heavy repeating blaster attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 50sq

Languages Basic

Base Atk +6; **Grp** +9

Abilities Str 13, Dex 16, Con 12, Int 8, Wis 8, Cha 8

Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Precise Shot, Sniper, Weapon Focus (heavy)^H, Weapon Proficiency (heavy, simple)

Trained Skills Initiative +12, Perception +10^H

Untrained Skills Acrobatics +7, Climb +5, Deception +3, Endurance +5, Gather Information +3, Jump +5, Knowledge +3, Mechanics +3, Persuasion +3, Pilot +7, Ride +7, Stealth +7, Survival +3, Swim +5, Treat Injury +3, Use Computer +3

Possessions knife +7 (1d4+1), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +7 (1d4+1)

Tactics:

Used Braced Burst Fire for maximum damage against a single target. Ignore soft cover bonus and shooting into melee penalty.

Advanced Melee Trooper CL 2



[Advanced Melee Trooper](#)

Combat role: Melee XP: 400

Melee Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian with a powerful charge.

For Republic Troopers, use:

Defenses Ref 15 (ff 14), Fort 12, Will 9; **Threshold** 12; **Senses** Perception +2; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 13 (ff 12), Fort 11, Will 9; **Threshold** 11; **Senses** Perception +2; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 6

Init +9; **Senses** low-light vision; Perception +4

Defenses Ref 17 (ff 16), Fort 13, Will 9

Defenses if used Powerful Charge Ref 15 (ff 14)

hp 21; **Threshold** 13

Speed 6 squares

Melee ♦ **Powerful Charge** (standard)

Charge 2-6sq; vibrosword +11 (2d8+5). You take a -2 Ref penalty until start of your next turn. Once per encounter , when you charge, turn a natural attack roll of 17+ into a critical hit.

Melee ♦ **Powerful Charge, Mighty Swing** (2 swift + standard)

Charge 2-6sq; vibrosword +11 (3d8+5). <see above for same details>

Melee ♦ **Mighty Swing** (2 swift + standard)

vibrosword +7 (3d8+4)

Melee (standard)

vibrosword +7 (2d8+4)

Ranged-Area (standard)

Ranged 6/8/10/12; frag grenade +5/+3/+0/-5 (4d6, 2-square burst)

Languages Basic

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

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

Feats Armor Proficiency (light), Fleche^H, Mighty Swing, Powerful Charge, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, simple)

Trained Skills Endurance +9^H, Initiative +9

Untrained Skills Acrobatics +4, Climb +5, Deception +2, Gather Information +2, Jump +5, Knowledge +2, Mechanics +2, Perception +4, Persuasion +2, Pilot +4, Ride +4, Stealth +4, Survival +2, Swim +5, Treat Injury +2, Use Computer +2

Possessions vibrodagger +7 (2d4+2); [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +6 (1d4+2)

Tactics:

Powerful Charge into combat. If you get a natural roll of 17+ when charging, you can turn it into a critical hit. Once in melee range, spend 2 swift actions for +1 die damage with Mighty Swing.

Anti-Personnel Trooper CL 2



[Anti-Personnel Trooper](#), [Heavy Suppression Trooper](#)

Combat role: Ranged XP: 400
Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian autofire specialists trained to take out massive amounts of enemy troops with a hail of fire

For Republic Troopers, use:

Defenses Ref 17 (ff 14), Fort 11, Will 9; **Threshold** 11; **Senses** Perception +2; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 15 (ff 12), Fort 10, Will 9; **Threshold** 10; **Senses** Perception +2; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 6

Init +11; **Senses** low-light vision; Perception +4

Defenses Ref 19 (ff 16), Fort 12, Will 9

hp 15; **Threshold** 12

Speed 6 squares

Ranged-Area ♦ **Autofire Sweep, Assured Attack** (2 swift + standard)

braced autofire heavy assault blaster rifle +7 (3d10+1, 2x2 area, may reroll lowest damage die, mtr). Instead of targeting a 2x2 area, you may target a 6-square cone. The origin square of the cone can be any square in your los and within point-blank range (30sq). If you score a critical hit, change damage dice from d10 to d12.

Ranged-Area ♦ **Autofire Sweep, Assured Attack** (standard)

autofire heavy assault blaster rifle +4 (3d10+1, 2x2 area, may reroll lowest damage die, mtr). Instead of targeting a 2x2 area, you may target a 6-square cone. The origin square of the cone can be any square in your los and within point-blank range (30sq). If you score a critical hit, change damage dice from d10 to d12.

NOTE: all blaster rifle attack entries include Point Blank Shot (+1 attack and +1 damage within 30sq)

Languages Basic

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

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

Feats Armor Proficiency (light), Assured Attack^H, Autofire Sweep, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (rifles, simple)

Trained Skills Endurance +8^H, Initiative +11

Untrained Skills Acrobatics +6, Climb +4, Deception +2, Gather Information +2, Jump +4, Knowledge +2, Mechanics +2, Perception +4, Persuasion +2, Pilot +6, Ride +6, Stealth +6, Survival +2, Swim +4, Treat Injury +2, Use Computer +2

Possessions knife +5 (1d4+1), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +5 (1d4+1)

Tactics:

Use brace (2 swift actions) to reduce autofire attack penalties and attack a 6-square cone of enemies.

Heavy Suppression Trooper CL 3

Combat role: Ranged Controller XP: 600

Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian that suppresses enemy's attacks.

For Republic Troopers, use:

Defenses Ref 17 (ff 15), Fort 15, Will 10; **Threshold** 15; **Senses** Perception +7; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 15 (ff 13), Fort 14, Will 10; **Threshold** 14; **Senses** Perception +7; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 6/soldier 1

Force 8 (1d6) □□□

Init +10; **Senses** low-light vision; Perception +9

Defenses Ref 19 (ff 17), Fort 16, Will 10

hp 27; **second wind** +12/13 □; **Threshold** 16

Speed 6 squares

Suppress Enemy ♦ **Keep Them At Bay, Coordinated Attack, Suppression Fire** (standard; mind-affecting fear effect)

Select one opponent within point blank (30sq). Automatic success: opponent takes -5 penalty on its next attack. (Only 1 character may gain the benefits of this talent against a given target at a time.)

Then, roll blaster rifle +8 vs Will of same opponent; opponent must end its next turn in a position where it has cover from you (if possible). Targets whose level is equal to or higher than your character level (Level 7+) are immune to the effect of this feat.

Ranged (standard)

blaster rifle +8 (3d8)

Ranged-Area (standard)

autofire blaster rifle +3 (3d8, 2x2 area)

Ranged ♦ **Burst Fire** (standard)

blaster rifle +3 (5d8)

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

Languages Basic

Abilities Str 13, Dex 14, Con 12, Int 9, Wis 8, Cha 8

Talents Keep Them At Bay

Feats Armor Proficiency (light), Burst Fire, Coordinated Attack, Suppression Fire, Weapon Focus (rifles)^H, Weapon Proficiency (heavy weapons, rifles, simple weapons)

Trained Skills Initiative +10, Perception +9^H

Untrained Skills Acrobatics +5, Climb +4, Deception +2, Endurance +4, Gather Information +2, Jump +4, Knowledge +2, Mechanics +2, Persuasion +2, Pilot +5, Ride +5, Stealth +5, Survival +2, Swim +4, Treat Injury +2, Use Computer +2

Possessions bayonet +6 (1d8+2), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +6 (1d4+1)

Tactics:

Use Suppress Enemy to give 1 opponent a -5 attack penalty. If your opponent is lower than level 7 and your attack roll exceeds his Will, opponent also must move to where he has cover from you (behind another character, behind a wall, etc). Opponent will waste a move action or 2 move actions or a full-round running for cover.

Speeder Bike Trooper CL 2



[Speeder Bike Trooper](#)

Combat role: Skirmisher XP: 400
Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian trained to pilot and attack with a speeder bike

For Republic Troopers, use:

Defenses Ref 15, see Vehicular Combat (ff 14), Fort 11, Will 9;
Threshold 11; **Senses** Perception +0; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 13, see Vehicular Combat (ff 12), Fort 10, Will 9;
Threshold 10; **Senses** Perception +0; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 3

Init +18; **Senses** low-light vision; Perception +2

Defenses Ref 17, see Vehicular Combat (ff 16), Fort 12, Will 9
hp 7; **Threshold** 10

Fighting Space 2x2

Speed 12 squares (max. velocity 500km/h)

Vehicular Combat (reaction when you are hit with a weapon; 1/round)

When piloting a vehicle; Pilot +18 vs incoming attack roll; negate the hit.

Ranged (standard)

laser cannon +6* (4d10)

Ranged-Area (standard)

autofire laser cannon +1* (4d10, 2x2 area)

*1/enc , reroll an attack roll made with a vehicle weapon, mtr

Languages Basic, 1 unassigned

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

Abilities Str 10, Dex 13, Con 11, Int 12, Wis 9, Cha 8

Feats Armor Proficiency (light), Gunnery Specialist, Skill Focus (Pilot), Vehicular Combat^H, Weapon Proficiency (pistols, simple)

Trained Skills Initiative +18, Mechanics +7^H, Pilot +18

Untrained Skills Acrobatics +2, Climb +1, Deception +0, Endurance +1, Gather Information +0, Jump +1, Knowledge +2, Perception +2, Persuasion +0, Ride +2, Stealth +2, Survival +0, Swim +1, Treat Injury +0, Use Computer +2

Possessions blaster pistol +3 (3d6), knife +2 (1d4), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +2 (1d4)

Tactics:

Use the laser cannon vehicle weapon; reroll a missed attack 1/enc. If 2 or more enemies are adjacent to each other, use laser cannon autofire. Use Vehicular Combat once a round to negate a weapon hit.

If the speeder bike itself is being attacked, see stats below under "Speeder Bike stats"

Speeder Bike Trooper CL 3

Combat role: Skirmisher

XP: 600

Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian trained to pilot and attack with a speeder bike

For Republic Troopers, use:

Defenses Ref 16, see Vehicular Combat (ff 14), Fort 11, Will 9;
Threshold 11; **Senses** Perception +0; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 14, see Vehicular Combat (ff 12), Fort 10, Will 9;
Threshold 10; **Senses** Perception +0; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 6

Init +21; **Senses** low-light vision; Perception +9

Defenses Ref 18, see Vehicular Combat (ff 16), Fort 12, Will 9
hp 15; **Threshold** 10

Fighting Space 2x2

Speed 12 squares (max. velocity 500km/h)

Vehicular Combat (reaction when you are hit with a weapon; 1/round)

When piloting a vehicle; Pilot +21 vs incoming attack roll; negate the hit.

Ranged (standard)

laser cannon +9* (4d10+1)

Ranged-Area (standard)

autofire laser cannon +4* (4d10+1, 2x2 area)

*1/enc , reroll an attack roll made with a vehicle weapon, mtr

NOTE: all laser cannon attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 150sq

Languages Basic, 1 unassigned

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

Abilities Str 10, Dex 14, Con 11, Int 12, Wis 9, Cha 8

Feats Armor Proficiency (light), Gunnery Specialist, Point Blank Shot, Skill Focus (Pilot), Vehicular Combat^H, Weapon Proficiency (pistols, simple)

Trained Skills Mechanics +9, Perception +9^H, Pilot +21

Untrained Skills Acrobatics +5, Climb +3, Deception +2, Endurance +3, Gather Information +2, Initiative +5, Jump +3, Knowledge +4, Persuasion +2, Ride +5, Stealth +5, Survival +2, Swim +3, Treat Injury +2, Use Computer +4

Possessions blaster pistol +6 (3d6), knife +4 (1d4), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +4 (1d4)

Tactics:

Use the laser cannon vehicle weapon; reroll a missed attack 1/enc. If 2 or more enemies are adjacent to each other, use laser cannon autofire. Use Vehicular Combat once a round to negate a weapon hit.

If the speeder bike itself is being attacked, see stats below under "Speeder Bike stats"

Speeder Bike stats

Large ground vehicle (speeder)

Defenses Ref 17 (ff 10), Fort 14; +1 armor

hp 40; **DR** 5; **Threshold** 19

Speed 12 squares (max. velocity 500km/h)

Fighting Space 2x2; **Cover** none

Atk Options autofire (laser cannon)

Abilities Str 18, Dex 24, Con --, Int 14

Crew 1; **Passengers** 1

Cargo 3kg; **Consumables** 1 day; **Carried Craft** none

Laser cannon (pilot); **Dmg** 4d10

Troop Leader CL 2



[Troop Leader](#)

Combat role: Leader XP: 400
Leader of a unit of Stormtroopers, Clone Troopers, Sith Troopers, or Mandalorians

For Republic Troopers, use:

Defenses Ref 17 (ff 15), Fort 12, Will 14; **Threshold** 12; **Senses** Perception +8; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 15 (ff 13), Fort 11, Will 9; **Threshold** 11; **Senses** Perception +8; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 3/noble 1

Force 7 (1d6)

Init +11; **Senses** low-light vision; Perception +10

Defenses Ref 19 (ff 17), Fort 13, Will 14

hp 11; **second wind** +10/5 ; **Threshold** 11

Speed 6 squares

Born Leader (swift; mind-affecting effect; 1/enc)

Grant all allies within your los a +1 insight bonus on attack rolls. Lasts until los is broken or you become unconscious or dead.

Aid Another + **Coordinated Attack, Rapport** (standard)

Select 1 opponent that is adjacent to you or within 20sq. Grant a single ally a +4 attack bonus on his next attack roll against that opponent. (This +4 bonus replaces the +1 bonus from Born Leader). Alternatively, you can cause the opponent to take a -2 penalty on his next attack roll

Ranged (standard)

blaster pistol +1 (3d6)

Languages Basic, 2 unassigned

Base Atk +2; **Grp** +1

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

Talents Born Leader

Feats Armor Proficiency (light), Coordinated Attack, Predictive Defense, Rapport, Skill Focus (Initiative^H), Weapon Proficiency (pistols, simple)

Trained Skills Initiative +11, Knowledge (tactics) +9^H, Perception +10, Persuasion +10

Untrained Skills Acrobatics +1, Climb +1, Deception +3, Endurance +2, Gather Information +3, Jump +1, Knowledge +4, Mechanics +4, Pilot +1, Ride +1, Stealth +1, Survival +3, Swim +1, Treat Injury +3, Use Computer +4

Possessions knife +1 (1d4-1), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +1 (1d4-1)

Tactics:

This leader has not much HP, so get him to use his bonuses quickly. Put him behind his allies for a cover bonus and he might last longer than one round.

Elite Army Trooper CL 2



[Elite Army Trooper](#)

Combat role: Ranged XP: 400
Advanced Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian rifle master

For Republic Troopers, use:

Defenses Ref 16 (ff 14), Fort 12, Will 10; **Threshold** 12; **Senses** Perception +8; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 14 (ff 12), Fort 11, Will 10; **Threshold** 11; **Senses** Perception +8; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 6

Init +10; **Senses** low-light vision; Perception +10

Defenses Ref 18 (ff 16), Fort 13, Will 10

hp 21; **Threshold** 13

Speed 6 squares

Ranged (standard)

heavy blaster rifle +8 (3d12+1)

Ranged-Area (2 swift and standard)

braced autofire heavy blaster rifle +6 (3d12+1, 2x2 area)

Ranged-Area (standard)

autofire heavy blaster rifle +3 (3d12+1, 2x2 area)

NOTE: all blaster rifle attack entries include Point Blank Shot (+1 attack and +1 damage within 30sq)

Melee (standard)

bayonet +4 (1d8)

Languages Basic

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

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

Feats Armor Proficiency (light), Point Blank Shot, Rifleman, Weapon Focus (rifles)^H, Weapon Proficiency (pistols, rifles, simple)

Trained Skills Initiative +10, Perception +10^H

Untrained Skills Acrobatics +5, Climb +3, Deception +2, Endurance +4, Gather Information +2, Jump +3, Knowledge +3, Mechanics +3, Persuasion +2, Pilot +5, Ride +5, Stealth +5, Survival +3, Swim +3, Treat Injury +3, Use Computer +3

Possessions [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +4 (1d4)

Tactics:

Just shoot. If there are multiple targets within a 2x2 area, use braced autofire.

Sniper Trooper CL 3



[Sniper Trooper](#)

Combat role: Ranged Lurker XP: 600
Hidden Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian trained to pick off a target from a distance.

For Republic Troopers, use:

Defenses Ref 17 (ff 14), Fort 10, Will 10; **Threshold** 10; **Senses** Perception +9; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 15 (ff 12), Fort 9, Will 10; **Threshold** 9; **Senses** Perception +9; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 9

Init +12; **Senses** low-light vision; Perception +11

Defenses Ref 19 (ff 16), Fort 11, Will 10

hp 13; **Threshold** 11

Speed 6 squares

Precise Shot, Low-light targeting scope

All your ranged attacks ignore -2 attack penalty due to concealment caused by low-light; also ignore -5 penalty for shooting into melee

Ranged ♦ Snipe (standard + move)

Must be at least 2sq from target, and must have successfully used Stealth to hide from target. Heavy blaster rifle +10 (3d10+1) or autofire heavy blaster rifle +5 (3d10+1, 2x2 area). Then, as move action, Stealth +7 vs Perception to remain hidden (target takes -5 penalty to Perception for every 10sq of distance between you and target; target takes additional -5 penalty if you have concealment or cover, or a -10 penalty if you have total concealment or total cover). If you fail, your location is revealed.

Ranged ♦ Aim, Careful Shot, Deadeye, Steadying Position (2 swift + standard)

Must be prone. Heavy blaster rifle +11 (4d10+1); ignore target's Dex to Ref; ignore target's cover bonus to Ref. Opponents making ranged attacks against you when you're prone take a -5 attack penalty; opponents making melee attacks against you when you're prone get a +5 bonus.

NOTE: all blaster rifle attack entries include Point Blank Shot (+1 attack and +1 damage within 30sq)

Languages Basic, 1 unassigned

Base Atk +6; **Grp** +9

Abilities Str 10, Dex 16, Con 9, Int 12, Wis 10, Cha 8

Feats Armor Proficiency (light), Careful Shot, Deadeye, Point Blank Shot, Precise Shot^H, Steadying Position, Weapon Proficiency (rifles, simple)

Trained Skills Initiative +12^H, Perception +11, Stealth +12

Untrained Skills Acrobatics +7, Climb +4, Deception +3, Endurance +3, Gather Information +3, Jump +4, Knowledge +5, Mechanics +5, Persuasion +3, Pilot +7, Ride +7, Survival +4, Swim +4, Treat Injury +4, Use Computer +5

Possessions heavy blaster rifle with low-light targeting scope, knife +6 (1d4), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +6 (1d4)

Tactics:

Put this guy about 25 squares away from target. Give him some concealment or cover. Drop prone to gain benefits from Steadying Position.

Use Snipe if you want to attack and keep yourself hidden. Or, forget stealth and use Careful Shot / Deadeye for higher damage.

Elite Sniper Trooper CL 6

Combat role: CT Killer

XP: 1200

Long range Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian with a debilitating shot.

For Republic Troopers and Rebel Troopers, use:

Defenses Ref 21 (ff 19), Fort 17, Will 18; **Threshold** 17; **Senses** Perception +10 (may reroll, mtr); **Possessions** No armor (Republic or Rebel uniform)

Medium Human nonheroic 4/scout 3/bounty hunter 1/gunslinger 1

Force 10 (2d6) □ □ □ □

Init +11; **Senses** low-light vision; Perception +12 (may reroll, mtr)

Defenses Ref 22 (ff 20), Fort 19, Will 18

hp 34; **second wind** +10/17 □; **Threshold** 19

Speed 6 squares

Quick Draw

Draw or holster a weapon as a swift action instead of a move action.

Keen Shot, Precise Shot

Ignore the -2 attack penalty when attacking a target with concealment (but not total concealment); ignore the -5 attack penalty for shooting into melee.

Ranged ♦ Aim*, Debilitating Shot, Hunter's Mark, Careful Shot, Deadeye (2 swift + standard)

sniper blaster rifle +12 (4d10+3); ignore target's cover bonus to Ref. If you deal damage, move target -2 CT. Due to targeting scope, you can attack up to 60sq without taking any range penalties.

*note: aiming provokes an AoO

Ranged (standard)

sniper blaster rifle +6 (3d10+3)

Ranged (standard)

blaster pistol +10 (3d6+3)

NOTE: all attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 60sq when aiming with sniper blaster rifle, 30sq without aiming, and 20sq for blaster pistol

Languages Basic, 1 unassigned

Base Atk +7; **Grp** +9

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

Talents Acute Senses, Debilitating Shot, Hunter's Mark, Keen Shot

Feats Armor Proficiency (light), Careful Shot^H, Deadeye, Point

Blank Shot, Precise Shot, Quick Draw, Weapon Focus (rifles),

Weapon Proficiency (pistols, rifles, simple)

Trained Skills Initiative +11^H, Perception +12 (may reroll, mtr), Stealth +11

Untrained Skills Acrobatics +6, Climb +4, Deception +3, Endurance +4, Gather Information +3, Jump +4, Knowledge +5, Mechanics +5, Persuasion +3, Pilot +6, Ride +6, Survival +5, Swim +4, Treat Injury +5, Use Computer +5

Possessions heavy blaster rifle with targeting scope, knife +7 (1d4+2), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +7 (1d4+2)

Tactics:

Put this Sniper up to 40sq away, use Stealth to hide. Put him in concealment (for ex: foliage, fog, low light). He ignores the -2 penalty for attacking targets in concealment, but opponents attacking him will take the -2 penalty. Use the Aim attack.

His weakness is close combat, especially since aiming provokes AoO's. Firing a sniper blaster rifle without aiming results in a -5 attack penalty.

Firebat Trooper CL 2



[Firebat/Blaze Trooper](#)

Combat role: Ranged XP: 400
Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian with flamethrower

For Republic Troopers, use:

Defenses Ref 16 (ff 14), Fort 11, Will 10; **Threshold** 11; **Senses** Perception +3; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 14 (ff 12), Fort 10, Will 10; **Threshold** 10; **Senses** Perception +3; **Possessions** Blast helmet and vest (Ref +2)

Medium Human nonheroic 6

Init +10; **Senses** low-light vision; Perception +5

Defenses Ref 18 (ff 16), Fort 12, Will 10

hp 15, **Threshold** 10

Speed 6 squares

Ranged-Area (standard)

flamethrower +8 (3d6+1 fire damage, 6-square cone). Targets hit take full damage, targets missed take half damage. Any target that takes fire damage also catches on fire. (Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action). When you damage any Large or smaller creatures, compare the result of your attack roll to the targets' Will. You can move the target(s) 1 square in any direction as a free action. You can't move a target that's being grabbed or grappled, and you can't move a target into a solid object or into another creature's fighting space

NOTE: flamethrower attack includes Point Blank Shot, that is, +1 attack and +1 damage

Languages Basic

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

Abilities Str 12, Dex 14, Con 11, Int 9, Wis 10, Cha 8

Feats Armor Proficiency (light), Bantha Herder, Exotic Weapon Proficiency (flamethrower), Point Blank Shot, Weapon Focus (flamethrower)^H, Weapon Proficiency (pistols, simple)

Trained Skills Endurance +8^H, Initiative +10

Untrained Skills Acrobatics +5, Climb +4, Deception +2, Gather Information +2, Jump +4, Knowledge +2, Mechanics +2, Perception +5, Persuasion +2, Pilot +5, Ride +5, Stealth +5, Survival +3, Swim +4, Treat Injury +3, Use Computer +2

Possessions blaster pistol +7 (3d6+1), knife +5 (1d4+1), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +5 (1d4+1)

Tactics:

Use the flamethrower and Bantha Herder to push enemies around.

Dual Flame Thrower Trooper CL 5

Combat role: Ranged XP: 1000
Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian with 2 flamethrowers

For Republic Troopers, use:

Defenses Ref 17 (ff 15), Fort 16, Will 13; **Threshold** 16; **Senses** Perception +9; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 16 (ff 14), Fort 15, Will 13; **Threshold** 15; **Senses** Perception +9; **Possessions** No armor (Rebel uniform)

Medium Human nonheroic 6/soldier 3

Force 9 (2d6)

Init +11; **Senses** low-light vision; Perception +11

Defenses Ref 19 (ff 17), Fort 17, Will 13

hp 31; **second wind** +11/15 ; **Threshold** 15

Speed 6 squares

Ranged-Area (standard)

flamethrower +11 (3d6+4 fire damage, 6-square cone); treat DT as 5 lower. Any target that takes fire damage also catches on fire. (Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action). When you damage any Large or smaller creatures, compare the result of your attack roll to the targets' Will. You can move the target(s) 1 square in any direction as a free action. You can't move a target that's being grabbed or grappled, and you can't move a target into a solid object or into another creature's fighting space

Ranged-Area + **Dual Weapon Mastery** (full-round)

flamethrower +9/+9 (3d6+4 fire, 6-square cone); treat DT as 5 lower. <See above for same details.>

NOTE: flamethrower attack includes Point Blank Shot, that is, +1 attack and +1 damage

Languages Basic

Base Atk +7; **Grp** +9

Abilities Str 13, Dex 15, Con 11, Int 9, Wis 10, Cha 8

Talents Devastating Attack, Weapon Specialization

Feats Armor Proficiency (light), Bantha Herder, Dual Weapon Mastery I, Dual Weapon Mastery II, Exotic Weapon Proficiency (flamethrower), Point Blank Shot, Skill Training (Perception), Weapon Focus (flamethrower)^H, Weapon Proficiency (pistols, simple)

Trained Skills Endurance +9^H, Initiative +11, Perception +11

Untrained Skills Acrobatics +6, Climb +5, Deception +3, Gather Information +3, Jump +5, Knowledge +3, Mechanics +3, Persuasion +3, Pilot +6, Ride +6, Stealth +6, Survival +4, Swim +5, Treat Injury +4, Use Computer +3

Possessions blaster pistol +10 (3d6+2), 2 flamethrowers, knife +8 (1d4+2), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +8 (1d4+2)

Tactics:

Use 2 flamethrowers, attack with both with DWM; use Bantha Herder to push enemies around.

Heavy Blaze Trooper CL 5

Combat role: Ranged XP: 1000

Heavily armored Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian with devastating flame cannon

Medium Human nonheroic 6/soldier 3

Force 9 (2d6)

Init +11; **Senses** Perception +3

Defenses Ref 21 (ff 21), Fort 22, Will 13

hp 31; **DR** 5 against fire damage; **second wind** +10/15

Threshold 22

Speed 4 squares

Ranged-Area (standard)

flame cannon +11 (5d6+2 fire, 12-squares long, 8-sq wide at the terminus); treat targets' DT as 5 lower, treat targets' DR as 5 lower. Targets hit take full damage, targets missed take half damage. Any target that takes fire damage also catches on fire.

(Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action).

When you damage any Large or smaller creatures, compare the result of your attack roll to the targets' Will. You can move the target(s) 1 square in any direction as a free action. You can't move a target that's being grabbed or grappled, and you can't move a target into a solid object or into another creature's fighting space

NOTE: flame cannon attack includes Point Blank Shot, that is, +1 attack and +1 damage

Languages Basic

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

Abilities Str 16, Dex 14, Con 10, Int 9, Wis 8, Cha 8

Talents Devastating Attack, Penetrating Attack

Feats Armor Proficiency (heavy, light, medium), Bantha Herder, Improved Defenses^H, Point Blank Shot, Weapon Focus (heavy), Weapon Proficiency (heavy, pistols, simple)

Trained Skills Endurance +9^H, Initiative +11

Untrained Skills Acrobatics +6, Climb +7, Deception +3, Gather Information +3, Jump +7, Knowledge +3, Mechanics +3, Perception +3, Persuasion +3, Pilot +6, Ride +6, Stealth +6, Survival +3, Swim +7, Treat Injury +3, Use Computer +3

Possessions blaster pistol +9 (3d6+1), fire-resistant heavy trooper armor, (+9 Ref, +6 Fort, DR 5 against fire), knife +10 (1d4+4), unarmed +10 (1d4+4)

Tactics:

Attack with flame cannon dealing fire damage 12-squares long, 8-sq wide at the terminus. Use Bantha Herder to push enemies around.

Heavy Blaster Cannon Trooper CL 5



[Heavy Blaster Cannon Trooper](#)

Combat role: Ranged XP: 1000
 Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian with heavy splash weapon
 For Republic Troopers, use:

Defenses Ref 17 (ff 15), Fort 17, Will 13; **Threshold** 17; **Senses** Perception +14; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 16 (ff 14), Fort 16, Will 13; **Threshold** 16; **Senses** Perception +14; **Possessions** No armor (Rebel uniform)

Medium Human nonheroic 6/soldier 3

Force 9 (2d6) □□□□

Init +11; **Senses** low-light vision; Perception +16

Defenses Ref 19 (ff 17), Fort 18, Will 13

hp 40; **second wind** +12/20 □; **Threshold** 18

Speed 6 squares

Ranged-Area (2 swift + standard)

heavy blaster cannon +11 (4d12+4, may reroll lowest damage die, mtr; 1-square splash). If attack hits opponent, then he takes full damage, and you compare the attack roll to Ref of all targets adjacent to the opponent; adjacent targets take half damage if hit, no damage if miss. If you miss opponent, he takes half damage, and adjacent targets are not affected. Treat targets' DT as 5 lower. You gain concealment against targets damaged until the beginning of your next turn.

Ranged-Area ♦ **Rapid Shot** (2 swift + standard)

heavy blaster cannon +9 (5d12+4, may reroll lowest damage die, mtr; 1-square splash). <See above for same details.>

Ranged (standard)

blaster pistol +10 (3d6+2, may reroll lowest damage die, mtr)

Ranged ♦ **Rapid Shot** (standard)

blaster pistol +8 (4d6+2, may reroll lowest damage die, mtr)

NOTE: all attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 50sq for blaster cannon, 20sq for blaster pistol.

Languages Basic

Base Atk +7; **Grp** +9

Abilities Str 13, Dex 14, Con 12, Int 9, Wis 11, Cha 8

Talents Devastating Attack, Weapon Specialization

Feats Armor Proficiency (light), Assured Attack, Flash and Clear, Point Blank Shot, Rapid Shot, Skill Focus (Perception)^H, Weapon Focus (heavy), Weapon Proficiency (heavy, pistols, simple)

Trained Skills Initiative +11^H, Perception +16

Untrained Skills Acrobatics +6, Climb +5, Deception +3, Endurance +5, Gather Information +3, Jump +5, Knowledge +3, Mechanics +3, Persuasion +3, Pilot +6, Ride +6, Stealth +6, Survival +4, Swim +5, Treat Injury +4, Use Computer +3

Possessions knife +8 (1d4+2), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +8 (1d4+2)

Tactics:

This specialist deals big damage that splashes to all targets adjacent to the opponent. He's great at firing at targets that are adjacent to each other. He prefers to fire from longer range (20sq or more) and avoid melee range.

His weakness is he cannot move and fire his heavy blaster cannon, because it takes 2 swift actions to brace and a standard action to fire. Also, if he fires at an adjacent target with his blaster cannon, he will damage himself (unless he uses his blaster pistol instead).

Missile Launcher Trooper CL 5



[Missile Launcher Trooper](#)

Combat role: Ranged XP: 1000
Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian that can damage personnel & vehicles
For Republic Troopers, use:

Defenses Ref 17 (ff 15), Fort 17, Will 13; **Threshold** 17; **Senses** Perception +14; **Possessions** Republic light armor (Ref +4, Fort +1)

For Rebel Troopers, use:

Defenses Ref 16 (ff 14), Fort 16, Will 13; **Threshold** 16; **Senses** Perception +14; **Possessions** No armor (Rebel uniform)

Medium Human nonheroic 6/soldier 3

Force 9 (2d6)

Init +11; **Senses** low-light vision; Perception +11

Defenses Ref 19 (ff 17), Fort 18, Will 13

hp 40; **second wind** +12/20 ; **Threshold** 18

Speed 6 squares

Ranged-Area (standard)

missile launcher +11 (6d6+2, 2-sq burst, may reroll lowest damage die, mtr); treat targets' DT and DR as 5 lower. Ignore soft cover (that is, cover provided by characters, creatures or droids). You gain concealment against targets damaged until the beginning of your next turn.

Point blank shot included.

Languages Basic

Base Atk +7; **Grp** +9

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

Talents Devastating Attack, Penetrating Attack

Feats Armor Proficiency (light), Assured Attack, Flash and Clear^H, Point Blank Shot, Precise Shot, Sniper, Weapon Focus (heavy), Weapon Proficiency (heavy, pistols, simple)

Trained Skills Initiative +11^H, Perception +11

Untrained Skills Acrobatics +6, Climb +5, Deception +3, Endurance +5, Gather Information +3, Jump +5, Knowledge +4, Mechanics +4, Persuasion +3, Pilot +6, Ride +6, Stealth +6, Survival +4, Swim +5, Treat Injury +4, Use Computer +4

Possessions blaster pistol +9 (3d6+1), knife +8 (1d4+2), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +8 (1d4+2)

Tactics:

Use Missile launcher attack against characters that are bunched together; also good against vehicles since the attack ignores 5 points of DR, which most vehicles have.

Officer CL 6



[Officer](#)

Combat role: Leader

XP: 1200

Leader of Stormtroopers, Clone Troopers, Sith Troopers, Mandalorians, Republic Troopers, or Rebel Troopers.

Medium Human noble 3/nonheroic 6/officer 1

Force 11 (2d6)

Init +14; **Senses** Perception +17

Defenses Ref 20 (ff 17), Fort 15, Will 21, +5 insight bonus to Will against Deception and Persuasion checks.

Defenses with Instinctive Defense Ref 22 (ff 19), Fort (& Threshold) 17, Will 23

hp 30; **second wind** +10/15 ; **Threshold** 15

Speed 6 squares

Defenses and Reactions

Brilliant Defense (reaction; 1/enc)

Add +3 to your Ref until the start of your next turn.

Stand Tall (reaction when you take damage; 1/enc)

All allies who are within 6 squares of you and within los can, as a reaction, make a single attack on the target that damaged you.

Attack Options

Instinctive Defense (free action, on your turn)

On your turn, spend a FP to increase all your defenses by 2 until the start of your next turn.

Born Leader (swift; mind-affecting effect; 1/enc)

Grant all allies within your los a +1 insight bonus on attack rolls. Lasts until los is broken or you become unconscious or dead.

Trust (standard; mind-affecting effect)

You can give up your standard action to give one ally within your los an extra standard or move action to do with as she pleases.

The ally does not lose the action if los is subsequently broken.

Coordinate (standard; mind-affecting effect)

All allies within los grant an additional +1 bonus if they use the aid another action before the start of your next turn.

Ranged (standard)

blaster pistol +6 (3d6+2)

Languages Basic, 3 unassigned

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

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

Talents Born Leader, Coordinate, Trust

Feats Brilliant Defense^H, Improved Defenses, Instinctive Defense, Predictive Defense, Skill Focus (Initiative, Perception), Stand Tall, Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +12, Initiative +14, Knowledge (tactics) +13, Perception +17, Persuasion +12^H

Untrained Skills Acrobatics +4, Climb +4, Endurance +5, Gather Information +7, Jump +4, Knowledge +8, Mechanics +8, Pilot +4, Ride +4, Stealth +4, Survival +7, Swim +4, Treat Injury +7, Use Computer +8

Possessions unarmed +6 (1d4+1)

Tactics:

Use Born Leader to grant +1 attack bonus to allies. Use Trust to grant an ally an extra standard action. Use defensive reactions and Instinctive Defense with a FP as needed.

Jump Trooper CL 7



[Jump Trooper](#)

Combat role: Ranged Skirmisher XP: 1400
Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian with jet pack training

For Republic Troopers and Rebel Troopers, use:

Defenses Ref 19 (ff 16), Fort 17, Will 14; **Threshold** 17; **Senses** Perception +4; **Possessions** No armor (Republic or Rebel uniform)

Medium Human nonheroic 6/soldier 5

Force 10 (2d6)

Init +13; **Senses** low-light vision; Perception +6

Defenses Ref 20 (ff 17), Fort 19, Will 14

hp 42; **second wind** +11/21 ; **Threshold** 19

Speed 6 squares, fly 8 squares with jet pack

Jet Pack Withdraw (reaction to an opponent moving adjacent to you; 1/enc)

You can expend one charge of your jet pack to fly and move your speed or withdraw.

Activate jet pack (free)

Gain fly speed of 8 squares. No action is required for subsequent rounds of use. You do not need to make Pilot checks to land safely.

Ranged-Area (standard)

autofire heavy blaster rifle* +9 (3d12+3, 2x2 area or all squares that you fly over)

Ranged (standard)

heavy blaster rifle* +14 (3d12+3)

*When you use a FP when making an attack, you can reroll the attack and take the better result. Apply the results of the die from the FP to the better result.

*You can reroll the lowest damage die, mtr

*When you damage any Large or smaller creatures, compare the result of your attack roll to the targets' Will. You can move the target(s) 1 square in any direction as a free action. You can't move a target that's being grabbed or grappled, and you can't move a target into a solid object or into another creature's fighting space.

NOTE: all blaster rifle attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 30sq

Languages Basic

Base Atk +9; **Grp** +12

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

Talents Improved Trajectory, Jet Pack Training, Jet Pack Withdraw

Feats Armor Proficiency (light), Assured Attack, Bantha Herder^H,

Instinctive Attack, Point Blank Shot, Riflemaster, Strafe, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Trained Skills Initiative +13, Perception +6^H, Pilot +13

Untrained Skills Acrobatics +8, Climb +7, Deception +4, Endurance +5, Gather Information +4, Jump +7, Knowledge +4, Mechanics +4, Persuasion +4, Ride +8, Stealth +8, Survival +4, Swim +7, Treat Injury +4, Use Computer +4

Possessions jet pack, knife +11 (1d4+4), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +11 (1d4+4)

Tactics:

Activate jet pack and make an area autofire attack over all the squares you fly over. Use FP to reroll your attack roll and keep the better result, adding the FP die result; reroll lowest damage die.

Camo Sniper CL 8



Camo Sniper

Combat role: Ranged Lurker XP: 1600
 Hidden attacker with total concealment when prone.
 Medium Human scout 7/infiltrator 1
Force 10 (2d6)
Init +12; **Senses** Perception +11
Defenses Ref 25 (ff 22), Fort 21, Will 22; Advantageous Cover
Defenses if used Desperate Gambit Ref 23 (ff 20)
hp 71; **second wind** +17/35 ; **Threshold** 21
Speed 6 squares

Automatic Defenses

Advantageous Cover

When you have cover, you take no damage from area attacks, even if the attack roll exceeds your Ref. Normally, you take no damage from area attacks when you have cover only if the attack roll misses.

Total Concealment

Any situation that would give you concealment grants you total concealment instead.

Preferred Attack Options

Fall Prone, Stand up from prone

Acrobatics +12 vs DC 15 to fall prone as a free action instead of a swift action. Acrobatics +12 vs DC 15 to stand up from prone as a swift action instead of a move action.

Dig In, Total Concealment (swift)

When prone, gain total concealment until the start of your next turn. If you stand up or move, you lose this benefit.

Ranged + Confusing Strike (standard; 1/enc)

1 target within range; if that opponent is denied its Dex bonus to Ref or if you have concealment from them, a successful attack prevents the target from taking anything more than a swift action on its next turn;
 -commando special rifle* +10 (3d10+5; may reroll lowest damage die, mtr)
 -commando special rifle* +8 (4d10+5; may reroll lowest damage die, mtr) with Rapid Shot

Ranged + Unexpected Attack (standard; 1/enc)

1 target within range from whom you have concealment; you gain a +2 bonus on this attack roll if you have concealment or a +5 bonus if you have total concealment;
 -commando special rifle* +12 (3d10+5; may reroll lowest damage die, mtr) if you have concealment
 -commando special rifle* +15 (3d10+5; may reroll lowest damage die, mtr) if you have total concealment
 -commando special rifle* +10 (4d10+5; may reroll lowest damage die, mtr) with Rapid Shot if you have concealment
 -commando special rifle* +13 (4d10+5; may reroll lowest damage die, mtr) with Rapid Shot if you have total concealment

Ranged + Blinding Strike (standard; 1/enc)

1 target within range; if you damage the target, you gain total concealment against that target until the beginning of your next turn;
 -commando special rifle* +10 (3d10+5; may reroll lowest damage die, mtr)
 -commando special rifle* +8 (4d10+5; may reroll lowest damage die, mtr) with Rapid Shot

Ranged + Rapid Shot (standard)

commando special rifle* +8 (4d10+5; may reroll lowest damage die, mtr)

Ranged (standard)

commando special rifle* +10 (3d10+5; may reroll lowest damage die, mtr)

*Once per turn, you may reroll a missed attack (mtr) with a -2 Ref penalty until end of your next turn (if rerolling a natural 1, then -5 Ref penalty).

Shake it Off (2 swift, can be spread over 2 consecutive rounds)

Move +1 CT by spending 2 swift actions instead of 3.

Alternate Attack Options

Ranged-Area (standard)

autofire commando special rifle +5 (3d10+5, 2x2 area; may reroll lowest damage die, mtr)

NOTE: all attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 30sq

Languages Basic

Base Atk +5; Grp +8

Abilities Str 13, Dex 16, Con 14, Int 10, Wis 15, Cha 8

Talents Dig In, Hidden Movement, Improved Stealth, Shadow Striker, Total Concealment

Feats Advantageous Cover^H, Assured Attack, Desperate Gambit, Point Blank Shot, Rapid Shot, Shake it Off, Skill Focus (Stealth), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Trained Skills Acrobatics +12, Endurance +11, Gather Information +5^H, Initiative +12, Perception +11, Stealth +17 (may reroll, mtr; ignore -5 penalty for moving twice your speed with 2 move actions), Survival +11

Untrained Skills Climb +5, Deception +3, Jump +5, Knowledge +4, Mechanics +4, Persuasion +3, Pilot +7, Ride +7, Swim +5, Treat Injury +6, Use Computer +4

Possessions knife +6 (1d4+5), uniform, unarmed +6 (1d4+5)

Tactics:

Place this NPC with cover and prone to benefit from Advantageous Cover. Use Dig In as a swift action at the beginning of each turn to gain total concealment. Then use Rapid Shot (and Desperate Gambit to reroll a missed attack). Use Confusing Strike 1/enc to limit your damaged target to a swift action on his next turn. If your opponent is very hard to hit, you can use Unexpected Attack to gain +5 attack also.

NOTE: If Camo Sniper has concealment (and therefore total concealment), increase its CL by 1.

NOTE: You cannot attack a target with total concealment, but you can attack a square you think he occupies with a -5 penalty. Noticing targets: Actively looking for hidden enemies is standard action, Perception vs DC (target's Stealth check). Take -5 penalty for every 10sq of distance between you and target. Take -5 penalty if target has concealment or cover, or a -10 penalty if target has total concealment or total cover.

For example: If you put this NPC 21sq away, then noticing him will cost a -10 Perception penalty due to distance, and an additional -10 Perception penalty due to total concealment, for a total of -20 Perception to notice him.

Barrage Squad Trooper CL 9



[Barrage Squad Trooper](#)

Combat role: Ranged Teamwork XP: 1800
 Stormtrooper, Clone Trooper, Sith Trooper, or Mandalorian squad trooper. Aid Another for a special 10d10 damage attack.
 For Republic Troopers and Rebel Troopers, use:
Defenses Ref 19 (ff 17), Fort 19, Will 16; **Threshold** 19; **Senses** Perception +12; **Possessions** No armor (Republic or Rebel uniform)

Medium Human nonheroic 9/soldier 6

Force 12 (3d6)

Init +14; **Senses** low-light vision; Perception +14

Defenses Ref 19 (ff 17), Fort 21, Will 16

hp 70; **second wind** +17/35 ; **Threshold** 21

Speed 6 squares

Aid Another + **Rapport** (standard)

Select 1 opponent; automatic success within 50sq; grant a single ally a +4 attack bonus on his next attack roll against that opponent. If that ally has been aided by another Barrage Squad Soldier, then each aiding after the first gives only an additional +2 bonus. (Note: The +4 bonus consists of a +2 insight bonus and a +2 untyped bonus.) If Barrage Squad Commander is using Coordinate, then Aid Another bonus increases to +9 for the first aiding of your ally, then +7 for every other aiding after the first. For every 3 points that the ally's attack roll beats the target's Ref, the attack deals +1 die of damage. The maximum number of bonus dice the attack receives is equal to the number of allies with this feat that aided the attack roll, to an upper limit of +5 dice.

Ranged + **Burst Fire, max Power Blast, aided by 5 Barrage Squad Soldier allies and Barrage Squad Commander's Coordinate** (swift + standard)

heavy repeating blaster** +35 (5d10+18) if aided by 5 Barrage Squad Soldier allies and Barrage Squad Commander's Coordinate. For every 3 points that your attack roll beats the target's Ref, the attack deals +1 die of damage (max +5 dice)

Ranged + **Burst Fire, max Power Blast, aided by 4 Barrage Squad Soldier allies and Barrage Squad Commander's Coordinate** (swift + standard)

heavy repeating blaster** +27 (5d10+18) if aided by 4 Barrage Squad Soldier allies and Barrage Squad Commander's Coordinate. For every 3 points that your attack roll beats the target's Ref, the attack deals +1 die of damage (max +4 dice)

Ranged + **Burst Fire, max Power Blast, aided by 3 Barrage Squad Soldier allies and Barrage Squad Commander's Coordinate** (swift + standard)

heavy repeating blaster** +20 (5d10+18) if aided by 3 Barrage Squad Soldier allies and Barrage Squad Commander's Coordinate. For every 3 points that your attack roll beats the target's Ref, the attack deals +1 die of damage (max +3 dice).

Ranged + **Braced Burst Fire** (2 swift + standard)

heavy repeating blaster** +13 (5d10+6); if you are being aided by one or more Barrage Squad Soldier allies, then for every 3 points that your attack roll beats the target's Ref, the attack deals +1 die of damage. The maximum number of bonus dice your attack receives is equal to the number of Barrage Squad Soldier allies that aided your attack roll, to an upper limit of +5 dice (for 5 allies that aided you).

Ranged + **Burst Fire** (standard)

heavy repeating blaster** +10 (5d10+6)

Ranged-Area

autofire heavy repeating blaster* +10 (3d10+6)

Ranged-Area + **Braced Autofire** (2 swift + standard)

autofire heavy repeating blaster* +13 (3d10+6) when braced or *treat DT and DR as 5 lower

*may reroll lowest damage die, mtr

*ignore -5 penalty for shooting into melee

**When you successfully make a ranged attack against a single target, you can make a second attack roll against an additional target that is in direct line of sight and no farther than 6sq from the original target. If the second attack roll succeeds, make a single damage roll, and divide the damage equally between the two targets. If the second attack roll fails, you deal no damage to either target.

NOTE: all heavy repeating blaster attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 50sq

Languages Basic

Base Atk +12; **Grp** +14

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

Talents Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Weapon Specialization (heavy weapons)

Feats Armor Proficiency (light), Assured Attack, Burst Fire, Coordinated Attack, Coordinated Barrage, Grazing Shot^H, Point Blank Shot, Power Blast, Precise Shot, Rapport, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, rifles, simple weapons)

Trained Skills Initiative +14, Perception +14^H

Untrained Skills Acrobatics +9, Climb +8, Deception +6, Endurance +8, Gather Information +6, Jump +8, Knowledge +7, Mechanics +7, Persuasion +6, Pilot +9, Ride +9, Stealth +9, Survival +7, Swim +8, Treat Injury +7, Use Computer +7

Possessions blaster carbine +14 (3d8+3), knife +13 (1d4+4), [stormtrooper/clone trooper/sith trooper/mandalorian neo-crusader light] armor (+6 Ref, +2 Fort, +2 Perception, low-light vision), unarmed +13 (1d4+4)

Tactics:

There should be at least 6 of these guys plus a Barrage Squad Commander for a special attack. Five of the Barrage Soldiers should use Aid Another on one Barrage Soldier for a 10d10 damage attack.

Barrage Squad Commander CL 12

Combat role: Leader XP: 2400

Leader of Barrage Squad Troopers.

Medium Human noble 7/officer 5

Force 12 (2d6)

Init +12; **Senses** Perception +13

Defenses Ref 28 (ff 25) +1 cover to Ref for every ally adjacent to you (max +2), Fort 24, Will 29, +5 insight to Will against Deception and Persuasion; see Brilliant Defense, Indomitable Personality, Instinctive Defense

hp 73; **second wind** +18/36 ; **Threshold** 29

Speed 6 squares

Defenses and Reactions

Brilliant Defense (reaction; 1/enc)

Add +3 to your Ref until the start of your next turn.

Indomitable Personality (reaction; 1/enc)

Add +3 to your Will until the end of your next turn.

Stand Tall (reaction when you take damage; 1/enc)

All allies who are within 6 squares of you and within los can, as a reaction, make a single attack on the target that damaged you.

Attack Options

Instinctive Defense (free action, on your turn)

On your turn, spend a FP to increase all your defenses by 2 until the start of your next turn.

Imperial Military Training (free; 1/enc)

On your turn, negate any one mind-affecting effect currently affecting you.

Born Leader (swift; mind-affecting effect; 1/enc)

Grant all allies within your los a +1 insight bonus on attack rolls. Lasts until los is broken or you become unconscious or dead.

NOTE: Does not stack with Rapport

Coordinate (standard; mind-affecting effect)

All allies within your los gain an additional +5 untyped bonus if they use the aid another action before the start of your next turn.

Ranged (standard)

blaster pistol +11 (3d6+6)

Languages Basic, 7 unassigned

Base Atk +10; **Grp** +11

Abilities Str 10, Dex 12, Con 13, Int 16, Wis 14, Cha 16

Special Qualities command cover +2

Talents Born Leader, Coordinate (5), Coordinated Leadership (Coordinate)

Feats Brilliant Defense, Fight Through Pain, Imperial Military Training, Improved Defenses, Indomitable Personality, Instinctive Defense^H, Linguist, Predictive Defense, Stand Tall, Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +14, Gather Information +14, Initiative +12, Knowledge (bureaucracy^H, tactics) +14, Perception +13, Persuasion +14, Pilot +12, Treat Injury +13, Use Computer +14

Untrained Skills Acrobatics +7, Climb +6, Endurance +7, Jump +6, Knowledge (galactic lore, life sciences, physical sciences, social sciences, technology) +9, Mechanics +9, Ride +7, Stealth +7, Survival +8, Swim +6

Possessions knife +10 (1d4+6), unarmed +10 (1d4+6)

Tactics:

Use Coordinate every turn. This will give huge attack bonuses when the Barrage Squad Soldiers use Aid Another in concert with Coordinated Barrage, enabling them to make a 10d10 damage attack.

Use Instinctive Defense with a FP (you can use this every turn) and other defensive reactions as needed.

Soldiers (generic)

These are generic soldiers that can be used in any era and by any government or authority.

Light Infantry CL 1



[Light Infantry](#)

Combat role: Ranged XP: 200

Unarmored foot soldier with basic training to fight in a unit

Medium Human nonheroic 3

Init +8; **Senses** Perception +0

Defenses Ref 12 (ff 10), Fort 10, Will 9

hp 7; **Threshold** 10

Speed 6 squares

Ranged (standard)

heavy blaster pistol +5 (3d8)

Melee (standard)

vibroblade +3 (2d6+1)

Aid Another + **Coordinated Attack, Rapport** (standard)

Select 1 opponent that is adjacent to you or within 20sq. Grant a single ally a +4* attack bonus on his next attack roll against that opponent. Alternatively, you can cause the opponent to take a -2 penalty on his next attack roll

*Note: The +4 bonus consists of a +2 insight bonus and a +2 untyped bonus

Languages Basic

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

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

Feats Coordinated Attack, Rapport^H, Weapon Focus (pistols), Weapon Proficiency (advanced melee, pistols, simple)

Trained Skills Initiative +8, Endurance +6^H

Untrained Skills Acrobatics +3, Climb +2, Deception +0, Gather Information +0, Jump +2, Knowledge +1, Mechanics +1, Perception +0, Persuasion +0, Pilot +3, Ride +3, Stealth +3, Survival +0, Swim +2, Treat Injury +0, Use Computer +1

Possessions unarmed +3 (1d4+1)

Tactics:

Just shoot. If opponents too hard to hit, use aid another for +4 boost.

Heavy Infantry CL 3



[Heavy Infantry](#)

Combat role: Ranged XP: 600
 Armored soldier capable of causing big damage against a single target

Medium Human nonheroic 9
Init +12; **Senses** Perception +8
Defenses Ref 18 (ff 15), Fort 13, Will 9
hp 31; **Threshold** 13
Speed 6 squares
Precise Shot, Sniper
 All your ranged attacks ignore soft cover (that is, the cover bonus to Ref provided by characters, creatures or droids); also ignore the -5 attack penalty for shooting into melee.
Ranged **◆ Braced Burst Fire** (2 swift + standard)
 braced heavy repeating blaster +9 (5d10+1)
Ranged-Area **◆ Brace** (2 swift + standard)
 braced autofire heavy repeating blaster +9 (3d10+1, 2x2 area)
Ranged **◆ Burst Fire** (standard)
 heavy repeating blaster +6 (5d10+1)
Ranged-Area (standard)
 autofire heavy repeating blaster +6 (3d10+1, 2x2 area)
 NOTE: all heavy repeating blaster attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 50sq
Languages Basic
Base Atk +6; **Grp** +9
Abilities Str 13, Dex 16, Con 12, Int 8, Wis 8, Cha 8
Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Precise Shot, Sniper, Weapon Focus (heavy)^H, Weapon Proficiency (heavy, simple)
Trained Skills Initiative +12, Perception +8^H
Untrained Skills Acrobatics +7, Climb +5, Deception +3, Endurance +5, Gather Information +3, Jump +5, Knowledge +3, Mechanics +3, Persuasion +3, Pilot +7, Ride +7, Stealth +7, Survival +3, Swim +5, Treat Injury +3, Use Computer +3
Possessions knife +7 (1d4+1), light battle armor (+5 Ref, +2 Fort), unarmed +7 (1d4+1)

Tactics:

Used Braced Burst Fire for maximum damage against a single target. Ignore soft cover bonus and shooting into melee penalty.

Melee Infantry CL 1



[Melee Infantry](#)

Combat role: Melee XP: 200
 Front line melee soldier with a powerful charge.

Medium Human nonheroic 3
Init +7; **Senses** Perception +0
Defenses Ref 15 (ff 14), Fort 11, Will 9
Defenses if used Powerful Charge Ref 13 (ff 12)
hp 10; **Threshold** 11
Speed 6 squares
Melee **◆ Powerful Charge** (standard)
 Charge 2-6sq. Vibrosword +9 (2d8+5). You take a -2 Ref penalty until start of your next turn. Once per encounter , when you charge, turn a natural attack roll of 17+ into a critical hit.
Melee (standard)
 vibrosword +5 (2d8+4)
Ranged-Area (standard)
 Ranged 6/8/10/12; frag grenade +3/+1/-2/-7 (4d6, 2-square burst)
Languages Basic
Base Atk +2; **Grp** +4
Abilities Str 14, Dex 12, Con 12, Int 8, Wis 9, Cha 8
Feats Armor Proficiency (light), Fleche^H, Powerful Charge, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, simple)
Trained Skills Endurance +7^H, Initiative +7
Untrained Skills Acrobatics +2, Climb +3, Deception +0, Gather Information +0, Jump +3, Knowledge +0, Mechanics +0, Perception +0, Persuasion +0, Pilot +2, Ride +2, Stealth +2, Survival +0, Swim +3, Treat Injury +0, Use Computer +0
Possessions combat jumpsuit (+4 Ref), vibrodagger +5 (2d4+2), unarmed +4 (1d4+2)

Tactics:

Powerful Charge into combat. If you get a natural roll of 17+ when charging, you can turn it into a critical hit.

Advanced Melee Infantry CL 2



[Advanced Melee Infantry](#)

Combat role: Melee XP: 400

Front line armored melee soldier with a powerful charge.

Medium Human nonheroic 6

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

Defenses Ref 16 (ff 15), Fort 13, Will 9

Defenses if used Powerful Charge Ref 14 (ff 13)

hp 21; **Threshold** 13

Speed 6 squares

Melee ♦ **Powerful Charge** (standard)

Charge 2-6sq. Vibrosword +11 (2d8+5). You take a -2 Ref penalty until start of your next turn. Once per encounter ☐, when you charge, turn a natural attack roll of 17+ into a critical hit.

Melee ♦ **Powerful Charge, Mighty Swing** (2 swift + standard)

Charge 2-6sq. Vibrosword +11 (3d8+5). <see above for same details.>

Melee ♦ **Mighty Swing** (2 swift + standard)

vibrosword +7 (3d8+4)

Melee (standard)

vibrosword +7 (2d8+4)

Ranged-Area (standard)

Ranged 6/8/10/12; frag grenade +5/+3/+0/-5 (4d6, 2-square burst)

Languages Basic

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

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

Feats Armor Proficiency (light), Fleche^H, Mighty Swing, Powerful Charge, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, simple)

Trained Skills Endurance +9^H, Initiative +9

Untrained Skills Acrobatics +4, Climb +5, Deception +2, Gather Information +2, Jump +5, Knowledge +2, Mechanics +2, Perception +2, Persuasion +2, Pilot +4, Ride +4, Stealth +4, Survival +2, Swim +5, Treat Injury +2, Use Computer +2

Possessions light battle armor (+5 Ref, +2 Fort), vibrodagger +7 (2d4+2), unarmed +6 (1d4+2)

Tactics:

Powerful Charge into combat. If you get a natural roll of 17+ when charging, you can turn it into a critical hit. Once in melee range, spend 2 swift actions for +1 die damage with Mighty Swing.

Anti-Personnel Infantry CL 2



[Anti-Personnel Infantry](#)

Combat role: Ranged

XP: 400

Armored autofire specialists trained to take out massive amounts of enemy troops with a hail of fire

Medium Human nonheroic 6

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

Defenses Ref 18 (ff 15), Fort 12, Will 9

hp 15; **Threshold** 12

Speed 6 squares

Ranged-Area ♦ **Autofire Sweep, Assured Attack** (2 swift + standard)

braced autofire heavy assault blaster rifle +7 (3d10+1, 2x2 area, may reroll lowest damage die, mtr). Instead of targeting a 2x2 area, you may target a 6-square cone. The origin square of the cone can be any square in your los and within point-blank range (30sq). If you score a critical hit, change damage dice from d10 to d12.

Ranged-Area ♦ **Autofire Sweep, Assured Attack** (standard)

autofire heavy assault blaster rifle +4 (3d10+1, 2x2 area, may reroll lowest damage die, mtr). Instead of targeting a 2x2 area, you may target a 6-square cone. The origin square of the cone can be any square in your los and within point-blank range (30sq). If you score a critical hit, change damage dice from d10 to d12.

NOTE: all blaster rifle attack entries include Point Blank Shot (+1 attack and +1 damage within 30sq)

Languages Basic

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

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

Feats Armor Proficiency (light), Assured Attack^H, Autofire Sweep, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (rifles, simple)

Trained Skills Endurance +8^H, Initiative +11

Untrained Skills Acrobatics +6, Climb +4, Deception +2, Gather Information +2, Jump +4, Knowledge +2, Mechanics +2, Persuasion +2, Pilot +6, Ride +6, Stealth +6, Survival +2, Swim +4, Treat Injury +2, Use Computer +2

Possessions knife +5 (1d4+1), light battle armor (+5 Ref, +2 Fort), unarmed +5 (1d4+1)

Tactics:

Use brace (2 swift actions) to reduce autofire attack penalties and attack a 6-square cone of enemies.

Heavy Suppression Infantry CL 3



Heavy Suppression Infantry

Combat role: Ranged Controller XP: 600

Soldier that suppresses enemy's attacks.

Medium Human nonheroic 6/soldier 1

Force 8 (1d6) □□□

Init +10; **Senses** Perception +7

Defenses Ref 18 (ff 16), Fort 16, Will 10

hp 27; **second wind** +12/13 □; **Threshold** 16

Speed 6 squares

Suppress Enemy ♦ **Keep Them At Bay**, **Coordinated Attack**, **Suppression Fire** (standard; mind-affecting fear effect)

Select one opponent within point blank (30sq). Automatic success: opponent takes -5 penalty on its next attack. (Only 1 character may gain the benefits of this talent against a given target at a time.)

Then, roll blaster rifle +8 vs Will of same opponent; opponent must end its next turn in a position where it has cover from you (if possible). Targets whose level is equal to or higher than your character level (Level 7) are immune to the effect of this feat.

Ranged (standard)

blaster rifle +8 (3d8)

Ranged-Area (standard)

autofire blaster rifle +3 (3d8, 2x2 area)

Ranged ♦ **Burst Fire** (standard)

blaster rifle +3 (5d8)

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

Languages Basic

Abilities Str 13, Dex 14, Con 12, Int 9, Wis 8, Cha 8

Talents Keep Them At Bay

Feats Armor Proficiency (light), Burst Fire, Coordinated Attack, Suppression Fire, Weapon Focus (rifles)^H, Weapon Proficiency (heavy weapons, rifles, simple weapons)

Trained Skills Initiative +10, Perception +7^H

Untrained Skills Acrobatics +5, Climb +4, Deception +2, Endurance +4, Gather Information +2, Jump +4, Knowledge +2, Mechanics +2, Persuasion +2, Pilot +5, Ride +5, Stealth +5, Survival +2, Swim +4, Treat Injury +2, Use Computer +2

Possessions bayonet +6 (1d8+2), light battle armor (+5 Ref, +2 Fort), unarmed +6 (1d4+1)

Tactics:

Use Suppress Enemy to give 1 opponent a -5 attack penalty. If your opponent is lower than level 7 and your attack roll exceeds his Will, opponent also must move to where he has cover from you (behind another character, behind a wall, etc). Opponent will waste a move action or 2 move actions or a full-round running for cover.

Soldier CL 1



Soldier

Combat role: Ranged XP: 200

Average military soldier

Medium Human nonheroic 3

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

Defenses Ref 17 (ff 15), Fort 13, Will 10

hp 10; **Threshold** 13

Speed 6 squares

Ranged (standard)

blaster rifle +5 (3d8)

Ranged-Area (standard)

autofire blaster rifle +0 (3d8, 2x2 area)

Ranged-Area (standard)

Ranged 6/8/10/12; frag grenade +4/+2/-1/-6 (4d6, 2-square burst)

Languages Basic

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

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

Feats Armor Proficiency (light), Skill Training (Perception)^H, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple)

Trained Skills Initiative +8, Endurance +7^H, Perception +6

Untrained Skills Acrobatics +3, Climb +1, Deception +0, Gather Information +0, Jump +1, Knowledge +0, Mechanics +0, Persuasion +0, Pilot +3, Ride +3, Stealth +3, Survival +1, Swim +1, Treat Injury +1, Use Computer +0

Possessions knife +2 (1d4), light battle armor (+5 Ref, +2 Fort), unarmed +2 (1d4)

Tactics:

Just shoot. Use aim (2 consecutive swift actions) to ignore cover on non-area attacks.

Soldier on Speeder Bike CL 2



[Soldier on Speeder Bike](#)

Combat role: Skirmisher XP: 400
 Soldier trained to pilot and attack with a speeder bike

Medium Human nonheroic 3
Init +18; **Senses** Perception +0
Defenses Ref 15, see Vehicular Combat (ff 14), Fort 10, Will 9
hp 7; **Threshold** 10
Fighting Space 2x2
Speed 12 squares (max. velocity 500km/h)

Vehicular Combat (reaction when you are hit with a weapon; 1/round)
 When piloting a vehicle; Pilot +18 vs incoming attack roll. Negate the hit.

Ranged (standard)
 laser cannon +6* (4d10)

Ranged-Area (standard)
 autofire laser cannon +1* (4d10, 2x2 area)
 *1/enc □, reroll an attack roll made with a vehicle weapon, mtr

Languages Basic, 1 unassigned
Base Atk +2; **Grp** +3
Abilities Str 10, Dex 13, Con 11, Int 12, Wis 9, Cha 8
Feats Armor Proficiency (light), Gunnery Specialist, Skill Focus (Pilot), Vehicular Combat^H, Weapon Proficiency (pistols, simple)
Trained Skills Initiative +18, Mechanics +7^H, Pilot +18
Untrained Skills Acrobatics +2, Climb +1, Deception +0, Endurance +1, Gather Information +0, Jump +1, Knowledge +2, Perception +0, Persuasion +0, Ride +2, Stealth +2, Survival +0, Swim +1, Treat Injury +0, Use Computer +2
Possessions blaster pistol +3 (3d6), combat jumpsuit (+4 Ref), knife +2 (1d4), unarmed +2 (1d4)

Tactics:

Use the laser cannon vehicle weapon; reroll a missed attack 1/enc. If 2 or more enemies are adjacent to each other, use laser cannon autofire. Use Vehicular Combat once a round to negate a weapon hit.

If the speeder bike itself is being attacked, see stats below under "Speeder Bike stats"

Soldier on Speeder Bike CL 3

Combat role: Skirmisher XP: 600

Soldier trained to pilot and attack with a speeder bike

Medium Human nonheroic 6
Init +21; **Senses** Perception +7
Defenses Ref 16, see Vehicular Combat (ff 14), Fort 10, Will 9
hp 15; **Threshold** 10

Fighting Space 2x2
Speed 12 squares (max. velocity 500km/h)

Vehicular Combat (reaction when you are hit with a weapon; 1/round)
 When piloting a vehicle; Pilot +21 vs incoming attack roll; negate the hit.

Ranged (standard)
 laser cannon +9* (4d10+1)

Ranged-Area (standard)
 autofire laser cannon +4* (4d10+1, 2x2 area)
 *1/enc □, reroll an attack roll made with a vehicle weapon, mtr
 NOTE: all laser cannon attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 150sq

Languages Basic, 1 unassigned
Base Atk +4; **Grp** +6
Abilities Str 10, Dex 14, Con 11, Int 12, Wis 9, Cha 8
Feats Armor Proficiency (light), Gunnery Specialist, Point Blank Shot, Skill Focus (Pilot), Vehicular Combat^H, Weapon Proficiency (pistols, simple)

Trained Skills Mechanics +9, Perception +7^H, Pilot +21
Untrained Skills Acrobatics +5, Climb +3, Deception +2, Endurance +3, Gather Information +2, Initiative +5, Jump +3, Knowledge +4, Persuasion +2, Ride +5, Stealth +5, Survival +2, Swim +3, Treat Injury +2, Use Computer +4
Possessions blaster pistol +6 (3d6), combat jumpsuit (+4 Ref), knife +4 (1d4), unarmed +4 (1d4)

Tactics:

Use the laser cannon vehicle weapon; reroll a missed attack 1/enc. If 2 or more enemies are adjacent to each other, use laser cannon autofire. Use Vehicular Combat once a round to negate a weapon hit.

If the speeder bike itself is being attacked, see stats below under "Speeder Bike stats"

Speeder Bike stats

Large ground vehicle (speeder)
Defenses Ref 17 (ff 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19
Speed 12 squares (max. velocity 500km/h)
Fighting Space 2x2; **Cover** none
Atk Options autofire (laser cannon)
Abilities Str 18, Dex 24, Con --, Int 14
Crew 1; **Passengers** 1
Cargo 3kg; **Consumables** 1 day; **Carried Craft** none
Laser cannon (pilot); **Dmg** 4d10

Infantry Leader CL 2



[Infantry Leader](#)

Combat role: Leader XP: 400

Leader of infantry soldiers

Medium Human nonheroic 3/noble 1

Force 7 (1d6) □□□

Init +11; **Senses** Perception +13

Defenses Ref 14 (ff 12), Fort 11, Will 14

hp 11; **second wind** +10/5 □; **Threshold** 11

Speed 6 squares

Born Leader (swift; mind-affecting effect; 1/enc □)

Grant all allies within your los a +1 insight bonus on attack rolls. Lasts until los is broken or you become unconscious or dead.

Aid Another + **Coordinated Attack, Rapport** (standard)

Select 1 opponent that is adjacent to you or within 20sq. Grant a single ally a +4 attack bonus on his next attack roll against that opponent. (This +4 bonus replaces the +1 bonus from Born Leader). Alternatively, you can cause the opponent to take a -2 penalty on his next attack roll

Ranged (standard)

blaster pistol +1 (3d6)

Languages Basic, 2 unassigned

Base Atk +2; **Grp** +1

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

Talents Born Leader

Feats Coordinated Attack, Predictive Defense, Rapport, Skill Focus (Initiative^H, Perception), Weapon Proficiency (pistols, simple)

Trained Skills Initiative +11, Knowledge (tactics) +9^H, Perception +13, Persuasion +8

Untrained Skills Acrobatics +1, Climb +1, Deception +3, Endurance +2, Gather Information +3, Jump +1, Knowledge +4, Mechanics +4, Pilot +1, Ride +1, Stealth +1, Survival +3, Swim +1, Treat Injury +3, Use Computer +4

Possessions knife +1 (1d4-1), unarmed +1 (1d4-1)

Tactics:

This leader has not much HP, so get him to use his bonuses quickly. Put him behind his allies for a cover bonus and he might last longer than one round.

Elite Soldier CL 2



[Elite Soldier](#)

Combat role: Ranged XP: 400

Advanced soldier and rifle master

Medium Human nonheroic 6

Init +10; **Senses** Perception +8

Defenses Ref 17 (ff 15), Fort 13, Will 10

hp 21; **Threshold** 13

Speed 6 squares

Ranged (standard)

heavy blaster rifle +8 (3d12+1)

Ranged-Area (2 swift and standard)

braced autofire heavy blaster rifle +6 (3d12+1, 2x2 area)

Ranged-Area (standard)

autofire heavy blaster rifle +3 (3d12+1, 2x2 area)

NOTE: all blaster rifle attack entries include Point Blank Shot (+1 attack and +1 damage within 30sq)

Melee (standard)

bayonet +4 (1d8)

Languages Basic

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

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

Feats Armor Proficiency (light), Point Blank Shot, Riflemaster, Weapon Focus (rifles)^H, Weapon Proficiency (pistols, rifles, simple)

Trained Skills Initiative +10, Perception +8^H

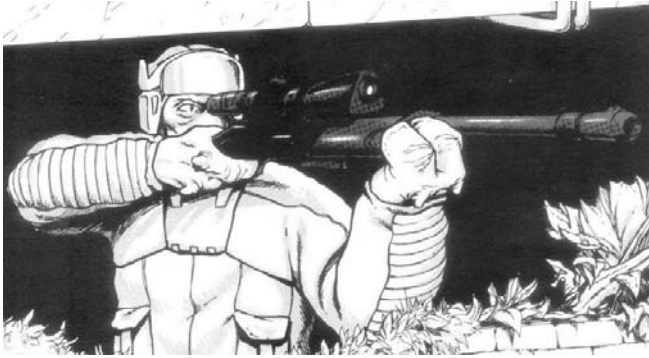
Untrained Skills Acrobatics +5, Climb +3, Deception +2, Endurance +4, Gather Information +2, Jump +3, Knowledge +3, Mechanics +3, Persuasion +2, Pilot +5, Ride +5, Stealth +5, Survival +3, Swim +3, Treat Injury +3, Use Computer +3

Possessions light battle armor (+5 Ref, +2 Fort), unarmed +4 (1d4)

Tactics:

Just shoot. If there are multiple targets within a 2x2 area, use braced autofire.

Military Sniper CL 3



[Military Sniper](#)

Combat role: Ranged Lurker XP: 600
Hidden attacker trained to pick off a target from a distance.

Medium Human nonheroic 9

Init +12; **Senses** Perception +9

Defenses Ref 13 (ff 10), Fort 9, Will 10

hp 13; **Threshold** 9

Speed 6 squares

Precise Shot, Low-light targeting scope

All your ranged attacks ignore -2 attack penalty due to concealment caused by low-light; also ignore -5 penalty for shooting into melee

Ranged ♦ Snipe (standard + move)

Must be at least 2sq from target, and must have successfully used Stealth to hide from target. Heavy blaster rifle +10 (3d10+1) or autofire heavy blaster rifle +5 (3d10+1, 2x2 area). Then, as move action, Stealth +7 vs Perception to remain hidden (target takes -5 penalty to Perception for every 10sq of distance between you and target; target takes additional -5 penalty if you have concealment or cover, or a -10 penalty if you have total concealment or total cover). If you fail, your location is revealed.

Ranged ♦ Aim, Careful Shot, Deadeye, Steadying Position (2 swift + standard)

Must be prone. Heavy blaster rifle +11 (4d10+1); ignore target's Dex to Ref; ignore target's cover bonus to Ref. Opponents making ranged attacks against you when you're prone take a -5 attack penalty; opponents making melee attacks against you when you're prone get a +5 bonus.

NOTE: all blaster rifle attack entries include Point Blank Shot (+1 attack and +1 damage within 30sq)

Languages Basic, 1 unassigned

Base Atk +6; **Grp** +9

Abilities Str 10, Dex 16, Con 9, Int 12, Wis 10, Cha 8

Feats Careful Shot, Deadeye, Point Blank Shot, Precise Shot^H, Skill Focus (Stealth), Steadying Position, Weapon Proficiency (rifles, simple)

Trained Skills Initiative +12^H, Perception +9, Stealth +17

Untrained Skills Acrobatics +7, Climb +4, Deception +3, Endurance +3, Gather Information +3, Jump +4, Knowledge +5, Mechanics +5, Persuasion +3, Pilot +7, Ride +7, Survival +4, Swim +4, Treat Injury +4, Use Computer +5

Possessions heavy blaster rifle with low-light targeting scope, knife +6 (1d4), unarmed +6 (1d4)

Tactics:

Put this guy about 25 squares away from target. Give him some concealment or cover. Drop prone to gain benefits from Steadying Position.

Use Snipe if you want to attack and keep yourself hidden. Or, forget stealth and use Careful Shot / Deadeye for higher damage.

Firebat CL 2



[Firebat/Flame Thrower](#)

Combat role: Ranged XP: 400

Soldier with flamethrower

Medium Human nonheroic 6

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

Defenses Ref 14 (ff 12), Fort 10, Will 10

hp 15, **DR** 2 against energy and fire damage; **Threshold** 10

Speed 6 squares

Ranged-Area (standard)

flamethrower +8 (3d6+1 fire damage, 6-square cone). Targets hit take full damage, targets missed take half damage. Any target that takes fire damage also catches on fire. (Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action). When you damage any Large or smaller creatures, compare the result of your attack roll to the targets' Will. You can move the target(s) 1 square in any direction as a free action. You can't move a target that's being grabbed or grappled, and you can't move a target into a solid object or into another creature's fighting space

NOTE: flamethrower attack includes Point Blank Shot, that is, +1 attack and +1 damage

Languages Basic

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

Abilities Str 12, Dex 14, Con 11, Int 9, Wis 10, Cha 8

Feats Armor Proficiency (light), Bantha Herder, Exotic Weapon Proficiency (flamethrower), Point Blank Shot, Weapon Focus (flamethrower)^H, Weapon Proficiency (pistols, simple)

Trained Skills Endurance +8^H, Initiative +10

Untrained Skills Acrobatics +5, Climb +4, Deception +2, Gather Information +2, Jump +4, Knowledge +2, Mechanics +2, Perception +3, Persuasion +2, Pilot +5, Ride +5, Stealth +5, Survival +3, Swim +4, Treat Injury +3, Use Computer +2

Possessions blaster pistol +7 (3d6+1), Barabel microbe armor (+2 Ref, DR 2), knife +5 (1d4+1), unarmed +5 (1d4+1)

Tactics:

Use the flamethrower and Bantha Herder to push enemies around.

Dual Flame Thrower CL 5

Combat role: Ranged

XP: 1000

Soldier with 2 flamethrowers

Medium Human nonheroic 6/soldier 3

Force 9 (2d6) □□□□

Init +11; **Senses** Perception +9

Defenses Ref 16 (ff 14), Fort 15, Will 13

hp 31; **DR** 2 against energy and fire damage;

second wind +11/15 □; **Threshold** 15

Speed 6 squares

Ranged-Area (standard)

flamethrower +11 (3d6+4 fire damage, 6-square cone); treat DT as 5 lower. Any target that takes fire damage also catches on fire. (Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action). When you damage any Large or smaller creatures, compare the result of your attack roll to the targets' Will. You can move the target(s) 1 square in any direction as a free action. You can't move a target that's being grabbed or grappled, and you can't move a target into a solid object or into another creature's fighting space

Ranged-Area ♦ **Dual Weapon Mastery** (full-round)

flamethrower +9/+9 (3d6+4 fire, 6-square cone); treat DT as 5 lower. <See above for same details.>

NOTE: flamethrower attack includes Point Blank Shot, that is, +1 attack and +1 damage

Languages Basic

Base Atk +7; **Grp** +9

Abilities Str 13, Dex 15, Con 11, Int 9, Wis 10, Cha 8

Talents Devastating Attack, Weapon Specialization

Feats Armor Proficiency (light), Bantha Herder, Dual Weapon Mastery I, Dual Weapon Mastery II, Exotic Weapon Proficiency (flamethrower), Point Blank Shot, Skill Training (Perception), Weapon Focus (flamethrower)^H, Weapon Proficiency (pistols, simple)

Trained Skills Endurance +9^H, Initiative +11, Perception +9

Untrained Skills Acrobatics +6, Climb +5, Deception +3, Gather Information +3, Jump +5, Knowledge +3, Mechanics +3, Persuasion +3, Pilot +6, Ride +6, Stealth +6, Survival +4, Swim +5, Treat Injury +4, Use Computer +3

Possessions Barabel microbe armor (+3 Ref; tech specialist mod: +1 Reflex Defense), blaster pistol +10 (3d6+2), 2 flamethrowers, knife +8 (1d4+2), unarmed +8 (1d4+2)

Tactics:

Use 2 flamethrowers, attack with both with DWM; use Bantha Herder to push enemies around.

Heavy Blaster Cannon Specialist CL

5



[Heavy Blaster Cannon Specialist](#)

Combat role: Ranged

XP: 1000

Armored soldier with heavy splash weapon

Medium Human nonheroic 6/soldier 3

Force 9 (2d6) □□□□

Init +11; **Senses** low-light vision; Perception +14

Defenses Ref 18 (ff 16), Fort 18, Will 13

hp 40; **second wind** +12/20 □; **Threshold** 18

Speed 6 squares

Ranged-Area (2 swift + standard)

heavy blaster cannon +11 (4d12+4, may reroll lowest damage die, mtr; 1-square splash). If attack hits opponent, then he takes full damage, and you compare the attack roll to Ref of all targets adjacent to the opponent; adjacent targets take half damage if hit, no damage if miss. If you miss opponent, he takes half damage, and adjacent targets are not affected. Treat targets' DT as 5 lower. You gain concealment against targets damaged until the beginning of your next turn.

Ranged-Area ♦ **Rapid Shot** (2 swift + standard)

heavy blaster cannon +9 (5d12+4, may reroll lowest damage die, mtr; 1-square splash). <See above for same details.>

Ranged (standard)

blaster pistol +10 (3d6+2, may reroll lowest damage die, mtr)

Ranged ♦ **Rapid Shot** (standard)

blaster pistol +8 (4d6+2, may reroll lowest damage die, mtr)

NOTE: all attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 50sq for blaster cannon, 20sq for blaster pistol.

Languages Basic

Base Atk +7; **Grp** +9

Abilities Str 13, Dex 14, Con 12, Int 9, Wis 11, Cha 8

Talents Devastating Attack, Weapon Specialization

Feats Armor Proficiency (light), Assured Attack, Flash and Clear, Point Blank Shot, Rapid Shot, Skill Focus (Perception)^H, Weapon Focus (heavy), Weapon Proficiency (heavy, pistols, simple)

Trained Skills Initiative +11, Perception +14^H

Untrained Skills Acrobatics +6, Climb +5, Deception +3, Endurance +5, Gather Information +3, Jump +5, Knowledge +3, Mechanics +3, Persuasion +3, Pilot +6, Ride +6, Stealth +6, Survival +4, Swim +5, Treat Injury +4, Use Computer +3

Possessions knife +8 (1d4+2), light battle armor (+5 Ref, +2 Fort), unarmed +8 (1d4+2)

Tactics:

This specialist deals big damage that splashes to all targets adjacent to the opponent. He's great at firing at targets that are

adjacent to each other. He prefers to fire from longer range (20sq or more) and avoid melee range.

His weakness is he cannot move and fire his heavy blaster cannon, because it takes 2 swift actions to brace and a standard action to fire. Also, if he fires at an adjacent target with his blaster cannon, he will damage himself (unless he uses his blaster pistol instead).

Missile Launcher Specialist CL 5



[Missile Launcher Specialist](#)

Combat role: Ranged

XP: 1000

Can damage personnel & vehicles

Medium Human nonheroic 6/soldier 3

Force 9 (2d6)

Init +11; **Senses** Perception +9

Defenses Ref 18 (ff 16), Fort 18, Will 13

hp 40; **second wind** +12/20 ; **Threshold** 18

Speed 6 squares

Ranged-Area (standard)

missile launcher +11 (6d6+2, 2-sq burst, may reroll lowest damage die, mtr); treat targets' DT and DR as 5 lower. Ignore soft cover (that is, cover provided by characters, creatures or droids). You gain concealment against targets damaged until the beginning of your next turn.

Point blank shot included.

Languages Basic

Base Atk +7; **Grp** +9

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

Talents Devastating Attack, Penetrating Attack

Feats Armor Proficiency (light), Assured Attack, Flash and Clear^H, Point Blank Shot, Precise Shot, Sniper, Weapon Focus (heavy), Weapon Proficiency (heavy, pistols, simple)

Trained Skills Initiative +11^H, Perception +9

Untrained Skills Acrobatics +6, Climb +5, Deception +3, Endurance +5, Gather Information +3, Jump +5, Knowledge +4, Mechanics +4, Persuasion +3, Pilot +6, Ride +6, Stealth +6, Survival +4, Swim +5, Treat Injury +4, Use Computer +4

Possessions blaster pistol +9 (3d6+1), knife +8 (1d4+2), light battle armor (+5 Ref, +2 Fort), unarmed +8 (1d4+2)

Tactics:

Use Missile launcher attack against characters that are bunched together; also good against vehicles since the attack ignores 5 points of DR, which most vehicles have.

Melee Soldier CL 3



[Melee Soldier](#)

Combat role: Melee Soldier XP: 600

Armored melee soldier & brute smasher

Medium Human soldier 3

Force 6 (1d6) □ □

Init +8; **Senses** Perception +5

Defenses Ref 21 (ff 19), Fort 19, Will 12

Defenses if used Powerful Charge Ref 19 (ff 17)

hp 47; **second wind** +14/23 □; **Threshold** 19

Speed 4 squares

Melee ✦ **Powerful Charge** (standard)

Charge 2-4sq. Power hammer +11 (2d12+9; if you miss or attack is negated, you deal 8 damage). You take a -2 Ref penalty until start of your next turn

Melee ✦ **Powerful Charge, Mighty Swing** (2 swift + standard)

Charge 2-4sq. Power hammer +11 (3d12+9; if you miss or attack is negated, you deal 8 damage). You take a -2 Ref penalty until start of your next turn

Melee ✦ **Mighty Swing** (2 swift + standard)

power hammer +7 (3d12+8; if you miss or attack is negated, you deal 7 damage)

Melee (standard)

power hammer +7 (2d12+8; if you miss or attack is negated, you deal 7 damage)

Ranged (standard)

blaster carbine +5 (3d8+1)

Ranged-Area (standard)

autofire blaster carbine +0 (3d8+1, 2x2 area)

Languages Basic

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

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

Talents Melee Smash, Unrelenting Assault

Feats Armor Proficiency (light, medium), Mighty Swing, Powerful Charge, Weapon Focus (advanced melee)^H, Weapon Proficiency (advanced melee, pistols, rifles, simple)

Trained Skills Endurance +8, Initiative +8, Knowledge (tactics) +6^H, Perception +5

Untrained Skills Acrobatics +3, Climb +4, Deception +0, Gather Information +0, Jump +4, Knowledge +1, Mechanics +1, Persuasion +0, Pilot +3, Ride +3, Stealth +3, Survival +0, Swim +4, Treat Injury +0, Use Computer +1

Possessions battle armor (+8 Ref, +2 Fort), vibrodagger +7 (2d4+5) unarmed +6 (1d4+5)

Tactics:

Powerful Charge into melee. Once in position, use Mighty Swing.

Melee Soldier CL 6

Combat role: Melee Soldier

XP: 1200

Armored melee soldier & brute smasher

Medium Human soldier 6

Force 8 (1d6) □ □ □

Init +10; **Senses** Perception +7

Defenses Ref 21 (ff 19), Fort 20, Will 15

Defenses if you used Powerful Charge Ref 19 (ff 17), Fort 20, Will 15

hp 57; **second wind** +14/28 □; **Threshold** 20

Speed 4 squares

Melee ✦ **Powerful Charge** (standard)

Charge 2-4sq. Power hammer* +15 (2d12+17, can reroll lowest damage die, mtr; if you miss or attack is negated, you deal 9 damage). You take a -2 Ref penalty until start of your next turn

Melee ✦ **Powerful Charge, Mighty Swing** (2 swift + standard)

Charge 2-4sq. Power hammer* +15 (3d12+17, can reroll lowest damage die, mtr; if you miss or attack is negated, you deal 9 damage). You take a -2 Ref penalty until start of your next turn

Melee-Area ✦ **Whirlwind Attack** (full-round)

All targets in melee range; power hammer +11 (2d12+14, can reroll lowest damage die, mtr)

Melee ✦ **Mighty Swing** (2 swift + standard)

power hammer* +11 (3d12+14, can reroll lowest damage die, mtr; if you miss or attack is negated, you deal 9 damage)

Melee (standard)

power hammer* +11 (2d12+14, can reroll lowest damage die, mtr; if you miss or attack is negated, you deal 9 damage)

*When you use a standard action to attack, you can take a penalty up to -5 on your attack roll and add the same number (up to +5) as a dodge bonus to Ref. The changes to your attack and Reflex last until the start of your next turn.

Languages Basic

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

Abilities Str 18, Dex 14, Con 10, Int 13, Wis 8, Cha 8

Talents Melee Smash, Unrelenting Assault, Weapon Specialization (advanced melee)

Feats Armor Proficiency (light, medium), Assured Attack^H, Melee Defense, Mighty Swing, Powerful Charge, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, pistols, rifles, simple), Whirlwind Attack

Trained Skills Endurance +8, Jump +12^H, Knowledge (tactics) +9

Untrained Skills Acrobatics +5, Stealth +5

Possessions battle armor (+8 Ref, +2 Fort), blaster carbine +8 (3d8+3), vibrodagger +11 (2d4+10), unarmed +10 (1d4+8)

Tactics:

Powerful Charge into melee. Once in position, use Mighty Swing or Whirlwind Attack if in range of more than 1 opponent.

Debilitating Sniper CL 6

Combat role: CT Killer

XP: 1200

Long range sharpshooter with a debilitating shot.

Medium Human nonheroic 4/scout 3/bounty hunter 1/gunslinger 1

Force 10 (2d6) □□□□

Init +11; **Senses** Perception +10 (may reroll, mtr)

Defenses Ref 21 (ff 19), Fort 17, Will 18

hp 34; **second wind** +10/17 □; **Threshold** 17

Speed 6 squares

Quick Draw

Draw or holster a weapon as a swift action instead of a move action.

Keen Shot, Precise Shot

Ignore the -2 attack penalty when attacking a target with concealment (but not total concealment); ignore the -5 attack penalty for shooting into melee.

Ranged ♦ Aim*, Debilitating Shot, Hunter's Mark, Careful Shot, Deadeye (2 swift + standard)

sniper blaster rifle +12 (4d10+3); ignore target's cover bonus to Ref. If you deal damage, move target -2 CT. Due to targeting scope, you can attack up to 60sq without taking any range penalties.

*note: aiming provokes an AoO

Ranged (standard)

sniper blaster rifle +6 (3d10+3)

Ranged (standard)

blaster pistol +10 (3d6+3)

NOTE: all attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 60sq when aiming with sniper blaster rifle, 30sq without aiming, and 20sq for blaster pistol

Languages Basic, 1 unassigned

Base Atk +7; **Grp** +9

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

Talents Acute Senses, Debilitating Shot, Hunter's Mark, Keen Shot

Feats Careful Shot^H, Deadeye, Point Blank Shot, Precise Shot,

Quick Draw, Skill Training, Weapon Focus (rifles), Weapon

Proficiency (pistols, rifles, simple)

Trained Skills Initiative +11^H, Perception +10 (may reroll, mtr), Stealth +11, Survival +10

Untrained Skills Acrobatics +6, Climb +4, Deception +3,

Endurance +4, Gather Information +3, Jump +4, Knowledge +5,

Mechanics +5, Persuasion +3, Pilot +6, Ride +6, Swim +4, Treat

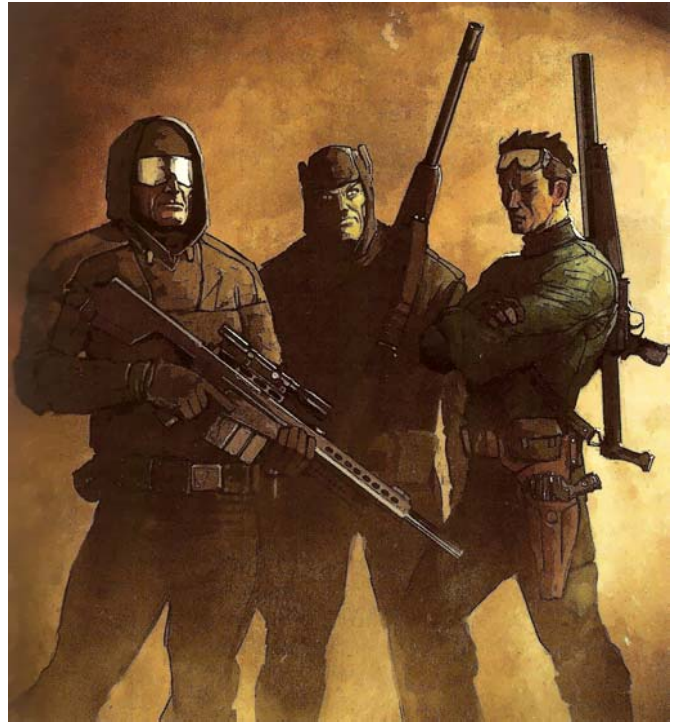
Injury +5, Use Computer +5

Possessions heavy blaster rifle with targeting scope, knife +7 (1d4+2), unarmed +7 (1d4+2)

Tactics:

Put this Sniper up to 40sq away, use Stealth to hide. Put him in concealment (for ex: foliage, fog, low light). He ignores the -2 penalty for attacking targets in concealment, but opponents attacking him will take the -2 penalty. Use the Aim attack.

His weakness is close combat, especially since aiming provokes AoO's. Firing a sniper blaster rifle without aiming results in a -5 attack penalty.



[Debilitating Sniper](#)

Elite Brute Squad CL 9

Combat role: Melee Teamwork

XP: 1800

Gang up on one target.

Medium Human soldier 9

Force 9 (2d6)

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

Defenses Ref 22 (ff 20), Fort 23, Will 20

Defenses if used Powerful Charge Ref 20 (ff 18)

hp 92; **second wind** +23/46 ; **Threshold** 23

Speed 6 squares

Withdrawal Strike, Tumble Defense

When wielding vibrosword, adjacent opponents may not withdraw from squares you threaten. If they try to tumble, their (trained-only) Acrobatics check increases to DC 24 (unless you are flat-footed, in that case the normal DC 15 applies instead)

Melee Opportunist (reaction, when an ally makes a successful melee attack against a target adjacent to you; 1/enc)

Make a melee attack against that target with a +2 attack bonus.

Melee (standard)

vibrosword +13* (2d8+10). If one or more of your allies are adjacent to the target, you may reroll your damage roll, taking the better result. Also, if one or more of your allies are adjacent to your target, compare your attack roll to the target's Fort as well as its Ref. If the attack hits both defenses, the attack deals +1 die of damage, the target is knocked prone, his speed is reduced by 2 squares, and he takes a -2 Ref penalty until the end of your next turn. After making a successful melee attack against an opponent up to Large size, you can move that opponent 1 square in any direction as a free action.

*Gain +1 circumstance attack bonus for each allied character adjacent to your target.

*If you and at least two allies are adjacent to the same target, that target is considered flat-footed against you.

*You gain +5 attack bonus against prone targets and +2 bonus against flanked targets

*You may subtract a number from all melee attack rolls and add the twice that number to all melee damage rolls (to a maximum of -9 and +18) until the start of your next turn.

Melee \blacklozenge Powerful Charge (standard)

Charge 2-6sq; vibrosword +17* (2d8+14); take -2 Ref penalty until beginning of your next turn. <See above for same details.>

Languages Basic, 2 unassigned

Base Atk +9; **Grp** +12

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

Talents Melee Assault, Melee Brute, Melee Opportunist, Squad Brutality, Squad Superiority

Feats Armor Proficiency (light, medium), Bantha Rush, Coordinated Attack, Power Attack, Powerful Charge, Swarm, Tumble Defense, Weapon Focus (advanced melee)^H, Weapon Proficiency (advanced melee, pistols, rifles, simple), Withdrawal Strike (advanced melee)

Trained Skills Climb +12^H, Endurance +11, Initiative +11, Jump +12, Knowledge (tactics) +11, Perception +10

Untrained Skills Acrobatics +6, Deception +3, Gather Information +3, Knowledge +6, Mechanics +6, Persuasion +3, Pilot +6, Ride +6, Stealth +6, Survival +5, Swim +7, Treat Injury +5, Use Computer +6

Possessions blaster carbine +11 (3d8+4), vibrodagger +13 (2d4+7) unarmed +12 (1d4+7)

Tactics:

Powerful Charge into melee range then gang up on one target. Use Bantha Rush to push opponents so that they are adjacent to as many allies as possible to maximize brute squad feats & talents.



[Elite Brute Squad](#)

Fringe & Aliens

Includes criminal elements, law enforcement, and aliens. Humans are listed first, sorted by CL. Then aliens are listed, sorted alphabetically. In the case of aliens, a description of common alien traits and behavior is listed in the NPC description of the first listed alien.

Thug CL 0.5



[Thug](#)

Combat role: Melee	XP: 100
Average melee thug with vibroblade	
Medium Human nonheroic 2	
Dark Side 4	
Init +7; Senses Perception +5	
Defenses Ref 11 (ff 10), Fort 11, Will 9	
hp 7; Threshold 11	
Speed 6 squares	
Melee ♦ Mighty Swing (2 swift + standard)	
vibroblade +4 (3d6+2)	
Melee (standard)	
vibroblade +4 (2d8+2)	
Ranged (standard)	
blaster pistol +2 (3d6)	
Languages Basic	
Base Atk +1; Grp +3	
Abilities Str 14, Dex 12, Con 12, Int 8, Wis 9, Cha 8	
Feats Mighty Swing ^H , Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, pistols, simple)	
Trained Skills Initiative +7, Perception +5 ^H	
Untrained Skills Acrobatics +2, Climb +3, Deception +0, Endurance +2, Gather Information +0, Jump +3, Knowledge +0, Mechanics +0, Persuasion +0, Pilot +2, Ride +2, Stealth +2, Survival +0, Swim +3, Treat Injury +0, Use Computer +0	
Possessions unarmed +3 (1d4+2)	

Tactics:

Charge into melee to get +2 attack, -2 Ref until next turn. Then use Mighty Swing to get +1 die damage.

Brute CL 1

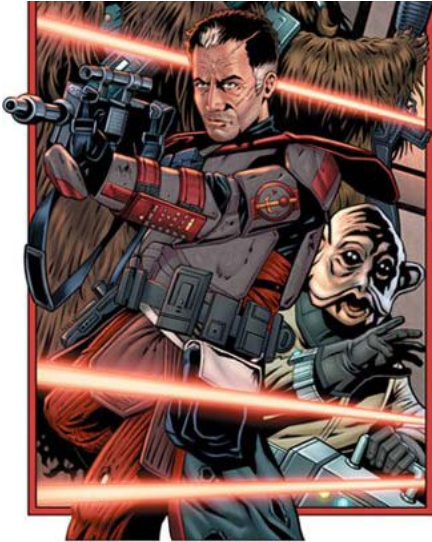


Combat role: Ranged	XP: 200
Average thug	
Medium Human nonheroic 3	
Dark Side 1	
Init +8; Senses Perception +0	
Defenses Ref 12 (ff 10), Fort 11, Will 9	
hp 10; Threshold 11	
Speed 6 squares	
Ranged ♦ Precise Shot (standard)	
blaster carbine +6 (3d8+1) take no -5 penalty against targets engaged in melee combat with one or more of your allies	
Ranged-Area (standard)	
autofire blaster carbine +1 (3d8+1, 2x2 area)	
NOTE: all attacks include Point Blank Shot (within 30sq)	
Languages Basic	
Base Atk +2; Grp +4	
Abilities Str 13, Dex 14, Con 12, Int 8, Wis 8, Cha 8	
Feats Point Blank Shot, Precise Shot ^H , Skill Training (Initiative, Persuasion ^H), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple)	
Trained Skills Initiative +8, Persuasion +5 ^H	
Untrained Skills Acrobatics +3, Climb +2, Deception +0, Endurance +2, Gather Information +0, Jump +2, Knowledge +0, Mechanics +0, Perception +0, Pilot +3, Ride +3, Stealth +3, Survival +0, Swim +2, Treat Injury +0, Use Computer +0	
Possessions knife +3 (1d4+1), unarmed +3 (1d4+1)	

Tactics:

Just shoot. Use aim (2 consecutive swift actions) to ignore cover on non-area attacks. Or can try Intimidate.

Bodyguard CL 1



[Bodyguard](#)

Combat role: Soldier XP: 200
Bodyguard, can shield 1 adjacent ally; can take lots of hits in exchange for making attacks.

Medium Human soldier 1

Force 5 (1d6)

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

Defenses Ref 19 (ff 17), Fort 17, Will 11;

Defenses while fighting defensively Ref 29 (ff 17), Fort 19, Will 18

hp 32; **second wind** +14/16 ; **Threshold** 17

Speed 4 squares

Harm's Way (swift, 1/round)

Shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Fight defensively with no attacks (standard)

Make no attacks to gain +10 dodge to Ref, +5 morale to Will, and +2 competence to Fort and Will until start of your next turn. You cannot make any attacks, not even AoO's. Once per encounter , gain DR 20 against a ranged energy attack as a reaction.

Ranged (standard)

blaster carbine +3 (3d8)

Ranged-Area (standard)

autofire blaster carbine -2 (3d8, 2x2 area)

Languages Basic, 1 unassigned

Base Atk +1; **Grp** +3

Abilities Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8

Talents Harm's Way

Feats Armor Proficiency (light, medium), Resolute Stance^H, Wary Defender, Weapon Proficiency (pistols, rifles, simple)

Trained Skills Acrobatics +7, Initiative +7, Perception +5, Pilot +7, Treat Injury +5^H

Untrained Skills Climb +1, Deception -1, Endurance +2, Gather Information +1, Jump +1, Knowledge +1, Mechanics +1, Persuasion -1, Ride +2, Stealth +2, Survival +0, Swim +1, Use Computer +1

Possessions mesh armor (+6 Ref, +2 Fort), snap baton +2 (2d4+1), unarmed +2 (1d4+1)

Tactics:

Use Harm's Way to shield a single adjacent ally from attacks. Use fight defensively with no attacks to boost all defenses. This will allow you to take lots of hits, but you won't be able to attack.

Security Guard CL 1



[Security Guard](#)

Combat role: Ranged XP: 200

Average security guard with light armor

Medium Human nonheroic 3

Init +7; **Senses** Perception +11

Defenses Ref 15 (ff 14), Fort 10, Will 10

hp 8; **Threshold** 10

Speed 6 squares

Ranged (standard)

blaster pistol +5 (3d6+1) within point blank (20sq)

Melee (standard)

stun baton +3 (2d6+1 stun damage)

Languages Basic

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

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

Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Perception), Weapon Focus (pistols)^H, Weapon Proficiency (pistols, simple)

Trained Skills Initiative +7^H, Perception +11

Untrained Skills Acrobatics +2, Climb +2, Deception +0, Endurance +1, Gather Information +0, Jump +2, Knowledge +1, Mechanics +1, Persuasion +0, Pilot +2, Ride +2, Stealth +2, Survival +1, Swim +2, Treat Injury +1, Use Computer +1

Possessions binder cuffs, combat jumpsuit (+4 Ref), unarmed +3 (1d4+1)

Tactics:

Use good Perception to watch for intruders.

Police Officer CL 2

Combat role: Melee XP: 400
Civilian law enforcement officer, trained to chase after and apprehend criminals.

Medium Human nonheroic 6

Init +10; **Senses** Perception +8

Defenses Ref 17 (ff 14), Fort 12, Will 10

hp 27; **Threshold** 12

Speed 6 squares

Ranged (standard)

Range 8; bluebolt blaster pistol +6 (3d8+1 stun damage)

Ranged (standard)

bluebolt blaster pistol +6 (3d8+1) within point blank (20sq)

Melee + **Grapple** (standard)

One target, up to one size larger than self. Unarmed attack +5 (no damage). If succeed, Grapple +6 vs opponent's Grapple (1d20 + BAB + STR or DEX + size mod C+20, G+15, H+10, L+5, M+0, S-5, T-10, D-15, F-20). If succeed, target is automatically pinned until the start of your next turn. A pinned target cannot move or take any action and loses its Dex bonus to Ref. Instead of Pin, can do automatic stun baton damage (2d6+2 stun damage)

Melee (standard)

stun baton +5 (2d6+2 stun damage)

Languages Basic, 2 unassigned

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

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

Feats Armor Proficiency (light), Martial Arts I, Pin, Point Blank Shot^H, Skill Training (Knowledge [bureaucracy])^H, Weapon Proficiency (pistols, simple)

Trained Skills Endurance +10, Initiative +10^H, Knowledge (bureaucracy) +10, Perception +8, Pilot +10

Untrained Skills Acrobatics +5, Climb +5, Deception +2, Gather Information +2, Jump +5, Knowledge +5, Mechanics +5, Persuasion +2, Ride +5, Stealth +5, Survival +3, Swim +5, Treat Injury +3, Use Computer +5

Possessions binder cuffs, combat jumpsuit (+4 Ref), unarmed +6 (1d6+2; you are considered armed)



[Police Officer](#)

Tactics:

The police usually try to chase after and catch criminals who run away. The trained Endurance helps him to keep up with fleeing scum. If he catches them, he'll try to grapple and pin them. Alternatively, he will shoot with the stun setting.

Arrow-23 Landspeeder CL 3

Huge ground vehicle (speeder)

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

Defenses Ref 17 (ff 13), Fort 21; +5 armor

hp 120; **DR** 5; **Threshold** 31

Speed 12 squares (max. velocity 400km/h)

Fighting Space 3x3; **Cover** total (+5 for gunner)

Abilities Str 32, Dex 19, Con --, Int 12

Crew 2 (Police Officer); **Passengers** 5

Cargo 800kg; **Consumables** 1 day; **Carried Craft** none
; Using Nav: None

Shadow Striker CL 5

Combat role: Lurker XP: 1000

Ranged attacker from a concealed place

Medium Human scout 5

Force 7 (1d6)

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

Defenses Ref 22 (ff 17), Fort 18, Will 16

hp 52; **second wind** +14/26 ; **Threshold** 18

Speed 6 squares

Desperate Gambit (1/turn)

If you miss an attack roll, can reroll with -2 Ref penalty until end of your next turn. If you missed due to natural 1, the Ref penalty is -5.

Ranged (standard)

heavy blaster rifle +10 (3d10+3)

Ranged-Area (standard)

autofire heavy blaster rifle +5 (3d10+3, 2x2 area)

NOTE: all blaster rifle attacks include Point Blank Shot (within 30sq)

Total Concealment

Any situation that gives you concealment gives you total concealment

Hidden Movement

You take no -5 penalty on your Stealth check when moving your normal speed.

Languages Basic

Base Atk +3; **Grp** +8

Abilities Str 8, Dex 20, Con 14, Int 8, Wis 12, Cha 8

Talents Hidden Movement, Improved Stealth, Total Concealment

Feats Desperate Gambit, Point Blank Shot, Skill Focus (Stealth), Weapon Focus (rifles)^H, Weapon Proficiency (pistols, rifles, simple)

Trained Skills Initiative +12, Mechanics +6^H, Perception +8, Stealth +17 (may reroll, mtr), Survival +8

Untrained Skills Acrobatics +7, Climb +1, Deception +1, Endurance +4, Gather Information +1, Jump +1, Knowledge +1, Persuasion +1, Pilot +7, Ride +7, Swim +1, Treat Injury +3, Use Computer +1

Possessions knife +2 (1d4+1), unarmed +2 (1d4+1)

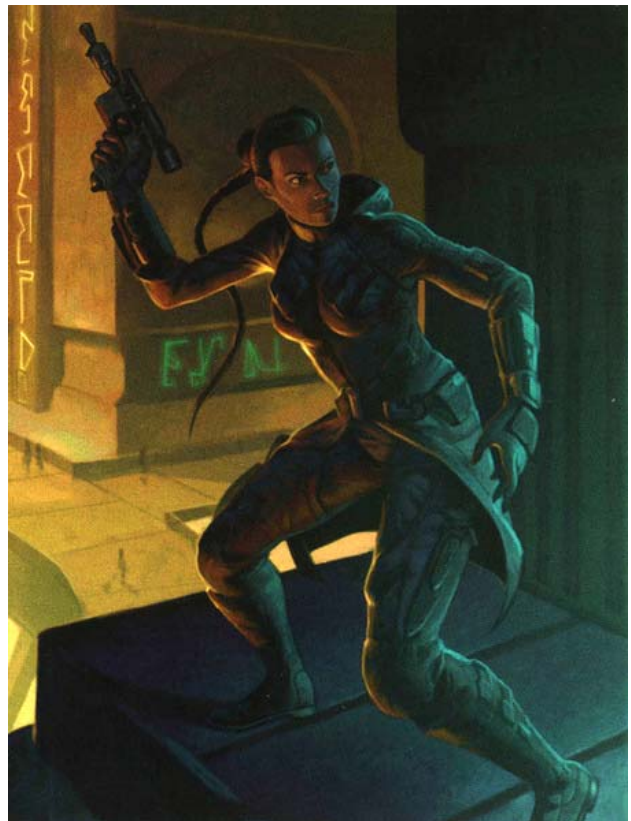
Tactics:

Find a place that grants concealment (low-lit area, smoky area, foggy area, foliage). Shadow Striker gains total concealment due to talent. Use Surprise Attack to make 1 attack vs flat-footed (unaware) targets. Next round, use normal attack options. If targets use Perception, can reroll Stealth check (must take reroll).

NOTE: If Shadow Striker has concealment (and therefore total concealment), increase its CL by 1.

NOTE: You cannot attack a target with total concealment, but you can attack a square you think he occupies with a -5 penalty. Noticing targets: Actively looking for hidden enemies is standard action, Perception vs DC (target's Stealth check). Take -5 penalty for every 10sq of distance between you and target. Take -5 penalty if target has concealment or cover, or a -10 penalty if target has total concealment or total cover.

NOTE: Cannot attack a target with total concealment, but can attack a square you think he occupies with a -5 penalty. Noticing a target with total concealment, standard action and take -10 penalty to Perception. Targets also take additional -5 penalty to notice if Shadow Striker if he is more than 10sq away. Attacking a target with cover, target gets +5 bonus to Ref. Attacking a target with concealment takes -2 penalty. Attacking a target with cover, target gets +5 bonus to Ref.



[Shadow Striker](#)

Dual Wielding Gunslinger CL 16

Combat role: Ranged (Solo) XP: 3000
 Fastest gun in the quadrant. Shoots back as a reaction if he's missed with a ranged attack.

Medium Human nonheroic 6/scout 1/scoundrel 2/soldier 2/gunslinger 9

Force 16 (3d6) □□□□□□

Init +25; **Senses** Perception +15

Languages Basic, 1 unassigned

Defenses Ref 33 (ff 28), Fort 27, Will 26

hp 107; **second wind** +26/53 □; **Threshold** 27

Speed 6 squares

Return Fire (reaction if an enemy misses you with a ranged attack; 5/enc □□□□□□, but no more than once during a given enemy's turn)

Make a single ranged attack against an enemy that missed you, provided you have los to that enemy. You must have your weapon in hand to use this feat.

Blast Back (reaction when you are damaged by an enemy's area attack; 1/round)

Make an immediate ranged attack against the source of the area attack, provided that you have los to the attacker.

Combat Reflexes

You may make 6 AoO's per round; you may also make AoO's while flat-footed.

Quick Draw (swift)

You can draw or holster both pistols as a swift action instead of a move action.

Ranged ♦ Dual Weapon Mastery, Triple Attack (full-round)

Model 434 "DeathHammer" blaster pistol +19/+19/+19/+19 (4d8+13, may reroll lowest damage die, mtr); treat DT as 5 lower. If you exceed DT, that target takes a -5 penalty to attack rolls against you until the end of your next turn; this is a mind-affecting effect. Attack bonus penalty applies to all attacks made until the beginning of your next turn, including AoO's.

Ranged (standard)

Model 434 "DeathHammer" blaster pistol +23 (4d8+13, may reroll lowest damage die, mtr); <see above for same details.>

Base Atk +16; **Grp** +21

Abilities Str 13, Dex 20, Con 12, Int 13, Wis 10, Cha 8

Special Qualities trusty sidearm +4

Talents Blast Back, Devastating Attack, Make an Example, Multiattack Proficiency (pistols) (4), Trigger Work

Feats Assured Attack^H, Combat Reflexes, Double Attack (pistols), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Quick Draw, Rapid Shot, Return Fire (pistols), Skill Focus (Initiative), Triple Attack (pistols), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Trained Skills Initiative +25, Mechanics +16, Perception +15^H

Untrained Skills Acrobatics +15, Climb +11, Deception +9, Endurance +11, Gather Information +9, Jump +11, Knowledge +11, Persuasion +9, Pilot +15, Ride +15, Stealth +15, Survival +10, Swim +11, Treat Injury +10, Use Computer +11

Possessions knife +17 (1d4+7), unarmed +17 (1d4+7)



[Dual Wielding Gunslinger](#)

Tactics:

Use 4 attacks as full-round attack. If you exceed target's DT, target takes cumulative -5 penalty to attack you. Whenever you are missed with a ranged attack, you can Return Fire as a reaction.

Aleena Scout CL 1



[Aleena Scout](#)

Combat role: Melee XP: 200
 Aleena scout with vibroblade. Aleena are adventurous and courageous, driven to travel by their curiosity. They are quick in body and spirit.

Small Aleena nonheroic 3
Init +8; **Senses** Perception +5
Defenses Ref 13 (ff 11), Fort 10, Will 9
hp 7; **Threshold** 10
Speed 4 squares, 8 squares with Quick Energy
Quick Energy (swift; 1/enc □)

Gain a +2 bonus on DEX-based skill checks and increase your speed to 8 squares for 1 round. When the energy is expended, you move -1 persistent CT until at least 10 minutes to recuperate.

Acrobatic Strike

Acrobatics +8 vs DC 15 (may reroll, mtr) to tumble through a foe's threatened square. Each threatened square you tumble through counts as 2sq of movement. Gain a +2 competence bonus on the next attack that you make against that foe as long as the attack occurs before the end of your current turn.

Melee (standard)

-vibroblade +4 (2d6+2)
 -vibroblade +6 (2d6+2) with Acrobatic Strike

Languages

Aleena, Basic, 1 unassigned

Base Atk +2; Grp -1

Abilities Str 12, Dex 15, Con 10, Int 12, Wis 8, Cha 6
Feats Acrobatic Strike, Skill Training (2), Weapon Focus (advanced melee), Weapon Proficiency (advanced melee)

Trained Skills Acrobatics +8 (may reroll, mtr), Initiative +8, Perception +5, Survival +5

Untrained Skills Climb +2, Deception -1, Endurance +1, Gather Information -1, Jump +2, Knowledge +2, Mechanics +2, Persuasion -1, Pilot +3, Ride +3, Stealth +8, Swim +2, Treat Injury +0, Use Computer +2

Possessions unarmed +3 (1d3+1)

Tactics:

Use Acrobatic Strike to tumble through an opponent's threatened square and gain +2 attack bonus against that opponent. Alternatively, as a standard action, you can charge 2-4sq and make a melee attack with a +2 bonus, but you take a -2 Ref penalty until the start of your next turn.

Aleena Scout CL 2

Combat role: Melee XP: 400

Aleena scout with vibroblade

Small Aleena nonheroic 6

Init +11; **Senses** Perception +7

Defenses Ref 14 (ff 11), Fort 10, Will 9

hp 15; **Threshold** 10

Speed 4 squares, 8 squares with Quick Energy

Quick Energy (swift; 1/enc □)

Gain a +2 bonus on DEX-based skill checks and increase your speed to 8 squares for 1 round. When the energy is expended, you move -1 persistent CT until at least 10 minutes to recuperate.

Acrobatic Strike

Acrobatics +11 vs DC 15 (may reroll, mtr) to tumble through a foe's threatened square. Each threatened square you tumble through counts as 2sq of movement. Gain a +2 competence bonus on the next attack that you make against that foe as long as the attack occurs before the end of your current turn.

Melee (standard)

-vibroblade +8 (2d6+1)

-vibroblade +10 (2d6+1) with Acrobatic Strike

Languages

Aleena, Basic, 1 unassigned

Base Atk +4; Grp +2

Abilities Str 12, Dex 16, Con 10, Int 12, Wis 8, Cha 6

Feats Acrobatic Strike, Skill Training (2), Weapon Finesse, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee)

Trained Skills Acrobatics +11 (may reroll, mtr), Initiative +11, Perception +7, Survival +7

Untrained Skills Climb +4, Deception +1, Endurance +3, Gather Information +1, Jump +4, Knowledge +4, Mechanics +4, Persuasion +1, Pilot +6, Ride +6, Stealth +11, Swim +4, Treat Injury +2, Use Computer +4

Possessions unarmed +5 (1d3+1)

Tactics:

Use Acrobatic Strike to tumble through an opponent's threatened square and gain +2 attack bonus against that opponent. Alternatively, as a standard action, you can charge 2-4sq and make a melee attack with a +2 bonus, but you take a -2 Ref penalty until the start of your next turn.

Amanin Scout CL 1



Amanin Scout

Combat role: Melee XP: 200
 Arboreal humanoids native to the sparse forests of Maridun. They have a long reach. Amanin are capable hunters that recently joined galactic society.

Medium Amanin nonheroic 3

Init +7; **Senses** Perception +0

Defenses Ref 11 (ff 10), Fort 11, Will 9

Defenses if used Powerful Charge Ref 9 (ff 8)

hp 7; **Threshold** 11

Speed 6 squares, Roll

Melee (standard)

Reach 2; spear +4 (1d8+4)

Melee **+** **Powerful Charge** (standard)

Charge 2-6sq; Reach 2; spear +8 (1d8+7); you take a -2 Ref penalty until start of your next turn. Once per encounter , when you charge, turn a natural attack roll of 17+ into a critical hit.

Ranged (standard)

Ranged 6/8/10/12; spear +4/+2/-1/-6 (1d8+2)

Ranged (standard)

bow +3 (1d6)

Roll (full-round)

When using the run action, Amanin may roll into a ball to move up to 48 sq in a straight line. When rolling, Amanin take a -5 penalty on Perception checks, but their speed is doubled. You lose Dex bonus to Ref while running. You can run for 11 rounds; after that, Endurance +3 vs DC 10 (+1 per round spent continuing to run); if fail, move -1 persistent CT (remove by resting # of rounds = rounds spent running; can only move speed while resting)

Languages Amanese

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

Abilities Str 15, Dex 12, Con 11, Int 8, Wis 9, Cha 6

Feats Flèche, Powerful Charge, Skill Training (2), Weapon Proficiency (simple weapons)

Trained Skills Acrobatics +7, Climb +8 (may take 10 anytime), Initiative +7

Untrained Skills Deception -1, Endurance +1, Gather Information -1, Jump +3, Knowledge +0, Mechanics +0, Perception +0, Persuasion -1, Pilot +2, Ride +2, Stealth +2, Survival +0, Swim +3, Treat Injury +0, Use Computer +0

Possessions 2 spears, unarmed +4 (1d4+2)

Tactics:

These guys have a melee reach of 2 squares, use it.

Amanin Scout CL 2

Combat role: Melee

XP: 400

Arboreal humanoids native to the sparse forests of Maridun. They have a long reach.

Medium Amanin nonheroic 6

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

Defenses Ref 11 (ff 10), Fort 11, Will 9

Defenses if used Powerful Charge Ref 9 (ff 8)

hp 15; **Threshold** 11

Speed 6 squares, Roll

Melee **+** **Mighty Swing, Powerful Charge** (2 swift + standard)

Charge 2-6sq; Reach 2; spear +11 (2d8+9); you take a -2 Ref penalty until start of your next turn. Once per encounter , when you charge, turn a natural attack roll of 17+ into a critical hit.

Melee **+** **Powerful Charge** (standard)

Charge 2-6sq; Reach 2; spear +11 (1d8+9); <see above for same details.>

Melee **+** **Mighty Swing** (2 swift + standard)

Reach 2; spear +7 (2d8+6)

Melee (standard)

Reach 2; spear +7 (1d8+6)

Ranged (standard)

Ranged 6/8/10/12; spear +7/+5/+2/-3 (1d8+3)

Ranged (standard)

bow +5 (1d6)

Roll (full-round)

When using the run action, Amanin may roll into a ball to move up to 48 sq in a straight line. When rolling, Amanin take a -5 penalty on Perception checks, but their speed is doubled. You lose Dex bonus to Ref while running. You can run for 11 rounds; after that, Endurance +3 vs DC 10 (+1 per round spent continuing to run); if fail, -1 persistent condition (remove by resting # of rounds = rounds spent running; can only move speed while resting)

Languages Amanese

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

Abilities Str 16, Dex 12, Con 11, Int 8, Wis 9, Cha 6

Feats Flèche, Mighty Swing, Powerful Charge, Skill Training (2), Weapon Proficiency (simple weapons)

Trained Skills Acrobatics +9, Climb +11 (may take 10 anytime), Initiative +9

Untrained Skills Deception +1, Endurance +3, Gather Information +1, Jump +6, Knowledge +2, Mechanics +2, Perception +2, Persuasion +1, Pilot +4, Ride +4, Stealth +4, Survival +2, Swim +6, Treat Injury +2, Use Computer +2

Possessions 2 spears, unarmed +7 (1d4+3)

Tactics:

These guys have a melee reach of 2 squares, use it.

Amanin Slaver CL 2

Combat role: Melee XP: 400

Amanin slavers, usually employed by the Hutts (or other criminal elements) to capture slaves.

Medium Amanin nonheroic 6

Dark Side 2

Init +9; **Senses** Perception +7

Defenses Ref 11 (ff 10), Fort 11, Will 9

hp 15; **Threshold** 11

Speed 6 squares, Roll

Melee (standard)

Reach 3; neuronic whip +5 (2d8+2 bludgeoning & energy stun damage +1d4 slashing). You can take a penalty up to -4 on your attack roll and add the same number (up to +4) as a dodge bonus to Ref. The changes to your attack and Reflex last until the start of your next turn.

Melee-Area † **Whirlwind Attack** (full-round)

Reach 3; all targets in melee range; neuronic whip +5 (2d8+2 bludgeoning & energy stun damage +1d4 slashing)

Roll (full-round)

When using the run action, Amanin may roll into a ball to move up to 48 sq in a straight line. When rolling, Amanin take a -5 penalty on Perception checks, but their speed is doubled. You lose Dex bonus to Ref while running. You can run for 10 rounds; after that, Endurance +3 vs DC 10 (+1 per round spent continuing to run); if fail, -1 persistent condition (remove by resting # of rounds = rounds spent running; can only move speed while resting)

Languages Amanese, Basic

Base Atk +4; **Grp** +5

Abilities Str 12, Dex 13, Con 10, Int 13, Wis 8, Cha 6

Feats Exotic Weapon Proficiency (neuronic whip), Melee Defense, Skill Training (3), Whirlwind Attack

Trained Skills Acrobatics +9, Gather Information +6, Initiative +9, Perception +7, Persuasion +6

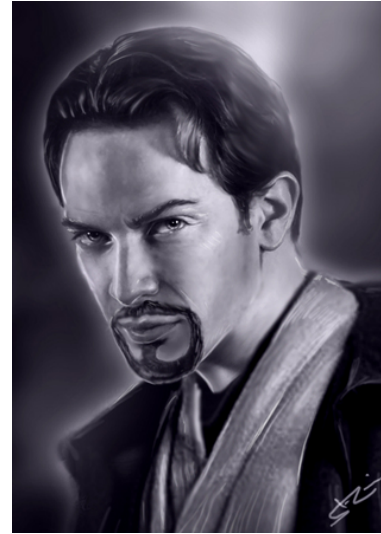
Untrained Skills Climb +4 (may take 10 anytime), Deception +1, Endurance +3, Jump +4, Knowledge +4, Mechanics +4, Pilot +4, Ride +4, Stealth +4, Survival +2, Swim +4, Treat Injury +2, Use Computer +4

Possessions neuronic whip, unarmed +5 (1d4+1; reach 2)

Tactics:

This guy has a melee reach of 3 squares. Try to get into melee range of as many opponents as possible (you can tumble through threatened squares if you must) and use Whirlwind Attack. Alternatively, as a standard action, you can charge 2-6sq and make a melee attack with a +2 bonus, but you take a -2 Ref penalty until the start of your next turn.

Altiri Revolutionary CL 2



[Altiri Revolutionary](#)

Combat role: Controller XP: 400

Altiri that's part of a small resistance movement that's trying to bring peace between the constant warring Altiri and Annarians on the planet Altiria. They are hunted down and persecuted by their society for this.

Medium Altiri (near-Human) scoundrel 2

Force 6 (1d6) □ □

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

Defenses Ref 13 (ff 13), Fort 12, Will 17

hp 21; **second wind** +10/10 □; **Threshold** 12

Speed 6 squares

Revolutionary Rhetoric (standard; mind-affecting effect)

1 enemy within 12sq and los; Persuasion +15 (or +19 on Humans, near-Humans and similar humanoids) vs Will; target can take only move actions and swift actions until the end of your next turn. This effect ends if you attack the target.

Ranged (standard to draw; standard to shoot)

sonic stunner +1 (3d6+2 stun)

NOTE: This weapon is concealed. To draw it requires a standard action. Other characters trying to notice your concealed weapon must succeed Perception vs DC 25 (they gain +10 Perception bonus if they are physically searching you. This is a full-round action, and can only be used if you are willing, pinned, or helpless)

NOTE: sonic stunner attack entry includes Point Blank Shot, that is, +1 attack and +1 damage within 20sq

Languages Altirish, Anarrese, Basic

Base Atk +1; **Grp** +0

Abilities Str 8, Dex 9, Con 10, Int 12, Wis 10, Cha 18

Talents Revolutionary Rhetoric

Feats Force of Personality, Point Blank Shot, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +10, Gather Information +10,

Knowledge (social sciences) +7, Perception +6, Persuasion +15

(+19 on Humans, near-Humans and similar humanoids), Stealth +5

Untrained Skills Acrobatics +0, Climb +0, Endurance +1,

Initiative +0, Jump +0, Knowledge +2, Mechanics +2, Pilot +0,

Ride +0, Survival +1, Swim +0, Treat Injury +1, Use Computer +2

Possessions miniaturized encrypted comlink (add +10 to the Use Computer DC to intercept transmission), sound sponge (in 6sq area increase Perception check DC to hear noises by 10), surveillance detector (+10 bonus to Perception to find listening devices, within 6 sq), unarmed +0 (1d4)

Tactics:

This guy is a peaceful revolutionary. Mostly he tries to recruit more people to his cause, using stealth, secrecy, and covertness (note his possessions). If he ends up in a dangerous situation, use

Revolutionary Rhetoric and try to withdraw. As a last resort, he will use his concealed sonic stunner to stun someone.

Anarrian Militant CL 1

Combat role: Melee XP: 200

Anarrian militants emphasizes the physical aspects of life, and place great value on strength of body. They refine themselves through combat and actively pursue war with the Altiri.

Medium Anarrian (near-Human) nonheroic 3

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

Defenses Ref 15 (ff 15), Fort 13, Will 9

Defenses if used Powerful Charge Ref 13 (ff 13)

hp 10; **Threshold** 13

Speed 6 squares

Melee + **Powerful Charge** (standard)

Charge 2-6sq; vibrosword +9 (2d8+7). You take a -2 Ref penalty until start of your next turn.

Melee (standard)

vibrosword +5 (2d8+4)

Ranged (standard)

blaster pistol +2 (3d6)

Languages Annarese

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

Abilities Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Armor Proficiency (light), Powerful Charge, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, pistols, simple weapons)

Trained Skills Initiative +6

Untrained Skills Acrobatics +1, Climb +3, Deception +0, Endurance +2, Gather Information +0, Jump +3, Knowledge +1, Knowledge (technology) +1, Mechanics +1, Perception +0, Persuasion +0, Pilot +1, Ride +1, Stealth +1, Survival +0, Swim +3, Treat Injury +0, Use Computer +1

Possessions light battle armor (+5 Ref, +2 Fort), vibrodagger +5 (2d4+2), unarmed +4 (1d4+2)

Tactics:

Powerful Charge into combat.



[Anarrian Militant](#)

Anzat Hunter CL 2



[Anzat Hunter](#)

Combat role: Melee Teamwork XP: 400
 Anzati are long-lived cunning predators who hunt for their "soup" nourishment, which they drain from other sentient life-forms.

Medium Anzati nonheroic 6

Dark Side 2

Init +8; **Senses** Perception +3; low-light vision

Defenses Ref 11 (ff 10), +5 bonus to Ref when an enemy makes a grab or grapple attack against you, Fort 10, Will 10

hp 15; **Threshold** 10

Speed 6 squares

Melee + Grapple, Pin (standard)

(See below for definitions)

1 target, up to one size larger than self; unarmed +6 (no damage, does not provoke AoO). If you succeed, target is "grabbed." Now make opposed Grapple check +11 vs opponent's Grapple. If you succeed, target is "grappled" and "pinned" until the start of your next turn. (If you fail Grapple check, target is just "grabbed").

At the start of your next turn, if your target is still "grabbed" or "grappled," you can attempt to Pin the target without needing an unarmed attack. Just make opposed Grapple check +11 vs opponent's Grapple. If you succeed, target is "grappled," "pinned," and you can drain soup. If you fail, target is still "grabbed," but not "pinned."

Definitions:

Grabbed: Target cannot move from his square and takes a -2 attack penalty (except with light/natural weapons). A grabbed target can break the grab by spending a standard action to automatically clear one grabber per character level.

Grappled: Target cannot move from his square and takes a -2 attack penalty (except with light/natural weapons). Target can only escape grapple by making Acrobatics check as a standard action vs your Grp check result.

Pinned: Target cannot move or take any actions and loses his Dex bonus to Ref. This lasts until the beginning of your next turn. At the beginning of your next turn, the target is grappled, but not pinned. You need to succeed another opposed Grp check to pin him again.

Grapple (Grp) check: 1d20 + BAB + STR or DEX + size mod C+20, G+15, H+10, L+5, M+0, S-5, T-10, D-15, F-20.

Soup (swift; 1/round)

1 grabbed or grappled target; move the target -1 persistent CT and gain 8 bonus hp. You can repeat this action each round until the target escapes or is rendered unconscious. If the target survives the feeding attempt, the persistent condition is removed after the target rests for 8 hours.

Melee + Martial Arts I (standard)

unarmed +6 (1d6+2); you are considered armed, you do not provoke AoO with an unarmed attack, and you threaten all squares within your reach

Mesmerize (standard; mind-affecting effect)

1 target within 6sq; special attack +7 vs Will; target loses its standard action for the next turn. If it fails, the target is immune to this effect for 24 hours.

Languages Anzat, Basic

Base Atk +4; **Grp** +11

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

Feats Grapple Resistance, Martial Arts I, Pin, Skill Training (2), Weapon Proficiency (simple weapons)

Trained Skills Initiative +8, Stealth +8, Survival +8 (when making a Survival check to track a living creature, gain a species bonus equal to the quarry's Force Point total)

Untrained Skills Acrobatics +3, Climb +5, Deception +4, Endurance +3, Gather Information +4, Jump +5, Knowledge +2, Mechanics +2, Perception +3, Persuasion +4, Pilot +3, Ride +3, Swim +5, Treat Injury +3, Use Computer +2

Tactics:

Move into melee range and attempt to Grapple, Pin, and drain Soup. Several Anzati can gang up on one grappled target.

Anzat Hunter CL 7

Combat role: Melee

XP: 1400

Anzat that grapples and sucks the Force Points from you.

Medium Anzat soldier 7

Force 8 (1d6) ; **Dark Side** 12

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

Defenses Ref 22 (ff 18), Fort 22, Will 18; Grapple Resistance

hp 84; **second wind** +21/42 ; **Threshold** 22

Speed 6 squares

Ambush Specialist (free action: 1/enc)

If you are not surprised on the first round of combat, designate a target. You gain +2 morale bonus to attack rolls against that target until the end of the encounter.

Melee \blacklozenge **Grapple, Pin, Rancor Crush** (standard)

unarmed +16 (no damage). If succeed, target is grabbed (grabbed targets cannot move and take -2 penalty to attack with non-light weapons). Make opposed Grapple checks, Grp +18 vs. Grp of target. If succeed, target is grappled (grappled targets can only escape by making Acrobatics check vs your Grp check). Target is also pinned, which means he cannot move or take any action and loses its Dex bonus to Ref until the start of your next turn. Target also takes (1d6+7) damage + (target's Strength modifier, minimum 1) damage. Target also moves -1 CT.

Melee \blacklozenge **Soup** (standard; only against a grappled, stunned, or helpless target)

unarmed +16 vs Fort. Instead of dealing damage, you drain one Force Point from the target.

Languages Anzat, Basic

Special Qualities Telepathic, Soup

Base Atk +7; **Grp** +18

Abilities Str 19, Dex 16, Con 16, Int 10, Wis 12, Cha 6

Talents Ambush Specialist, Expert Grappler, Hammerblow, Reverse Strength

Feats Armor Proficiency (light, medium), Crush, Force Sensitivity, Grapple Resistance, Martial Arts I, Pin, Rancor Crush, Weapon Focus (simple), Weapon Proficiency (pistols, rifles, simple)

Trained Skills Acrobatics +11, Initiative +11, Jump +12,

Untrained Skills Climb +7, Deception +1, Endurance +6, Gather Information +1, Knowledge +3, Mechanics +3, Perception +4, Persuasion +1, Pilot +6, Ride +6, Stealth +6, Survival +4, Swim +7, Treat Injury +4, Use Computer +3, Use the Force +1 (+2 bonus when using Telepathy or Sense Force)

Possessions blaster carbine +10 (3d8+3), unarmed +16 (1d6+7; you are considered armed)

Background Event: Imprisoned

Tactics:

Move into melee range and attempt to Grapple. For the first round, use Pin & Rancor Crush. For the second round, if the target has not escaped the grapple (Acrobatics check as standard action vs Grp), use Soup and drain a FP.

NOTE: Anzat Hunter's unarmed attacks do not provoke AoO's since he has the Martial Arts feat.

Anzat Lightsaber Duelist CL 7

Combat role: Melee XP: 1400
Duelist with a powerful strike. Like most Anzati, this one shuns the morality of the Jedi.

Medium Anzat Jedi 1/soldier 6

Force 8 (1d6) ; whenever you spend a FP to modify an attack roll, roll an additional bonus die and take the best result

Dark Side 10

Init +11; **Senses** Perception +3

Defenses Ref 21 (ff 18), Fort 21, Will 18 (Will 13 when using Consumed by Darkness)

Defenses if used Powerful Charge Ref 19 (ff 16)

hp 77; **second wind** +19/38 ; **Threshold** 21

Speed 6 squares

Power Attack (before making an attack roll)

You may subtract a number from all melee attack rolls and add the twice that number to all melee damage rolls (to a maximum of -7 and +14) until the start of your next turn.

Consumed by Darkness (swift action)

Take a -5 penalty to Will & gain a +2 Force bonus on attack rolls. The penalty and bonus last until the beginning of your next turn.

Melee ♦ **Powerful Charge** (standard)

Charge 2-6sq; lightsaber +17 (2d8+18; may reroll lowest damage die, mtr). You take a -2 Ref penalty until start of your next turn

Melee ♦ **Rapid Strike, Wicked Strike** (standard)

lightsaber +11 (3d8+15; may reroll lowest damage die, mtr). Once per turn on your turn you can immediately make a second attack at a -2 penalty against a second target within your reach. If this attack hits, you deal half of the original attack's damage to that target.

Melee ♦ **Soup** (standard; only against a grappled, stunned, or helpless target)

unarmed +11 vs Fort. Instead of dealing damage, you drain one Force Point from the target.

Languages Anzat, Basic, 1 unassigned

Base Atk +7; **Grp** +11

Abilities Str 18, Dex 16, Con 14, Int 13, Wis 10, Cha 9

Special Qualities Soup, Telepathic

Talents Consumed by Darkness, Power of the Dark Side, Weapon Specialization (lightsabers), Weapon Specialization (lightsabers)

Feats Assured Attack, Force Sensitivity, Power Attack, Powerful Charge, Rapid Strike, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple), Wicked Strike

Trained Skills Acrobatics +11, Initiative +11, Jump +12

Untrained Skills Climb +7, Deception +2, Endurance +5, Gather Information +2, Knowledge +4, Mechanics +4, Perception +3, Persuasion +2, Pilot +6, Ride +6, Stealth +6, Survival +3, Swim +7, Treat Injury +3, Use Computer +4, Use the Force +2 (+2 bonus when using Telepathy or Sense Force)

Possessions lightsaber (self-built), unarmed +11 (1d4+7)

Tactics:

Use Consumed By Darkness to get +2 attack as often as possible (every round if possible)

Charge into combat. Try to get within melee range of 2 targets to deal damage to the second target with Wicked Strike. Use FP's to modify an attack roll and take the best of 2d6 instead of just 1d6.



[Anzat Lightsaber Duelist](#)

Arkanian Noble CL 2

Combat role: Leader, Controller XP: 400
Corporate leader of business, science, or technology. Arkanians are arrogant and regard themselves as superior to other species. They prefer the company of other Arkanians.

Medium Arkanian noble 2

Force 5 (1d6)

Init +6; **Senses** darkvision; Perception +6

Defenses Ref 13 (ff 13), Fort 12, Will 14 (+5 insight bonus to Will against Deception and Persuasion)

Defenses vs Deception and Persuasion Will 19

hp 21; **second wind** +10/10 ; **Threshold** 12

Speed 6 squares

Intimidate (standard)

One creature that can see you. Persuasion +10 vs Will. (Your Persuasion check is subject to a situational modifier: Target is helpless or completely at your mercy +5; Target is clearly outnumbered or disadvantaged +0; Target is evenly matched with you -5; You are clearly outnumbered or disadvantaged -10; You are helpless or completely at the target's mercy -15). You can force the creature to back down from a confrontation, surrender one of its possessions, reveal a piece of secret information, or flee from you for a short time. You can't force the target to do something that endangers its life or the lives of its allies. If you fail, you cannot retry against the targeted creature for 24h.

Ranged (standard to draw; standard to shoot)

Arkanian pulse-wave pistol +1 (2d6+5 fire). Any target that takes fire damage also catches on fire. (Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action). If firing further than point-blank (20sq), this weapon does 4 damage less.

NOTE: This weapon is concealed. To draw it requires a standard action. Other characters trying to notice your concealed weapon must succeed Perception vs DC 20 (they gain +10 Perception bonus if they are physically searching you. This is a full-round action, and can only be used if you are willing, pinned, or helpless)

Languages Arkanian, Basic, Binary, Chadra-Fan, Ithorese, Khilese, Mrlsstese, Neimoidian, Skakoverbal, Utapese, Verpine

Base Atk +1; **Grp** +1

Abilities Str 8, Dex 10, Con 10, Int 18, Wis 11, Cha 13

Special Qualities Natural Leader (organization scale 2)

Talents Wealth

Feats Linguist, Natural Leader, Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +7, Gather Information +7, Initiative +6, Knowledge (bureaucracy, galactic lore, technology) +10, Mechanics +10, Perception +6, Persuasion +10, Use Computer +10

Untrained Skills Acrobatics +1, Climb +0, Endurance +1, Jump +0, Knowledge (life sciences, physical sciences, social sciences, tactics) +5, Pilot +1, Ride +1, Stealth +1, Survival +1, Swim +0, Treat Injury +1

Possessions Miniaturized Arkanian pulse-wave pistol, unarmed +0 (1d4)

Background Occupation: Technology



[Arkanian Noble](#)

Tactics:

Use Intimidate or use his concealed weapon. Generally, this character is not meant for solo combat. He will bargain or flee if he does not have any allies or bodyguards.

Arkanian Ghost Assassin CL 15

"I am the darkness."

Combat role: Ranged Lurker, CT Killer

XP: 3000

Assassin that attacks in the dark.

Medium Arkanian scoundrel 6/scout 1/assassin 8

Force 13 (3d6) ; **Dark Side** 15

Init +17; **Senses** darkvision; Perception +14

Languages Arkanian, Basic, 2 unassigned

Defenses Ref 34 (ff 29), Fort 27, Will 28

hp 84; **second wind** +21/42 ; **Threshold** 27

Speed 6 squares

Ghost Assailant (swift)

If you start your turn with total concealment or total cover from a target, during that turn you can make a Stealth check +22 vs target's Perception check (target takes -5 penalty to Perception for every 10sq of distance between you and target; target takes additional -5 penalty if you have concealment or cover, or a -10 penalty if you have total concealment or total cover). If you succeed, the target is considered flat-footed against you until the end of your turn.

Ranged ♦ **Snipe, Assault, Double Attack, Mark vs flat-footed target that is unaware of you** (standard + move, requires FP)

Ranged 2-12; Incinerator rifle +18* (9d6+12) and +16* (8d6+12); ignore soft cover; ignore -5 penalty for shooting into melee. Any successful attack moves target -1 CT. To snipe, you must be at least 2sq from target, and you must have successfully used Stealth to hide from target. After you attack, Stealth +12 vs Perception to remain hidden (target takes -5 penalty to Perception for every 10sq of distance between you and target; target takes additional -5 penalty if you have concealment or cover, or a -10 penalty if you have total concealment or total cover). If you fail, your location is revealed.

*Once per turn, you may reroll a missed attack (mtr) with a -2 Ref penalty until end of your next turn (if rerolling a natural 1, then -5 Ref penalty)

*A creature or character killed or a droid or object destroyed is automatically disintegrated

Attack breakdowns

Ranged (standard)

Incinerator rifle** +19 (3d6+8)

Ranged ♦ **Double Attack** (full-round; or standard with a FP)

Incinerator rifle** +14/+14 (3d6+8)

**Ignore soft cover

**Ignore -5 penalty for shooting into melee.

**If target is flat-footed, add +2 attacks and any successful attack moves target -1 CT; also if you are within 12sq, add +5d6 damage

**If target is unaware of you, gain +2 bonus on your attack roll and deal +1 die of damage on the first attack each turn.

**Once per turn, you may reroll a missed attack (mtr) with a -2 Ref penalty until end of your next turn (if rerolling a natural 1, then -5 Ref penalty)

**At the start of the encounter, you can select a single target within los to be your Mark. For the duration of the encounter, you gain a +4 damage against that opponent. If you reduce your target to 0 hp, you may place your Mark on another target within los as a free action. As a swift action, you can sacrifice the bonus to render your target flat-footed against your next attack made before the end of your turn. Once you sacrifice this bonus, it is lost for the remainder of the encounter.

**A creature or character killed or a droid or object destroyed is automatically disintegrated

NOTE: all Incinerator rifle attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 30sq

Base Atk +12; **Grp** +17

Special Actions Mark +4 damage; Flash of Genius (1/enc add a +5 circumstance bonus to the result of one Knowledge, Mechanics or Use Computer skill check)

Abilities Str 11, Dex 20, Con 10, Int 14, Wis 15, Cha 8

Talents Dastardly Strike, Ghost Assailant, Improved Sneak Attack, Sneak Attack (5)

Feats Assault, Cunning Attack, Deadly Sniper, Desperate Gambit, Double Attack (rifles), Point Blank Shot, Precise Shot, Skill Focus (Stealth), Sniper, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Trained Skills Acrobatics +17, Deception +11, Initiative +17, Perception +14, Stealth +22, Survival +14

Untrained Skills Climb +7, Endurance +7, Gather Information +6, Jump +7, Knowledge +9, Mechanics +9, Persuasion +9, Pilot +12, Ride +12, Swim +7, Treat Injury +9, Use Computer +9

Possessions datadagger +12 (1d4+7), Incinerator rifle (a creature or character killed or a droid or object destroyed is automatically disintegrated), unarmed +12 (1d4+7).

Tactics:

Attack from total darkness against a character that does not have darkvision. Make a Stealth check to hide, preferably from 10-12sq away, then attack. Use Ghost Assailant to render target flat-footed. Then use snipe to make 2 attacks with a FP and hide again.



[Arkanian Ghost Assassin](#)

Arkanian Offshoot Hot Shot CL 1



[Arkanian Offshoot Hot Shot](#)

Combat role: Ranged XP: 200
Bodyguard for Arkanian nobles. Sometimes, Offshoots try to break free from servitude to their Arkanian superiors and try to make their own way.

Medium Arkanian Offshoot nonheroic 3

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

Defenses Ref 17 (ff 14), Fort 10, Will 10

hp 7; **Threshold** 10

Speed 6 squares

Ranged (standard)

Arkanian blaster pistol +5 (3d6 energy & fire damage); any target that takes fire damage also catches on fire. (Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action).

Melee (standard)

stun baton +2 (2d6 bludgeoning or stun damage)

Determination (1/enc)

Reroll one failed skill check with a trained skill, mtr

Languages Arkanian, Basic

Base Atk +2; **Grp** +5

Abilities Str 10, Dex 16, Con 10, Int 9, Wis 10, Cha 8

Feats Armor Proficiency (light), Skill Training (2), Weapon Proficiency (pistols, simple weapons)

Trained Skills Endurance +11, Initiative +9, Perception +6

Untrained Skills Acrobatics +4, Climb +1, Deception +0, Gather Information +0, Jump +1, Knowledge +0, Mechanics +0, Persuasion +0, Pilot +4, Ride +4, Stealth +4, Survival +1, Swim +1, Treat Injury +1, Use Computer +0

Possessions Arkanian blaster pistol, combat jumpsuit (+4 Ref), unarmed +2 (1d4)

Tactics:

Use Arkanian blaster pistol to deal fire damage. Use Determination if you fail a Perception check.

Arkanian Offshoot Hot Shot CL 2

Combat role: Ranged

XP: 400

Bodyguard for Arkanian nobles.

Medium Arkanian Offshoot nonheroic 6

Init +11; **Senses** Perception +8

Defenses Ref 17 (ff 14), Fort 10, Will 10

hp 15; **Threshold** 10

Speed 6 squares

Ranged (standard)

Arkanian blaster pistol +8 (3d6+1 energy & fire damage) ; any target that takes fire damage also catches on fire. (Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action).

NOTE: blaster pistol attack includes Point Blank Shot, that is, +1 attack and +1 damage within 20sq

Melee (standard)

stun baton +4 (2d6)

Determination (1/enc)

Reroll one failed skill check with a trained skill, mtr

Languages Arkanian, Basic

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

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

Feats Armor Proficiency (light), Point Blank Shot, Skill Training (2), Weapon Proficiency (pistols, simple weapons)

Trained Skills Endurance +13, Initiative +11, Perception +8

Untrained Skills Acrobatics +6, Climb +3, Deception +2, Gather Information +2, Jump +3, Knowledge +3, Mechanics +3, Persuasion +2, Pilot +6, Ride +6, Stealth +6, Survival +3, Swim +3, Treat Injury +3, Use Computer +3

Possessions Arkanian blaster pistol, combat jumpsuit (+4 Ref), unarmed +4 (1d4)

Tactics:

Use Arkanian blaster pistol to deal fire damage. Use Determination if you fail a Perception check.

Balosar Assassin CL 2

Combat role: Melee CT Killer XP: 400
Assassin with poisoned blade. Balosar who manage to find their way off their polluted home planet usually resort to crime to survive.

Medium Balosar nonheroic 3/scoundrel 1

Force 7 (1d6) ; **Dark Side** 4

Init +10; **Senses** antennapalps; Perception +1

Defenses Ref 16 (ff 13), Fort 10 (+5 species bonus to Fort against poisons), Will 11 (+2 species bonus to Will against Deception and Persuasion checks)

Defenses if used Charge Ref 14 (ff 11)

hp 7; **second wind** +8/3 ; **Threshold** 10

Speed 6 squares

Malkite Techniques (standard, 1/enc)

Apply a toxin to any non-energy slashing or piercing weapon.

Melee (standard)

vibroblade* +6 (2d6)

Melee + **Charge** (standard)

Charge 2-6sq; vibroblade* +8 (2d6); take -2 Ref penalty until beginning of your next turn.

Melee (standard)

vibroddagger* +6 (2d4)

Ranged (standard)

-Ranged 6; vibrodagger* +7 (2d4+1)

-Ranged 8/10/12; vibrodagger* +4/+1/-4 (2d4)

*If an attack roll with a poison weapon also exceeds a target's Fort, that target is poisoned. Each round on the poisoned target's turn, the poison makes an attack roll (1d20+4) against the target's Fort. If the attack succeeds, the target takes 1d6 damage and moves -1 CT. A target moved to the end of the condition track falls unconscious but continues to take damage as long as the poison continues to attack. The poison attacks each round until it misses or until the target is cured with a Treat Injury check DC 14.

Languages Balosar, Basic, 1 unassigned

Base Atk +2; **Grp** +5

Abilities Str 10, Dex 16, Con 8, Int 12, Wis 9, Cha 10

Talents Malkite Techniques

Feats Point Blank Shot, Skill Training (2), Weapon Finesse, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee)

Trained Skills Initiative +10, Knowledge (life sciences) +8, Stealth +10, Treat Injury +6

Untrained Skills Acrobatics +5, Climb +2, Deception +2, Endurance +1, Gather Information +2, Jump +2, Knowledge +3, Mechanics +3, Perception +1 (may reroll a Perception check involving sound while antennapalps are extended, mtr), Persuasion +2, Pilot +5, Ride +5, Survival +1, Swim +2, Use Computer +3

Possessions Poison, vibroblade, 2 vibrodaggers, unarmed +5 (1d4)

Tactics:

Use Stealth to initiate a surprise round. Use Malkite Techniques as a standard action to poison a weapon (you can do this during the surprise round). Attack with weapon to poison a creature.



[Balosar Assassin](#)

Barabel Warrior CL 1



[Barabel Warrior](#)

Combat role: Melee XP: 200
Savage reptilian warrior. Barabels take up professions that make use of their predatory nature. Surprisingly, they follow orders from a clearly established chain of command, which make them prized mercenary units.

Medium Barabel nonheroic 3
Init +5; **Senses** darkvision; Perception +4
Defenses Ref 12 (ff 11), Fort 12 (+5 species bonus to Fort against radiation), Will 8

Defenses if used charge Ref 10 (ff 9)
hp 13; **Threshold** 12 (+5 species bonus to Damage Threshold against stun damage)

Immune never gain a persistent condition from radiation
Speed 6 squares

Melee (standard)
claws* +5 (1d8+3)

Melee ♦ **Charge, Mighty Swing** (2 swift + standard)
Charge 2-6sq; claws* +7 (2d8+3). You take a -2 Ref penalty until start of your next turn.

Melee ♦ **Mighty Swing** (2 swift + standard)
claws +5* (2d8+3)

*Once per round when you make a successful unarmed attack, you reduce the target's damage threshold by 5 when determining the effect of the attack.

Languages Barabel
Base Atk +2; **Grp** +5

Special Qualities Jedi Respect (proven Jedi are considered to have favorable circumstances [+2 bonus] when making Persuasion checks against Barabel)

Abilities Str 16, Dex 9, Con 14, Int 8, Wis 6, Cha 8
Feats Martial Arts I, Mighty Swing, Skill Training (2), Weapon Proficiency (simple weapons)

Trained Skills Acrobatics +5, Initiative +5, Perception +4
Untrained Skills Climb +4, Deception +0, Endurance +3, Gather Information +0, Jump +4, Knowledge +0, Mechanics +0, Persuasion +0 (may reroll to intimidate others, mtr), Pilot +0, Ride +0, Stealth +0, Survival -1, Swim +4, Treat Injury -1, Use Computer +0

Tactics:

If you are within 6sq of opponent, use 2 swift actions to activate Mighty Swing and charge into combat. When adjacent to an opponent, use 2 swift actions to activate Mighty Swing and attack to deal +1 die damage.

Barabel Warrior CL 2

Combat role: Melee XP: 400
Savage reptilian warrior.

Medium Barabel nonheroic 6
Init +8; **Senses** darkvision; Perception +6
Defenses Ref 13 (ff 12), Fort 12 (+5 species bonus to Fort against radiation), Will 8

Defenses if used charge Ref 11 (ff 10)
hp 27; **Threshold** 12 (+5 species bonus to Damage Threshold against stun damage)

Immune never gain a persistent condition from radiation
Speed 6 squares

Melee (standard)
claws* +7 (1d8+3)

Melee ♦ **Charge, Mighty Swing** (2 swift + standard)
Charge 2-6sq; claws* +9 (2d8+3). You take a -2 Ref penalty until start of your next turn.

Melee ♦ **Mighty Swing** (2 swift + standard)
claws* +7 (2d8+3)

*Once per round when you make a successful unarmed attack, you reduce the target's damage threshold by 5 when determining the effect of the attack.

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

Special Qualities Jedi Respect (proven Jedi are considered to have favorable circumstances [+2 bonus] when making Persuasion checks against Barabel)

Abilities Str 16, Dex 10, Con 14, Int 8, Wis 6, Cha 8
Feats Martial Arts I, Mighty Swing, Skill Training (2), Teräs Käsi Training, Weapon Proficiency (simple weapons)
Trained Skills Acrobatics +8, Initiative +8, Perception +6,
Untrained Skills Climb +6, Deception +2, Endurance +5, Gather Information +2, Jump +6, Knowledge +2, Mechanics +2, Persuasion +2 (may reroll to intimidate others, mtr), Pilot +3, Ride +3, Stealth +3, Survival +1, Swim +6, Treat Injury +1, Use Computer +2

Tactics:

If you are within 6sq of opponent, use 2 swift actions to activate Mighty Swing and charge into combat. When adjacent to an opponent, use 2 swift actions to activate Mighty Swing and attack to deal +1 die damage. Reduce the target's DT when determining the effect of the attack.

Barabel Mercenary CL 4



[Barabel Mercenary/Gladiator](#)

Combat role: Ranged CT Killer XP: 800
Fiendish merc with illegal radiation grenades.

Medium Barabel soldier 4
Force 7 (1d6) ; **Dark Side** 6
Init +9; **Senses** darkvision; Perception +7
Defenses Ref 20 (ff 18), Fort 20 (+5 species bonus to Fort against radiation), Will 14
hp 54; **second wind** +14/27 ; **Threshold** 20 (+5 species bonus to Damage Threshold against stun damage)
Immune never gain a persistent condition from radiation
Speed 6 squares

Ranged-Area (standard)
grenade launcher (radiation grenades) +7 vs Fort of all targets in 2-sq burst (3d8+5 energy); treat targets' DT as 5 lower. Each round a target is exposed to the radiation, make attack 1d20+2 vs Fort. If fail, no ill effects. If succeed, move -1 persistent CT and take 4d6 radiation damage, ignoring DR and SR. The persistent condition cannot be removed until radiation is cured with Treat Injury DC 20. A creature that dies from radiation exposure can be revived with the Treat Injury skill application; but reviving the creature does not remove the radiation from its system; the radiation must be treated separately.
Grenade launcher has 4 shots; reloading is a full-round action.

Ranged (standard)
heavy blaster pistol +7 (3d8+3)
NOTE: all attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 50sq for grenade launcher and 20sq for heavy blaster pistol.

Languages Barabel
Base Atk +4; **Grp** +7
Special Qualities Jedi Respect (proven Jedi are considered to have favorable circumstances [+2 bonus] when making Persuasion checks against Barabel)

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 8
Talents Devastating Attack (heavy weapons), Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium), Point Blank Shot, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)

Trained Skills Initiative +9, Mechanics +7, Perception +7
Untrained Skills Acrobatics +4, Climb +5, Deception +1, Endurance +4, Gather Information +1, Jump +5, Knowledge +2, Persuasion +1 (may reroll to intimidate others, mtr), Pilot +4, Ride +4, Stealth +4, Survival +2, Swim +5, Treat Injury +2, Use Computer +2

Possessions grenade launcher, radiation grenades, light battle armor (+5 Ref, +2 Fort), claws +7 (1d6+5)

Tactics:

Use grenade launcher. This character works well with other Ranged allies, but not Melee allies.

Barabel Gladiator CL 7

Combat role: Ranged/Melee CT Killer XP: 800

Gladiator with both ranged and melee attacks

Medium Barabel nonheroic 10/gladiator 4

Force 13 (2d6) ; **Dark Side** 2

Init +19; **Senses** darkvision; Perception +6

Defenses Ref 22 (ff 20), Fort 19, Will 13; (+5 species bonus to Fort against radiation)

hp 89; **second wind** +22/44 ; **Threshold** 24 (+5 species bonus to Damage Threshold against stun damage)

Immune never gain a persistent condition from radiation

Speed 6 squares

Unflinching (reaction; 2/enc)

You may add your gladiator level (+4) to your Fort (and damage threshold) or Will until the start of your next turn. You must declare the use of this feature before you know the outcome of the effect targeting you.

Ranged/Melee **♦ Double Attack** (full-round)

Squib tensor rifle +11 (3d8+2) and bayonet +13 (1d8+10); if the attack roll of the Squib tensor rifle beats the target's Fort, target moves -1 CT.

Ranged **♦ Double Attack** (full-round)

Squib tensor rifle +11/+11 (3d8+2); if the attack roll of the Squib tensor rifle beats the target's Fort, target moves -1 CT.

Melee **♦ Double Attack** (full-round)

bayonet +13/+13 (1d8+10)

Melee (standard)

bayonet +16 (1d8+10)

Ranged (standard)

Squib tensor rifle +14 (3d8+2); if the attack roll of the Squib tensor rifle beats the target's Fort, target moves -1 CT.

Languages Barabel

Base Atk +11; **Grp** +15

Special Qualities Jedi Respect (proven Jedi are considered to have favorable circumstances [+2 bonus] when making Persuasion checks against Barabel)

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

Talents Exotic Weapons Master, Multiattack Proficiency (exotic weapons)

Feats Double Attack (exotic weapons), Exotic Weapon Proficiency (exotic weapons), Improved Damage Threshold, Skill Focus (Initiative), Weapon Focus (exotic weapons), Weapon Proficiency (advanced melee, rifles, simple weapons)

Trained Skills Initiative +19

Untrained Skills Acrobatics +9, Climb +11, Deception +6, Endurance +10, Gather Information +6, Jump +11, Knowledge +6, Mechanics +6, Perception +6, Persuasion +6 (may reroll to intimidate, mtr), Pilot +9, Ride +9, Stealth +9, Survival +6, Swim +11, Treat Injury +6, Use Computer +6

Possessions bayonet (with stripped design, making it an exotic weapon), Squib tensor rifle, claws +16 (1d6+6)

Tactics:

If within melee range, you can use Ranged/Melee Double Attack.

Blood Carver Cutter CL 1



[Blood Carver Cutter](#)

Combat role: Melee XP: 200
 Blood Carver warrior. Blood carvers are a mysterious race rarely found outside their homeworld. Those that leave have usually been exiled. Blood carvers are rarely found alone. Preferring to operate outside the law, they usually join themselves to like-minded members of other species.

Medium Blood Carver nonheroic 3
Init +1; Senses Perception -1
Defenses Ref 10 (ff 10), Fort 10, Will 8
Defenses if used charge Ref 8 (ff 8)
hp 7; Threshold 10
Speed 6 squares
Combat Trickery (2 successive swift actions on the same turn)
Deception +10 vs Will; the target is flat-footed against your next attack made before the end of your next turn.
Melee ♦ Charge (standard)
Charge 2-6sq; you take a -2 Ref penalty until start of your next turn.
-vibrosword +6 (2d8+4)
-vibrosword +6 (3d8+4) vs flat-footed opponent.
Melee (standard)
-vibrosword +4 (2d8+4)
-vibrosword +4 (3d8+4) vs flat-footed opponent
Languages Basic, Batorese, 1 unassigned
Base Atk +2; Grp +4
Abilities Str 14, Dex 10, Con 10, Int 12, Wis 6, Cha 9
Feats Combat Trickery, Skill Focus (Acrobatics, Deception), Weapon Proficiency (advanced melee, simple weapons)
Trained Skills Acrobatics +11, Deception +10
Untrained Skills Climb +3, Endurance +1, Gather Information +0, Initiative +1, Jump +3, Knowledge +2, Mechanics +2, Perception -1, Persuasion +0, Pilot +1, Ride +1, Stealth +1, Survival -1, Swim +3, Treat Injury -1, Use Computer +2
Possessions unarmed +4 (1d4+2)

Tactics:

Use Combat Trickery as 2 swift actions to make target flat-footed and attack (or charge if you're within 6sq).

Blood Carver Cutter CL 2

Combat role: Melee XP: 400

Blood Carver warrior
Medium Blood Carver nonheroic 3/scoundrel 1
Init +7; Senses Perception +0
Defenses Ref 13 (ff 13), Fort 11, Will 10
Defenses if used charge Ref 11 (ff 11)
hp 11; second wind +10/5 ☐; Threshold 11
Speed 6 squares
Combat Trickery (2 successive swift actions on the same turn)
Deception +11 vs Will; the target is flat-footed against your next attack made before the end of your next turn.
Melee ♦ Charge (standard)
Charge 2-6sq; you take a -2 Ref penalty until start of your next turn.
-vibrosword +8 (2d8+4/19-20); or
-vibrosword +8 (3d8+1d6+6/19-20) vs flat-footed opponent.
Melee (standard)
-vibrosword +6 (2d8+6/19-20); or
-vibrosword +6 (3d8+1d6+6/19-20) vs flat-footed opponent
Ranged (standard)
Ranged 6/8/10/12; vibrodagger +3/+1/-2/-7 (2d4+3)
Languages Basic, Batorese, 1 unassigned
Base Atk +2; Grp +5
Abilities Str 16, Dex 10, Con 10, Int 12, Wis 6, Cha 8
Talents Sneak Attack
Feats Combat Trickery, Skill Focus (Acrobatics, Deception), Skill Training, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, simple weapons)
Trained Skills Acrobatics +12, Deception +11, Initiative +7
Untrained Skills Climb +5, Endurance +2, Gather Information +1, Jump +5, Knowledge +3, Mechanics +3, Perception +0, Persuasion +1, Pilot +2, Ride +2, Stealth +2, Survival +0, Swim +5, Treat Injury +0, Use Computer +3
Possessions vibrosword with Neutronium reinforcement (critical threat on a roll of 19), unarmed +5 (1d4+3)

Tactics:

Use Combat Trickery as 2 swift actions to make target flat-footed and attack (or charge if you're within 6sq).

Bothan Spy CL 1



[Bothan Spy](#)

Combat role: Ranged CT Killer XP: 200
Bothan stunner and information gatherer. Bothans use information as a measure of wealth and power. They prefer behind-the-scenes manipulation. They can be curious, manipulative, and suspicious.

Medium Bothan nonheroic 3

Force 1 (1d6) □

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

Defenses Ref 13 (ff 10), Fort 9, Will 12

hp 4; **Threshold** 9

Speed 6 squares

Ranged (standard)

Range 20; Bothan stun pistol +6 (4d6+1 stun)

Ranged-Area (standard)

-Ranged 6; stun grenade +6 (4d6+1 stun, 2-square burst); or
-Ranged 8/10/12; stun grenade +3/+0/-5 (4d6 stun, 2-square burst)

NOTE: all attack entries include Point Blank Shot

Languages Basic, Bothese, 1 unassigned

Base Atk +2; **Grp** +5

Abilities Str 8, Dex 16, Con 8, Int 12, Wis 10, Cha 9

Feats Confident Success, Point Blank Shot, Skill Training, Weapon Proficiency (pistols, simple weapons)

Trained Skills Gather Information +10, Initiative +9, Perception +6

Untrained Skills Acrobatics +4, Climb +0, Deception +0, Endurance +0, Jump +0, Knowledge +2, Mechanics +2, Persuasion +0, Pilot +4, Ride +4, Stealth +4, Survival +1, Swim +0, Treat Injury +1, Use Computer +2

Possessions Bothan stun pistol, stun grenade, unarmed +1 (1d4-1)

Tactics:

Use high stun damage to move the target -2 CT if you exceed the target's DT. Use stun grenades to stun multiple creatures. Also, he's got 1 FP from Confident Success; use it.

Bothan Spy CL 2

Combat role: Ranged CT Killer XP: 400
Bothan stunner and information gatherer

Medium Bothan nonheroic 6

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

Defenses Ref 13 (ff 10), Fort 9, Will 11

hp 9; **Threshold** 9

Speed 6 squares

Ranged (standard)

Range 20; Bothan stun pistol +8 (4d6+1 stun)

Ranged ✦ **Rapid Shot** (standard)

Range 20; Bothan stun pistol +6 (5d6+1 stun)

Ranged ✦ **Rapid Shot, Hobbling Strike** (standard)

Range 20; Bothan stun pistol +6 (4d6+1 stun); reduce the target's speed by 1 square until the end of the encounter

Ranged-Area (standard)

-Ranged 6; stun grenade +8 (4d6+1 stun, 2-square burst); or
-Ranged 8/10/12; stun grenade +5/+2/-3 (4d6 stun, 2-square burst)

NOTE: all attack entries include Point Blank Shot

Languages Basic, Bothese

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

Abilities Str 13, Dex 16, Con 9, Int 10, Wis 8, Cha 8

Feats Hobbling Strike, Point Blank Shot, Rapid Shot, Skill Training, Weapon Proficiency (pistols, simple weapons)

Trained Skills Gather Information +12, Initiative +11

Untrained Skills Acrobatics +6, Climb +4, Deception +2, Endurance +2, Jump +4, Knowledge +3, Mechanics +3, Perception +2, Persuasion +2, Pilot +6, Ride +6, Stealth +6, Survival +2, Swim +4, Treat Injury +2, Use Computer +3

Possessions Bothan stun pistol, stun grenade, unarmed stunning gauntlet +5 (1d4+2 stun)

Tactics:

Use high stun damage to move the target -2 CT if you exceed the target's DT. Use stun grenades to stun multiple creatures.

Caamasi Noble CL 1



[Caamasi Noble](#)

Combat role: Contoller XP: 200
Caamasi pacifist and diplomat. Caamasi possess great moral strength and a deep respect for others. They are artistic, freethinking, and contemplative.

Medium Caamasi nonheroic 3

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

Defenses Ref 10 (ff 10), Fort 10, Will 11

hp 7; **Threshold** 10

Speed 6 squares

Pacifism (standard; mind-affecting effect)

1 target within los that can hear and understand you; Persuasion +13 vs Will (may reroll, keeping the better result); target moves -1 CT if it makes any attacks before the start of your next turn. Any single target can be affected only once at any given time (meaning that multiple Caamasi may not use this ability on the same target at the same time)

Ranged (standard)

Range 20; stun pistol +2 (3d6 stun)

Languages Basic, Caamasi

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

Abilities Str 7, Dex 10, Con 10, Int 10, Wis 12, Cha 14

Special Qualities Memory Sharing (You can create strong, lasting memories and share them with another willing adjacent Caamasi or force-user through an inborn telepathy)

Feats Skill Focus (Initiative, Persuasion), Skill Training, Weapon Proficiency (pistols, simple weapons)

Trained Skills Initiative +11, Persuasion +13 (may reroll any Persuasion check, keeping the better result)

Untrained Skills Acrobatics +1, Climb -1, Deception +3, Endurance +1, Gather Information +3, Jump -1, Knowledge +1, Mechanics +1, Perception +2, Pilot +1, Ride +1, Stealth +1, Survival +2, Swim -1, Treat Injury +2, Use Computer +1

Possessions unarmed +0 (1d4-2)

Tactics:

This Caamasi is a pacifist and diplomat. If a combat situation does arise, use Pacifism to impose a CT penalty to opponents that try to attack.

Caamasi Noble CL 3

Combat role: Contoller

XP: 600

This Caamasi uses his influence to defuse dangerous situations.

Medium Caamasi noble 3

Force 6 (1d6) □ □

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

Defenses Ref 16 (ff 14), Fort 13, Will 18

hp 25; **second wind** +10/12 □; **Threshold** 13

Speed 6 squares

Fluster (standard; mind-affecting effect; 2/enc □ □)

1 opponent within los; Persuasion +13 vs Will (may reroll, keeping the better result); target can take only a single swift action on its next turn. The target receives a +5 bonus to its Will Defense if it is higher level than you (ie, level 4+).

Pacifism (standard; mind-affecting effect)

1 target within los that can hear and understand you; Persuasion +13 vs Will (may reroll, keeping the better result); target moves -1 CT if it makes any attacks before the start of your next turn. Any single target can be affected only once at any given time (meaning that multiple Caamasi may not use this ability on the same target at the same time)

Ranged (standard)

stun pistol +1 (3d6+1 stun)

Languages Basic, Caamasi, 5 unassigned

Base Atk +2; **Grp** +1

Abilities Str 8, Dex 8, Con 10, Int 14, Wis 17, Cha 15

Special Qualities Memory Sharing (You can create strong, lasting memories and share them with another willing adjacent Caamasi or force-user through an inborn telepathy)

Talents Fluster, Presence (you can make a Persuasion check to intimidate a target as a standard action instead of a full-round action)

Feats Linguist, Predictive Defense, Recurring Success (Fluster), Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +8, Gather Information +8, Initiative +5, Knowledge (bureaucracy, galactic lore, social sciences) +8, Perception +9, Persuasion +13 (may reroll, keeping the better result)

Untrained Skills Acrobatics +0, Climb +0, Endurance +1, Jump +0, Knowledge (life sciences, physical sciences, tactics, technology) +3, Mechanics +3, Pilot +0, Ride +0, Stealth +0, Survival +4, Swim +0, Treat Injury +4, Use Computer +3

Possessions unarmed +1 (1d4)

Tactics:

This Caamasi is a pacifist and diplomat. If a combat situation does arise, use Pacifism to impose a CT penalty to opponents that try to attack.

Cathar Mauler CL 1



[Cathar Mauler](#)

Combat role: Melee XP: 200
Cathar hunter with vicious claw attacks. Cathar are proud, passionate, loyal, and fierce in battle. They do not hesitate to act when needed, especially when angered.

Medium Cathar nonheroic 3

Init +8; **Senses** Perception +1

Defenses Ref 13 (ff 10), Fort 10, Will 10

Defenses if used Charge Ref 11 (ff 8)

hp 7; **Threshold** 10

Speed 8 squares

Reactive Claw (swift; 1/enc)

When you damage an opponent in melee, you can make a single melee attack with a claw against that target if you have a free hand

Melee (standard)

claws +5 (1d8+2 slashing)

Melee + Charge (standard)

Charge 2-6sq; claws +7 (1d8+2 slashing); take -2 Ref penalty until beginning of your next turn. You cannot use Reactive Claw after a charge attack.

Languages Basic, Catharese

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

Abilities Str 14, Dex 14, Con 10, Int 7, Wis 10, Cha 8

Feats Martial Arts I, Skill Training (2), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Trained Skills Initiative +8, Stealth +8, Survival +6

Untrained Skills Acrobatics +3, Climb +3, Deception +0, Endurance +1, Gather Information +0, Jump +3, Knowledge -1, Mechanics -1, Perception +1, Persuasion +0, Pilot +3, Ride +3, Swim +3, Treat Injury +1, Use Computer -1

Tactics:

Has a speed of 8sq, use it to get within melee range, and use melee attack and Reactive Claw if you damage the opponent. You can charge, however at the end of your charge you won't be able to use Reactive Claw since you cannot take any actions after you resolve a charge attack.

Cathar Mauler CL 2

Combat role: Melee

XP: 400

Cathar hunter with vicious claw attacks.

Medium Cathar nonheroic 6

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

Defenses Ref 15 (ff 10), Fort 10, Will 10

Defenses if used Charge Ref 13 (ff 8)

hp 15; **Threshold** 10

Speed 8 squares

Reactive Claw (swift; 1/enc)

When you damage an opponent in melee, you can make a single melee attack with a claw against that target if you have a free hand

Melee (standard)

claws +7 (1d10+2)

Melee + Charge (standard)

Charge 2-6sq; claws +9 (1d10+2 slashing); take -2 Ref penalty until beginning of your next turn. You cannot use Reactive Claw after a charge attack.

Languages Basic, Catharese

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

Abilities Str 14, Dex 16, Con 10, Int 6, Wis 10, Cha 8

Feats Martial Arts I, Martial Arts II, Skill Training (2), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Trained Skills Initiative +11, Stealth +11, Survival +8

Untrained Skills Acrobatics +6, Climb +5, Deception +2, Endurance +3, Gather Information +2, Jump +5, Knowledge +1, Mechanics +1, Perception +3, Persuasion +2, Pilot +6, Ride +6, Swim +5, Treat Injury +3, Use Computer +1

Tactics:

Has a speed of 8sq, use it to get within melee range, and use melee attack and Reactive Claw if you damage the opponent. You can charge, however at the end of your charge you won't be able to use Reactive Claw since you cannot take any actions after you resolve a charge attack.

Cathar Mauler CL 3

Combat role: Melee

XP: 600

Cathar hunter with vicious claw attacks

Medium Cathar nonheroic 9

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

Defenses Ref 15 (ff 10), Fort 10, Will 10

Defenses if used Charge Ref 13 (ff 8)

hp 22; **Threshold** 10

Speed 8 squares

Reactive Claw (swift; 1/enc)

When you damage an opponent in melee, you can make a single melee attack with a claw against that target if you have a free hand

Melee (standard)

-claws +9 (1d10+2)

-claws +7 (2d10+2) with Rapid Strike

Melee + Charge (standard)

Charge 2-6sq; take -2 Ref penalty until beginning of your next turn. You cannot use Reactive Claw after a charge attack.

-claws +11 (1d10+2)

-claws +9 (2d10+2) with Rapid Strike

Languages Basic, Catharese

Base Atk +6; **Grp** +9

Abilities Str 14, Dex 16, Con 10, Int 7, Wis 10, Cha 8

Feats Martial Arts I, Martial Arts II, Rapid Strike, Skill Training (2), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Trained Skills Initiative +12, Stealth +12, Survival +9

Untrained Skills Acrobatics +7, Climb +6, Deception +3, Endurance +4, Gather Information +3, Jump +6, Knowledge +2, Mechanics +2, Perception +4, Persuasion +3, Pilot +7, Ride +7, Swim +6, Treat Injury +4, Use Computer +2

Tactics:

Has a speed of 8sq, use it to get within melee range, and use melee attack and Reactive Claw if you damage the opponent. Use Rapid Strike to deal an extra 1d10 damage. You can charge, however at the end of your charge you won't be able to use Reactive Claw since you cannot take any actions after you resolve a charge attack.

Cerean Shyarn-ado Dancer CL 2



[Cerean Shyarn-ado](#)

Combat role: Melee XP: 400
 Wielders of the light, curved swords employed by the ancient Cereans during their honor duels. Hundreds of schools on Cerea taught the art of swordplay with the shyarn, called shyarn-ado, which took a lifetime to master.

Medium Cerean nonheroic 3/scoundrel 1
Force 7 (1d6) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Init +13 (may reroll and keep the better result); Senses Perception +7
Defenses Ref 14 (ff 13), Fort 11, Will 12
Defenses if used Charge Ref 12 (ff 11)
hp 11; second wind +11/5 <input type="checkbox"/> ; Threshold 11
Speed 6 squares
Trick Step (swift)
1 enemy within los; Initiative +13 (may reroll and keep the better result) vs opponent's Initiative check; target is considered flat-footed against the next attack you make before the end of your turn. If the target's check result is higher, you are considered flat-footed against the next attack made by the target before the start of your next turn.
Melee (standard)
-shyarn +4 (3d4+2)
-shyarn +6 (3d4+2) vs flat-footed opponent
Melee \blacklozenge Charge (standard)
Charge 2-6sq; you take a -2 Ref penalty until start of your next turn;
-shyarn +6 (3d4+2)
-shyarn +8 (3d4+2) vs flat-footed opponent
Languages Basic, Cerean, 1 unassigned
Base Atk +2; Grp +4
Abilities Str 14, Dex 12, Con 11, Int 12, Wis 10, Cha 8
Talents Trick Step
Feats Cunning Attack, Exotic Weapon Proficiency (shyarn), Perfect Intuition, Skill Focus (Acrobatics, Initiative), Skill Training, Weapon Proficiency (simple weapons)
Trained Skills Acrobatics +13, Initiative +13 (may reroll and keep the better result), Perception +7
Untrained Skills Climb +4, Deception +1, Endurance +2, Gather Information +1, Jump +4, Knowledge +3, Mechanics +3, Persuasion +1, Pilot +3, Ride +3, Stealth +3, Survival +2, Swim +4, Treat Injury +2, Use Computer +3
Possessions unarmed +4 (1d4+2)

Tactics:

Use Trick Step to render target flat-footed. Move into melee range and attack or charge if within 6sq of target.

Cerean Shyarn-ado Hobbler CL 2

Combat role: Melee XP: 400
 Wielders of the light, curved swords employed by the ancient Cereans during their honor duels

Medium Cerean nonheroic 6
Init +14 (may reroll, mtr); Senses Perception +3
Defenses Ref 11 (ff 10), Fort 11, Will 10
Defenses if used Charge Ref 9 (ff 8)
hp 21; Threshold 11
Speed 6 squares
Melee \blacklozenge Rapid Strike (standard)
shyarn +7 (4d4+2)
Melee \blacklozenge Hobbling Strike (standard)
shyarn +7 (3d4+2); if you deal damage, you reduce the target's speed by 1 square until the end of the encounter.
Melee \blacklozenge Charge (standard)
Charge 2-6sq; you take a -2 Ref penalty until start of your next turn;
-shyarn +9 (4d4+2) with Rapid Strike
-shyarn +9 (3d4+2) with Hobbling Strike; if you deal damage, you reduce the target's speed by 1 square until the end of the encounter.
Languages Basic, Cerean
Base Atk +4; Grp +6
Abilities Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 8
Feats Exotic Weapon Proficiency (shyarn), Hobbling Strike, Rapid Strike, Skill Training, Weapon Focus (shyarn), Weapon Proficiency (simple weapons)
Trained Skills Acrobatics +9, Initiative +14 (may reroll, mtr)
Untrained Skills Climb +5, Deception +2, Endurance +4, Gather Information +2, Jump +5, Knowledge +3, Mechanics +3, Perception +3, Persuasion +2, Pilot +4, Ride +4, Stealth +4, Survival +3, Swim +5, Treat Injury +3, Use Computer +3
Possessions unarmed +6 (1d4+2)

Tactics:

Have many of these guys use Hobbling Strike to hamper a PC's speed. You can also charge, adding +2 attack and -2 Ref penalty until start of your next turn.

Cerean Shyarn-ado Crippler CL 7

Combat role: Melee XP: 1400

Wielders of the light, curved swords employed by the ancient Cereans during their honor duels

Medium Cerean nonheroic 6/scoundrel 5

Force 10 (2d6)

Init +17 (may reroll and keep the better result); **Senses**

Perception +12

Defenses Ref 19 (ff 17), Fort 17, Will 18

hp 54; **second wind** +14/27 ; **Threshold** 17

Speed 6 squares

Trick Step (swift)

1 enemy within los; Initiative +17 (may reroll and keep the better result) vs opponent's Initiative check; target is considered flat-footed against the next attack you make before the end of your turn. If the target's check result is higher, you are considered flat-footed against the next attack made by the target before the start of your next turn.

***Acrobatic Strike**

Acrobatics +12 vs DC 15 to tumble through a foe's threatened square. Each threatened square you tumble through counts as 2sq of movement. Gain a +2 competence bonus on the next attack that you make against that foe as long as the attack occurs before the end of your current turn.

Melee **♦ Hobbling Strike vs flat-footed opponent** (standard)

shyarn* +13 (3d4+5); if you deal damage, you reduce the target's speed by 1 square until the end of the encounter. Also, you can move the target -1 CT or, instead, you impose a -5 penalty on all the target's attack and melee damage rolls until the end of your next turn.

Melee **♦ Rapid Strike vs flat-footed opponent** (standard)

shyarn* +13 (4d4+5); after a successful attack, you can move the target -1 CT or, instead, you impose a -5 penalty on all the target's attack and melee damage rolls until the end of your next turn.

Melee **♦ Hobbling Strike** (standard)

shyarn* +11 (3d4+5); if you deal damage, you reduce the target's speed by 1 square until the end of the encounter.

Melee **♦ Rapid Strike** (standard)

shyarn* +11 (4d4+5)

Languages Basic, Cerean

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

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

Talents Dastardly Strike, Trick Step, Weakening Strike

Feats Acrobatic Strike, Cunning Attack, Exotic Weapon Proficiency (shyarn), Hobbling Strike, Perfect Intuition, Rapid Strike, Skill Training (2), Weapon Focus (shyarn), Weapon Proficiency (simple weapons)

Trained Skills Acrobatics +12, Initiative +17 (may reroll and keep the better result), Perception +12

Untrained Skills Climb +8, Deception +4, Endurance +7, Gather Information +4, Jump +8, Knowledge +5, Mechanics +5, Persuasion +4, Pilot +7, Ride +7, Stealth +7, Survival +7, Swim +8, Treat Injury +7, Use Computer +5

Possessions unarmed +10 (1d4+5)

Tactics:

Use Trick Step to render target flat-footed. Move into melee range and Tumble through an opponent's threatened square to gain a +2 attack bonus against that opponent. When damaging a flat-footed opponent, you may reduce opponent's speed and move him -1 CT or impose a -5 penalty on all the target's attack and melee damage rolls.

Chadra-Fan Tech Specialist CL 1



[Chadra-Fan](#)

Combat role: Ranged XP: 200
 Chadra-Fan tinkerer. Chadra-fan are friendly, cheerful, and curious. They love assembling and disassembling unattended devices into something different. They have a strong need for friendship, but are not picky when it comes to who they choose.

Small Chadra-Fan nonheroic 3

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

Defenses Ref 12 (ff 11), Fort 9, Will 10

hp 4; **Threshold** 9

Speed 4 squares

Ranged ♦ **Desperate Gambit** (standard)

hot shot blaster pistol +4 (3d6+3); a natural attack roll of 2-5 disables weapon; if natural 1, weapon explodes dealing modified damage to you and half damage to all adjacents. Once per turn, you may reroll a missed attack (mtr) with a -2 Ref penalty until end of your next turn (if rerolling a natural 1, then -5 Ref penalty).

Jury Rig (full-round)

1 disabled device or weapon; Mechanics +18 vs DC 25 (may reroll, mtr); device moves +2 CT and gains 2d8 hp. At the end of scene or encounter, it moves -5 CT and becomes disabled again.

Languages Basic, Chadra-Fan, 2 unassigned

Base Atk +2; **Grp** -2

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

Feats Desperate Gambit, Skill Training, Tech Specialist, Weapon Proficiency (pistols, simple weapons)

Trained Skills Knowledge (technology) +8, Mechanics +13 (may reroll, mtr; jury-rigged droids and devices gain +1d8 hit points), Perception +6, Use Computer +8

Untrained Skills Acrobatics +2, Climb +0, Deception +1, Endurance +0, Gather Information +1, Initiative +2, Jump +0, Knowledge +3, Persuasion +1, Pilot +2, Ride +2, Stealth +7, Survival +1, Swim +0, Treat Injury +1

Possessions hot shot blaster pistol (tech specialist mod: +1 attack; hot shot: +3 damage), tool kit (grants +5 equipment bonus to Mechanics to jury-rig), unarmed +1 (1d3-1)

Tactics:

This little guy likes to fiddle with and fix things. He has a modified blaster pistol that usually jams or can even blow up in his face.

Chadra-Fan Scout CL 5

Combat role: Lurker, Support

XP: 1000

Stealthy Chadra-Fan advance patrol scout

Small Chadra-Fan scout 5

Force 7 (1d6) □ □ □

Init +11; **Senses** darkvision; Perception +14 (may reroll, mtr; +5 circumstance bonus if you have concealment from target)

Defenses Ref 22 (ff 18), Fort 16, Will 17

Defenses vs target of Surveillance Ref 23 (ff 19), Fort (& Threshold) 17, Will 18

hp 42; **second wind** +11/21 □; **Threshold** 16

Speed 4 squares

Defensive Reactions

Advantageous Cover, Duck and Cover

When you have cover, you take no damage from area attacks, even if the attack roll exceeds your Ref. Also, as a reaction to an area attack that misses you, you can move 2 squares 1/turn. This movement does not provoke AoO's.

Attack Options

Surveillance, Improved Surveillance (full-round)

1 target within los; Perception +14 (may reroll, mtr; +5 circumstance bonus if you have concealment from target) vs DC 15 or the target's Stealth check result (if the target is actively trying to remain hidden), whichever is greater. Grant yourself and all allies within los that can hear and understand you a +2 insight bonus on attack rolls against that target and a +1 insight bonus to all defenses against that target until the end of your next turn. Allies do not lose the benefit of this talent if they move out of your los after it is used.

Ranged (standard)

DH-23 "Outback" blaster pistol +7 (3d6+2)

Ranged (standard)

smoke grenade +7 (special, 2-square burst); anytime a creature begins its turn in smoke; Attack +4 vs Fort; 1d6 damage, and the target moves -1 CT. Miss: Half damage, and no CT movement.

Smoke grants concealment to creatures and objects within it.

Languages Basic, Chadra-Fan, 2 unassigned

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

Abilities Str 8, Dex 18, Con 11, Int 14, Wis 14, Cha 8

Talents Hidden Eyes, Improved Surveillance, Surveillance

Feats Advantageous Cover, Duck and Cover, Skill Focus

(Perception, Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Trained Skills Endurance +7, Initiative +11, Mechanics +9 (jury-rigged droids and devices gain +1d8 hit points), Perception +14 (may reroll, mtr; +5 circumstance bonus if you have concealment from target), Pilot +11, Stealth +21, Survival +9

Untrained Skills Acrobatics +6, Climb +1, Deception +1, Gather Information +1, Jump +1, Knowledge +4, Persuasion +1, Ride +6, Swim +1, Treat Injury +4, Use Computer +4

Possessions knife +2 (1d4+1), smoke grenade, unarmed +2 (1d3-1)

Tactics:

This Chadra-Fan needs cover or concealment to maximize his abilities. From a concealed position, he can use Surveillance to grant his allies a bonus against a target.

Chagrian Noble CL 2

Combat role: Leader, Controller XP: 400
Inspiring noble and ambitious politician. Chagrians are even-tempered and accepting of others. They appreciate law, order, and well-defined social structures. They enjoy interacting with members of different species.

Medium Chagrian nonheroic 3/noble 1

Force 7 (1d6)

Init +6; **Senses** low-light vision; Perception +8

Languages Basic, Chagri, 2 unassigned

Defenses Ref 11 (ff 11), Fort 12 (+5 species bonus to Fort against radiation), Will 14

Defenses with Brilliant Defense Ref 13 (ff 13)

hp 7; **second wind** +8/3 ; **Threshold** 12

Immune drowning

Speed 6 squares

Brilliant Defense (reaction; 1/enc)

Add your Int bonus (+2) to your Ref until the start of your next turn.

Inspire Confidence (standard; mind-affecting effect)

All allies within los; grant them a +1 morale bonus on attack rolls and skill checks until the end of the encounter or until you become unconscious or dead. Once affected, allies do not need to remain within los.

Intimidate (standard)

One creature that can see you; Persuasion +13 vs Will (Your Persuasion check is subject to a situational modifier: Target is helpless or completely at your mercy +5; Target is clearly outnumbered or disadvantaged +0; Target is evenly matched with you -5; You are clearly outnumbered or disadvantaged -10; You are helpless or completely at the target's mercy -15); creature takes a -5 penalty to all skill checks (including UtF) and a -2 penalty to all attacks when you are within its los, until the end of your next turn. If aboard another vehicle, your enemy must be able to see or detect your vehicle.

Ranged (standard)

hold-out blaster +1 (3d4)

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

Special Actions Brilliant Defense, Inspire Confidence, Intimidator

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

Talents Inspire Confidence

Feats Brilliant Defense, Intimidator, Skill Focus (Persuasion), Skill Training (2), Weapon Proficiency (pistols)

Trained Skills Deception +8, Initiative +6, Knowledge (bureaucracy) +9, Perception +8, Persuasion +13

Untrained Skills Acrobatics +1, Climb +2, Endurance +1, Gather Information +3, Jump +2, Knowledge +4, Mechanics +4, Pilot +1, Ride +1, Stealth +1, Survival +3, Swim +2, Treat Injury +3, Use Computer +4



[Chagrian Noble](#)

Tactics:

Use Intimidate or use his concealed weapon. Generally, this character is not meant for solo combat. He will bargain or flee if he does not have any allies or bodyguards.

Chiss Exile CL 5

Combat role: Ranged Leader XP: 1000

Chiss who was exiled from his homeworld and society and decided to gather his own followers. Chiss are a blue-skinned, enigmatic, and secretive species. They don't begin fights, but they will finish them.

Medium Chiss noble 5

Force 7 (1d6)

Init +7; **Senses** low-light vision; Perception +9

Defenses Ref 20 (ff 16), Fort 14, Will 19

hp 27; **second wind** +9/13 ; **Threshold** 14

Speed 6 squares

Misplaced Loyalty (swift; 1/turn)

All opponents within los; Persuasion +15 vs Will; opponent cannot attack you until the beginning of your next turn if one of your allies is within 6sq of you. You may not gain the benefit this talent if another character within 6sq of you has used this talent since the end of your last turn. You may not use this talent in the same round as the soldier's Draw Fire talent.

Ranged ♦ Two-Faced, False Security (standard; 1/enc)

1 opponent within range; Verpine shatter gun* +6 (3d10+3); whether you hit or miss, at any time before the beginning of your next turn, you can make a single attack against that opponent as a reaction if they attack you.

Ranged ♦ Two-Faced, Non-threatening (standard; mind-affecting effect; 1/enc)

1 opponent within range; Verpine shatter gun* +6 (3d10+3); whether you hit or miss, until the beginning of your next turn, that opponent cannot make any attacks against you except for attacks of opportunity.

Ranged ♦ Two-Faced, Tricky Target (standard; 1/enc)

1 opponent within range that has not attacked you since the end of your last turn; Verpine shatter gun* +8 (3d10+5)

Ranged (standard)

Verpine shatter gun* +6 (3d10+3)

*If you critical with a Verpine shatter gun, add +1d10 damage after multiplying your critical hit damage.

NOTE: all attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 20sq

Dirty Tactics (standard; 1/enc)

All allies within los; when any ally flanks an opponent, that ally gains a +4 flanking bonus on melee attack rolls instead of the normal +2 bonus. Allies immediately lose this benefit if los is broken, if you become unconscious or dead or at the end of the encounter.

Languages Basic, Cheunh, 8 unassigned

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

Abilities Str 8, Dex 10, Con 9, Int 18, Wis 14, Cha 16

Talents Dirty Tactics, Misplaced Loyalty, Two-Faced

Feats Exotic Weapon Proficiency (Verpine shatter gun), Linguist, Point Blank Shot, Predictive Defense, Skill Focus (Knowledge [galactic lore], Persuasion), Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +10, Gather Information +10, Initiative +7, Knowledge (bureaucracy, galactic lore, social sciences) +11, Perception +9, Persuasion +15, Pilot +7, Survival +9, Use Computer +11 (may plot a safe course through hyperspace in half the time)

Untrained Skills Acrobatics +2, Climb +1, Endurance +1, Jump +1, Knowledge (life sciences, physical sciences, tactics, technology) +6, Mechanics +6, Ride +2, Stealth +2, Swim +1, Treat Injury +4

Possessions datadagger +2 (1d4+1), Verpine shatter gun (superior tech mod +2 attack; fragile: if the weapon takes any damage, it is considered disabled until repaired with a 1 hour DC 20 Mechanics check), unarmed +2 (1d4+1)

Background Event: Exiled



[Chiss Exile](#)

Tactics:

Use Misplaced Loyalty each round to avoid getting attacked. As a standard action, use one of the three "1/enc" actions.

Chistori Saurian Warrior CL 1



[Chistori Saurian Warrior](#)

Combat role: Melee XP: 200
Fierce, warlike, and quick to anger, Chistori are an impatient species that have little use for discipline and order and prefer to go their own way. They tend to use excessive force to deal with even the smallest slights.

Medium Chistori nonheroic 3

Dark Side 1

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

Defenses Ref 13 (ff 13), Fort 11, Will 10

Defenses if used Powerful Charge Ref 11 (ff 11)

hp 10; **DR** 2; **Threshold** 11

Speed 6 squares

Rage (swift; once a day ☐)

Gain +2 bonus to melee attack rolls and damage rolls, but unable to use skills requiring concentration and patience; lasts 6 rounds, and moves character -1 persistent CT until 10 minutes of relaxed recuperation have passed.

Melee ♦ **Rage, Powerful Charge, max Power Attack** (standard)

Charge 2-6sq; Mythosaur axe +9 (1d12+13); take -2 Ref penalty until beginning of your next turn.

Melee ♦ **Rage, Powerful Charge** (standard)

Charge 2-6sq; Mythosaur axe* +11 (1d12+9); take -2 Ref penalty until beginning of your next turn.

Melee ♦ **Rage** (standard)

Mythosaur axe* +7 (1d12+8)

Melee ♦ **Powerful Charge** (standard)

Charge 2-6sq; Mythosaur axe* +9 (1d12+7); take -2 Ref penalty until beginning of your next turn.

Melee (standard)

Mythosaur axe* +5 (1d12+6)

*You may subtract a number from all melee attack rolls and add the twice that number to all melee damage rolls (to a maximum of -2 and +4) until the start of your next turn.

Ranged (standard)

blaster pistol +1 (3d6)

Languages Chistori

Base Atk +2; **Grp** +5

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

Special Qualities Cold Blooded (take a -5 penalty to Fort when exposed to extreme cold)

Feats Armor Proficiency (light), Power Attack, Powerful Charge, Weapon Proficiency (pistols, simple weapons)

Trained Skills Initiative +5

Untrained Skills Acrobatics +0, Climb +4, Deception +0, Endurance +2, Gather Information +0, Jump +4, Knowledge +0, Mechanics +0, Perception +1, Persuasion +0, Pilot +0, Ride +0, Stealth +0, Survival +1, Swim +4, Treat Injury +1, Use Computer +0

Possessions combat jumpsuit (+4 Ref), unarmed +5 (1d4+3)

Tactics:

Use Rage, Powerful Charge, and max Power Attack for maximum damage. You still have a move action left to move closer into charging position.

Chistori Saurian Warrior CL 2

Combat role: Melee

XP: 400

Chistori warrior

Medium Chistori nonheroic 6

Dark Side 1

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

Defenses Ref 13 (ff 13), Fort 12, Will 10

Defenses if used Powerful Charge Ref 11 (ff 11)

hp 26; **DR** 2; **Threshold** 12

Speed 6 squares

Dreadful Rage (swift; once a day ☐)

Gain +5 bonus to melee attack rolls and damage rolls, but unable to use skills requiring concentration and patience; lasts 7 rounds, and moves character -1 persistent CT until 10 minutes of relaxed recuperation have passed.

Melee ♦ **Dreadful Rage, Powerful Charge, max Power Attack** (standard)

Charge 2-6sq; Mythosaur axe +12 (1d12+22); take -2 Ref penalty until beginning of your next turn.

Melee ♦ **Dreadful Rage, Powerful Charge** (standard)

Charge 2-6sq; Mythosaur axe* +16 (1d12+14); take -2 Ref penalty until beginning of your next turn.

Melee ♦ **Dreadful Rage** (standard)

Mythosaur axe* +12 (1d12+11)

Melee ♦ **Powerful Charge** (standard)

Charge 2-6sq; Mythosaur axe* +11 (1d12+9); take -2 Ref penalty until beginning of your next turn.

Melee (standard)

Mythosaur axe* +7 (1d12+6)

*You may subtract a number from all melee attack rolls and add the twice that number to all melee damage rolls (to a maximum of -4 and +8) until the start of your next turn.

Ranged (standard)

blaster pistol +3 (3d6)

Languages Chistori

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

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

Special Qualities Cold Blooded (take a -5 penalty to Fort when exposed to extreme cold)

Feats Armor Proficiency (light), Dreadful Rage, Power Attack, Powerful Charge, Weapon Proficiency (pistols, simple weapons)

Trained Skills Initiative +7

Untrained Skills Acrobatics +2, Climb +6, Deception +2, Endurance +5, Gather Information +2, Jump +6, Knowledge +2, Mechanics +2, Perception +3, Persuasion +2, Pilot +2, Ride +2, Stealth +2, Survival +3, Swim +6, Treat Injury +3, Use Computer +2

Possessions combat jumpsuit (+4 Ref), unarmed +7 (1d4+3)

Tactics:

Use Dreadful Rage, Powerful Charge, and max Power Attack for maximum damage. You still have a move action left to move closer into charging position.

Codru-Ji Bodyguard CL 7

Combat role: Soldier XP: 1400
Bodyguard who was exiled due to failing to protect the family in her care against a ritual kidnapping. Codru-Ji are uncomfortable around outsiders and are suspicious of others. Once a Codru-Ji forms a friendship, they are viewed as family.

Medium Codru-Ji soldier 7

Force 8 (1d6)

Init +10; **Senses** Perception +8

Defenses Ref 21 (ff 18), Fort 21, Will 17

hp 77; **second wind** +19/38 ; **Threshold** 21

Speed 6 squares

Harm's Way (swift, 1/round)

Shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Melee ♦ **Dual Weapon Mastery, Bantha Rush, Battering Attack** (full-round, or standard 2/enc)

vibrolance* +9/+9 (2d10+12); if you beat DT, move target an additional -1 CT.

Melee ♦ **Bantha Rush, Battering Attack** (standard)

vibrolance* +11 (2d10+12); if you beat DT, move target an additional -1 CT.

*After making a successful melee attack against an opponent up to Large size, you can move that opponent 1 square in any direction as a free action, and target is knocked prone. You cannot use this feat against an opponent being grabbed or grappled, nor move an opponent into a solid object or another creature's fighting space. You gain a +5 melee attack bonus vs prone targets.

Melee ♦ **Trip** (standard)

One target, up to one size larger than self; unarmed attack +15 (no damage). If succeed, Grapple +10 vs opponent's Grapple (1d20 + BAB + STR or DEX + size mod C+20, G+15, H+10, L+5, M+0, S-5, T-10, D-15, F-20). If you succeed, your opponent falls prone in their space and are no longer considered grappled. A prone opponent takes a -5 penalty on melee attack rolls. Melee attacks against a prone target gain a +5 bonus, while ranged attacks against a prone target take a -5 penalty.

Ranged (standard)

blaster pistol +9 (3d6+3)

Languages Basic, Codruese

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

Special Actions Harm's Way

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 9

Special Qualities extra arms

Talents Harm's Way, Melee Smash, Stunning Strike, Weapon Specialization

Feats Accelerated Strike, Bantha Rush, Battering Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Recurring Success (Accelerated Strike), Trip, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, pistols, simple weapons)

Trained Skills Initiative +10, Perception +8, Treat Injury +8

Untrained Skills Acrobatics +5, Climb +6, Deception +2, Endurance +5, Gather Information +2, Jump +6, Knowledge +3, Mechanics +3, Persuasion +2, Pilot +5, Ride +5, Stealth +5, Survival +3, Swim +6, Use Computer +3

Possessions 2 vibrolances, unarmed +10 (1d6+7; you are considered armed); +5 species bonus to grab attacks



[Codru-Ji Bodyguard](#)

Tactics:

Use Harm's Way to protect an ally. Use a full-round action as a standard action 2/enc to attack with both vibrolances. After a successful attack, you can push target away and knock them prone. You gain a +5 melee attack bonus vs prone targets.

Clawdite Metamorph CL 7

Combat role: Melee XP: 400
Shapeshifter who finds work as a bounty hunter, spy, or assassin. See below for statblock of Clawdite Metamorph when in Large form. Clawdites hate bigotry and prejudice and do not tolerate bullies. The more violent Clawdites are sure to make examples of those they encounter.

Medium Clawdite scoundrel 7

Force 8 (1d6)

Init +9; **Senses** Perception +7

Defenses Ref 20 (ff 19), Fort 18, Will 17

hp 46; **second wind** +13/23 ; **Threshold** 18

Speed 6 squares

Shapeshift (full-round)

You gain a +10 species bonus on Deception checks made to disguise your appearance; and you can disguise your appearance as a full-round action at no penalty.

Metamorph (full-round)

You can change your mass with the shapeshift trait, increasing or decreasing your size by one step. If you reduce your size to Small, you gain a +1 size bonus to Ref and a +5 size bonus on Stealth checks, but your carrying capacity is three-quarters of what it was prior to your use of this talent. If you increase your size to Large, you take a -1 size penalty to your Ref and a -5 size penalty on your Stealth checks. However, your carrying capacity doubles, you gain a +5 size bonus to your Damage Threshold and your reach increases by 1. You can maintain this form for a 13 rounds per day.

See below for Large Clawdite Metamorph statblock.

Startle (reaction to an attack; 1/enc)

Deception +15** vs the attacker's Will; impose a -5 penalty on the attack roll

Hideous Visage (swift; mind-affecting fear affect; 2/enc)

One opponent that can see you; Deception +15** vs Will; move the target 1 square away from you and it takes a -1 penalty on all attacks until the start of your next turn.

**Once per day , reroll a skill check and take the better result.

Melee **✦ Dumb Luck, Elude Enemy** (standard; 1/enc)

Any target within range; vibro-ax* +7 (2d10+7); if you damage the target, you gain a +2 bonus to your Ref against that target until the beginning of your next turn.

Melee **✦ Dumb Luck, Escape** (standard; 1/enc)

Any target within range; vibro-ax* +7 (2d10+7); if that target then successfully damages you before the start of your next turn, you can immediately move 2sq as a reaction. This movement does not provoke attacks of opportunity.

Melee **✦ Dumb Luck, Make Your Own Luck** (standard; 1/enc)

Any target within range; vibro-ax* +7 (2d10+7); if you miss the target, you gain a +2 bonus on your next attack roll.

Melee (standard)

vibro-ax* +7 (2d10+7)

Ranged (standard)

blaster pistol* +7 (3d6+4); includes Point Blank Shot (within 20sq)

*Once per day , reroll an attack roll and take the better result.

*Once per turn, you may reroll a missed attack (mtr) with a -2 Ref penalty until end of your next turn (if rerolling a natural 1, then -5 Ref penalty).

*Once per encounter , you can consider any single d20 roll of 16 or higher to be a natural 20.

Languages Basic, Clawdite, 1 unassigned

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

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

Talents Dumb Luck, Knack, Lucky Shot, Uncanny Luck

Feats Desperate Gambit, Hideous Visage, Metamorph, Point Blank Shot, Recurring Success (Hideous Visage), Skill Focus (Deception), Weapon Proficiency (advanced melee, pistols, simple weapons)

Trained Skills Deception +15, Initiative +9, Perception +7,

Persuasion +10, Stealth +9

Untrained Skills Acrobatics +4, Climb +5, Endurance +4, Gather Information +5, Jump +5, Knowledge +4, Mechanics +4, Pilot +4, Ride +4, Survival +2, Swim +5, Treat Injury +2, Use Computer +4
Possessions unarmed +6 (1d4+4)



[Clawdite Metamorph](#)

Clawdite Metamorph (Large form)

Large Clawdite scoundrel 7 (you can maintain this form for a total of 13 rounds per day)

Force 8 (1d6)

Init +9; **Senses** Perception +7

Defenses Ref 19 (ff 18), Fort 18, Will 17

hp 46; **second wind** +13/23 ; **Threshold** 23

Speed 6 squares

Fighting Space 2x2; **Reach** 2 squares

Shapeshift (full-round)

You gain a +10 species bonus on Deception checks made to disguise your appearance; and you can disguise your appearance as a full-round action at no penalty.

Metamorph (full-round)

You can change your mass with the shapeshift trait, increasing or decreasing your size by one step. If you reduce your size to Small, you gain a +1 size bonus to Ref and a +5 size bonus on Stealth checks, but your carrying capacity is three-quarters of what it was prior to your use of this talent. If you increase your size to Large, you take a -1 size penalty to your Ref and a -5 size penalty on your Stealth checks. However, your carrying capacity doubles, you gain a +5 size bonus to your Damage Threshold and your reach increases by 1. You can maintain this form for a 13 rounds per day.

Startle (reaction to an attack; 1/enc)

Deception +15** vs the attacker's Will; impose a -5 penalty on the attack roll

Hideous Visage (swift; mind-affecting fear affect; 2/enc)

One opponent that can see you; Deception +15** vs Will; move the target 1 square away from you and it takes a -1 penalty on all attacks until the start of your next turn.

**Once per day , reroll a skill check and take the better result.

Melee **♦ Dumb Luck, Elude Enemy** (standard; 1/enc)

Reach 2; any target within range; vibro-ax* +7 (2d10+7); if you damage the target, you gain a +2 bonus to your Ref against that target until the beginning of your next turn.

Melee **♦ Dumb Luck, Escape** (standard; 1/enc)

Reach 2; any target within range; vibro-ax* +7 (2d10+7); if that target then successfully damages you before the start of your next turn, you can immediately move 2sq as a reaction. This movement does not provoke attacks of opportunity.

Melee **♦ Dumb Luck, Make Your Own Luck** (standard; 1/enc)

Reach 2; any target within range; vibro-ax* +7 (2d10+7); if you miss the target, you gain a +2 bonus on your next attack roll.

Melee (standard)

Reach 2; vibro-ax* +7 (2d10+7)

Ranged (standard)

blaster pistol* +7 (3d6+4); includes Point Blank Shot (within 20sq)

*Once per day , reroll an attack roll and take the better result.

*Once per turn, you may reroll a missed attack (mtr) with a -2 Ref penalty until end of your next turn (if rerolling a natural 1, then -5 Ref penalty).

*Once per encounter , you can consider any single d20 roll of 16 or higher to be a natural 20.

Languages Basic, Clawdite, 1 unassigned

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

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

Talents Dumb Luck, Knack, Lucky Shot, Uncanny Luck

Feats Desperate Gambit, Hideous Visage, Metamorph, Point Blank Shot, Recurring Success (Hideous Visage), Skill Focus (Deception), Weapon Proficiency (advanced melee, pistols, simple weapons)

Trained Skills Deception +15, Initiative +9, Perception +7, Persuasion +10, Stealth +4

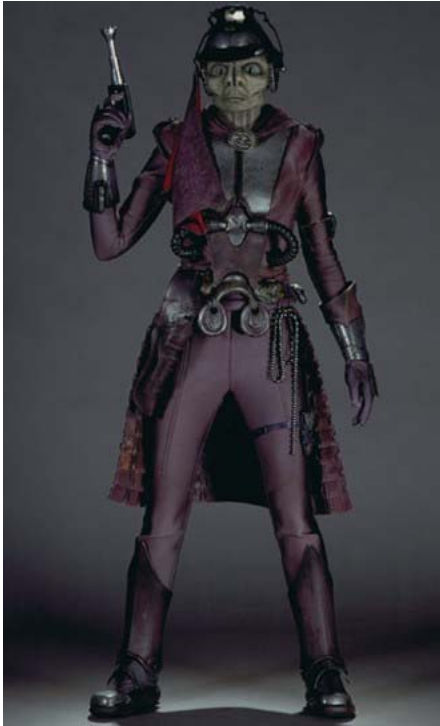
Untrained Skills Acrobatics +4, Climb +5, Endurance +4, Gather Information +5, Jump +5, Knowledge +4, Mechanics +4, Pilot +4, Ride +4, Survival +2, Swim +5, Treat Injury +2, Use Computer +4

Possessions unarmed +6 (1d6+4)

Tactics:

Use Startle to move any adjacent melee opponents 1sq away. Since you have reach of 2sq, they will provoke an AoO if they want to move back to be adjacent to you.

Clawdite Bounty Hunter CL 16



Clawdite Bounty Hunter

Combat role: Ranged CT Killer (solo) XP: 3200
 Deceptive bounty hunter that can do big damage or move targets down the CT and immobilize them.

Medium Clawdite scout 3/noble 1/scoundrel 1/nonheroic 3/bounty hunter 10

Force 15 (3d6) ; **Dark Side** 6

Init +18, see Double Agent; **Senses** Perception +15

Defenses Ref 33* (ff 29), Fort 28, Will 28

Defenses vs familiar foes Ref 38* (ff 34), Fort (& Threshold) 33, Will 33

*ABC scrambler provides +5 deflection to Ref vs grenade launchers & missile launchers.

*Apply -2 (or -5) penalty to Ref if you used Desperate Gambit

hp 120; **second wind** +30/60 ; **Threshold** 28, see Relentless

Speed 6 squares

Double Agent (mind-affecting effect)

When you roll Initiative at the beginning of combat, Deception +21** vs Will of all enemies in your los. Target cannot attack you and considers you neither an ally nor an enemy while this effect is active. If you attack or otherwise cause obvious harm or hindrance to such a target or one of that target's allies, this effect ends.

Startle (reaction to an attack, 1/enc)

Deception +21** vs the attacker's Will; impose a -5 penalty on the attack roll.

**Once per day , you can reroll a skill check and take the better result.

Familiar Foe (full-round, cannot use until after your opponents have acted during the combat)

Two opponents that can be seen simultaneously in the same round. Gain a +5 bonus on attack rolls against those 2 opponents and a +5 bonus to all defenses against attacks & actions made by those 2 opponents until the end of the encounter.

Hunter's Target, Relentless (free; 2/enc)

Designate an opponent. For the rest of the encounter, you gain a +10 bonus on all damage rolls against that opponent. Also, that opponent cannot move you down the CT by any means (attack or effect).

Favored Attack Options

Ranged **+** Aim, Double Attack, Rapid Shot (2 swift + standard, requires a FP)

heavy blaster rifle[△] +19/+19 (4d12+18) when attacking either of the 2 targets of your Familiar Foe and Hunter's Target. For the first attack, ignore target's cover bonus to Ref and move target -1 CT if the attack deals damage.

Ranged **+** Aim, Double Attack, Rapid Shot (2 swift + standard, requires a FP)

Stokhli spray stick[△] +18/+18 (4d8+18 stun) when attacking either of the 2 targets of your Familiar Foe and Hunter's Target. For the first attack, ignore target's cover bonus to Ref and move target -1 CT if the attack deals damage. A target hit by a Stokhli spray stick is considered grabbed (ie, he cannot move and takes -2 attack penalty unless he uses a light weapon). Breaking out of the net is a standard action and requires a DC 15 Acrobatics check or a DC 20 Strength check.

[△]Once per turn, you may reroll a missed attack (mtr) with a -2 Ref penalty until end of your next turn (if rerolling a natural 1, then -5 Ref penalty).

[△]Ignore -2 penalty on attack rolls when attacking a target with concealment (but not total concealment).

[△]1/enc , you can reroll your damage roll and keep better result.

[△]NOTE: Aiming provokes an AoO.

Alternate Attack Options

Ranged (standard)

-heavy blaster rifle[®] +21 (3d12+8)

-heavy blaster rifle[®] +19 (4d12+8) with Rapid Shot

Ranged **+** Double Attack (full-round, or standard with a FP)

-heavy blaster rifle[®] +16/+16 (3d12+8)

-heavy blaster rifle[®] +14/+14 (4d12+8) with Rapid Shot

Ranged (standard)

-Stokhli spray stick[®] +20 (3d8+8 stun)

-Stokhli spray stick[®] +18 (4d8+8 stun) with Rapid Shot

Ranged (full-round, or standard with a FP)

-Stokhli spray stick[®] +15/+15 (3d8+8 stun)

-Stokhli spray stick[®] +13/+13 (4d8+8 stun) with Rapid Shot

[®]If you aim, move the target -1 CT if your next attack deals damage

[®]Add +5 attack when attacking target of your Familiar Foe

[®]Add +10 to damage when attacking target of your Hunter's Target

[®]Ignore -2 penalty on attack rolls when attacking a target with concealment (but not total concealment).

NOTE: All attacks entries include Point Blank Shot, that is, +1 attack and +1 damage within 30sq

Languages Clawdite, Basic, 3 unassigned

Base Atk +14; **Grp** +18

Abilities Str 13, Dex 18, Con 12, Int 13, Wis 12, Cha 14

Special Qualities Familiar Enemies, familiar foe +5, shapeshift, startle

Talents Acute Senses, Double Agent, Familiar Enemies, Familiar Situations, Hunter's Mark, Hunter's Target, Keen Shot, Knack, Relentless

Feats Assault, Desperate Gambit, Double Attack (rifles), Linguist, Point Blank Shot, Rapid Shot, Recurring Success (Hunter's Target), Riflemaster, Skill Focus (Deception), Tech Specialist, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Trained Skills Deception +21 (+10 species bonus on Deception checks made to disguise appearance and can disguise your appearance as a full-round action at no penalty), Initiative +18, Mechanics +15, Perception +15 (may reroll, mtr), Stealth +18, Survival +15

Untrained Skills Acrobatics +13, Climb +10, Endurance +10, Gather Information +11, Jump +10, Knowledge +10, Persuasion +11, Pilot +13, Ride +13, Swim +10, Treat Injury +10, Use Computer +10

Possessions ABC scrambler, heavy blaster rifle (tech specialist mod; +1 attack) with Hair trigger, short sword +15 (1d6+8), unarmed +15 (1d4+8)

Tactics:

The Clawdite can shapeshift and disguise itself into a non-threatening person. Initiate a combat round and have all PC's roll

Initiative. Use Double Agent to avoid getting attacked (you can reroll your Deception check with Knack). On your next turn spend a full-round action assigning 2 opponents as your Familiar Foe, and use 2 free actions to assign the same 2 opponents as your Hunter's Target. PC's still can't attack you since you haven't assaulted them (yet), unless you failed to "Double Agent" them. On your next turn, use Aim, Double Attack (with a FP), and Rapid Shot. Attack the targets of your Familiar Foe and Hunter's Target for +5 attack and +10 damage. You gain aiming benefits on your first attack roll only (ie, move target down the CT if damaged). If there's a second opponent within 2 squares of your primary target, you can damage him once per turn when you use Rapid Shot.

Aiming provokes an AoO, so if you're surrounded by melee opponents, you can attempt to withdraw and still use Double Attack with a FP, or you can refrain from aiming and just use Double Attack, and use your FP for an attack boost instead. But the aiming-Double Attack-Rapid Shot.

You can use the heavy blaster rifle for big damage, or the Stokhli spray stick to immobilize targets and move them down the CT.

Dashade Mercenary CL 2



Combat role: Ranged Teamwork XP: 400
 Secretive beings, Dashade believe they are better than other species. They subscribe to the philosophy that might makes right. Dashade mercenaries are loyal to their employer as long as they are allowed to display their combat prowess.

Medium Dashade nonheroic 6

Dark Side 1

Init +6; **Senses** Perception +1

Defenses Ref 13 (ff 10), Fort 10, Will 8; (+5 species bonus to Fort against effects of extreme cold, extreme heat and radiation)

Defenses vs UtF Fort (& Threshold) 15, Will 13

hp 15; **Threshold** 10

Speed 6 squares

Ranged-Area ♦ Braced Autofire (2 swift + standard)

autofire Dashade heavy repeating blaster* +5 (3d10-2, 2x2 area)

Ranged-Area (standard)

autofire Dashade heavy repeating blaster* +2 (3d10-2, 2x2 area)

*When you deal damage to at least one target within the designated area, you grant a +2 circumstance bonus on any of your allies' autofire attacks made against that same target until the beginning of your next turn.

*A target moved down the CT by an attack from a Dashade weapon can only spend 2 swift actions per turn to recover. This effect lasts until the target returns to its normal state (all conditions removed).

Aid Another, Coordinated Attack (standard)

Select 1 opponent and that's adjacent to you or within 50sq. Grant a single ally a +2 attack bonus on his next attack roll against that opponent. Alternatively, you can cause the opponent to take a -2 penalty on his next attack roll.

Intimidate (full-round)

One creature that can see you; Persuasion +7 vs Will (you may reroll and keep the better result). (Your Persuasion check is subject to a situational modifier: Target is helpless or completely at your mercy +5; Target is clearly outnumbered or disadvantaged +0; Target is evenly matched with you -5; You are clearly outnumbered or disadvantaged -10; You are helpless or completely at the target's mercy -15). Creature takes a -5 penalty to all skill checks (including UtF) and a -2 penalty to all attacks when you are with in its los, until the end of your next turn. If aboard another vehicle, your enemy must be able to see or detect your vehicle.

Ranged (standard)

blaster carbine +7 (3d8)

Ranged-Area (standard)

autofire blaster carbine +2 (3d8, 2x2 area)

Languages Dashadi

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

Special Qualities Force Resistance, Fearsome Reputation, Environmental Adaptation

Abilities Str 14, Dex 16, Con 10, Int 8, Wis 6, Cha 8

Feats Blaster Barrage, Coordinated Attack, Intimidator, Weapon Proficiency (heavy weapons, pistols, simple weapons)

Trained Skills Persuasion +7 (may reroll to intimidate and keep the better result)

Untrained Skills Acrobatics +6, Climb +5, Deception +2, Endurance +3, Gather Information +2, Initiative +6, Jump +5, Knowledge +2, Mechanics +2, Perception +1, Pilot +6, Ride +6, Stealth +6, Survival +1, Swim +5, Treat Injury +1, Use Computer +2

Possessions Dashade heavy repeating blaster, unarmed +6 (1d4+2)

Tactics:

Use Braced Autofire. If targets have high Ref, multiple Dashade can use Aid Another. You can also use Intimidate and roll twice, keeping the better result.

Dashade Mercenary Leader CL 8

Combat role: Leader, Controller XP: 1600
Leader of Dashade mercenaries.

Medium Dashade nonheroic 6/noble 5/officer 1

Force 12 (2d6) ; **Dark Side** 1

Init +14; **Senses** Perception +11

Defenses Ref 22 (ff 19), Fort 17, Will 21 (+5 species bonus to Fort against effects of extreme cold, extreme heat and radiation)

Defenses vs UtF (& Threshold) 22, Will 26

hp 49; **second wind** +12/24 as free action & move +1 CT

Threshold 21

Speed 6 squares

Favored Attack Options

Round 1:

Born Leader (swift; mind-affecting effect; 1/enc)

Grant all allies within your los a +1 insight bonus on attack rolls. Lasts until los is broken or you become unconscious or dead.

Assault Tactics (move; mind-affecting effect)

Designate a single opponent; Knowledge (tactics) +13 vs DC 15; you and all allies able to hear and understand you deal +1d6 points of damage to the target with each successful attack until the start of your next turn.

Fluster (standard; mind-affecting effect; 2/enc)

1 opponent within los; Persuasion +17 vs Will (you may reroll and keep the better result); target can take only a single swift action on its next turn. The target receives a +5 bonus to its Will if it is higher level than you (ie, level 13+).

Intimidate (standard)

One creature that can see you; Persuasion +17 vs Will (you may reroll and keep the better result). (Your Persuasion check is subject to a situational modifier: Target is helpless or completely at your mercy +5; Target is clearly outnumbered or disadvantaged +0; Target is evenly matched with you -5; You are clearly outnumbered or disadvantaged -10; You are helpless or completely at the target's mercy -15). Creature takes a -5 penalty to all skill checks (including UtF) and a -2 penalty to all attacks when you are with in its los, until the end of your next turn. If aboard another vehicle, your enemy must be able to see or detect your vehicle.

Ranged (standard)

heavy blaster pistol +11 (3d8+3)

Languages Basic, Dashadi, 1 unassigned

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

Special Qualities Force Resistance, Fearsome Reputation, Environmental Adaptation

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

Talents Assault Tactics, Born Leader, Fluster, Presence

Feats Fast Surge, Fight Through Pain, Improved Defenses, Intimidator, Recovering Surge, Recurring Success (Fluster), Skill Focus (Persuasion), Skill Training, Toughness, Weapon Proficiency (pistols, simple weapons)

Trained Skills Initiative +14, Knowledge (tactics) +13, Perception +11, Persuasion +17 (may reroll to intimidate and keep the better result)

Untrained Skills Acrobatics +9, Climb +8, Deception +7, Endurance +6, Gather Information +7, Jump +8, Knowledge +8, Mechanics +8, Pilot +9, Ride +9, Stealth +9, Survival +6, Swim +8, Treat Injury +6, Use Computer +8

Possessions unarmed +10 (1d4+5)



Tactics:

In round 1, use Born Leader, Assault Tactics, and Fluster (2/enc). When you run out of Flusters, use Intimidate instead.

Devaronian Scoundrel CL 1



[Male Devaronian Scoundrel & Female Devaronian Noble](#)

Combat role: Ranged XP: 200

Devaronian males are bold, daring, bull-headed, rash, unscrupulous, and stingy with their credits. They love being the masters of their own destinies, and they are driven by an urge to wander.

Medium Male Devaronian nonheroic 3

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

Defenses Ref 13 (ff 10), Fort 9, Will 10

hp 4; **Threshold** 9

Speed 6 squares

Combat Trickery (two successive swift actions on the same turn)

Deception +10 vs Will. The target is flat-footed (loses Dex & Dodge bonus to Ref) against your next attack made before the end of your next turn.

Ranged vs flat-footed target (standard)

hold-out blaster +7 (3d4)

Ranged (standard)

hold-out blaster +5 (3d4)

Natural Curiosity (standard: 1/enc)

A single target within los; Perception +6 vs DC 15 (or the result of an opposed Stealth check, if the target is actively attempting to hide); gain a +1 insight bonus on attack rolls against that target.

Languages Basic, Deveronese

Base Atk +2; **Grp** +5

Abilities Str 8, Dex 16, Con 8, Int 10, Wis 10, Cha 9

Feats Combat Trickery, Cunning Attack, Skill Training (2), Weapon Proficiency (pistols)

Trained Skills Deception +10, Initiative +9, Perception +6

Untrained Skills Acrobatics +4, Climb +0, Endurance +0, Gather Information +0, Jump +0, Knowledge +1, Mechanics +1, Persuasion +0, Pilot +4, Ride +4, Stealth +4, Survival +1, Swim +0, Treat Injury +1, Use Computer +1

Possessions unarmed +1 (1d4-1)

Tactics:

Use Combat Trickery to render target flat-footed and attack.

Devaronian Sneak Attacker CL 2



[Devaronian Sneak Attacker](#)

Combat role: Ranged

XP: 400

Devaronian that exploits weak spots in an enemy.

Medium Male Devaronian nonheroic 3/scoundrel 1

Force 7 (1d6)

Init +10; **Senses** Perception +7

Defenses Ref 16 (ff 13), Fort 10, Will 12

hp 7; **second wind** +9/3 ; **Threshold** 10

Speed 6 squares

Combat Trickery (two successive swift actions on the same turn)

Deception +12 vs Will. The target is flat-footed against your next attack made before the end of your next turn. Additionally, you can spend a FP to extend your target's penalties until the end of the encounter.

Ranged vs flat-footed target (standard)

-Range 6; blaster pistol +8 (4d6+1); or

-Range beyond 6; blaster pistol +8 (3d6+1)

Ranged (standard)

blaster pistol +6 (3d6+1)

NOTE: all blaster pistol attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 20sq

Natural Curiosity (standard: 1/enc)

A single target within los; Perception +7 vs DC 15 (or the result of an opposed Stealth check, if the target is actively attempting to hide); gain a +1 insight bonus on attack rolls against that target.

Languages Basic, Deveronese

Base Atk +2; **Grp** +5

Abilities Str 8, Dex 16, Con 9, Int 10, Wis 10, Cha 10

Talents Sneak Attack

Feats Combat Trickery, Cunning Attack, Point Blank Shot, Skill Training (2), Weapon Proficiency (pistols)

Trained Skills Deception +12, Initiative +10, Perception +7

Untrained Skills Acrobatics +5, Climb +1, Endurance +1, Gather Information +2, Jump +1, Knowledge +2, Mechanics +2, Persuasion +2, Pilot +5, Ride +5, Stealth +5, Survival +2, Swim +1, Treat Injury +2, Use Computer +2

Possessions unarmed +1 (1d4-1)

Tactics:

Use Combat Trickery to render target flat-footed and attack. Deal +1d6 Sneak Attack damage if within 6sq.

Devaronian Noble (female) CL 6

Combat role: Leader XP: 1200

Runaway noble who challenged the tradition of her culture by leaving her homeworld. She doesn't want to be found. She is usually accompanied by bodyguard(s) and a pilot for her ship. Devaronian females are generally bright but sharp-tongued.

Medium Female Devaronian noble 5/scoundrel 1

Force 8 (1d6)

Init +8; **Senses** Perception +11

Defenses Ref 21 (ff 18), Fort 16, Will 21 (+5 insight bonus to Will against Deception and Persuasion)

hp 35; **second wind** +10/17 ; **Threshold** 16

Speed 6 squares

Inspire Confidence (standard; mind-affecting effect)

All allies within los; grant them a +1 morale bonus on attack rolls and skill checks until the end of the encounter or until you become unconscious or dead. Once affected, allies do not need to remain within los.

To Me! (swift; mind-affecting effect; 1/enc)

Spend a swift action. Whenever you take any damage before the beginning of your next turn, each ally within los can move 2sq as a reaction.

Guardian (swift; 1/enc)

Choose one ally as a swift action. As long as you remain within 6sq of the ally, you gain a +2 bonus to your Ref until the start of your next turn.

Ranged + **Reprisal** (standard; 1/enc)

wrist blaster +4 (3d4+4); you may reroll a missed attack (mtr) with a -2 Ref penalty until end of your next turn (if rerolling a natural 1, then -5 Ref penalty). Includes Point Blank Shot (20sq). If your attack roll succeeds and if that opponent later attacks you before the end of your next turn, one ally within 6sq can make an attack against that target as a reaction.

Bolster Ally (standard; mind-affecting effect)

An ally within los that is reduced to half maximum hp or less; move ally +1 CT and grant a number of bonus hp equal to ally's character level. You cannot bolster the same ally more than once in a single encounter. Damage is subtracted from bonus hp first, and any bonus hp remaining at the end of the encounter disappear. Bonus hp from multiple sources do not stack.

Befuddle (swift)

1 target; Deception +16 vs Will; you can move through the threatened area of that target without provoking an AoO until the start of your next turn. Each threatened square that you move through counts as 2sq of movement.

Natural Curiosity (standard; 1/enc)

A single target within los; Perception +11 vs DC 15 (or the result of an opposed Stealth check, if the target is actively attempting to hide); gain a +1 insight bonus on attack rolls against that target.

Master of Disguise

This Devaronian Noble can disguise herself as a member of another species or gender. An opponent must succeed a DC 31 Perception check to see through the disguise.

Languages Basic, Deveronese, 7 unassigned

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

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

Special Qualities natural curiosity

Talents Befuddle, Beloved, Bolster Ally, Inspire Confidence

Feats Desperate Gambit, Friends in Low Places, Linguist, Master of Disguise, Point Blank Shot, Predictive Defense, Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +16 (+21 when creating a deceptive appearance or forged document), Gather Information +11, Initiative +8, Knowledge (bureaucracy) +11 (reduce the black market cost multiplier by 1 to acquire licenses for restricted or military goods), Knowledge (galactic lore, social sciences) +11, Perception +11, Persuasion +11, Stealth +8

Untrained Skills Acrobatics +3, Climb +2, Endurance +3, Jump +2, Knowledge (life sciences, physical sciences, tactics, technology) +6, Mechanics +6, Pilot +3, Ride +3, Survival +6, Swim +2, Treat Injury +6, Use Computer +6

Possessions unarmed +2 (1d4+2), wrist blaster (has 1 shot; requires DC 25 Use Computer to detect with sensor scan), Baudo-class Star Yacht (see below)

Tactics:

Use Inspire Confidence to grant allies +1 attack. Use "To Me!" And Guardian for protection. Use Befuddle to move out of melee range of an attacker. Use Bolster Ally to heal allies that are reduced to less than ½ hp. Use Reprisal to damage an opponent, and allow an ally to counterattack that opponent if they damage you.

Baudo-class Star Yacht CL 6



[Baudo-class Star Yacht](#)

Colossal Space Transport

Init -3 **Perception** +5

Defenses Ref 13 (11) Fort 22 +11 armor

hp 60; **DR** 15; **SR** 15; **Threshold** 72

Speed fly 12 squares (max. velocity 1200 km/h), fly 5 squares (starship scale)

Grp +32

Abilities Str 34 Dex 14 Con -- Int 14

Skills Initiative -3, Pilot -3, Perception +5, Mechanics (Engineer) +5,

Mechanics (Sys.Op.) +5, Use Computer +5

Crew 1 (Normal) **Passengers** 8

Cargo 35 tons **Consumables** 1 month

Hyperdrive x2 (backup x7)

Availability Licensed **Cost** 400000 (250000 used)

Weapon System

Light Laser Cannons

Atk +2, Dmg 2d10x2

Devaronian “devil-man” Bodyguard (bio-freak) CL 6

Combat role: Soldier XP: 1200
Bodyguard with Yuuzhan Vong biotech, bio-implants, and advanced cybernetic prostheses. He's known as “devil-man,” because of his bio-implant alterations, his red and tattooed skin, and especially because of the increase in the size of the 2 horns coming out of his forehead.

Medium Male Devaronian soldier 6

Force 8 (1d6) ; **Dark Side** 8

Init +12; **Senses** Perception +10 (reduce penalties to notice targets with concealment by 2); darkvision

Defenses Ref 24 (ff 21), Fort 23 (+5 equipment bonus to Fort vs poisons), Will 17; see Instinctive Defense

Defenses with Instinctive Defense Ref 26 (ff 23), Fort (& Threshold) 25 (+5 equipment bonus to Fort vs poisons), Will 19

hp 69; **second wind** +17/34 ; **Threshold** 30

Speed 4 squares

Dedicated Protector (1/enc)

Designate one ally within 6 squares of you. Until the end of the encounter, that ally gains a +1 morale bonus to Ref as long as it remains adjacent to you. Any individual can only be the target of this talent 1/enc.

Harm's Way (swift, 1/round)

Shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Out of Harm's Way (reaction when you use Harm's Way)

You can move into the square of the ally you are protecting, and move the ally to any legal square adjacent to you. This movement does not provoke an AoO.

Instinctive Defense (free action, on your turn)

On your turn, spend a FP to increase all your defenses by 2 until the start of your next turn.

Shake it Off (2 swift, can be spread over 2 consecutive rounds)

Move +1 CT by spending 2 swift actions instead of 3.

Ranged (standard)

blaster carbine +13 (3d8+4)

Ranged-Area (standard)

autofire blaster carbine +8 (3d8+4, 2x2 area)

NOTE: all blaster carbine attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 20sq

Fight defensively (standard)

Gain +2 dodge to Ref and -5 on AoO's until start of your next turn. If you make no attacks (including no AoO's) your dodge bonus to Ref becomes +5 instead of +2

Natural Curiosity (standard, 1/enc)

1 target within los; Perception +10 vs DC 15 or opposed Stealth check if the target is actively attempting to hide. Gain +1 insight bonus on attack rolls against that target.

Languages Basic, Deveronese

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

Abilities Str 12, Dex 18, Con 15, Int 11, Wis 10, Cha 6

Special Qualities natural curiosity

Talents Dedicated Protector, Harm's Way, Out of Harm's Way

Feats Armor Proficiency (light, medium), Improved Damage Threshold, Improved Defenses, Instinctive Defense, Point Blank Shot, Shake it Off, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Trained Skills Endurance +10, Initiative +12, Perception +10 (reduce penalties to notice targets with concealment by 2)

Untrained Skills Acrobatics +7, Climb +4, Deception +1, Gather Information +1, Jump +4, Knowledge +3, Mechanics +3, Persuasion +1, Pilot +7, Ride +7, Stealth +7, Survival +3, Swim +4, Treat Injury +3, Use Computer +3

Advanced Cybernetic Prostheses sensory enhancement, skeletal reinforcement, targeting eye

Bio-Implants enhanced vision, natural armor, natural weapon, poison filter

Possessions biotech blaster carbine (slashing damage; biotech specialist mod: +1 attack), biotech battle armor (+8 Ref, +2 Fort; biotech specialist mod: +1 Max Dexterity); bio-implant natural weapon +7 (1d6+4 bludgeoning, piercing, or slashing)

Tactics:

On the first round, use Dedicated Protector to grant the target you are defending +1 Ref; use Harm's Way and Instinctive Defense. As a standard action, make an attack or fight defensively.

If the target you are defending is in a bad position (within melee range of an opponent) or if you want to better provide a cover bonus to your target's Ref, use Out of Harm's Way to move your push target into an adjacent square while you move into his square. Also, Devil-man is using the blaster carbine with a folded stock, which means he can make an AoO vs an adjacent opponent that provokes one.



Devaronian “devil-man” Bodyguard

Draethos Warrior CL 2



[Draethos Warrior](#)

Combat role: Melee XP: 400

Fierce and aggressive hunter-warriors from the Draethos homeworld (Thosa) with Whirlwind Attack. They are trained to serve the aristocracy.

Medium Draethos nonheroic 6

Init +9; **Senses** low-light vision; Perception +2

Defenses Ref 12 (ff 11), Fort 10, Will 9

Defenses with max Melee Defense Ref 16 (ff 11)

hp 21; **Threshold** 10

Speed 6 squares

Acrobatic Strike

Acrobatics +14 vs DC 15 to tumble through a foe's threatened square. Each threatened square you tumble through counts as 2sq of movement. Gain a +2 competence bonus on the next attack that you make against that foe as long as the attack occurs before the end of your current turn.

Melee + Acrobatic Strike (standard)

vibrosword +8 (2d8+4) if you successfully tumbled through your target's threatened square.

Melee + Acrobatic Strike, max Melee Defense (standard)

vibrosword +4 (2d8+4) if you successfully tumbled through your target's threatened square. Gain +4 dodge bonus to your Ref. The changes to your attack and Ref last until the start of your next turn.

Melee-Area + Whirlwind Attack (full-round)

All targets in melee range; vibrosword +6 (2d8+4)

Melee (standard)

vibrosword +6 (2d8+4)

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

Languages Basic, Draethos, 1 unassigned

Abilities Str 14, Dex 13, Con 10, Int 13, Wis 8, Cha 6

Special Qualities Natural Telepath (gain a +5 species bonus using the Telepathy aspect of the UtF skill and make untrained UtF checks to use Telepathy without the Force Sensitivity feat)

Feats Acrobatic Strike, Melee Defense, Skill Focus (Acrobatics), Skill Training, Toughness, Weapon Proficiency (advanced melee, simple weapons), Whirlwind Attack

Trained Skills Acrobatics +14, Initiative +9, Survival +7

Untrained Skills Climb +5, Deception +1, Endurance +3, Gather Information +1, Jump +5, Knowledge +4, Mechanics +4, Perception +2, Persuasion +1, Pilot +4, Ride +4, Stealth +4, Swim +5, Treat Injury +2, Use Computer +4

Possessions vibrodagger +6 (2d4+2), unarmed +6 (1d4+2)

Tactics:

Get into melee reach of as many opponents as possible. Use Tumble and Acrobatic Strike to tumble through an opponent's threatened square. You can then attack that opponent with a +2 bonus or use Melee Defense and increase your Ref until next round. Next round, use Whirlwind Attack and strike all targets in reach.

Dug Hidden Attacker CL 1



[Dug Hidden Attacker](#)

Combat role: Lurker XP: 200

Sniper from a concealed place. Dugs are adversarial, preferring to solve problems through intimidation and hostile acts. They view themselves as underdogs who must fight against the rest of the universe. They tend to be xenophobic.

Small Dug scout 1

Force 5 (1d6)

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

Defenses Ref 17 (ff 14), Fort 13, Will 12

hp 25; **second wind** +12/12 ; **Threshold** 13

Speed 6 squares

Ranged + Snipe (standard + swift)

Must be at least 2sq from target; must have successfully used Stealth to hide from target. Blaster pistol +3 (3d6). Then, as swift action, Stealth +8 vs Perception to remain hidden. If fail, your location is revealed.

Ranged (standard)

blaster pistol +3 (3d6)

Languages Basic, Dug, 1 unassigned

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

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

Talents Hidden Attacker

Feats Skill Focus (Stealth), Weapon Proficiency (pistols, rifles, simple)

Trained Skills Climb +6 (may reroll, mtr; may take 10 anytime), Initiative +8, Jump +6 (may reroll, mtr; may take 10 anytime), Perception +6, Stealth +18, Survival +6

Untrained Skills Acrobatics +3, Deception -1, Endurance +1, Gather Information -1, Knowledge +1, Mechanics +1, Persuasion -1, Pilot +3, Ride +3, Swim +1, Treat Injury +1, Use Computer +1

Possessions unarmed +1 (1d3)

Tactics:

Snipe from concealment, preferably 10sq away.

Notes on noticing targets: Actively looking for hidden enemies is standard action, opposed by target's Stealth check. Take -5 penalty for every 10sq of distance between you and target. Take -5 penalty if target has concealment or cover / -10 penalty if total concealment or total cover

Dug Fringer CL 2

Combat role: Ranged Skirmisher XP: 400
Acrobatic Dug thug, good at diving for cover. Dugs have a reputation for violence and bullying. They are quick to take offense, and feel that the galaxy is against them.

Small Dug nonheroic 6

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

Defenses Ref 13 (ff 11), Fort 12, Will 9; Dive for Cover

hp 27; **Threshold** 12

Speed 6 squares

Conditioning (reaction; 1/enc)

Add +2 bonus to your Fort until the beginning of your next turn.

Dive for Cover (reaction to being targeted by a ranged attack; 1/turn)

Make a Jump check +15 vs DC (may reroll twice, mtr; may take 10 anytime) to jump horizontally. DC 9 = 3 sq; DC 18 = 4sq; DC 27 = 5sq; DC 36 = 6sq. If you land in a square that provides you with cover from your attacker, you gain the normal cover bonus against the attack, even if you didn't have cover at the time the attack was made. When you use this feat, you always land prone.

Ranged (standard)

blaster pistol +6 (3d6)

Increased Agility

Your Climb speed, Swim speed and Jump distance is increased by 2 squares (Jump distance bonus included above) and do not lose your Dex bonus to Ref Defense when climbing.

Languages Dug

Base Atk +4; **Grp** +1

Abilities Str 14, Dex 14, Con 14, Int 8, Wis 8, Cha 6

Feats Conditioning, Dive for Cover, Increased Agility, Skill Focus (Jump), Skill Training, Weapon Proficiency (pistols)

Trained Skills Acrobatics +10, Jump +15 (may reroll twice, mtr; may take 10 anytime)

Untrained Skills Climb +5 (may reroll, mtr; may take 10 anytime), Deception +1, Endurance +5, Gather Information +1, Initiative +5, Knowledge +2, Mechanics +2, Perception +2, Persuasion +1, Pilot +5, Ride +5, Stealth +10, Survival +2, Swim +5, Treat Injury +2, Use Computer +2

Possessions unarmed +6 (1d3+2)



[Dug Fringer](#)

Tactics:

Attack and Dive for Cover as a reaction if possible.

Duros Scoundrel CL 1



[Duros Scoundrel](#)

Combat role: Ranged XP: 200
Duros thug and blaster-for-hire with an illegal weapon. Duros are intense and adventurous.

Ranged
Medium Duros nonheroic 3
Init +9; Senses Perception +5
Defenses Ref 13 (ff 10), Fort 10, Will 9
hp 7; Threshold 10
Speed 6 squares
Ranged (standard)
-Range 20; pulse-wave pistol +6 (2d6+5); or
-Range beyond 20; pulse-wave pistol +5 (2d6);
ignore -5 penalty for shooting into melee
Languages Basic, Durese, 2 unassigned
Base Atk +2; Grp +5
Abilities Str 8, Dex 16, Con 10, Int 14, Wis 9, Cha 8
Feats Point Blank Shot, Precise Shot, Skill Training, Weapon Proficiency (pistols, simple weapons)
Trained Skills Initiative +9, Perception +5, Persuasion +5, Pilot +9 (may reroll, mtr)
Untrained Skills Acrobatics +4, Climb +0, Deception +0, Endurance +1, Gather Information +0, Jump +0, Knowledge +3, Mechanics +3, Ride +4, Stealth +4, Survival +0, Swim +0, Treat Injury +0, Use Computer +3
Possessions pulse-wave pistol (does +4 damage within point blank range); unarmed +1 (1d4-1)

Tactics:

Shoot within 20sq to gain Point Blank Shot attack and Pulse Wave Pistol damage bonuses.

Duros on Raptor Speeder Bike CL 2

Combat role: Skirmisher XP: 400

Speeder bike gangster
Medium Duros nonheroic 6
Init +11; Senses Perception +7
Defenses Ref 13 (ff 10), Fort 10, Will 9; Vehicular Combat
hp 15; Threshold 10
Fighting Space 2x2
Speed 12 squares (max. velocity 750km/h)
Vehicular Combat (reaction when you are hit with a weapon; 1/round)
When piloting a vehicle; Pilot +16 (may reroll and keep the better result) vs incoming attack roll; negate the hit.
Ranged (standard)
laser cannon +9 (4d8); 1/enc <input type="checkbox"/> , reroll an attack roll made with a vehicle weapon, mtr
Ranged (standard)
blaster pistol +7 (3d6)
Languages Basic, Durese, 2 unassigned
Base Atk +4; Grp +7
Abilities Str 9, Dex 16, Con 10, Int 14, Wis 8, Cha 8
Feats Flawless Pilot, Gunnery Specialist, Skill Focus (Pilot), Skill Training, Vehicular Combat, Weapon Proficiency (pistols)
Trained Skills Initiative +11, Mechanics +10, Perception +7, Pilot +16 (may reroll and keep the better result)
Untrained Skills Acrobatics +6, Climb +2, Deception +2, Endurance +3, Gather Information +2, Jump +2, Knowledge +5, Persuasion +2, Ride +6, Stealth +6, Survival +2, Swim +2, Treat Injury +2, Use Computer +5
Possessions unarmed +3 (1d4-1)

Tactics:

Use the laser cannon vehicle weapon; reroll a missed attack 1/encounter. Use Vehicular Combat once a round to negate a weapon hit.

If the speeder bike itself is being attacked, see stats below under "Raptor Speeder Bike stats"

Raptor speeder bike stats

Large ground vehicle (speeder)
Init +22; Senses Perception +7
Defenses Ref 16 (ff 9), Fort 15; +0 armor
hp 56; DR 5; Threshold 20
Speed 12 squares (max. velocity 750km/h)
Fighting Space 2x2; Cover none
Base Atk +4; Grp +14
Abilities Str 21, Dex 24, Con --, Int 16
Skills Initiative +17, Mechanics +10, Perception +7, Pilot +22
Crew 1 (Duros on Raptor Speeder Bike); Passengers none
Cargo 1kg; Consumables ; Carried Craft none
Availability Licensed; Cost 10000
Laser cannon (pilot)
Atk +9; Dmg 4d8

Falleen Crime Lord CL 11

Combat role: Controller XP: 2200

The more allies he has, the more dangerous this crime lord is. An exotic reptilian people, Falleen are favored for their entrancing features. They regard themselves and their civilization to be the greatest in the galaxy.

Medium Falleen scoundrel 1/nonheroic 6/crime lord 8

Force 13 (3d6) ; **Dark Side** 12

Init +13; **Senses** Perception +13

Defenses Ref 23 (+1 cover to Ref for each adjacent ally, to a maximum of +4) (ff 22), Fort 20, Will 29 (+5 insight to Will against Deception and Persuasion checks), see Indomitable Personality

hp 69; **second wind** +17/34 ; **Threshold** 29

Speed 6 squares

Defenses and Reactions

Inspire Fear III (mind-affecting fear effect)

Any opponent whose level is equal to or less than your character level (level 15) takes a -5 penalty on attack rolls and opposed skill checks made against you, as well as Use the Force checks made to activate force powers that target you.

Unsavoury Reputation (mind-affecting fear effect)

Any opponent within 6sq that is reduced to half HP or fewer takes a -2 penalty on all attack rolls and skill checks for the duration of the encounter.

Stand Tall (reaction when you take damage; 1/enc)

All allies within 6sq and within los can make a single attack on the target that damaged you.

Indomitable Personality (reaction; 1/enc)

Add +5 to Will; lasts until the end of your next turn.

Attack Options

Inspire Wrath (standard)

Designate one enemy. Allies gain +2 morale bonus on attack rolls against the enemy and a +2 morale bonus on skill checks against that enemy. You can change the target enemy on any round by using another standard action. Lasts while your allies have los to you or until you are unconscious or dead.

Impel Ally II (two swift actions)

Grant one ally the ability to take a standard action or move action immediately.

Impel Ally I (swift action)

Grant one ally the ability to move its speed immediately.

Stymie (swift action; 1/round; mind-affecting effect)

Designate one enemy within 12sq and los. Enemy takes a -5 penalty on all checks made with a single skill you select until the beginning of your next turn.

Ranged + Desperate Gambit (standard; once every other round)

sonic disruptor +12 (2d6+5). Cannot be Deflected. If you kill target, target is disintegrated. Once per turn, you may reroll a missed attack (mtr) with a -2 Reflex penalty that applies until the end of your next turn (Ref penalty increases to -5 if you're rerolling a natural 1)

Non-combat Options

Pheromones (standard; 1/round)

Adjacent creature who is not hostile towards you; +20 vs Fort. Target moves -1 CT. If you fail, target becomes immune to your pheromones for 24 hours. If you reduce target -5 CT, target's attitude improves to friendly. Pheromones function as an inhaled poison; a creature holding its breath is unaffected. Multiple exposures to pheromones by different Fallen in the same round produce no additional effects.

Languages Basic, Falleen, 1 unassigned

Base Atk +10; **Grp** +11

Abilities Str 8, Dex 12, Con 10, Int 12, Wis 12, Cha 20

Special Qualities Hold Breath (can hold breath for 250 rounds before needing to make endurance checks), Pheromones, Pheromone Acclimation (+5 species to Fort against other Falleens' pheromones)

Talents Impel Ally I, Impel Ally II, Inspire Fear I, Inspire Fear II, Inspire Fear III, Inspire Wrath, Notorious, Stymie, Unsavoury Reputation

Feats Desperate Gambit, Fight Through Pain, Force of Personality, Indomitable Personality, Improved Defenses, Point Blank Shot, Stand Tall, Unwavering Resolve, Weapon Proficiency (pistols, simple)

Trained Skills Deception +17, Gather Information +17, Initiative +18, Perception +13, Persuasion +17 (may reroll to intimidate and keep the better result)

Untrained Skills Acrobatics +8, Climb +6, Endurance +7, Jump +6, Knowledge +8, Mechanics +8, Pilot +8, Ride +8, Stealth +8, Survival +8, Swim +6, Treat Injury +8, Use Computer +8

Possessions unarmed +9 (1d4+3)

Tactics:

Stand within 6sq of opponents so they will be affected by Unsavoury Reputation. Stand adjacent to a couple allies to gain cover to Ref bonus. Use the Stand Tall reaction when as many allies as possible are within range and are able to attack the enemy who just attacked you.

Use Inspire Wrath on a dangerous PC so allies can clobber him better. Use Impel Ally II to grant an ally a standard action to attack. Use Stymie on a Force user's UTF checks.



Falleen Crime Lord

Feorin Poison Edge Assassin CL 11

Combat role: CT Killer XP: 2200

Assassin with paralyzing poison. He'll quietly creep up on his target in the dark, but then charge into him. His first strike can be enough to cripple his target. Feorin can be brutal and dangerous; and they do not seek acquaintance with members of other species. They are aggressive and quick to anger.

Medium Male Feorin scoundrel 5/soldier 6

Force 10 (2d6) ; **Dark Side** 5

Init +12; **Senses** darkvision; Perception +9

Defenses Ref 25 (ff 23), Fort 27, Will 21

Defenses if used Powerful Charge Ref 23 (ff 21)

hp 87; **second wind** +21/43 ; **Threshold** 27; see implant penalty

Speed 6 squares

Bad Feeling (in the surprise round only)

You can always take a move action during a surprise round, even if you are surprised. If you are not surprised, you can take this move action in addition to the standard action you are normally allowed to take in the surprise round.

Melee \blacklozenge **Powerful Charge** (standard, in the surprise round only)

Charge 2-6sq. Dire vibroblade +20* (2d6+24, treat DT as 5 lower). Target damaged moves -1 CT; if exceed DT, move -3 CT instead of -1 CT and target knocked prone. Target damaged is poisoned with Paralytic Poison (1d20+10 vs Fort, target poisoned moves -1 CT & is denied Dex to Ref and poison attacks each round until misses or cured with DC 15 Treat Injury). You take a -2 Ref penalty until start of your next turn

Melee \blacklozenge **Powerful Charge** (standard)

Charge 2-6sq. Dire vibroblade +18** (2d6+19; treat DT as 5 lower. If exceed DT, move -2 CT instead of -1 CT). Target damaged is poisoned with Paralytic Poison (1d20+10 vs Fort, -1CT; target poisoned is denied Dex to Ref and poison attacks each round until misses or cured with DC 15 Treat Injury). You take a -2 Ref penalty until start of your next turn

Melee (standard)

dire vibroblade +14** (2d6+14; treat DT as 5 lower. If exceed DT, move -2 CT instead of -1 CT). Target damaged is poisoned with Paralytic Poison (1d20+10 vs Fort, -1CT; target poisoned is denied Dex to Ref and poison attacks each round until misses or cured with DC 15 Treat Injury).

*1/enc , treat DT as additional 5 lower

*can subtract -1 to attack for +2 damage, up to -9 for +18 damage

**+2 attack vs flat-footed

Ranged (standard)

blaster carbine* +11 (3d8+5)

Ranged-Area (standard)

autofire blaster carbine* +6 (3d8+5, 2x2 area)

*+2 attack vs flat-footed

*if exceed DT, move -2 CT

Inborn Resilience (while unconscious; no action required)

If unconscious, can use Second Wind and move +3 CT

Implant Penalty (when moved down the CT)

If moved down the CT, move an additional -1 CT due to having an implant without Implant Training feat

Languages Arkanian, Basic, Feorin, Twi'lek

Base Atk +9; **Grp** +13

Abilities Str 18, Dex 14, Con 15, Int 14, Wis 8, Cha 6

Talents Dastardly Strike, Devastating Attack (advanced melee),

Malkite Techniques, Melee Smash, Numbing Poison, Stunning Strike

Feats Advantageous Attack, Bad Feeling, Cunning Attack,

Deceptive Drop, Point Blank Shot, Power Attack, Powerful Charge,

Skill Focus (Stealth), Weapon Focus (advanced melee), Weapon

Proficiency (advanced melee, pistols, rifles, simple)

Trained Skills Acrobatics +12, Initiative +12, Perception +9,

Persuasion +8, Stealth +17, Treat Injury +9

Untrained Skills Climb +9, Deception +3, Endurance +7, Gather

Information +3, Jump +9, Knowledge +7, Mechanics +7, Pilot +7,

Ride +7, Survival +4, Swim +9, Use Computer +7

Possessions vibrodagger +14 (2d4+10), unarmed +13 (1d4+10)

Tactics:

In darkness, use Stealth to hide from target, then initiate Surprise round. He can make a move action during the Surprise round thanks to Bad Feeling, which he uses to get into position. Then he uses his Surprise round standard action to use Powerful Charge. Hopefully, the damage will exceed the DT or the poison will kick in.



[Feorin Poison Edge Assassin](#)

Gamorrean Bruiser CL 1



[Gamorrean](#)

Combat role: Melee XP: 200
 Average Gamorrean warrior, hired as a bodyguard or enforcer. Gamorreans don't care that they are viewed as mindless brutes as long as they are paid to fight. They are brutish and proud, and their civilization revolves around constant inter-clan wars.

Medium Gamorrean nonheroic 3
Init +5; **Senses** Perception +6
Defenses Ref 14 (ff 14), Fort 15, Will 10
hp 11; **Threshold** 20
Speed 6 squares
Melee (standard)
 axe +6 (2d8+6)
Ranged (standard)
 Ranged 6/8/10/12; axe +2/+0/-3/-8 (2d8+3)
Languages Basic (Understand), Gammorean
Base Atk +2; **Grp** +5
Abilities Str 16, Dex 8, Con 13, Int 8, Wis 10, Cha 8
Feats Armor Proficiency (light), Improved Damage Threshold, Primitive Warrior, Skill Training, Weapon Focus (simple), Weapon Proficiency (simple)
Trained Skills Initiative +5, Perception +6
Untrained Skills Acrobatics +0, Climb +4, Deception +0, Endurance +2, Gather Information +0, Jump +4, Knowledge +0, Mechanics +0, Persuasion +0, Pilot +0, Ride +0, Stealth +0, Survival +1, Swim +4, Treat Injury +1, Use Computer +0
Possessions 2 axes, light battle armor (+5 Ref, +2 Fort), unarmed +6 (1d4+3)

Tactics:

Charge and whack.

Gamorrean Pounder CL 2

Combat role: Melee XP: 400
 Gamorrean feller who knocks opponents prone

Medium Gamorrean nonheroic 6
Init +8; **Senses** Perception +3
Defenses Ref 15 (ff 15), Fort 15, Will 10
hp 21; **Threshold** 20
Speed 6 squares
Melee + **Bantha Rush, Battering Attack** (standard)
 arg'garok +8 (2d12+8). After making a successful melee attack against an opponent up to Large size, you can move that opponent 1 square in any direction as a free action, and target is knocked prone. You cannot use this feat against an opponent being grabbed or grappled, nor move an opponent into a solid object or another creature's fighting space.

Melee + **Bantha Rush** (standard; against prone targets)
 arg'garok +13 (2d12+8). After making a successful melee attack against an opponent up to Large size, you can move that opponent 1 square in any direction as a free action.
Languages Basic (Understand), Gammorean
Base Atk +4; **Grp** +8
Abilities Str 18, Dex 10, Con 12, Int 9, Wis 11, Cha 8
Feats Armor Proficiency (light), Bantha Rush, Battering Attack, Improved Damage Threshold, Trip, Weapon Proficiency (advanced melee, simple)
Trained Skills Initiative +8
Untrained Skills Acrobatics +3, Climb +7, Deception +2, Endurance +4, Gather Information +2, Jump +7, Knowledge +2, Mechanics +2, Perception +3, Persuasion +2, Pilot +3, Ride +3, Stealth +3, Survival +3, Swim +7, Treat Injury +3, Use Computer +2
Possessions light battle armor (+5 Ref, +2 Fort), unarmed +8 (1d4+4)

Tactics:

Charge and use Bantha Rush & Battering Attack, knocking opponents prone.

NOTE: Prone targets take -5 penalty on melee attack rolls. Melee attacks made against prone targets gain a +5 bonus (included in statblock), but ranged attacks made against prone targets take a -5 penalty.

Targets moved by Bantha Rush are not subject to AoO's because its an involuntary movement.

Standing up from prone is a move action. If you are trained in Acrobatics, you may attempt to stand up from prone as swift action with a DC15 Acrobatics check

Gamorrean Gangster CL 2

Combat role: Melee Teamwork XP: 400

Ax-wielding gangster
 Medium Gamorrean nonheroic 2/soldier 1
Force 6 (1d6) ; **Dark Side** 1
Init +7; **Senses** Perception +0
Defenses Ref 16 (ff 15), Fort 17, Will 10
hp 16; **second wind** +14/8 ; **Threshold** 22
Speed 6 squares
Melee Opportunist (reaction; 1/enc)
 When an ally makes a successful melee attack against a target adjacent to you, you can make a melee attack against that target as a reaction, arg'garok +9 (2d12+8).
Melee + **Mighty Swing** (2 swift + standard)
 arg'garok +7 (3d12+8)
Melee (standard)
 arg'garok +7 (2d12+8)
Languages Basic (Understand only), Gammorean
Base Atk +2; **Grp** +6
Abilities Str 18, Dex 13, Con 14, Int 6, Wis 9, Cha 8
Talents Melee Opportunist
Feats Armor Proficiency (light), Improved Damage Threshold, Mighty Swing, Skill Training, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, simple)
Trained Skills Initiative +7, Persuasion +5
Untrained Skills Acrobatics +2, Climb +5, Deception +0, Endurance +3, Gather Information +0, Jump +5, Knowledge -1, Mechanics -1, Perception +0, Pilot +2, Ride +2, Stealth +2, Survival +0, Swim +5, Treat Injury +0, Use Computer -1
Possessions combat jumpsuit (+4 Ref), vibrodagger +7 (2d4+4), unarmed +6 (1d4+4)

Strategy

Gang up on 1 target & use Melee Opportunist.

Snort, Gamorrean Martial Arts

Master CL 13

Combat role: Melee (Leader) XP: 2600
 He looks like just another oinker, but he is surprisingly fast and powerful! He has no problem facing death against an opponent he views as his equal.

Medium Gamorrean soldier 12/martial arts master 1
Force 12 (2d6)
Init +13; **Senses** Perception +6
Defenses Ref 30 (ff 25), Fort 30, Will 23
Defenses if you used Powerful Charge Ref 28 (ff 23), Fort 30, Will 23
hp 109; **second wind** +27/54 ; **Threshold** 35
Speed 6 squares
Echani Training (1/enc)

When you damage a target (no more than one size larger than you) with an unarmed attack, you can immediately make an unarmed attack against the target's Fort as a free action. If successful, you knock the target to the ground (prone) in its current square. Special: Targets gain a bonus to Fort against being knocked prone based on their size: Medium or smaller, +0; Large, +5; Huge, +10; Gargantuan, +20; and Colossal, +50. In addition, unusually stable creatures (such as those with four legs) gain a +5 bonus to Fort against being knocked prone.

Melee **Powerful Charge** (standard)
 Charge 2-6sq** ; shockboxing gloves* +28 (3d12+26/x3) ; you take a -2 Ref penalty until start of your next turn.

Melee **Powerful Charge, Rapid Strike** (standard)
 Charge 2-6sq** ; shockboxing gloves* +26 (4d12+26/x3) ; you take a -2 Ref penalty until start of your next turn.

Melee **Powerful Charge, Improved Rapid Strike** (standard)
 Charge 2-6sq** ; shockboxing gloves* +23 (5d12+26/x3) ; you take a -2 Ref penalty until start of your next turn.

**1/enc , when you charge, turn a natural attack roll of 17+ into a critical hit.

Melee (standard)
 shockboxing gloves* +24 (3d12+20/x3)

Melee **Rapid Strike** (standard)
 shockboxing gloves* +22 (4d12+20/x3)

Melee **Improved Rapid Strike** (standard)
 shockboxing gloves* +19 (5d12+20/x3)

*When you successfully damage an opponent, your next attack against that opponent made before the end of the encounter gains a +2 bonus to the attack and damage rolls.

*Once per round when you make a successful unarmed attack, you consider the target's DT as 5 lower

*If you exceed opponent's DT, move him -2 CT (instead of normal -1 CT). If you're dealing stun damage, move him -3 CT.

*If target has one of your allies adjacent to it, compare the attack roll result to target's Fort as well as Ref. If the attack hits both defenses, the attack deals +1 die of damage and target is knocked prone

*Shockboxing gloves can deal normal damage or stun damage; swift action to switch between the two types of damage

*When you use a standard action to attack, you can take a penalty up to -5 on your attack roll and add the same number (up to +5) as a dodge bonus to Ref. The changes to your attack and Reflex last until the start of your next turn.

NOTE: You get a +5 melee attack bonus against prone targets.

Languages Basic (Understand), Gammorean, 1 unassigned
Base Atk +13; **Grp** +18

Abilities Str 20, Dex 14, Con 12, Int 13, Wis 10, Cha 8

Talents Crushing Assault, Hammerblow, Melee Assault, Melee Smash, Stunning Strike, Teräs Käsi Basics, Weapon Specialization

Feats Echani Training, Flèche, Improved Damage Threshold, Improved Rapid Strike, Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Powerful Charge, Primitive Warrior, Rapid Strike, Teräs Käsi Training, Triple Crit (simple weapons), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Trained Skills Acrobatics +13, Endurance +12, Initiative +13, Jump +16
Untrained Skills Climb +11, Deception +5, Gather Information +5, Knowledge +7, Mechanics +7, Perception +6, Persuasion +5, Pilot +8, Ride +8, Stealth +8, Survival +6, Swim +11, Treat Injury +6, Use Computer +7
Possessions shockboxing gloves
Background Event: Imprisoned

Tactics:
 Works well with many melee minions so you can use Melee Assault. If you have one of your minions adjacent to the target you are attacking, you compare your attack roll to the target's Ref & Fort, dealing +1 die damage and knocking him prone.



[Snort, Gamorrean Martial Arts Master](#)

Gran Bodyguard CL 3

Combat role: Soldier XP: 600

Bodyguard, can shield 1 adjacent ally. Gran are highly social and form friendships for life. They place society above self.

Medium Gran soldier 3

Init +8; **Senses** darkvision; **Perception** +6 (take no distance penalties on Perception checks made to notice targets up to 50sq away)

Languages Basic, Gran

Defenses Ref 23 (ff 22), Fort 21, Will 13

hp 49; **second wind** +14/24 ; **Threshold** 21

Speed 4 squares

Watch Your Back

If you are adjacent to at least one ally, enemies gain no benefit from flanking you or any adjacent allies.

Harm's Way (swift, 1/round)

Shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Triple Vision (1/enc)

Aim with a single swift action (instead of 2 swift actions)

Ranged

heavy blaster rifle +5 (3d10+1)

Ranged-Area

autofire heavy blaster rifle +0 (3d10+1, 2x2 area)

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

Abilities Str 11, Dex 15, Con 14, Int 12, Wis 10, Cha 10

Special Qualities target awareness, triple vision

Talents Harm's Way, Watch Your Back

Feats Armor Proficiency (heavy, light, medium), Improved Defenses, Weapon Proficiency (heavy, pistols, rifles, simple)

Trained Skills Initiative +8, Mechanics +7, Endurance +8, Perception +6 (take no distance penalties on Perception checks made to notice targets up to 50sq away)

Untrained Skills Acrobatics +3, Climb +1, Deception +1, Gather Information +1, Jump +1, Knowledge +2, Persuasion +1, Pilot +3, Ride +3, Stealth +3, Survival +1, Swim +1, Treat Injury +1, Use Computer +2

Possessions encrypted comlink, heavy battle armor (+10 Ref, +4 Fort), knife +4 (1d4+1), unarmed +4 (1d4+1)



[Gran Bodyguard](#)

Tactics:

Use Harm's Way to shield a single adjacent ally from attacks.

Hutt Crime Lord CL 9

"Ho ho ho. Aruk is not impressed."

Combat role: Controller

XP: 1800

This slug imposes penalties with intimidation and redirects attacks directed towards him to others. Hutts are vicious megalomaniacs who consider themselves to be beyond morality of lesser beings. They have a talent for manipulating others and enjoy exerting power over others.

Large Hutt noble 5/scoundrel 2/crime lord 2

Force 10 (2d6) ; **Dark Side** 14

Init +7; **Senses** Perception +11

Defenses Ref 23 (ff 20) +1 cover to Ref if an ally is adjacent to you, Fort 21 (+5 to Fort if attacked by poison and take only half damage if attack succeeds), Will 25 (+5 species to Will against Force powers); see Instinctive Defense

hp 66; **second wind** +16/33 ; **Threshold** 26

Immune Cannot be tripped or knocked prone

Speed 2 squares

Instinctive Defense (free action, on your turn)

Spend a FP to increase all defenses by 2 until the start of your next turn.

Misplaced Loyalty (swift action, 1/turn)

Persuasion +17 (may reroll and keep the better result) vs Will of all opponents within your los. Target cannot attack you until the beginning of your next turn if one of your allies is within 6 squares of you. You may not gain the benefit this talent if another character within 6 squares of you has used this talent since the end of your last turn. You may not use this talent in the same round as the soldier's Draw Fire talent.

Intimidate (standard)

One creature that can see you. Persuasion +17* (may reroll twice and keep the better result) vs Will. (Your Persuasion check is subject to a situational modifier: Target is helpless or completely at your mercy +5; Target is clearly outnumbered or disadvantaged +0; Target is evenly matched with you -5; You are clearly outnumbered or disadvantaged -10; You are helpless or completely at the target's mercy -15). Creature takes a -5 penalty to all skill checks (including UtF) and a -2 penalty to all attacks when you are with in its los, until the end of your next turn. If aboard another vehicle, your enemy must be able to see or detect your vehicle. Also, if you succeed, you can immediately make a second Intimidate check against the same target.

Castigate (standard)

1 target that can clearly hear and understand your language. Persuasion +17* (may reroll and keep the better result) vs Will. Impose a -2 penalty to all the target's Defenses until the end of your next turn. Also, if you succeed, you can immediately make an Intimidate check (see above) against the same target.

***Master Manipulator**

When you make a successful use of Castigate or Intimidate, you can immediately make a second Persuasion check to Intimidate against the same target.

Disturbing Presence

Deception +12 vs DC 15. Move through the threatened area or fighting space of an enemy as part of your move action without provoking an AoO. Each threatened square or occupied square that you move through in this manner counts as 2 squares of movement.

Ranged (standard; once every other round)

DX-2 Disruptor pistol +4 (3d6+5, treat damage threshold as 5 less) within point blank (20sq). Can only fire once every other round. If you kill a target, target is disintegrated.

Disruptive (2 swift)

Suppress all morale and insight bonuses applied to enemies within your los until the start of your next turn.

Dirty Tactics (standard; 1/enc)

All allies within your los. When any ally flanks an opponent, ally gains a +4 flanking bonus on melee attack rolls instead of the normal +2 bonus. Allies immediately lose this benefit if los is broken, if you become unconscious or dead or at the end of the encounter.

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

Languages Basic, Bothese, Gamorrean, Gran, High Galactic, Huttese, Quarrenese, Ryl, Togorian

Base Atk +5; **Grp** +10

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

Special Qualities command cover +1, persuasive

Talents Castigate, Dirty Tactics, Disruptive, Master Manipulator, Misplaced Loyalty, Notorious

Feats Disturbing Presence, Instinctive Defense, Intimidator, Linguist, Point Blank Shot, Poison Resistance, Predictive Defense, Silver Tongue, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +12, Gather Information +12, Initiative +7, Knowledge (bureaucracy, social sciences, tactics, technology) +12, Perception +11, Persuasion +17 (may reroll and keep the better result; can intimidate or change attitude as a standard action; may reroll to intimidate and keep the better result)

Untrained Skills Acrobatics +2, Climb +4, Endurance +6, Jump +4, Knowledge (galactic lore, life sciences, physical sciences) +7, Mechanics +7, Pilot +2, Ride +2, Stealth -3, Survival +6, Swim +4, Treat Injury +6, Use Computer +7

Possessions DX-2 Disruptor pistol, unarmed +5 (1d6+4)

Tactics:

Use Instinctive Defense to increase Defenses by 2. Use Misplaced Loyalty to avoid getting attacked. You can use Castigate to reduce target's defenses by 2 or Intimidate to impose penalties on 1 target, with 2 reroll abilities. If you succeed on Castigate or Intimidate, you can use Intimidate again immediately on the same target. If you need to move away from a melee threat, use Disturbing Presence to move 1 sq without provoking an AoO.



[Hutt Crime Lord](#)

Ithorian Howler CL 2



[Ithorian Howler](#)

Combat role: Ranged XP: 400
Ithorian with a strong bellow attack. Normally, Ithorians are calm and peaceful. However, a few of them (such as these) have resorted to crime and thuggery.

Medium Ithorian nonheroic 6
Init +7; Senses Perception +3
Defenses Ref 9 (ff 9), Fort 12, Will 12
hp 27; Threshold 12
Speed 6 squares
Shake it Off (2 swift, can be spread over 2 consecutive rounds) Move +1 CT by spending 2 swift actions instead of 3.
Ranged-Area ♦ Devastating Bellow (standard) +6 vs Fort of all creatures and unattended objects in a 6-square cone, dealing 4d6 sonic damage; half damage on a miss. Ithorian moves -1 CT after bellowing. Can add extra dice (1d6) of damage; for each additional die added, the Ithorian moves an additional -1 CT. Once per encounter ☐, you can move one less step down the condition track.
Melee (standard) dire sword +5 (1d10+2)
Ranged (standard) blaster pistol +3 (3d6)
Languages Basic, Ithorese
Base Atk +4; Grp +5
Abilities Str 12, Dex 9, Con 14, Int 10, Wis 11, Cha 10
Feats Devastating Bellow, Shake it Off, Skill Training, Strong Bellow, Weapon Proficiency (pistols, simple)
Trained Skills Endurance +10, Initiative +7
Untrained Skills Acrobatics +2, Climb +4, Deception +3, Gather Information +3, Jump +4, Knowledge +3, Mechanics +3, Perception +3, Persuasion +3, Pilot +2, Ride +2, Stealth +2, Survival +3 (may reroll, mtr), Swim +4, Treat Injury +3, Use Computer +3
Possessions unarmed +5 (1d4+1)

Tactics:

Use Bellow to attack all targets in a 6-sq cone. Add additional dice of damage in exchange for -1 CT per die. Use Shake it Off to move +1 back up the CT.

Ithorian Banshee CL 4

XP: 800

Combat role: Ranged
Ithorian with a devastating bellow attack
Medium Ithorian nonheroic 9/soldier 1
Force 10 (2d6) ☐☐☐☐
Init +10; Senses Perception +5
Defenses Ref 13 (ff 13), Fort 16, Will 14
hp 48; second wind +14/24 ☐; Threshold 16
Speed 6 squares
Shake it Off (2 swift, can be spread over 2 consecutive rounds) Move +1 CT by spending 2 swift actions instead of 3.
Ranged-Area ♦ Devastating Bellow, Strong Bellow, Indomitable (standard + swift; 1/enc ☐) +10 vs Fort of all creatures and unattended objects in a 6-square cone, dealing 9d6 sonic damage; half damage on a miss. Ithorian moves -5 CT after bellowing, then +5 CT with Indomitable as swift action.
Ranged-Area ♦ Devastating Bellow (standard) +10 vs Fort of all creatures and unattended objects in a 6-square cone, dealing 4d6 sonic damage; half damage on a miss. Ithorian moves -1 CT after bellowing. Can add extra dice (1d6) of damage; for each additional die added, the Ithorian moves an additional -1 CT.
Melee (standard) dire sword +8 (1d10+2)
Ranged (standard) blaster pistol +7 (3d6)
Languages Basic, Ithorese
Base Atk +7; Grp +8
Abilities Str 12, Dex 10, Con 14, Int 10, Wis 11, Cha 10
Talents Indomitable
Feats Devastating Bellow, Improved Defenses, Shake it Off, Skill Training, Strong Bellow, Weapon Proficiency (pistols, rifles, simple)
Trained Skills Endurance +12, Initiative +10
Untrained Skills Acrobatics +5, Climb +6, Deception +5, Gather Information +5, Jump +6, Knowledge +5, Mechanics +5, Perception +5, Persuasion +5, Pilot +5, Ride +5, Stealth +5, Survival +5 (may reroll, mtr), Swim +6, Treat Injury +5, Use Computer +5
Possessions unarmed +8 (1d4+1)

Tactics:

Use massive 9d6 bellow to attack all targets in a 6-sq cone, recover with Indomitable.

For other rounds after the first, use Bellow to attack all targets in a 6-sq cone. Add additional dice of damage in exchange for -1 CT per die. Use Shake it Off to move +1 back up the CT.

Neimoidian Corporate Agent CL 13

"I'm afraid there's been some terrible misunderstanding..."

Combat role: Controller, Leader XP: 2600

Smooth-talking executive or leader of an interstellar corporation. All that matters to Neimoidians is that they can market their goods. They will trade with anyone, Republic or Sith, seeking wealth and authority. They are devious, but their cowardice can be exposed by the right kind of intimidation.

Medium Neimoidian noble 1/nonheroic 6/corporate agent 10

Force 14 (3d6) ; **Dark Side** 1

Init +7, see Double Agent; **Senses** Perception +16

Defenses Ref 28 (ff 23), Fort 21, Will 28 (+5 insight to Will against Deception and Persuasion checks)

hp 78; **second wind** +19/39 ; **Threshold** 21

Speed 6 squares

Double Agent (mind-affecting effect)

When you roll Initiative at the beginning of combat, Deception +23 (may reroll, mtr) vs Will of all enemies in your los. Target cannot attack you and considers you neither an ally nor an enemy while this effect is active. If you attack or otherwise cause obvious harm or hindrance to such a target or one of that target's allies, this effect ends.

Wrong Decision (each time you are attacked)

Opponent that attacked you takes a non-cumulative -2 morale penalty to its Will until the end of your next turn.

Executive Leadership (swift; 5/enc)

1 ally within los; gain one of the following benefits until the end of their turn (your choice): increase base speed by 2 sq, a +2 morale bonus to attack rolls, or a +2 morale bonus to all defenses.

Competitive Drive (2/enc)

Reroll any skill check for the following skills (mtr): Deception, Gather Information, Knowledge, Mechanics, Perception, Persuasion, Survival, Treat Injury, Use Computer.

Impose Hesitation, Impose Confusion (standard; mind-affecting effect)

All opponents in a 12-square cone that can see, hear and understand you; Persuasion +23 vs Will. Target lose a swift action on its next turn and cannot take a full-round action; 2/enc , you can instead choose to have the target lose a standard action instead of swift.

Corporate Clout (standard; mind-affecting fear effect; 2/enc)

1 enemy within los; Persuasion +23 vs Will. Target cannot attack you for the remainder of the encounter. If the check result exceeds the target's Will by 5 or more, the target will not attack you or your allies and instead retreats from the encounter. If the check result by 10 or more, the target's attitude toward you becomes Friendly, and the target becomes your ally for the remainder of the encounter. If you or one of your allies attacks the target, the target once again becomes hostile. The target receives a +5 bonus to its Will Defense if it is higher level than you (ie, level 18+).

Languages Arkanian, Basic, Bothese, Defel, Devaronese, Duresse, Geonosian, High Galactic, Huttese, Muun, Neimoidian, Pak Pak, Sullustese, Toydarian

Base Atk +11; **Grp** +10

Special Actions Corporate Clout, Impose Confusion, Impose Hesitation

Abilities Str 9, Dex 8, Con 11, Int 20, Wis 16, Cha 20

Special Qualities deceptive, Executive Leadership (5/encounter)

Talents Competitive Drive, Corporate Clout, Double Agent, Impose Confusion, Impose Hesitation, Wrong Decision

Feats Linguist, Predictive Defense, Recurring Success (Competitive Drive, Corporate Clout, Impose Hesitation), Skill Focus (Deception, Knowledge [bureaucracy], Persuasion), Unwavering Resolve, Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +23 (may reroll, mtr), Gather Information +18, Knowledge (bureaucracy, galactic lore, life sciences, physical sciences, social sciences, technology) +18, Perception +16, Persuasion +23, Use Computer +18

Untrained Skills Acrobatics +7, Climb +7, Endurance +8, Initiative +7, Jump +7, Knowledge (tactics) +13, Mechanics +13, Pilot +7, Ride +7, Stealth +7, Survival +11, Swim +7, Treat Injury +11

Possessions Access to several million credits, Czerka Adjudicator +10 (2d4+5), unarmed +10 (1d4+4)

Tactics:

This agent needs guards or security officers to make an effective combat, otherwise he will try to retreat or negotiate a surrender.

If a combat round begins, can use Double Agent to avoid getting attacked until your turn when you start using talents. Use Impose Confusion to deny 12sq of opponents a standard action. Or use Corporate Clout to charm an opponent. Twice per encounter you can reroll the Persuasion checks to activate these talents due to Competitive Drive.



[Neimoidian Corporate Agent](#)

Nelvaanian Anointed Hunter CL 1



[Nelvaanian](#)

Combat role: Ranged XP: 200
Spear thrower. Nelvaanians are a primitive tribal people. Those few encountered away from home usually act as soldiers and scouts.

Medium Nelvaanian nonheroic 3

Init +3; **Senses** low-light vision, scent; Perception +7 (ignore cover and concealment within 10sq)

Defenses Ref 12 (ff 10), Fort 10, Will 11

hp 8; **Threshold** 10

Speed 6 squares

Shadow Swiftess

If you start your turn with concealment from a target or with the target unaware of you, you do not provoke AoO's when moving through his threatened space until the end of your turn.

Ranged ♦ Mighty Throw, Anointed Hunter (standard)

Ranged 8/10/12/14; spear +6/+4/+1/-4 (1d8+2). If you end your move at least 2 squares from where you started, you gain a +1 competence bonus on attacks made with thrown weapons until the end of your turn.

Melee (standard)

spear +4 (1d8+4)

Ranged (standard)

bow +4 (1d6)

Languages

Nelvaanese

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

Abilities Str 15, Dex 14, Con 11, Int 7, Wis 13, Cha 10

Feats Anointed Hunter, Mighty Throw, Skill Training (2), Weapon Proficiency (simple)

Trained Skills Perception +7, Stealth +8, Survival +7

Untrained Skills Acrobatics +3, Climb +3, Deception +1, Endurance +1, Gather Information +1, Initiative +3, Jump +3, Knowledge -1, Mechanics -1, Persuasion +1, Pilot +3, Ride +3, Swim +3, Treat Injury +2, Use Computer -1

Possessions unarmed +4 (1d4+2)

Tactics:

Move 2sq and throw spear, gain +1 bonus

Nelvaanian Fleche CL 2

Combat role: Ranged XP: 400
Charging spear thrower

Medium Nelvaanian nonheroic 6

Init +10; **Senses** low-light vision, scent; Perception +9 (ignore cover and concealment within 10sq)

Defenses Ref 12 (ff 10), Fort 10, Will 11

hp 15; **Threshold** 10

Speed 6 squares

Shadow Swiftess

If you start your turn with concealment from a target or with the target unaware of you, you do not provoke AoO's when moving through threatened space until the end of your turn.

Ranged ♦ Charging Fire, Fleche, Mighty Throw (standard)

Charge 2-6sq; Ranged 9/11/13/15; spear +9/+7/+4/-1 (1d8+3); -2 Ref until beginning of next turn; once per encounter , when you charge, you can turn any natural attack roll of 17+ into a critical hit.

Ranged ♦ Mighty Throw (standard)

Ranged 9/11/13/15; spear +9/+7/+4/-1 (1d8+3)

Ranged (standard)

bow +6 (1d6)

Melee (standard)

spear +7 (1d8+6)

Languages

Nelvaanese

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

Abilities Str 16, Dex 14, Con 11, Int 7, Wis 13, Cha 10

Feats Charging Fire, Fleche, Mighty Throw, Skill Training (2), Weapon Proficiency (simple)

Trained Skills Initiative +10, Perception +9, Stealth +10

Untrained Skills Acrobatics +5, Climb +6, Deception +3, Endurance +3, Gather Information +3, Jump +6, Knowledge +1, Mechanics +1, Persuasion +3, Pilot +5, Ride +5, Survival +4, Swim +6, Treat Injury +4, Use Computer +1

Possessions unarmed +7 (1d4+3)

Tactics:

Charge and throw spear; hope for natural 17 or higher for critical.

Nelvaanian Spearmaster CL 4

Combat role: Ranged XP: 800
Charging spear thrower

Medium Nelvaanian nonheroic 12

Init +13; **Senses** low-light vision, scent; Perception +12 (ignore cover and concealment within 10sq)

Defenses Ref 12 (ff 10), Fort 10, Will 11

hp 30; **Threshold** 10

Speed 6 squares

Shadow Swiftess

If you start your turn with concealment from a target or with the target unaware of you, you do not provoke AoO's when moving through threatened space until the end of your turn.

Ranged ♦ Charging Fire, Fleche, Mighty Throw (standard)

Charge 2-6sq; Ranged 10/12/14/16; spear* +16/+14/+11/+6 (1d8+3); -2 Ref until beginning of next turn. Once per encounter , when you charge, you can turn any natural attack roll of 17+ into a critical hit

Ranged ♦ Mighty Throw (standard)

Ranged 10/12/14/16; spear* +16/+14/+11/+6 (1d8+3)

*as a swift action before making an attack roll, you may choose to subtract a number from ranged attack rolls and add the same number to all ranged damage rolls until the start of your next turn, to a maximum of -9 to hit, +9 damage. Cannot use this feat when attacking objects or vehicles.

Ranged (standard)

bow* +12 (1d6)

Melee (standard)

spear +14 (1d8+8)

Languages

Nelvaanese

Base Atk +9; **Grp** +13

Abilities Str 18, Dex 14, Con 11, Int 7, Wis 13, Cha 10

Feats Charging Fire, Fleche, Mighty Throw, Power Blast, Skill Training (2), Weapon Focus (simple), Weapon Proficiency (simple)

Trained Skills Initiative +13, Perception +12, Stealth +13

Untrained Skills Acrobatics +8, Climb +10, Deception +6, Endurance +6, Gather Information +6, Jump +10, Knowledge +4, Mechanics +4, Persuasion +6, Pilot +8, Ride +8, Survival +7, Swim +10, Treat Injury +7, Use Computer +4

Possessions unarmed +14 (1d4+4)

Tactics:

Charge and throw spear; hope for natural 17 or higher for critical.

Quarren Mobster CL 3



[Quarren Mobster](#)

Combat role: Ranged XP: 600
Street gang leader with a crippling shot. Quarren often get involved in shadowy occupations, such as pirates, smugglers, and spy networks. Many hate the Empire and the Rebels.

Medium Quarren scoundrel 3

Force 6 (1d6) ; **Dark Side** 10

Init +8; **Senses** low-light vision; Perception +1

Defenses Ref 17 (ff 15), Fort 14, Will 14

Defenses if used Desperate Gambit Ref 15 (ff 13)

hp 28; **second wind** +12/14 ; **Threshold** 14

Immune drowning

Speed 6 squares, swim 4 squares

Advantageous Opening

When an enemy or ally in your los rolls a natural 1 on an attack roll, you can make an attack against a single target within range.

Combat Trickery (two successive swift actions on the same turn)

Deception +12 vs Will. The target is flat-footed against your next attack made before the end of your next turn. Additionally, you can spend a FP to extend your target's penalties until the end of the encounter.

Ranged (standard)

blaster pistol +5 (3d6+2). Once per turn, you may reroll a missed attack (mtr) with a -2 Ref penalty until end of your next turn (if rerolling a natural 1, then -5 Ref penalty). Whenever you make a successful attack against an opponent that is denied its Dex bonus to Ref, the target moves -1 CT.

NOTE: blaster pistol attack includes Point Blank Shot, that is, +1 attack and +1 damage within 20sq

Languages Basic, Quarrenese, Mon Calamarian

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

Special Actions Advantageous Opening, Combat Trickery

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

Special Qualities breathe underwater, expert swimmer

Talents Advantageous Opening, Dastardly Strike

Feats Combat Trickery, Desperate Gambit, Point Blank Shot, Skill Focus (Deception, Persuasion), Weapon Proficiency (pistols, simple weapons)

Trained Skills Acrobatics +8, Deception +12, Initiative +8, Persuasion +12, Stealth +8

Untrained Skills Climb +0, Endurance +2, Gather Information +2, Jump +0, Knowledge +2, Mechanics +2, Perception +1, Pilot +3, Ride +3, Survival +1, Swim +0 (may reroll, mtr; may take 10 anytime), Treat Injury +1, Use Computer +2

Possessions knife +1 (1d4), unarmed +1 (1d4)

Tactics:

Use Combat Trickery to render target flat-footed and move him down -1 CT with a successful attack. Watch carefully for any natural 1 rolls by allies or enemies for a free attack.

Rodian Blade-for-Hire CL 1



[Rodian Blade-for-Hire](#)

Combat role: Melee XP: 200
Rodian thug. Rodian culture centers around the hunt; violence and stalking prey. The more dangerous the prey, the more honorable the hunt. Rodian adventurers hope to improve their skills in battle to become Hunt Master.

Medium Rodian nonheroic 3

Dark Side 2

Init +9; **Senses** low-light vision; Perception +0 (may reroll, mtr)

Defenses Ref 13 (ff 10), Fort 9, Will 9

Defenses if used Flurry Ref 8 (ff 5)

Defenses if used Charge Ref 11 (ff 8)

Defenses if used Charge & Flurry Ref 6 (ff 3)

hp 4; **Threshold** 9

Speed 6 squares

Melee **Charge** (standard)

Charge 2-6sq; vibroblade +7 (2d6+2); take -2 Ref penalty until beginning of your next turn.

Melee **Charge, Flurry** (standard)

Charge 2-6sq; vibroblade +9 (2d6+2); take -7 Ref penalty until beginning of your next turn; the Ref penalty and attack bonus last until the start of your next turn.

Melee **Flurry** (standard)

vibroblade +7 (2d6+2); you take a -5 penalty to your Ref; the Ref penalty and attack bonus last until the start of your next turn.

Melee (standard)

vibroblade +5 (2d6+2)

Languages Basic, Rodese

Base Atk +2; **Grp** +5

Abilities Str 14, Dex 16, Con 8, Int 8, Wis 9, Cha 6

Feats Flurry, Skill Training, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, simple weapons)

Trained Skills Acrobatics +9, Initiative +9

Untrained Skills Climb +3, Deception -1, Endurance +0, Gather Information -1, Jump +3, Knowledge +0, Mechanics +0, Perception +0 (may reroll, mtr), Persuasion -1, Pilot +4, Ride +4, Stealth +4, Survival +0, Swim +3, Treat Injury +0, Use Computer +0

Possessions unarmed +4 (1d4+2)

Tactics:

Attack with Charge & Flurry for a +4 bonus and a -7 Ref penalty.

Rodian Brute CL 1



[Rodian Brute](#)

Combat role: Ranged XP: 200

Average thug

Medium Rodian nonheroic 3

Dark Side 4

Init +4; **Senses** low-light vision; Perception +0 (may reroll, mtr)

Defenses Ref 13 (ff 10), Fort 10, Will 9

hp 8; **Threshold** 10

Speed 6 squares

Ranged (standard)

blaster carbine +7 (3d8+1)

Ranged-Area (standard)

autofire blaster carbine +2 (3d8+1, 2x2 area)

NOTE: all attacks include Point Blank Shot (within 30sq)

Languages Basic, Rodese

Base Atk +2; **Grp** +5

Abilities Str 11, Dex 16, Con 10, Int 8, Wis 8, Cha 8

Feats Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple)

Trained Skills Survival +10

Untrained Skills Acrobatics +4, Climb +1, Deception +0,

Endurance +1, Gather Information +0, Initiative +4, Jump +1,

Knowledge +0, Mechanics +0, Perception +0 (may reroll, mtr),

Persuasion +0, Pilot +4, Ride +4, Stealth +4, Swim +1, Treat

Injury +0, Use Computer +0

Possessions knife +2 (1d4), unarmed +2 (1d4)

Tactics:

Just shoot. Use aim (2 consecutive swift actions) to ignore cover on non-area attacks.

Rodian Mercenary CL 4



[Rodian Mercenary](#)

Combat role: Ranged

XP: 800

Rodian mercenary with dual pistols.

Medium Rodian nonheroic 6/soldier 2

Force 9 (2d6) ; **Dark Side** 4

Init +13; **Senses** low-light vision; Perception +9 (may reroll, mtr)

Defenses Ref 19 (ff 15), Fort 15, Will 12

hp 34; **second wind** +13/17 ; **Threshold** 15

Speed 6 squares

Ranged ♦ **Dual Weapon Mastery** (full-round)

blaster carbine +10 (3d8+4) and blaster carbine +10 (3d8+4)

Ranged-Area ♦ **Dual Weapon Mastery** (full-round)

autofire blaster carbine +5 (3d8+4, 2x2 area) and autofire

blaster carbine +5 (3d8+4, 2x2 area)

Ranged (standard)

blaster carbine +12 (3d8+4)

Ranged-Area (standard)

autofire blaster carbine +7 (3d8+4, 2x2 area)

NOTE: all blaster carbine attack (folded stock) entries include Point

Blank Shot, that is, +1 attack and +1 damage within 20sq

Languages Basic, Rodese, 1 unassigned

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

Abilities Str 10, Dex 18, Con 13, Int 12, Wis 10, Cha 6

Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Skill Training, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple)

Trained Skills Initiative +13, Perception +9 (may reroll, mtr)

Untrained Skills Acrobatics +8, Climb +4, Deception +2,

Endurance +5, Gather Information +2, Jump +4, Knowledge +5,

Mechanics +5, Persuasion +2, Pilot +8, Ride +8, Stealth +8,

Survival +4, Swim +4, Treat Injury +4, Use Computer +5

Possessions 2 blaster carbines, combat jumpsuit (+4 Ref), knife +6 (1d4+1), unarmed +6 (1d4+1)

Tactics:

Attack with 2 weapons as a full-round action.

Togorian Warrior CL 3



[Togorian Warrior](#)

Combat role: Melee XP: 600
Togorians are aggressive nomads and fearless warriors. Togorian pirate fleets were a known menace. Togorians in a group are led by the strongest and most aggressive. They respect strength and combat prowess above anything else. They can usually be found in criminal elements as hired muscle or other pursuits. Many seek to scheme to take over a band they do not lead.

Large Togorian nonheroic 6/soldier 1

Force 8 (1d6)

Init +8; **Senses** low-light vision; Perception +7

Languages Basic, Togorian

Defenses Ref 12 (ff 12), Fort 14, Will 10

Defenses if used Powerful Charge Ref 10 (ff 10)

hp 27; **second wind** +12/13 ; **Threshold** 19

Speed 6 squares

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

Melee **Powerful Charge, Mighty Swing** (2 swift + standard)

Charge 2-6sq; vibro-ax* +14 (3d10+13). You take a -2 Ref penalty until start of your next turn.

Melee **Powerful Charge** (standard)

Charge 2-6sq; vibro-ax* +14 (2d10+13). You take a -2 Ref penalty until start of your next turn.

Melee **Mighty Swing** (2 swift + standard)

vibro-ax* +10 (3d10+10)

Melee (standard)

vibro-ax* +10 (2d10+10)

Base Atk +5; **Grp** +14

Abilities Str 18, Dex 11, Con 12, Int 7, Wis 8, Cha 8

Talents Weapon Specialization

Feats Mighty Swing, Powerful Charge, Skill Training (2), Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, simple weapons)

Trained Skills Initiative +8, Perception +7, Survival +7

Untrained Skills Acrobatics +3, Climb +7, Deception +2,

Endurance +4, Gather Information +2, Jump +7, Knowledge +1, Mechanics +1, Persuasion +2 (+7 to intimidate), Pilot +3, Ride +3, Stealth -2, Swim +7, Treat Injury +2, Use Computer +1

Possessions unarmed +9 (1d6+4)

Tactics:

Powerful Charge into combat. You can use Mighty Swing (2 swift actions) before you charge or before you attack to gain +1 die damage.

Togorian Smasher CL 11

Combat role: Melee Soldier

XP: 2200

Gets into the thick of the action and smashes multiple opponents with one whirling blow.

Large Togorian soldier 8/scout 3

Force 10 (2d6)

Init +12; **Senses** low-light vision; Perception +9

Defenses Ref 26 (ff 23), Fort 24, Will 20

hp 93; **second wind** +23/46 ; **Threshold** 29

Speed 8 squares; 1/enc you can use a swift action to move up to your speed

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

Reactions

Withdrawal Strike, Tumble Defense

When wielding power hammer, adjacent opponents may not withdraw from squares you threaten. If they try to tumble, their (trained-only) Acrobatics check increases to DC 25 (unless you are flat-footed, in that case the normal DC 15 applies instead)

Combat Reflexes, Halt

You may make 3 AoO's per round; you may also make AoO's while flat-footed. If you hit with an AoO against an enemy of up to one size larger than you, compare the result against the target's grapple check. If succeed, the target immediately halts all movement and falls prone in its current square. The target can spend any remaining actions normally. If your attack exceed the target's DT, the target loses any remaining actions and ends its turn immediately. Apply damage normally to the target regardless of the results of this feat. If the target is using the charge action when moving past you, its charge is ended if you successfully knock it prone, and the target cannot charge again on this turn.

Preferred Attack Options

Melee-Area **Whirlwind Attack** (full-round)

All targets in melee range; power hammer* +16 (2d12+18); treat targets' DT as 5 lower. If you beat DT, move target an additional -1 CT.

Melee (standard)

power hammer* +16 (2d12+18); treat targets' DT as 5 lower. If you beat DT, move target an additional -1 CT.

*Before making an attack roll, you may subtract a number from all melee attack rolls and add twice the number to all melee damage rolls until the start of your next turn, up to a maximum of -10 attack, +20 damage.

*When you use a standard action to attack, you can take a penalty up to -5 on your attack roll and add the same number (up to +5) as a dodge bonus to Ref. The changes to your attack and Reflex last until the start of your next turn.

Shake it Off (2 swift, can be spread over 2 consecutive rounds)

Move +1 CT by spending 2 swift actions instead of 3.

Languages Basic, Togorian, 1 unassigned

Base Atk +10; **Grp** +20

Abilities Str 20, Dex 14, Con 13, Int 13, Wis 8, Cha 8

Talents Devastating Attack, Long Stride, Melee Smash, Stunning Strike, Surge, Weapon Specialization

Feats Combat Reflexes, Halt, Martial Arts I, Melee Defense, Power Attack, Shake it Off, Trip, Tumble Defense, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, pistols, simple weapons), Whirlwind Attack, Withdrawal Strike (advanced melee)

Trained Skills Acrobatics +12, Endurance +11, Initiative +12, Perception +9

Untrained Skills Climb +10, Deception +4, Gather Information +4, Jump +10, Knowledge +6, Mechanics +6, Persuasion +4 (+10 to intimidate), Pilot +7, Ride +7, Stealth +2, Survival +4, Swim +10, Treat Injury +4, Use Computer +6

Possessions unarmed +15 (1d8+11 or knock target prone if you succeed opposed Grp check; you are considered armed)

Tactics:

Try to move into melee range of as many opponents as possible. Use tumble (Acrobatics +12 vs DC 15) to move through threatened

squares. Each square you tumble through counts as 2sq of movement. If you need more speed, use Surge (1/enc) to move your speed as a swift action. Make 1 attack as a standard action. Once you are in position, adjacent opponents will have a hard time moving out of your threatened squares, since they cannot withdraw and must tumble (Acrobatics vs DC 25 trained only) to move away without provoking an AoO. If they try to move away and provoke an AoO, you can use Halt to knock them prone.

Next round, use Whirlwind Attack as a full-round action to strike all opponents within melee range. Use Power Attack to subtract from attack rolls and deal more damage.

Margrave of Togoria CL 17

Combat role: Melee Soldier (solo) XP: 3400
Leader of the Togorians; a fierce two-weapon fighter.

Large Male Togorian soldier 7/melee duelist 10
Force 14 (3d6)
Init +17; **Senses** low-light vision; Perception +12
Defenses Ref 36 (ff 31), Fort 30, Will 28, Seen It All, Warrior's Determination
hp 125; **second wind** +31/62 and move +2 CT ; **Threshold** 35
Speed 6 squares
Fighting Space 2x2; **Reach** 1 square

Automatic Defenses & Reactions

Seen It All

Any character using a fear effect on you must roll twice, keeping the lower result on any skill checks and attack rolls.

Warrior's Determination (reaction; 1/enc)

Ignore one non Force-related effect, talent, skill, or ability that exceeds your Will. If you spend a FP, you can ignore one mind-affecting effect, even if it is the result of a Force power, technique, or secret.

Attack Options

Indomitable (swift; 1/day)

Move +5 CT. This does not remove any persistent conditions that may be affecting you.

Master of Movement (5/enc)

You can either ignore the movement penalty for moving through difficult terrain or over low objects on a single move action, or reroll a single Jump or Acrobatics check, taking the better result.

Melee ♦ Dual Weapon Flourish II, Rapid Strike, Triple Attack (standard)

vibro-ax +16/+16/+16/+16 (3d10+14/19-20)

Melee ♦ Rapid Strike (standard)

vibro-ax* +22 (3d10+14/19-20)

Melee (standard)

vibro-ax* +24 (2d10+14/19-20)

Alternate Attack Options, more defense

Melee ♦ Rapid Strike, Melee Defense (standard)

vibro-ax* +19 (2d10+14/19-20); add +5 dodge bonus to Ref. The changes to attack and Ref last until the start of your next turn.

*Whenever making a single attack as a standard action with one weapon while wielding two melee weapons, make a single attack with the other weapon as a free action against the same target.

Alternate Attack Options, more damage

Melee ♦ Rapid Strike, Triple Attack (full-round)

vibro-ax +16/+16/+16 (3d10+20/19-20); must be wielding one vibro-ax with two hands

Languages

Basic, Mando'a, Togorian

Base Atk +17; **Grp** +28

Abilities Str 22, Dex 18, Con 12, Int 13, Wis 8, Cha 8

Special Qualities Master of Movement +5, physical intimidation

Talents Dual Weapon Flourish I, Dual Weapon Flourish II, Indomitable, Master of Elegance, Multiattack Proficiency (advanced melee weapons) (2), Seen It All, Tested in Battle, Warrior's Determination

Feats Double Attack (advanced melee), Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Martial Arts I, Melee Defense, Rapid Strike, Triple Attack (advanced melee), Weapon Finesse, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, pistols, simple weapons)

Trained Skills Acrobatics +17, Endurance +14, Initiative +17, Perception +12

Untrained Skills Climb +14, Deception +7, Gather Information +7, Jump +14, Knowledge +9, Mechanics +9, Persuasion +7 (+14 to intimidate), Pilot +12, Ride +12, Stealth +7, Survival +7, Swim +14, Treat Injury +7, Use Computer +9

Possessions 2 vibro-axes with Neutronium reinforcement (criticals on 19 and 20, but only a 20 is an automatic hit; each ax has DR 15, hp 20, DT 17), unarmed +21 (2d8+12; you are considered armed)

Tactics:

Try to move into melee range of as many opponents as possible. Use 4 attacks as a standard action.



[Margrave of Togoria](#)

Togruta Bounty Hunter CL 5

Combat role: Ranged Lurker & CT Killer XP: 1000
Bounty hunter that captures bounty or slaves alive. Strong-willed and highly independent, Togruta leave home to hunt among the stars, using their inborn skills as pack hunters.

Medium Togruta scoundrel 5

Force 7 (1d6) □□□

Init +11; **Senses** Perception +8 (ignore cover and concealment when using Perception against any target within 10sq)

Defenses Ref 21 (ff 17), Fort 16, Will 17

Defenses if used Desperate Gambit Ref 19 (ff 15)

hp 37; **second wind** +12/18 □; **Threshold** 16

Speed 6 squares

Ranged + **Snipe** (standard + move)

Must be at least 2sq from target; must have successfully used Stealth to hide from target. Make ranged attack (select from attacks below), then, as move action, Stealth +11 (may reroll, mtr) vs Perception to remain hidden (target takes -5 penalty to Perception for every 10sq of distance between you and target; target takes additional -5 penalty if you have concealment or cover, or a -10 penalty if you have total concealment or total cover). If you fail, your location is revealed.

Ranged (standard)

neural inhibitor +9* (1d6+3); living target is poisoned and dart makes 1d20+5 attack against Fort. If success, target moves -1 CT. If fail, target does not move down the CT, but the next dart attack gains a cumulative +1 bonus (so it will attack 1d20+6 after 1 failed attack, 1d20+7 after 2 failed attacks, etc). The poison continues to attack at the beginning of the target's every turn until cured. Target's condition is persistent until cured with DC 20 Treat Injury. If target falls unconscious, the poison dissipates. Any target you poison is automatically denied its Dex bonus to Ref for as long as it remains poisoned.

Ranged (standard)

blaster pistol +8* (3d6+3)

Melee (standard)

stun baton +4* (2d6+3); may choose to deal normal or stunning damage when you attack.

*Once per turn, you may reroll a missed attack (mtr) with a -2 Ref penalty until end of your next turn (if rerolling a natural 1, then -5 Ref penalty)

*Whenever you make a successful attack against an opponent that is denied its Dex bonus to Ref, the target moves -1 CT.

NOTE: all attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 20sq

Languages Basic, Togruti, 1 unassigned

Base Atk +3; **Grp** +7

Abilities Str 12, Dex 18, Con 12, Int 12, Wis 13, Cha 8

Special Qualities Pack Hunter (deal +2 damage on melee attacks against flanked opponents)

Talents Dastardly Strike, Malkite Techniques, Numbing Poison

Feats Cunning Attack, Desperate Gambit, Exotic Weapon Proficiency (neural inhibitor), Point Blank Shot, Weapon Focus (neural inhibitor), Weapon Proficiency (pistols, simple weapons)

Trained Skills Gather Information +6, Initiative +11, Perception +8 (ignore cover and concealment when using Perception against any target within 10sq), Stealth +11 (may reroll, mtr), Survival +8,

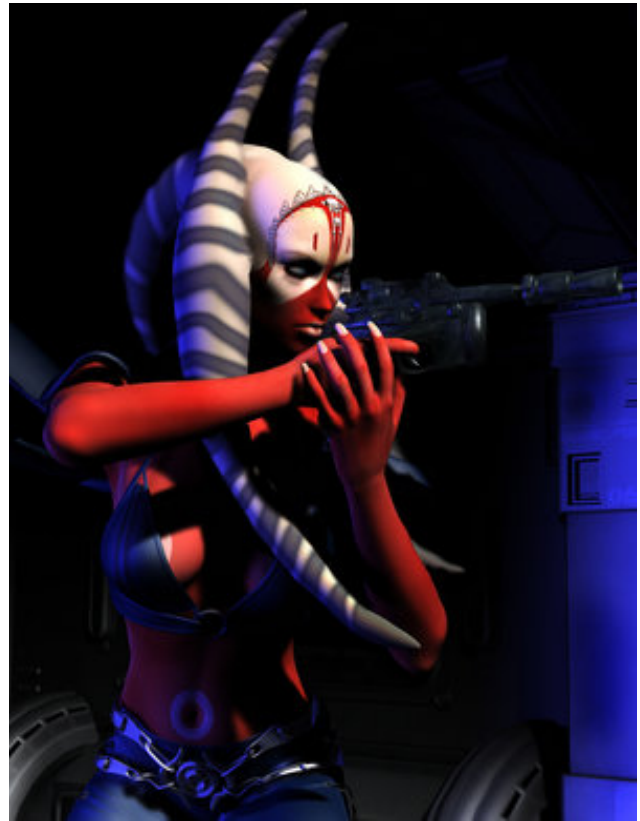
Untrained Skills Acrobatics +6, Climb +3, Deception +1, Endurance +3, Jump +3, Knowledge +3, Mechanics +3, Persuasion +1, Pilot +6, Ride +6, Swim +3, Treat Injury +3, Use Computer +3

Possessions unarmed +4 (1d4+3)

Background Exiled

Tactics:

Use neural inhibitor to poison target and render him flat-footed. Target will quickly move down the CT. If you have cover or concealment you can use snipe. Use Desperate Gambit to reroll missed attack.



[Togruta Bounty Hunter](#)

Togruta Ambusher CL 8

Combat role: Ranged Lurker & CT Killer
Ambush specialist

XP: 1600

Medium Togruta soldier 7/scoundrel 1

Force 9 (2d6) □□□□

Init +18; **Senses** Perception +11 (ignore cover and concealment when using Perception against any target within 10 squares)

Defenses Ref 24 (ff 20) see Advantageous Cover, Fort 21, Will 21
hp 74; **second wind** +18/37 □; **Threshold** 21

Speed 6 squares

Advantageous Cover, Duck and Cover

When you have cover, you take no damage from area attacks, even if the attack roll exceeds your Ref. Also, as a reaction to an area attack that misses you, you can move 2 squares 1/turn. This movement does not provoke AoO's.

Ambush Specialist, Destructive Ambusher, Keep It Going

If you are not surprised on the first round of combat, as a free action you can designate a target as your prime target. You gain a +2 morale bonus to attack rolls and +1 die of damage against your prime target until the end of the encounter. If you reduce your prime target to 0 hit points, as a free action you can designate another target within your line of sight as your new prime target. This new target remains your prime target until the end of the encounter.

Keep Them Reeling (swift action; 1/turn)

Initiative +18 vs Initiative check of your prime target. Target is flat-footed against all attacks you make before the end of your turn.

Ranged (standard)

heavy blaster rifle +13* (3d10+5)

Ranged-Area (standard)

autofire heavy blaster rifle* +8 (3d10+5, 2x2 area)

*Against enemies that are flat-footed or otherwise denied their Dex bonus to Ref, you gain a +2 attack bonus and move target -1 CT if attack is successful.

*Gain +2 morale attack bonus and +1 die damage against your prime target; see Ambush Specialist above.

NOTE: all blaster rifle attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 30sq

Languages

Basic, Togruti, 1 unassigned

Base Atk +7; **Grp** +11

Abilities Str 10, Dex 18, Con 13, Int 12, Wis 15, Cha 8

Talents Ambush Specialist, Dastardly Strike, Destructive Ambusher, Keep It Going, Keep Them Reeling

Feats Advantageous Cover, Armor Proficiency (light, medium), Cunning Attack, Duck and Cover, Point Blank Shot, Skill Focus (Initiative, Stealth), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple)

Trained Skills Deception +8, Initiative +18, Perception +11, Stealth +18 (may reroll, mtr)

Untrained Skills Acrobatics +8, Climb +4, Endurance +5, Gather Information +3, Jump +4, Knowledge +5, Mechanics +5, Persuasion +3, Pilot +8, Ride +8, Survival +6, Swim +4, Treat Injury +6, Use Computer +5

Possessions knife +7 (1d4+4), unarmed +7 (1d4+4)

Tactics:

Put this guy behind cover so he can benefit from defensive feats Advantageous Cover & Duck and Cover.

Use Stealth to initiate a surprise round. Then assign 1 target as your prime target to get attack bonuses. Then use Keep Them Reeling each turn to render target flat-footed and benefit from more bonuses.



[Togruta Ambusher](#)

Trandoshan Gangster CL 2



[Trandoshan Gangster](#)

Combat role: Melee Teamwork XP: 400
Ax-wielding gangster. Strong and warlike in nature, Trandoshans dedicate themselves to martial training and crave the thrill of battle. They can be brutal, driven, and competitive, but can show mercy and compassion as the situation warrants.

Medium Trandoshan nonheroic 2/soldier 1

Force 6 (1d6) ; **Dark Side** 1

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

Defenses Ref 17 (ff 16), Fort 15, Will 10

hp 19; **second wind** +14/9 ; **Threshold** 15

Speed 6 squares

Melee **Melee Assault, Mighty Swing** (2 swift + standard) vibro-ax +7 (3d10+8). If target has an ally adjacent to it, compare the attack roll result to target's Fort as well as Ref. If the attack hits both defenses, the attack deals +1 die of damage and target is knocked prone.

Melee **Melee Assault** (standard) vibro-ax +7 (2d10+8). If target has an ally adjacent to it, compare the attack roll result to target's Fort as well as Ref. If the attack hits both defenses, the attack deals +1 die of damage and target is knocked prone.

Languages Basic, Dosh

Base Atk +2; **Grp** +6

Abilities Str 18, Dex 13, Con 14, Int 8, Wis 9, Cha 8

Special Qualities limb regeneration

Talents Melee Assault

Feats Armor Proficiency (light), Mighty Swing, Skill Training, Toughness, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, simple)

Trained Skills Initiative +5, Perception +6

Untrained Skills Acrobatics +0, Climb +4, Deception +0, Endurance +2, Gather Information +0, Jump +4, Knowledge +0, Mechanics +0, Persuasion +0, Pilot +0, Ride +0, Stealth +0, Survival +1, Swim +4, Treat Injury +1, Use Computer +0

Possessions combat jumpsuit (+4 Ref), vibrodagger +7 (2d4+4) unarmed +6 (1d4+4).

Tactics:

Gang up on 1 target & use Melee Assault.

Trandoshan Fighter CL 5



[Trandoshan Fighter](#)

Combat role: Melee XP: 1000
Trandoshan martial artist.

Medium Trandoshan nonheroic 6/soldier 3

Force 9 (2d6) ; **Dark Side** 1

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

Defenses Ref 19 (ff 15), Fort 15, Will 12

hp 40; **second wind** +11/20 ; **Threshold** 15

Speed 6 squares

Melee **Dual Weapon Mastery** (full-round, or standard with a FP)

vibroknucklers +11/+11 (1d10+10 slashing)

Melee (standard)

vibroknucklers +16 (1d10+10 slashing)

Languages Basic, Dosh

Base Atk +7; **Grp** +11

Abilities Str 18, Dex 13, Con 11, Int 8, Wis 8, Cha 8

Special Qualities limb regeneration (regrow a lost limb in 1d10 days)

Talents Hammerblow, Weapon Specialization

Feats Assault, Dual Weapon Mastery I, Martial Arts I, Martial Arts II, Martial Arts III, Toughness, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, pistols, rifles, simple weapons)

Trained Skills Initiative +10

Untrained Skills Acrobatics +5, Climb +8, Deception +3, Endurance +4, Gather Information +3, Jump +8, Knowledge +3, Mechanics +3, Perception +3, Persuasion +3, Pilot +5, Ride +5, Stealth +5, Survival +3, Swim +8, Treat Injury +3, Use Computer +3

Possessions 2 vibroknucklers, blaster pistol +8 (3d6+1)

Tactics:

Move into melee range and use a FP to make 2 attacks as a standard action.

Tusken Raider CL 1



[Tusken Raider](#)

Combat role: Melee Lurker Teamwork XP: 200
 With an uncanny ability to show up out of nowhere, Tusken Raiders are dangerous tribal warriors of Tatooine. Any creatures, particularly off-worlders, were subject to their savage raids.

Medium Tusken Raider nonheroic 3

Init +7; **Senses** Perception -1

Defenses Ref 11 (ff 10), Fort 10, Will 8

Defenses if used Charge Ref 9 (ff 7)

hp 7; **Threshold** 10

Speed 6 squares

Melee ♦ **Charge** (standard)

Charge 2-6sq; gaderffii* +7 (2d4+6). You take a -2 Ref penalty until start of your next turn.

Melee (standard)

gaderffii* +5 (2d4+6)

*If you damage a flat-footed opponent during the surprise round and your attack roll also exceeds their Fort, that target is also knocked prone. The target adds their size modifier to their Fortitude Defense for this attack (Colossal, +50; Gargantuan, +20; Huge, +20; Large, +5; Medium and smaller, +0).

Languages Jawa Trade Language, Tusken

Base Atk +2; **Grp** +5

Abilities Str 16, Dex 13, Con 10, Int 6, Wis 6, Cha 8

Feats Deceptive Drop, Skill Training (2), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Trained Skills Initiative +7, Stealth +7 (may reroll, mtr), Survival +4 (may reroll, mtr)

Untrained Skills Acrobatics +2, Climb +4, Deception +0, Endurance +1, Gather Information +0, Jump +4, Knowledge -1, Mechanics -1, Perception -1, Persuasion +0, Pilot +2, Ride +2, Swim +4, Treat Injury -1, Use Computer -1

Possessions unarmed +6 (1d4+3)

Tactics:

Use Stealth to hide and try to initiate a surprise round. Charge into the opponent and knock him prone with Deceptive Drop. Other Tusken Raiders gain a +5 melee attack bonus vs a prone opponent.

Tusken Raider CL 2

Combat role: Melee Lurker Teamwork XP: 400
 With an uncanny ability to show up out of nowhere, Tusken Raiders are dangerous tribal warriors of Tatooine. Any creatures, particularly off-worlders, were subject to their savage raids.

Medium Tusken Raider nonheroic 6

Init +10; **Senses** Perception +1

Defenses Ref 12 (ff 10), Fort 10, Will 8

Defenses if used Powerful Charge Ref 10 (ff 8)

hp 15; **Threshold** 10

Speed 6 squares

Melee ♦ **Powerful Charge** (standard)

Charge 2-6sq; gaderffii* +11 (2d4+9). You take a -2 Ref penalty until start of your next turn.

Melee (standard)

gaderffii* +7 (2d4+6)

*If you damage a flat-footed opponent during the surprise round and your attack roll also exceeds their Fort, that target is also knocked prone. The target adds their size modifier to their Fortitude Defense for this attack (Colossal, +50; Gargantuan, +20; Huge, +20; Large, +5; Medium and smaller, +0).

Languages Jawa Trade Language, Tusken

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

Abilities Str 16, Dex 14, Con 10, Int 6, Wis 6, Cha 8

Feats Deceptive Drop, Powerful Charge, Skill Training (2), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Trained Skills Initiative +10, Stealth +10 (may reroll, mtr), Survival +6 (may reroll, mtr)

Untrained Skills Acrobatics +5, Climb +6, Deception +2, Endurance +3, Gather Information +2, Jump +6, Knowledge +1, Mechanics +1, Perception +1, Persuasion +2, Pilot +5, Ride +5, Swim +6, Treat Injury +1, Use Computer +1

Possessions unarmed +8 (1d4+3)

Tactics:

Use Stealth to hide and try to initiate a surprise round. Charge into the opponent and knock him prone with Deceptive Drop. Other Tusken Raiders gain a +5 melee attack bonus vs a prone opponent.

Twilek Thug CL 1



[Twilek Thug/Scoundrel](#)

Combat role: Ranged XP: 200
Twilek thug and blaster-for-hire; good at catching opponents off-balance. Twileks are sly and calculating, generally preferring to work from the shadows. Others are more overt in their approach.

Medium Twilek nonheroic 3

Dark Side 1

Init +8; **Senses** low-light vision; Perception +0

Defenses Ref 12 (ff 10), Fort 12, Will 9

hp 7; **Threshold** 12

Speed 6 squares

Combat Trickery (two successive swift actions on the same turn)

Deception +11 vs Will (may reroll, mtr). The target is flat-footed against your next attack made before the end of your next turn.

Ranged vs flat-footed target (standard)

blaster pistol +6 (3d6)

Ranged (standard)

blaster pistol +4 (3d6)

Languages Basic, Lekku, Ryl, 1 unassigned

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

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

Feats Combat Trickery, Cunning Attack, Skill Focus (Deception), Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +11 (may reroll, mtr), Initiative +8

Untrained Skills Acrobatics +3, Climb +0, Endurance +1, Gather Information +1, Jump +0, Knowledge +2, Mechanics +2, Perception +0, Persuasion +1, Pilot +3, Ride +3, Stealth +3, Survival +0, Swim +0, Treat Injury +0, Use Computer +2

Possessions knife +1 (1d4-1), unarmed +1 (1d4-1)

Tactics:

Use Combat Trickery to render target flat-footed and attack.

Twilek Thug CL 2

Combat role: Ranged

XP: 400

Twilek thug and blaster-for-hire. Good at catching opponents off-balance.

Medium Twilek nonheroic 6

Dark Side 1

Init +10; **Senses** low-light vision; Perception +2

Defenses Ref 12 (ff 10), Fort 12, Will 9

hp 15; **Threshold** 12

Speed 6 squares

Combat Trickery (two successive swift actions on the same turn)

Deception +14 vs Will (may reroll, mtr). The target is flat-footed against your next attack made before the end of your next turn.

Ranged vs flat-footed target (standard)

blaster pistol +7 (3d6+1)

Ranged (standard)

blaster pistol +9 (3d6+1)

NOTE: all blaster pistol attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 20sq

Languages Basic, Lekku, Ryl, 1 unassigned

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

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

Feats Combat Trickery, Cunning Attack, Point Blank Shot, Skill Focus (Deception), Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +14 (may reroll, mtr), Initiative +10

Untrained Skills Acrobatics +5, Climb +2, Endurance +3, Gather Information +4, Jump +2, Knowledge 4, Mechanics +4, Perception +2, Persuasion +4, Pilot +5, Ride +5, Stealth +5, Survival +2, Swim +2, Treat Injury +2, Use Computer +4

Possessions knife +3 (1d4-1), unarmed +3 (1d4-1)

Tactics:

Use Combat Trickery to render target flat-footed and attack.

Twī'lek Scoundrel CL 1

Combat role: Melee XP: 200
Twī'lek thug and blade-for-hire. Good at catching opponents off-balance.

Medium Twī'lek nonheroic 3

Init +1; **Senses** low-light vision; Perception +0

Defenses Ref 10 (ff 10), Fort 12, Will 9

Defenses if used Charge Ref 8 (ff 8)

hp 7; **Threshold** 12

Speed 6 squares

Combat Trickery (two successive swift actions on the same turn)

Deception +12 vs Will (may reroll, mtr). The target is flat-footed against your next attack made before the end of your next turn.

Melee + **Charge** (standard)

Charge 2-6sq; take -2 Ref penalty until beginning of your next turn.

-vibroblade +6 (2d6+2)

-vibroblade +8 (2d6+2) vs a flat-footed target

Melee (standard)

-vibroblade +4 (2d6+2)

-vibroblade +6 (2d6+2) vs a flat-footed target

Languages Basic, Lekku, Ryl

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

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

Feats Combat Trickery, Cunning Attack, Skill Focus (Deception), Weapon Proficiency (advanced melee, simple weapons)

Trained Skills Deception +12 (may reroll, mtr)

Untrained Skills Acrobatics +1, Climb +3, Endurance +1, Gather Information +2, Initiative +1, Jump +3, Knowledge +0, Mechanics +0, Perception +0, Persuasion +2, Pilot +1, Ride +1, Stealth +1, Survival +0, Swim +3, Treat Injury +0, Use Computer +0

Possessions unarmed +4 (1d4+2)

Tactics:

Use Combat Trickery to render target flat-footed and charge if within 6sq of target.

Twī'lek Scoundrel CL 2

Combat role: Melee XP: 400
Twī'lek thug and blade-for-hire. Good at catching opponents off-balance.

Medium Twī'lek nonheroic 6

Init +3; **Senses** low-light vision; Perception +2

Defenses Ref 10 (ff 10), Fort 11, Will 9

Defenses if used Charge Ref 8 (ff 8)

hp 9; **Threshold** 11

Speed 6 squares

Combat Trickery (two successive swift actions on the same turn)

Deception +14 vs Will (may reroll, mtr); the target is flat-footed against your next attack made before the end of your next turn.

Melee + **Charge** (standard)

Charge 2-6sq; take -2 Ref penalty until beginning of your next turn.

-vibroblade +10 (2d6+3)

-vibroblade +12 (2d6+3) vs a flat-footed target

Melee (standard)

-vibroblade +8 (2d6+3)

-vibroblade +10 (2d6+3) vs a flat-footed target

Languages Basic, Lekku, Ryl

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

Abilities Str 16, Dex 10, Con 9, Int 8, Wis 8, Cha 12

Feats Combat Trickery, Cunning Attack, Skill Focus (Deception), Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, simple weapons)

Trained Skills Deception +14 (may reroll, mtr)

Untrained Skills Acrobatics +3, Climb +6, Endurance +2, Gather Information +4, Initiative +3, Jump +6, Knowledge +2, Mechanics +2, Perception +2, Persuasion +4, Pilot +3, Ride +3, Stealth +3, Survival +2, Swim +6, Treat Injury +2, Use Computer +2

Possessions unarmed +7 (1d4+3)

Tactics:

Use Combat Trickery to render target flat-footed and charge if within 6sq of target.

Twilek Scout CL 4

Combat role: Lurker, Support

XP: 800

Steady Twilek advance patrol scout.

Medium Twilek nonheroic 3/scout 3

Force 8 (1d6)

Init +11; **Senses** low-light vision; Perception +14

Defenses Ref 18 (ff 15) see Advantageous Cover, Fort 15, Will 14

hp 14; **second wind** +8/7 ; **Threshold** 15

Speed 6 squares

Defensive Reactions

Advantageous Cover

When you have cover, you take no damage from area attacks, even if the attack roll exceeds your Ref.

Duck and Cover (reaction to an area attack that misses you; 1/turn)

You can move 2 sq. This movement does not provoke AoO's.

Reactive Stealth (reaction when you are missed by a ranged attack and have concealment or cover from the attacker)

You can move up to half your speed and make a Stealth check +16 to become hidden from your attacker, provided you still have concealment or cover at the end of your movement.

Attack Options

Surveillance (full-round)

1 target within los; Perception +14 vs DC 15 or the target's Stealth check result (if the target is actively trying to remain hidden), whichever is greater; grant yourself and all allies within los a +2 insight bonus on attack rolls against that target until the end of your next turn. Your allies must be able to hear and understand you to benefit from this bonus, and they do not lose the benefit of this talent if they move out of your line of sight after it is used.

Ranged (standard)

sporting blaster pistol +7 (3d4+1)

Survivor of Ryloth

Once per hour when you and your allies are in an environment of extreme heat or cold, you can make a Survival check +9. You and up to 10 allies can use the results of the Survival check in place of your Fortitude Defenses when the extreme heat or cold makes its hourly attack roll against your Fortitude Defenses.

Languages Basic, Lekku, Ryl, 2 unassigned

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

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

Talents Reactive Stealth, Surveillance

Feats Advantageous Cover, Duck and Cover, Skill Focus (Perception, Stealth), Skill Training, Survivor of Ryloth, Weapon Proficiency (pistols, simple weapons)

Trained Skills Initiative +11, Perception +14, Stealth +16, Survival +9

Untrained Skills Acrobatics +6, Climb +2, Deception +3 (may reroll, mtr), Endurance +2, Gather Information +3, Jump +2, Knowledge +5, Mechanics +5, Persuasion +3, Pilot +6, Ride +6, Swim +2, Treat Injury +4, Use Computer +5

Possessions electrobinoculars (grants darkvision, reduces range penalty on Perception checks to -1 for every 10 sq of distance instead of -5 for every 10sq of distance), unarmed +3 (1d4)

Tactics:

This Twilek needs cover or concealment to maximize his abilities. From a concealed position, he can use Surveillance to grant his allies a bonus against a target. He can also use electrobinoculars to gain darkvision.



[Twilek Scout](#)

Twilek Bodyguard CL 7

Combat role: Melee Soldier XP: 1400
Female Twilek bodyguard with shockstaff and many protective talents.

Medium Female Twilek soldier 7

Force 8 (1d6)

Init +10; **Senses** low-light vision; Perception +7

Defenses Ref 21 (ff 18), Fort 23, Will 16

hp 77; **second wind** +19/38 ; **Threshold** 23

Speed 6 squares

Harm's Way (swift, 1/round)

Shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Out of Harm's Way (reaction when you use Harm's Way)

You can move into the square of the ally you are protecting, and move the ally to any legal square adjacent to you. This movement does not provoke an AoO.

Dedicated Protector (1/enc)

Designate one ally within 6 squares of you; until the end of the encounter, that ally gains a +1 morale bonus to Ref as long as it remains adjacent to you. Any individual can only be the target of this talent 1/encounter.

Dedicated Guardian **Take the Pain** (reaction whenever your Dedicated Protector target would move down the CT; 1/enc)

You can choose to move the same number of steps down the CT instead, preventing the ally from moving down the track.

Dedicated Guardian **Blast Shield** (swift; 1/enc)

Spend a swift action; until the end of your next turn, the ally who is under the effects of your Dedicated Protector talent is treated as having the Evasion talent for the purposes of determining damage from an area attack (ie, ally takes half damage if hit by an area attack, no damage if the area attack misses). If the ally already has Evasion, the damage from a successful area attack is reduced by 1 die.

Dedicated Guardian **Team Effort** (swift; 1/enc)

Spend a swift action; until the end of your next turn, while you are adjacent to your Dedicated Protector target, any enemy that is adjacent to you and to that ally is considered flanked (you gain +2 flanking bonus to melee attacks vs flanked opponents).

Melee **Dual Weapon Mastery** (full-round; or standard with a FP)

shockstaff* +9/+9 (2d6+9 bludgeoning and energy); as a swift action, you can set the shockstaff to deal stun damage instead of normal damage.

Melee (standard)

shockstaff* +11 (2d6+9 bludgeoning and energy); as a swift action, you can set the shockstaff to deal stun damage instead of normal damage.

Melee **Martial Arts** (standard)

unarmed* +10 (1d6+6); you do not provoke an AoO when you make an unarmed attack. You are considered armed while unarmed and threaten all squares in your reach.

Melee **Martial Arts, Dual Weapon Mastery** (full-round; or standard with a FP)

unarmed* +8/+8 (1d6+6); you do not provoke an AoO when you make an unarmed attack. You are considered armed while unarmed and threaten all squares in your reach.

*After making a successful melee attack against an opponent up to Large size, you can move that opponent 1 square in any direction as a free action.

Ranged (standard)

heavy blaster pistol +9 (3d8+3)

Languages Basic, Lekku, Ryl

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

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 9, Cha 10

Talents Dedicated Guardian, Dedicated Protector, Harm's Way, Out of Harm's Way

Feats Armor Proficiency (light, medium), Assault, Bantha Rush, Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, pistols, rifles, simple weapons)

Trained Skills Acrobatics +10, Deception +3 (may reroll, mtr), Initiative +10, Perception +7

Untrained Skills Climb +6, Endurance +5, Gather Information +3, Jump +6, Knowledge +3, Mechanics +3, Persuasion +3, Pilot +5, Ride +5, Stealth +5, Survival +2, Swim +6, Treat Injury +2, Use Computer +3

Possessions shockstaff (lightsabers do not ignore the DR of a shockstaff; set to stun as a swift action)

Tactics:

Use Harm's Way to shield an adjacent ally from attacks. Use Out of Harm's Way to move them into a more secure position, such as placing them behind you so you are providing them with soft cover from ranged opponents. Use Dedicated Protector to grant your ally +1 Ref when he's adjacent to you. Use Blast Shield to protect your ally from area attacks. Use Team Effort to gain flanking melee attack bonus. Use Bantha Rush to move opponents who threaten your ally 1sq away and out of melee range after a successful melee attack. Use a FP to make 2 attacks as a standard action.



[Twilek Bodyguard](#)

Umbaran Crime Lord CL 7

Combat role: Controller, Leader XP: 1400

Lord of the minions. Umbarans are adept at climbing the social and political ladder, whether legal or illegal. They appear distant and cold, however, they are more accurately described as private and observant. Quietly, they try to learn as much as they can about the affairs of others.

Medium Umbaran nonheroic 5/noble 1/scoundrel 1/soldier 1/crime lord 3

Force 11 (2d6) ; **Dark Side** 16

Init +10; **Senses** low-light vision; Perception +18

Defenses Ref 22 (ff 22) +1 cover to Ref if an ally is adjacent to you, Fort 19, Will 24 (+5 insight to Will against Deception and Persuasion)

hp 39; **second wind** +10/19 ; **Threshold** 19

Speed 6 squares

Defenses and Reactions

Inspire Fear III (mind-affecting fear effect)

Any opponent whose level is equal to or less than your character level (level 11) takes a -5 penalty on attack rolls and opposed skill checks made against you, as well as Use the Force checks made to activate force powers that target you.

Stand Tall (reaction when you take damage; 1/enc)

All allies who are within 6 squares of you and within los can, as a reaction, make a single attack on the target that damaged you.

Attack Options

Commanding Presence (swift; mind-affecting fear effect; 1/enc)

All enemies within 6 squares of you take a -2 penalty to their Will Defense until the end of the encounter.

Castigate (standard)

1 target that can hear and understand your language. Persuasion +19 (may reroll, mtr) vs Will. Impose a -2 penalty to all the target's Defenses until the end of your next turn.

Hesitate (standard)

1 target within 12 squares that can hear and understand you. Persuasion check +19 (may reroll, mtr) vs Will. Target takes a -2 penalty to its base speed and must spend an additional swift action if it wishes to take a standard action. This penalty lasts until the end of the target's next turn.

Ranged (standard; once every other round)

DX-2 disruptor pistol +7 (3d6+4, treat damage threshold as 5 less) within point blank (20sq). Can only fire once every other round. If you kill a target, target is disintegrated.

Languages Basic, Arconese, Dosh, Huttese, Ithorese, Meerian, Phindian, Umbarese, Whiphid

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

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

Special Qualities command cover +1, light sensitivity, persuasive

Talents Castigate, Commanding Presence, Hesitate, Inspire Fear I, Inspire Fear II, Inspire Fear III

Feats Improved Defenses, Linguist, Point Blank Shot, Predictive Defense, Skill Focus (Deception, Perception, Persuasion), Stand Tall, Unwavering Resolve, Weapon Proficiency (pistols, simple)

Trained Skills Deception +19, Gather Information +18, Persuasion +19 (may reroll, mtr)

Untrained Skills Acrobatics +5, Climb +4, Endurance +5, Jump +4, Knowledge +8, Mechanics +8, Pilot +5, Ride +5, Stealth +5, Survival +8, Swim +4, Treat Injury +8, Use Computer +8

Possessions encrypted comlink, ultraviolet protective eyewear, unarmed +5 (1d4+2)

Tactics:

Use Commanding Presence, then Castigate a target to soften him up for an ally to attack him. Keep a couple allies adjacent to you to benefit from the +1 Command Cover bonus.



[Umbaran Crime Lord](#)

Verpine Biotech Scientist CL 15

Combat role: Ranged (Leader) XP: 3000

This Verpine Scientist has connections to a like-minded Yuuzhan Vong Shaper, and they frequently exchange black market goods, biotech, and research data. The Scientist is pretty sadistic, and likes to try new and sometimes bizarre experiments on living beings, mostly on the bunch of Weequay slaves that the Sith captured for him. The Scientist has also acquired and modified biotech weapons and armor, which he has equipped his bio-soldiers with.

Medium Verpine noble 4/soundrel 3/improviser 1/medic 7

Force 13 (3d6) □□□□□; **Dark Side** 15

Init +7; **Senses** Perception +16 (may reroll, mtr)

Defenses Ref 28 (ff 28), Fort 28, Will 33

hp 60; **second wind** +15/30 □; **Threshold** 28

Speed 6 squares

Improved First Aid, Extra First Aid (standard)

Treat Injury +21 vs DC 15 (may reroll and keep the better result). Target heals number of hp equal to its character level, +2 hp for every point your roll exceeds the DC 15. You can use first aid a second time on a target that has already received first aid for the day. As a move action, you can draw & use a fastflesh medpac which grants a +5 equipment bonus to your Treat Injury check. You take a -5 penalty to treat yourself.

Bring Them Back (full-round)

1 creature that has died anytime within 7 rounds; Treat Injury +21 vs DC 25 (may reroll and keep the better result); you revivify the creature. It is unconscious instead of dead.

Ranged (swift to draw weapon + standard)

concealed biotech hold-out blaster +12 (3d4+8 piercing) with paralytic poison*; you may draw this concealed biotech weapon as a swift action instead of a standard action; if you then make an attack with that biotech weapon before the end of your turn, your opponent loses its Dex bonus to Ref against the first attack you make with that weapon.

*Target damaged gets affected by Paralytic poison: Attack + 10 vs Fort; target moves -1 persistent CT. Attack recurs each round at the start of the target's turn, until treated with Treat Injury DC 16; requires medical kit). A creature moved to the bottom of the condition track by this poison is immobilized but does not fall unconscious.

NOTE: hold-out blaster includes Point Blank Shot, that is, +1 attack and +1 damage within 20sq

Languages Basic, Devaronese, Sriluurian, Verpine, Yuuzhan Vong, 6 unassigned

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

Special Actions Recall (1/day, reroll any check for a Knowledge skill that you are trained in, using the better result)

Abilities Str 9, Dex 10, Con 8, Int 19, Wis 18, Cha 14

Special Qualities Improved Perform Surgery (can perform surgery in 5mins & on 4 creatures simultaneously), Improved Treatment (treat disease or radiation in 1 h instead of 8 h. Also, you can treat up to twice as many patients as normal), Verpine Communication (You can mentally communicate with any Verpine within 1 km)

Talents Battlefield Medic, Biotech Adept, Black Market Buyer, Bring them Back, Connections, Educated, Extra First Aid, Steady Under Pressure, Veiled Biotech

Feats Biotech Specialist, Biotech Surgery, Cybernetic Surgery, Experienced Medic, Friends in Low Places, Linguist, Point Blank Shot, Recall, Skill Focus (Knowledge [life sciences], Mechanics, Treat Injury), Surgical Expertise, Weapon Proficiency (pistols, simple weapons)

Trained Skills Deception +14 (+24 to conceal biotechnology; may treat creating a deceptive appearance as one step simpler), Gather Information +14 (automatically succeed at finding a black market merchant), Knowledge (bureaucracy) +16 (reduce black market cost multiplier by 1), Knowledge (life sciences) +21 (may reroll to use or repair biotech devices or weapons, mtr), Knowledge (technology) +16, Mechanics +21, Perception +16 (may reroll, mtr), Stealth +12 (+22 to conceal biotechnology), Treat Injury +21 (may reroll to use or repair biotech devices or weapons, mtr; may reroll and keep the better result), Use Computer +16

Untrained Skills Acrobatics +7, Climb +6, Endurance +6, Initiative +7, Jump +6, Knowledge (galactic lore, physical sciences, social sciences, tactics) +11 (you may make any Knowledge skill check untrained to answer a question that requires expert knowledge), Persuasion +9, Pilot +7, Ride +7, Survival +11, Swim +6

Possessions antidote synthesizer, fastflesh medpacs, bacta tank, biotech tool kit, MDS-50 medisensor, medical kit, surgery kit, biotech (piercing) hold-out blaster (biotech specialist mod; +1 attack), unarmed +9 (1d4+6)

Background Event: Disgraced

Tactics:

Use first aid abilities on adjacent wounded allies. Or use biotech hold-out blaster to paralyze a target. He needs a bodyguard for protection.



[Verpine Biotech Scientist](#)

Weequay Mercenary Bio-freaks CL 3

Combat role: Ranged

XP: 600

Bio-engineered and trained to fight together. Weequay are known for their violent tendencies and lack of individuality. Males ply the galaxy as thugs, mercenaries, and assassins. Their culture does not assign names to individuals. They are silent in the presence of non-Weequay, preferring to use a trusted intermediary to do the talking for them.

Medium Weequay nonheroic 6/soldier 1

Force 8 (1d6) □ □ □; **Dark Side** 4

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

Defenses Ref 21 (ff 19), Fort 16 (+5 equipment bonus to Fort vs poisons), Will 11

hp 27; **second wind** +12/13 □; **Threshold** 16

Speed 6 squares

Ranged ♦ **Precise Shot** (standard)

heavy blaster pistol* +10 (3d8+1); ignore -5 penalty for shooting into melee

Melee (standard)

bio-implant natural weapon* +7 (1d6+2 bludgeoning, piercing, or slashing)

*Whenever you are within 3 squares of an ally, you gain a +1 circumstance bonus to all melee and ranged attack rolls.

NOTE: all blaster carbine attack entries include Point Blank Shot, that is, +1 attack and +1 damage within 20sq

Languages Sriluurian

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

Special Actions Pheromonal Communication (Can communicate with other members of same tribe by creating a scent that those with Pheromonal Communication or Scent can detect, but only those of the same tribe can understand; can be detected from 20 squares)

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

Talents Comrades in Arms

Feats Armor Proficiency (light), Point Blank Shot, Precise Shot, Skill Training, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Trained Skills Endurance +14, Initiative +10

Untrained Skills Acrobatics +5, Climb +5, Deception +1, Gather Information +1, Jump +5, Knowledge +1, Mechanics +1, Perception +3, Persuasion +1, Pilot +5, Ride +5, Stealth +5, Survival +3, Swim +5, Treat Injury +3, Use Computer +1

Bio-Implants enhanced vision, natural armor, natural weapon, poison filter

Possessions biotech heavy blaster pistol (piercing damage; biotech specialist mod: +1 attack), biotech light battle armor (+6 Ref, +2 Fort; biotech specialist mod: +1 Reflex Defense)



[Weequay Mercenary](#)

Tactics:

Just shoot; you can ignore the -5 penalty for shooting into melee.

Try to remain within 3sq of an ally to gain +1 attack bonus.

Wookiee Fury CL 1



[Wookiee Fury](#)

Combat role: Melee XP: 200
 Raging Ryyk blade warrior. Wookiees are recognized as one of the strongest and fiercest intelligent species in the galaxy. They have many traditions revolving around honor and loyalty, particularly the "life-debt."

Medium Wookiee nonheroic 3
Init +6; **Senses** Perception -1
Defenses Ref 10 (ff 10), Fort 12, Will 8
hp 14; **Threshold** 12
Speed 6 squares
Dreadful Rage, Wroshyr Rage (swift; 1/day ☐; lasts 7 rounds)
 Gain 11 bonus HP until end of encounter. Gain +5 bonus to melee attack rolls and damage rolls; unable to use skills requiring concentration and patience. At end, Wookiee moves -1 persistent CT until 10 minutes of relaxed recuperation have passed.
Melee ♦ **Dreadful Rage** (standard)
 ryyk blade +11 (2d10+13)
Ranged (standard)
 bowcaster +2 (3d10)
Languages Basic (understand only), Shyriiwook, 1 unassigned
Base Atk +2; **Grp** +6
Abilities Str 18, Dex 10, Con 15, Int 12, Wis 7, Cha 7
Feats Dreadful Rage, Weapon Proficiency (advanced melee, rifles, simple), Wroshyr Rage
Trained Skills Climb +10 (may take 10 anytime), Initiative +6,
Untrained Skills Acrobatics +1, Deception -1, Endurance +3, Gather Information -1, Jump +5, Knowledge +2, Mechanics +2, Perception -1, Persuasion -1 (may reroll to intimidate others, mtr), Pilot +1, Ride +1, Stealth +1, Survival -1, Swim +5, Treat Injury -1, Use Computer +2
Possessions unarmed +6 (1d4+4)

Tactics:

Rage and attack.

Wookiee Rage CL 2

Combat role: Melee XP: 400

Raging Ryyk blade warrior

Medium Wookiee nonheroic 6

Init +8; **Senses** Perception +1

Defenses Ref 10 (ff 10), Fort 13, Will 8

Defenses if used Powerful Charge Ref 8 (ff 8)

hp 33; **Threshold** 13

Speed 6 squares

Dreadful Rage, Wroshyr Rage (swift; 1/day ☐; lasts 8 rounds)

Gain 13 bonus HP until end of encounter. Gain +5 bonus to melee attack rolls and damage rolls; unable to use skills requiring concentration and patience. At end, Wookiee moves -1 persistent CT until 10 minutes of relaxed recuperation have passed.

Melee ♦ **Dreadful Rage, Powerful Charge** (standard)

Charge 2-6sq; ryyk blade +17 (2d10+16). You take a -2 Ref penalty until start of your next turn

Melee ♦ **Dreadful Rage** (standard)

ryyk blade +13 (2d10+13)

Ranged (standard)

bowcaster +4 (3d10)

Languages Basic (understand only), Shyriiwook, 1 unassigned

Base Atk +4; **Grp** +8

Abilities Str 18, Dex 10, Con 16, Int 12, Wis 7, Cha 7

Feats Dreadful Rage, Powerful Charge, Weapon Proficiency (advanced melee, rifles, simple), Wroshyr Rage

Trained Skills Climb +12 (may take 10 anytime), Initiative +8

Untrained Skills Acrobatics +3, Deception +1, Endurance +6, Gather Information +1, Jump +7, Knowledge +4, Mechanics +4, Perception +1, Persuasion +1 (may reroll to intimidate others, mtr), Pilot +3, Ride +3, Stealth +3, Survival +1, Swim +7, Treat Injury +1, Use Computer +4

Possessions unarmed +8 (1d4+4)

Tactics:

Rage and charge.

Wookiee Wrath CL 3



[Wookiee Wrath](#)

Combat role: Melee XP: 600

Raging Ryyk blade warrior
Medium Wookiee nonheroic 9

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

Defenses Ref 10 (ff 10), Fort 13, Will 8

hp 50; **Threshold** 13

Speed 6 squares

Dreadful Rage (swift; 1/day ; lasts 8 rounds)

Gain +5 bonus to melee attack rolls and damage rolls; unable to use skills requiring concentration and patience. At end, Wookiee moves -1 persistent CT until 10 minutes of relaxed recuperation have passed.

Melee ♦ **Dreadful Rage** (standard)

ryyk blade +16 (2d10+13)

Melee ♦ **Dreadful Rage, Power Attack** (standard)

ryyk blade +10 (2d10+25)

Melee ♦ **Dreadful Rage, Double Attack** (full-round)

ryyk blade +11/+11 (2d10+13)

Ranged (standard)

bowcaster +6 (3d10)

Languages Basic (understand only), Shyriiwook, 1 unassigned

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

Abilities Str 19, Dex 10, Con 16, Int 12, Wis 7, Cha 7

Feats Double Attack (advanced melee), Dreadful Rage, Power Attack, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, rifles, simple)

Trained Skills Climb +13 (may take 10 anytime), Initiative +9

Untrained Skills Acrobatics +4, Deception +2, Endurance +7, Gather Information +2, Jump +8, Knowledge +5, Mechanics +5, Perception +2, Persuasion +2 (may reroll to intimidate others, mtr), Pilot +4, Ride +4, Stealth +4, Survival +2, Swim +8, Treat Injury +2, Use Computer +5

Possessions unarmed +10 (1d4+4)

Tactics:

Rage and charge. Use Double Attack as full-round action when possible.

Wookiee Bowcaster Marksman CL 5



[Wookiee Bowcaster Marksman](#)

Combat role: Ranged

XP: 1000

Bowcaster marksman

Medium Wookiee nonheroic 6/soldier 3

Force 9 (2d6)

Init +11; **Senses** Perception +13

Defenses Ref 16 (ff 14), Fort 16, Will 12

hp 40; **second wind** +12/20 ; **Threshold** 16

Speed 6 squares

Ranged ♦ **Impaling Assault** (standard)

bowcaster +11* (3d10+4 and your target reduces its speed by 2sq until the end of your next turn. Multiple Impaling Assaults do not stack)

Ranged ♦ **Aim, Deadeye, Impaling Assault** (2 swift + standard)

bowcaster +11* (4d10+4 and your target reduces its speed by 2sq until the end of your next turn. Multiple Impaling Assaults do not stack); ignore target's cover bonus to Ref.

*Ignore -5 penalty for shooting into melee

*Whenever you spend a FP to add to an attack, if you hit, you gain a bonus to your damage roll equal to the amount added to the attack.

Rage (swift; once a day)

Gain +2 bonus to melee attack rolls and damage rolls, but unable to use skills requiring concentration and patience; lasts 6 rounds, and moves character -1 persistent CT until 10 minutes of relaxed recuperation have passed.

Languages Basic (understand only), Shyriiwook, 1 unassigned

Base Atk +7; **Grp** +9

Abilities Str 14, Dex 14, Con 12, Int 12, Wis 8, Cha 6

Talents Impaling Assault, Weapon Specialization

Feats Bowcaster Marksman, Deadeye, Point Blank Shot, Precise Shot, Skill Focus (Perception), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple)

Trained Skills Initiative +11, Perception +13,

Untrained Skills Acrobatics +6, Climb +6 (may take 10 anytime), Deception +2, Endurance +5, Gather Information +2, Jump +6, Knowledge +5, Mechanics +5, Persuasion +2 (may reroll to intimidate, mtr), Pilot +6, Ride +6, Stealth +6, Survival +3, Swim +6, Treat Injury +3, Use Computer +5

Possessions short sword +9 (1d6+3), unarmed +9 (1d4+2)

Tactics:

Aim and shoot for higher damage. Use FP's to enhance attack and damage.

Yuuzhan Vong Order of the Serpent CL 1



[Yuuzhan Vong Order of the Serpent](#)

Combat role: Melee XP: 200
Yuuzhan Vong amphistaff wielder. The Yuuzhan Vong are religious warriors from the unknown regions that are immune to the Force. They shun all technology, using biological entities instead.

Medium Yuuzhan Vong scoundrel 1

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

Defenses Ref 14 (ff 13), Fort 11, Will 11

hp 18; **second wind** +11/9 ; **Threshold** 11

Immune to any Force effect that targets Will

Speed 6 squares

Melee (standard)

amphistaff, spear form* +5 (1d8+8). If target takes damage and attack roll beats Fort, target moves -1 persistent CT.

Melee (standard)

Reach 2; amphistaff, whip form* +5 (1d4+8); you may use Pin or Trip feat instead of dealing damage. If target takes damage and attack roll beats Fort, target moves -1 persistent CT.

Melee (standard)

amphistaff, quarterstaff form* +5 (1d6+8)

Ranged (standard; once every 24h)

Range 10; amphistaff (any form) venom spit* +3. If attack hits both Fort and Ref, target moves -1 persistent CT.

Ranged (standard)

razor bug +3* (2d8+5) within point blank (20sq)

Ranged (standard)

amphistaff, spear form* +3 (1d8+5). If target takes damage and attack roll beats Fort, target moves -1 persistent CT.

*Whenever you successfully hit an enemy with an amphistaff, thud bug, or razor bug, and your attack roll also exceeds the target's Will, that target is flat-footed against you until the end of your next turn.

*The only way to remove the persistent condition caused by poison is with surgery application of the Treat Injury skill, DC 20 (trained only).

*Switching amphistaff weapon modes is swift action

Languages Basic, Yuuzhan Vong

Base Atk +0; **Grp** +4

Abilities Str 19, Dex 13, Con 11, Int 8, Wis 9, Cha 9

Talents Surprising Weapons

Feats Point Blank Shot, Weapon Focus (simple), Weapon Proficiency (simple)

Trained Skills Acrobatics +6, Initiative +6, Perception +4

Untrained Skills Climb +4, Deception -1, Endurance +0, Gather Information -1, Jump +4, Knowledge -1, Mechanics -1, Persuasion -1, Pilot +1, Ride +1, Stealth +1, Survival -1, Swim +4, Treat Injury -1, Use Computer -1

Possessions unarmed +5 (1d4+4)

Tactics:

Attack with amphistaff spear form, poison target and render him flat-footed if attack roll beats Ref, Fort, and Will.

Zabrak Bodyguard CL 1



[Zabrak Bodyguard](#)

Combat role: Soldier XP: 200

Bodyguard, can shield 1 adjacent ally. Zabrak are highly self-confident. The harshness of their homeworld has given them an iron will to survive. Zabrak tend to be dedicated and focused, sometimes to the point of becoming obsessive and single-minded.

Medium Zabrak soldier 1

Force 5 (1d6)

Init +8; **Senses** Perception +6 (may reroll, mtr)

Defenses Ref 20 (ff 17), Fort 18, Will 13

hp 32; **second wind** +14/16 ; **Threshold** 18

Speed 6 squares

Harm's Way (swift, 1/round)

Shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Ranged (standard)

blaster carbine +5 (3d8+1)

Ranged-Area (standard)

autofire blaster carbine +0 (3d8+1, 2x2 area)

NOTE: all attacks include Point Blank Shot (within 30sq)

Languages Basic, Zabrak

Base Atk +1; **Grp** +4

Abilities Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 8

Talents Harm's Way

Feats Armor Proficiency (light, medium), Point Blank Shot, Weapon Proficiency (pistols, rifles, simple)

Trained Skills Initiative +8, Perception +6 (may reroll, mtr)

Untrained Skills Acrobatics +3, Climb +1, Deception -1, Endurance +2, Gather Information -1, Jump +1, Knowledge -1, Mechanics -1, Persuasion -1, Pilot +3, Ride +3, Stealth +3, Survival +1, Swim +1, Treat Injury +1, Use Computer -1

Possessions knife +2 (1d4+1), light battle armor (+5 Ref, +2 Fort), unarmed +2 (1d4+1)

Tactics:

Use Harm's Way to shield a single adjacent ally from attacks.

Jedi, Sith, & other force users

Dark Jedi / Sith Lightsaber Duelist

CL 1

Combat role: Melee XP: 200

Adversary of Jedi and lightsaber duelist. See below for the light-side Jedi Guardian CL 1 version of this NPC (basically, remove the Dark Side Score and replace *Dark Rage* with *Battle Strike*)

Medium Human Jedi 1

Force 5 (1d6) ; **Dark Side** 8

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

Defenses Ref 12 (ff 12), Fort 13, Will 14; Block

hp 31; **second wind** +13/15 ; **Threshold** 13

Speed 6 squares

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

You must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited. UtF +12 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block since the beginning of your last turn, ie, UtF +12/+7/+2/-3/etc); negate the melee attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

↩ **Dark Rage (3) [dark side]** (swift)

UtF +12 vs DC 15. Gain a [DC15/20/25 = +2/+4/+6] rage bonus on melee attack rolls and melee damage rolls until the end of your turn. While consumed by rage, you cannot use skills or perform tasks that require patience or concentration. You can spend a FP to extend the duration of your dark rage until the end of the encounter

Melee (standard)

-lightsaber +3 (2d8+4)

-lightsaber +5 (2d8+6) with *Dark Rage* DC 15

-lightsaber +7 (2d8+8) with *Dark Rage* DC 20

-lightsaber +9 (2d8+10) with *Dark Rage* DC 25

Languages Basic

Base Atk +1; **Grp** +3

Force Powers Known *Dark Rage (3)*

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

Talents Block

Feats Force Sensitivity, Force Training, Skill Focus (Use the Force)^H, Weapon Proficiency (lightsabers, simple weapons)

Trained Skills Initiative +5^H, Use the Force +12

Untrained Skills Acrobatics +0, Climb +2, Deception +2, Endurance +1, Gather Information +2, Jump +2, Knowledge -1, Mechanics -1, Perception +2, Persuasion +2, Pilot +0, Ride +0, Stealth +0, Survival +2, Swim +2, Treat Injury +2, Use Computer -1

Possessions unarmed +3 (1d4+2)



Tactics:

Use *Dark Rage* and attack. Use Block against melee attacks. You can also charge, adding +2 attack and -2 Ref penalty until start of your next turn.

Jedi Guardian CL 1

Combat role: Melee XP: 200
Jedi lightsaber duelist. This is the light-side version of the Dark Jedi / Sith Lightsaber Duelist CL 1 (above).

Medium Human Jedi 1

Force 5 (1d6)

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

Defenses Ref 12 (ff 12), Fort 13, Will 14; Block

hp 31; **second wind** +13/15 ; **Threshold** 13

Speed 6 squares

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

You must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited. UtF +12 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block since the beginning of your last turn, ie, UtF +12/+7/+2/-3/etc); negate the melee attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

↵ **Battle Strike (3)** (swift)

UtF +12 vs DC 15. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can spend a FP to deal +2d6 damage.

Melee (standard)

-lightsaber +3 (2d8+4)

-lightsaber +4 (2d8+1d6+4) with *Battle Strike* DC 15

-lightsaber +4 (2d8+2d6+4) with *Battle Strike* DC 20

-lightsaber +4 (2d8+3d6+4) with *Battle Strike* DC 25

Languages Basic

Base Atk +1; **Grp** +3

Force Powers Known *Battle Strike (3)*

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

Talents Block

Feats Force Sensitivity, Force Training, Skill Focus (Use the Force)^H, Weapon Proficiency (lightsabers, simple weapons)

Trained Skills Initiative +5^H, Use the Force +12

Untrained Skills Acrobatics +0, Climb +2, Deception +2, Endurance +1, Gather Information +2, Jump +2, Knowledge -1, Mechanics -1, Perception +2, Persuasion +2, Pilot +0, Ride +0, Stealth +0, Survival +2, Swim +2, Treat Injury +2, Use Computer -1

Possessions unarmed +3 (1d4+2)

Tactics:

Use *Battle Strike* and attack. Use Block against melee attacks. You can also charge, adding +2 attack and -2 Ref penalty until start of your next turn.



[Jedi Guardian](#)

Bith Jedi Consular CL 1

Combat role: CT Killer XP: 200
Pacifist Jedi negotiator. Most Bith find warfare abhorrent, and dedicate themselves to pacifism, using nonaggression to overcome difficulties. Born with a keen mind, Bith are stimulated by intellectual problems.

Medium Bith Jedi 1

Force 5 (1d6) ; whenever you spend a FP, you gain a temporary FP that must be spent to add to a Knowledge, Mechanics, or Use Computer check before the end of the encounter.

Init -1; **Senses** Perception +7 (within 10 squares, you ignore concealment and cover for purposes of Perception checks)

Defenses Ref 11 (ff 11), Fort 12, Will 14

Defenses if used Charge Ref 9 (ff 9)

hp 30; **second wind** +10/15 ; **Threshold** 12

Speed 6 squares

Adept Negotiator (standard; mind-affecting effect)

1 enemy (Intelligence of 3 or higher) and it must be able to see, hear and understand you; Persuasion +13 vs Will (target receives a +5 bonus to its Will Defense if it is higher level than you, ie, level 2+); target moves -1 CT. Instead of falling unconscious should it reach the end of the CT, the target cannot attack you or your allies for the remainder of the encounter unless you or one of your allies attack it or one of its allies first.

Melee (standard)

lightsaber +1 (2d8)

Melee ♦ **Charge** (standard)

Charge 2-6sq; lightsaber +3 (2d8); take -2 Ref penalty until beginning of your next turn.

Languages Basic, Bith, 2 unassigned

Base Atk +1; **Grp** +1

Abilities Str 10, Dex 8, Con 10, Int 15, Wis 14, Cha 17

Special Qualities Scent (within 10 squares, you ignore concealment and cover for purposes of Perception checks, and you take no penalty from poor visibility when tracking)

Talents Adept Negotiator

Feats Force Sensitivity, Skill Focus (Persuasion), Weapon Proficiency (lightsabers, simple weapons)

Trained Skills Knowledge (social sciences) +7, Perception +7 (within 10 squares, you ignore concealment and cover for purposes of Perception checks), Persuasion +13, Use the Force +8

Untrained Skills Acrobatics -1, Climb +0, Deception +3, Endurance +0, Gather Information +3, Initiative -1, Jump +0, Knowledge +2, Mechanics +2, Pilot -1, Ride -1, Stealth -1, Survival +2, Swim +0, Treat Injury +2, Use Computer +2

Background Occupation: Academic

Possessions unarmed +1 (1d4)



[Bith Jedi Consular](#)

Tactics:

Use Adept Negotiator to move target -1 CT

Massassi Sith Defender CL 2

Combat role: Soldier XP: 400
Special bodyguard to protect Sith masters from Jedi. The Massassi are ferocious, selfless warriors led by the great Sith Lords. Loyal and organized, they make efficient soldiers.

Medium Massassi Jedi 1/soldier 1

Force 6 (1d6) ; **Dark Side** 7

Init +7; **Senses** Perception -1

Defenses Ref 20 (ff 19), Fort 22, Will 11

hp 42; **second wind** +16/21 ; **Threshold** 22

Speed 4 squares

Defenses and Reactions

Warrior's Awareness (reaction; 1/enc)

Gain the benefit of Uncanny Dodge I (retain Dex bonus to Ref if flat-footed) or Uncanny Dodge II (cannot be flanked) until the beginning of next turn

Cortosis Weave heavy dark armor

Automatically deactivates any lightsaber that strikes you

Duty Bound (1/enc)

Upon receiving a morale bonus, gain 8 bonus HP until the end of the encounter

Attack Options

Melee (standard)

lightsaber +6 (2d8+9)

Fight defensively with no attacks (standard)

Make no attacks to gain +10 dodge to Ref until start of your next turn

Harm's Way (swift, 1/round)

Shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Lightsaber Defense (swift)

Gain a +1 deflection bonus to Ref until the start of your next turn. You must have a lightsaber drawn and ignited to use this talent, and you must be aware of any attack and not be flat-footed.

Languages Basic, Sith

Base Atk +2; **Grp** +6

Abilities Str 18, Dex 13, Con 16, Int 9, Wis 7, Cha 12

Species Traits duty bound, warrior's awareness

Talents Harm's Way, Lightsaber Defense

Feats Armor Proficiency (heavy, light, medium), Weapon Proficiency (lightsabers, simple)

Trained Skills Acrobatics +7, Initiative +7

Untrained Skills Climb +5, Deception +2, Endurance +4, Gather

Information +2, Jump +5, Knowledge +0, Mechanics +0,

Perception -1, Persuasion +2, Pilot +2, Ride +2, Stealth +2,

Survival -1, Swim +5, Treat Injury -1, Use Computer +0

Possessions Cortosis Weave heavy dark armor (+8 Ref, +5 Fort), unarmed +6 (1d4+5)

Tactics:

If you fight defensively and use lightsaber defense and Harm's Way, you can augment your Ref to 31! Note: You cannot attack if you use this option.

-Move: Move adjacent to Sith master

-Standard: Fight defensively to gain +5 dodge to Ref (-5 to reactionary attacks) or +10 dodge to Ref if you make no attacks until start of next turn

-Swift: Harm's Way (to protect Sith master)

-Swift: Lightsaber Defense (+1 deflection to Ref)



[Massassi Sith Defender](#)

Massassi Sith Defender CL 6

Combat role: Soldier XP: 1200
Special bodyguard to protect Sith masters from Jedi.

Medium Massassi soldier 5/Jedi 1
Force 8 (1d6) ; **Dark Side** 8
Init +9; **Senses** Perception +7
Defenses Ref 23 (ff 22), Fort 27, Will 17 (+5 insight bonus to Fort & Will against any UtF checks)
Defenses vs UtF Fort (& Threshold) 32, Will 22
hp 76; **second wind** +19/38 ; **Threshold** 27
Speed 4 squares

Defenses and Reactions

Warrior's Awareness (reaction; 1/enc)
Gain the benefit of Uncanny Dodge I (retain Dex bonus to Ref if flat-footed) or Uncanny Dodge II (cannot be flanked) until the beginning of next turn
Cortosis Weave heavy dark armor
Automatically deactivates any lightsaber that strikes you
Duty Bound (1/enc)
Upon receiving a morale bonus, gain 24 bonus HP until the end of the encounter

Attack Options

Melee (standard)
lightsaber* +10 (2d8+11)
*After successful melee attack against an opponent up to one size larger than you, you can move him 1 square in any direction as a free action; cannot use against a grabbed or grappled opponent nor move him into a solid object or another creature's fighting space
*May subtract up to -5 attack to add the same number as a dodge bonus to Ref until the start of your next turn
Fight defensively with no attacks (standard)
Make no attacks to gain +10 dodge to Ref until start of your next turn
Harm's Way (swift, 1/round)
Shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.
Lightsaber Defense (swift)
Gain a +1 deflection bonus to Ref until the start of your next turn. You must have a lightsaber drawn and ignited to use this talent, and you must be aware of any attack and not be flat-footed.
Base Atk +6; **Grp** +10
Languages Basic, Sith, 1 unassigned
Abilities Str 18, Dex 13, Con 16, Int 13, Wis 8, Cha 9
Species Traits duty bound, warrior's awareness
Talents Armored Defense, Harm's Way, Improved Armor Defense, Lightsaber Defense
Feats Armor Proficiency (heavy, light, medium), Bantha Rush, Improved Defenses, Melee Defense, Unstoppable Force, Weapon Proficiency (lightsabers, simple)
Trained Skills Acrobatics +9, Initiative +9, Knowledge (tactics) +9, Perception +7
Untrained Skills Climb +7, Deception +2, Endurance +6, Gather Information +2, Jump +7, Knowledge +4, Mechanics +4, Persuasion +2, Pilot +4, Ride +4, Stealth +4, Survival +2, Swim +7, Treat Injury +2, Use Computer +4
Possessions Cortosis Weave heavy dark armor (+8 Ref, +5 Fort), unarmed +10 (1d4+7)

Tactics:

Use Melee Defense or Fight defensively and Harm's Way and Lightsaber Defense

-Move: Move adjacent to Sith master OR
-Standard: Attack with Melee Defense at -5 to gain +5 dodge to Ref
OR

-Standard: Fight defensively with no attacks to gain +10 dodge to Ref
-Swift: Harm's Way (to protect Sith master)
-Swift: Lightsaber Defense (+1 deflection to Ref)

Warrior of Vahl CL 2

Combat role: Melee Soldier

XP: 400

Warrior of Vahl is a cult that worships Vahl, a goddess of fiery destruction. The Vahla are a nomadic near-human species that roam the galaxy searching for their homeworld. Because of their devotion to the dark side, they were decimated by the Jedi Knights long ago, which left them hateful of the Jedi Order. Vahla have resorted to piracy, theft, and abduction to survive. All are expected to heed the demands of a central coven of 6 chosen priests of Vahl.

Medium Vahla soldier 1/Jedi 1

Force 6 (1d6) ; **Dark Side** 3

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

Defenses Ref 16 (ff 13), Fort 14, Will 13

hp 35; **second wind** +11/17 ; **Threshold** 14

Speed 6 squares

Initiate of Vahl

You take half damage from attacks that deal fire damage, or no damage on a miss (if the fire damage is part of an area attack).

Vahl's Flame (swift)

Any successful attack you make with a melee weapon deals an additional 1d6 points of fire damage until the beginning of your next turn. Any target that takes fire damage also catches on fire. (Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action).

Melee (standard)

-vibroword +5 (2d8+5)

-vibroword +5 (2d8+5+1d6 fire) with Vahl's Flame

Ranged (standard)

Ranged 6/8/10/12; vibrodagger +5/+3/+0/-5 (2d4+3)

Languages Basic, Vahla, 1 unassigned

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

Abilities Str 15, Dex 15, Con 11, Int 13, Wis 11, Cha 8

Special Qualities Dark Side Stigma

Talents Initiate of Vahl, Vahl's Flame

Feats Force Sensitivity, Martial Arts I, Skill Training, Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, simple)

Trained Skills Acrobatics +8 (may reroll, mtr), Endurance +6, Initiative +8, Perception +6, Use the Force +5

Untrained Skills Climb +3, Deception +0, Gather Information +0, Jump +3, Knowledge +2, Mechanics +2, Persuasion +0, Pilot +3, Ride +3, Stealth +3, Survival +1, Swim +3, Treat Injury +1, Use Computer +2

Possessions unarmed +4 (1d6+3; you are considered armed)



[Warrior of Vahl](#)

Tactics:

Use Vahl's Flame as swift action before making melee attack to deal +1d6 fire damage

Charge into combat if necessary.

Vahl's Firebrand CL 6

Combat role: Melee XP: 1200
Ember of Vahl force tradition member that helps the Sith hunt down Jedi

Medium Vahla nonheroic 4/Jedi 1/scoundrel 1/scout 1/soldier
1/Force adept 1

Force 10 (2d6) ; **Dark Side** 16

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

Defenses Ref 20 (ff 17), Fort 18, Will 22; Block

Defenses if used Powerful Charge Ref 18 (ff 15)

hp 42; **second wind** +12/21 ; **Threshold** 18

Speed 6 squares

Initiate of Vahl

You take half damage from attacks that deal fire damage, or no damage on a miss (if the fire damage is part of an area attack).

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your Sith sword must be drawn)

UtF +15 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +15/+10/+5/+0/etc); negate the attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

← **Surge** (free)

UtF +15 vs DC. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

← **Battle Strike (3)** (swift)

UtF +15 vs DC. On your next attack roll made before the end of your next turn, deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can spend a FP to deal +2d6 damage.

Melee (standard)

-Sith sword +10* (1d8+1+1d8 fire)

-Sith sword +11* (1d8+1d6+1+1d8 fire) with *Battle Strike* DC 15

-Sith sword +11* (1d8+2d6+1+1d8 fire) with *Battle Strike* DC 20

-Sith sword +11* (1d8+3d6+1+1d8 fire) with *Battle Strike* DC 25

Melee + **Powerful Charge** (standard)

Charge 2-6sq; you take a -2 Ref penalty until the start of your next turn

-Sith sword +14* (1d8+5+1d8 fire)

-Sith sword +15* (1d8+1d6+5+1d8 fire) with *Battle Strike* DC 15

-Sith sword +15* (1d8+2d6+5+1d8 fire) with *Battle Strike* DC 20

-Sith sword +15* (1d8+3d6+5+1d8 fire) with *Battle Strike* DC 25

*you may spend a FP as swift action before the attack to add +16 damage

*Any target that takes fire damage also catches on fire. (Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action).

Languages Basic, Vahla

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

Force Powers Known *Battle Strike (3)*, *Surge*

Abilities Str 9, Dex 16, Con 12, Int 10, Wis 16, Cha 12

Special Qualities Dark Side Stigma

Talents Block, Empower Weapon, Initiate of Vahl, Sword of Vahl, Vahl's Brand

Feats Force Sensitivity, Force Training, Powerful Charge, Skill Focus (Use the Force), Skill Training (5), Weapon Finesse, Weapon Focus (simple), Weapon Proficiency (simple)

Trained Skills Acrobatics +12 (may reroll, mtr), Endurance +10, Initiative +12, Perception +12, Survival +12, Use the Force +15

Untrained Skills Climb +3, Deception +5, Gather Information +5, Jump +3, Knowledge +4, Mechanics +4, Persuasion +5, Pilot +7, Ride +7, Stealth +7, Swim +3, Treat Injury +7, Use Computer +4

Possessions knife +10 (1d4+1), Sith sword empowered with Vahl's Brand (lightsaber does not ignore DR of Sith sword; deal damage equal to your darkside score with a FP and a swift action), unarmed +10 (1d4+1)

Tactics:

Use *Surge* & Powerful Charge to get into melee range.

Use swift action and FP to add +16 damage with Sith sword. Use *Battle Strike* as swift action to for more damage. If hit, target will catch on fire and take big damage.



[Vahl's Firebrand](#)

Jensaarai Defender CL 3

Combat role: Melee Soldier XP: 600
Armored lightsaber warriors that protect their people and hate Jedi. The Jensaarai walk a dangerous line between light and darkness. Although they have been founded by Sith philosophies, few Jensaarai actually fall to the dark side, as discipline is a strong part of their training.

Medium Human Jedi 2/soldier 1

Force 6 (1d6) ; **Dark Side** 1

Init +8; **Senses** Perception +3

Defenses Ref 23 (ff 21), Fort 17, Will 16; Block

Defenses if used Powerful Charge Ref 21 (ff 19)

hp 41; **second wind** +11/20 ; **Threshold** 17

Speed 4 squares

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +11 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block since the beginning of your last turn, ie, UtF +11/+6/+1/-4/etc); negate the attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

↩ **Surge** (free)

UtF +11 vs DC. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

↩ **Battle Strike (2)** (swift)

UtF +11 vs DC 15. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can spend a FP to deal +2d6 damage.

Melee ♦ **Powerful Charge** (standard)

Charge 2-4sq; lightsaber +9 (2d8+6). You take a -2 Ref penalty until start of your next turn.

Melee (standard)

lightsaber +5 (2d8+5)

Languages Basic

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

Force Powers Known (Use The Force +11) *battle strike (2)*, *surge*

Abilities Str 15, Dex 14, Con 11, Int 8, Wis 14, Cha 11

Talents Attune Armor, Block

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Powerful Charge^H, Skill Focus (Use the Force), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Trained Skills Acrobatics +8, Initiative +8^H, Use the Force +11

Untrained Skills Climb +3, Deception +1, Endurance +1, Gather Information +1, Jump +3, Knowledge +0, Mechanics +0, Perception +3, Persuasion +1, Pilot +3, Ride +3, Stealth +3, Survival +3, Swim +3, Treat Injury +3, Use Computer +0

Possessions attuned battle armor (+10 Ref, +2 Fort), unarmed +5 (1d4+3)

Tactics:

Use *Surge*, *Battle Strike* & *Powerful Charge* for a powerful melee attack.



[Jensaarai Defender](#)

Trandoshan Sith Abomination CL 4

Combat role: Melee

XP: 800

Genetic mutation created by Sith alchemy to be living weapons.

Medium Trandoshan Sith Abomination Jedi 2/soldier 1

Force 6 (1d6) ; **Dark Side** 14

Init +1; **Senses** darkvision; Perception +3

Defenses Ref 16 (ff 16), Fort 19, Will 16; Block

hp 47; **DR** 5; **second wind** +13/23 ; **Threshold** 19

Speed 6 squares

Abominable Presence (fear effect)

Any creature that starts its turn within 6 squares; +3 vs Will.
Creature moves -1 CT. Other Sith abominations are immune to this effect.

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your Sith sword must be drawn)

UtF +12 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +12/+7/+2/-3/etc); negate the attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

↩ **Dark Rage (3) [dark side]** (swift)

UtF +14 vs DC 15. Gain a [DC15/20/25 = +2/+4/+6] rage bonus on melee attack rolls and melee damage rolls until the end of your turn. While consumed by rage, you cannot use skills or perform tasks that require patience or concentration (such as UtF). You can spend a Force Point to extend the duration of your dark rage until the end of the encounter

Melee (standard)

You may spend a FP as a swift action before the attack to add +14 damage.

-Sith sword +7 (1d8+9)

-Sith sword +9 (1d8+11) with *Dark Rage* DC 15

-Sith sword +11 (1d8+13) with *Dark Rage* DC 20

-Sith sword +13 (1d8+15) with *Dark Rage* DC 25;

Languages Sith, Basic, Dosh

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

Force Powers Known *Dark Rage (3)*

Abilities Str 16, Dex 10, Con 13, Int 6, Wis 14, Cha 12

Special Qualities Abominable Presence, Limb Regeneration, Damage Reduction (Sith Abomination trait)

Talents Block, Weapon Specialization (simple)

Feats Armor Proficiency (light), Force Sensitivity, Force Training, Skill Focus (Use the Force), Toughness, Weapon Focus (simple), Weapon Proficiency (lightsabers, simple)

Trained Skills Use the Force +12 (+14 to activate darkside powers)

Untrained Skills Acrobatics +1, Climb +4, Deception +2, Endurance +2, Gather Information +2, Initiative +1, Jump +4, Knowledge -1, Mechanics -1, Perception +3, Persuasion +2, Pilot +1, Ride +1, Stealth +1, Survival +3, Swim +4, Treat Injury +3, Use Computer -1

Possessions light dark armor (+4 Ref, +3 Fort) with dark energy sith alchemy (+2 equipment to UtF to activate darkside powers), Sith sword (lightsaber does not ignore DR of Sith sword; deal damage equal to your darkside score with a FP and a swift action), unarmed +7 (1d4+6)

Tactics:

Melee combat. Use *Dark Rage*. Use a FP as a swift action to add +14 damage with Sith sword.



[Trandoshan Sith Abomination](#)

Dark Jedi / Sith Lightsaber Duelist

CL 4

Combat role: Melee XP: 800

Adversary of Jedi and lightsaber duelist. See below for the light-side Jedi Guardian CL 4 version of this NPC (basically, remove the Dark Side Score and replace *Dark Rage* with *Battle Strike*)

Medium Human Jedi 4

Force 7 (1d6) ; **Dark Side** 14

Init +7; **Senses** Perception +4

Defenses Ref 15 (ff 15), Fort 17, Will 17; Block, Deflect

Defenses if used Powerful Charge Ref 13 (ff 13)

hp 54; **second wind** +14/27 ; **Threshold** 17

Speed 6 squares

Deflect (reaction to a ranged attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +14 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +14/+9/+4/-1/etc); negate the attack. If you succeed on an autofire attack or *Force Lightning*, take half damage if attack hits, and no damage if attack misses. You may spend a FP to negate an attack against an adjacent character.

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +14 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +14/+9/+4/-1/etc); negate the attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

↩ **Dark Rage (3) [dark side]** (swift)

UtF +14 vs DC 15. Gain a [DC15/20/25 = +2/+4/+6] rage bonus on melee attack rolls and melee damage rolls until the end of your turn. While consumed by rage, you cannot use skills or perform tasks that require patience or concentration (such as UtF). You can spend a FP to extend the duration of your dark rage until the end of the encounter

Melee ✦ **Powerful Charge** (standard)

Charge 2-6sq; you take a -2 Ref penalty until start of your next turn.

-lightsaber* +11 (2d8+8)

-lightsaber* +13 (2d8+10) with *Dark Rage* DC 15

-lightsaber* +15 (2d8+12) with *Dark Rage* DC 20

-lightsaber* +17 (2d8+14) with *Dark Rage* DC 25

Melee (standard)

-lightsaber* +7 (2d8+6)

-lightsaber* +9 (2d8+8) with *Dark Rage* DC 15

-lightsaber* +11 (2d8+10) with *Dark Rage* DC 20

-lightsaber* +13 (2d8+12) with *Dark Rage* DC 25

*You may subtract a number from all melee attack rolls and add the twice that number to all melee damage rolls (to a maximum of -4 and +8) until the start of your next turn.

Languages Basic

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

Force Powers Known *Dark Rage (3)*

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

Talents Block, Deflect

Feats Force Sensitivity, Force Training, Power Attack^H, Powerful Charge, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Trained Skills Initiative +7^H, Use the Force +14

Untrained Skills Acrobatics +2, Climb +4, Deception +4, Endurance +4, Gather Information +4, Jump +4, Knowledge +1, Mechanics +1, Perception +4, Persuasion +4, Pilot +2, Ride +2, Stealth +2, Survival +4, Swim +4, Treat Injury +4, Use Computer +1

Possessions unarmed +6 (1d4+4)

Tactics:

Use *Dark Rage* and Powerful Charge. Use Block & Deflect as reactions.



[Dark Jedi / Sith Lightsaber Duelist](#)

Jedi Guardian CL 4

Combat role: Melee XP: 800

Jedi lightsaber duelist. This is the light-side version of the Dark Jedi / Sith Lightsaber Duelist CL 4 (above).

Medium Human Jedi 4

Force 7 (1d6)

Init +7; **Senses** Perception +4

Defenses Ref 15 (ff 15), Fort 17, Will 17; Block, Deflect

Defenses if used Powerful Charge Ref 13 (ff 13)

hp 54; **second wind** +14/27 ; **Threshold** 17

Speed 6 squares

Deflect (reaction to a ranged attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +14 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +14/+9/+4/-1/etc); negate the attack. If you succeed on an autofire attack or *Force Lightning*, take half damage if attack hits, and no damage if attack misses. You may spend a FP to negate an attack against an adjacent character.

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +14 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +14/+9/+4/-1/etc); negate the attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

← **Battle Strike (3)** (swift)

UtF +14 vs DC 15. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can spend a FP to deal +2d6 damage.

Melee ♦ **Powerful Charge** (standard)

Charge 2-6sq; you take a -2 Ref penalty until start of your next turn.

-lightsaber* +11 (2d8+8)

-lightsaber* +12 (2d8+1d6+8) with *Battle Strike* DC 15

-lightsaber* +12 (2d8+2d6+8) with *Battle Strike* DC 20

-lightsaber* +12 (2d8+3d6+8) with *Battle Strike* DC 25

Melee (standard)

-lightsaber* +7 (2d8+6)

-lightsaber* +8 (2d8+1d6+6) with *Battle Strike* DC 15

-lightsaber* +8 (2d8+2d6+6) with *Battle Strike* DC 20

-lightsaber* +8 (2d8+3d6+6) with *Battle Strike* DC 25

*You may subtract a number from all melee attack rolls and add the twice that number to all melee damage rolls (to a maximum of -4 and +8) until the start of your next turn.

Languages Basic

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

Force Powers Known *Battle Strike (3)*

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

Talents Block, Deflect

Feats Force Sensitivity, Force Training, Power Attack^H, Powerful Charge, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Trained Skills Initiative +7^H, Use the Force +14

Untrained Skills Acrobatics +2, Climb +4, Deception +4, Endurance +4, Gather Information +4, Jump +4, Knowledge +1, Mechanics +1, Perception +4, Persuasion +4, Pilot +2, Ride +2, Stealth +2, Survival +4, Swim +4, Treat Injury +4, Use Computer +1

Possessions unarmed +6 (1d4+4)

Tactics:

Use *Battle Strike* and Powerful Charge. Use Block & Deflect as reactions.



[Jedi Guardian](#)

Pau'an Jedi Guardian CL 6

Combat role: Soldier XP: 1200

Jedi Guardian. Alternatively, you can use this character as a Sith Guardian by simply giving him 15 darkside points. Pau'ans are welcoming towards outsiders and are natural born leaders, which make them highly respected by others. The bloodlines of Jedi run strong in them.

Medium Pau'an Jedi 3/soldier 3

Force 8 (1d6)

Init +9; **Senses** low-light vision; Perception +5

Defenses Ref 18 (ff 17), Fort 18, Will 19; Deflect

hp 57; **second wind** +14/28 ; **Threshold** 18

Speed 6 squares

Reactions

Deflect (reaction to a ranged attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +18 vs ranged attack roll (take a cumulative -5 penalty on your UtF check for every time you have used Deflect since the beginning of your last turn, ie, UtF +18/+13/+8/+3/etc);negate the attack. If you succeed on an autofire attack or *Force Lightning*, take half damage if attack hits, and no damage if attack misses. You may spend a FP to negate an attack against an adjacent character.

Redirect Shot (when successfully used Deflect on a single blaster bolt; 1/round)

Any target in los. Make immediate ranged attack +7 (apply range penalties). Deal normal weapon damage +3. Only single blaster bolts can be redirected; autofire attacks and other types of projectiles cannot be redirected.

↩ **Makashi Riposte (3)** (reaction, when adjacent opponent makes a melee attack against you)

UtF +18 vs attack roll. Your opponent's attack deals half damage on a hit. (You can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack +8 (2d8+2) against one enemy within your reach. You deal half damage to the enemy if you miss.

Attack Options

Draw Fire (swift)

All opponents within los. Persuasion +18 vs Will. Opponent cannot attack any character within 6 squares of you until the start of your next turn as long as you do not have cover against that opponent (the affected opponent may still attack you, however).

Harm's Way (swift, 1/round)

Shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

↩ **Battle Strike (3)** (swift)

UtF +18 vs DC. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can spend a FP to deal +2d6 damage.

Melee (standard)

lightsaber +8 (2d8+2)

Languages Basic, High Galactic, Utapese, 1 unassigned

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

Force Powers Known *Battle Strike (3)*, *Makashi Riposte (3)*

Abilities Str 8, Dex 12, Con 10, Int 12, Wis 15, Cha 20

Talents Deflect, Draw Fire, Harm's Way, Redirect Shot

Feats Armor Proficiency (light), Force Sensitivity, Force Training

(2), Skill Focus (Persuasion, Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Trained Skills Initiative +9, Persuasion +18, Use the Force +18

Untrained Skills Acrobatics +4, Climb +2, Deception +8, Endurance +3, Gather Information +8, Jump +2, Knowledge +4, Mechanics +4, Perception +5, Pilot +4, Ride +4, Stealth +4, Survival +5, Swim +2, Treat Injury +5, Use Computer +4
Possessions unarmed +7 (1d4+2)

Tactics:

Use Draw Fire and Harm's Way to protect allies. Deflect and Redirect blaster fire. Use *Makashi Riposte* when opponent makes a melee attack against you. Use *Battle Strike* when attacking.



[Pau'an Jedi Guardian](#)

Sith Assassin CL 6

Combat role: Melee Lurker, CT Killer XP: 1200
Assassin with Sith alchemical vibroblade, specializing in hunting down Jedi.

Medium Human scoundrel 1/Jedi 5

Force 8 (1d6) ; **Dark Side** 16

Init +10; **Senses** Perception +11; low-light vision

Defenses Ref 20 (ff 18), Fort 17, Will 20

hp 45; **second wind** +11/22 ; **Threshold** 17

Speed 6 squares

↩ **Cloak** (standard)

UtF +15 vs DC 15; you are considered to have total concealment against all targets until the beginning of your next turn, and you gain a [DC 20/25/30 = +2/+3/+5] Force bonus to Stealth checks. You can maintain the Cloak power from round to round as a Standard action, and you must make a new Use the Force check each round. If you take damage while maintaining this power, you must succeed on a Use the Force check (DC 15 + damage taken) to maintain the power. You can spend a FP to increase the bonus to your Stealth checks by +5.

↩ **Blind (3)** (swift)

One creature within 12sq & los. UtF +15 vs Ref; the target is considered flat-footed, and all other creatures have concealment from your target until the start of your next turn. Creatures that do not rely on eyesight to perceive (such as Miraluka) are immune to this effect. You can spend a FP to use this power as a free action instead of a swift action.

Melee vs flat-footed opponent (standard)

Sith Alchemical vibroblade* +9 (5d6+3); if attack is successful, move opponent -1 CT; if you damage a flat-footed opponent during the surprise round and your attack roll also exceeds their Fort, that target is also knocked prone. The target adds their size modifier to their Fortitude Defense for this attack (Colossal +50; Gargantuan +20; Huge +20; Large +5; Medium and smaller +0).

Melee (standard)

Sith Alchemical vibroblade* +7 (2d6+3)

*You may spend a FP as a swift action to gain a +16 damage bonus on your next attack roll

Languages Basic

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

Force Powers Known *Blind (3)*, *Cloak*

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

Talents Dastardly Strike, Sentinel Strike (3)

Feats Cunning Attack, Deceptive Drop^H, Force Sensitivity, Force Training, Point Blank Shot, Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (advanced melee, pistols, simple weapons)

Trained Skills Acrobatics +10, Initiative +10, Perception +11^H, Stealth +10, Use the Force +15

Untrained Skills Climb +3, Deception +5, Endurance +3, Gather Information +5, Jump +3, Knowledge +3, Mechanics +3, Persuasion +5, Pilot +5, Ride +5, Survival +6, Swim +3, Treat Injury +6, Use Computer +3

Possessions Sith Alchemical vibroblade (lightsaber does not ignore the DR of this weapon; spend a FP as a swift action to gain a damage bonus equal to your darkside score on your next attack roll), infra-goggles (low-light vision), Sith mask, vibrodagger +7 (2d4+3), unarmed +5 (1d4+3)

Tactics:

Activate and maintain *Cloak* before the encounter to gain total concealment. Move into position and begin a surprise round attack; knock opponent prone in the surprise round if your attack roll exceeds opponent's Fort. Spend a swift action & a FP before attacking to gain a +16 bonus on damage. Use *Blind* to make your opponent flat-footed.



[Sith Assassin](#)

Sith Haze CL 7

Combat role: Controller, Leader XP: 1400

Creates a haze that can conceal multiple allies.

Medium Human Jedi 7

Force 8 (1d6) ; **Dark Side** 14

Init +9; **Senses** Perception +10

Defenses Ref 19 (ff 18), Fort 17, Will 20

hp 56; **second wind** +14/28 ; **Threshold** 17

Speed 6 squares

Defensive Reactions

← **Obscure (2) [mind-affecting]** (Reaction to an enemy's attack roll)

One enemy within 12sq & los; UtF +17 vs Will; Target takes a -5 penalty on the attack roll. If the target misses with the attack, you can choose to make the target reroll the attack against another creature adjacent to it at a -5 penalty. You may spend a FP to apply the penalty to all the target's attack rolls made until the start of its next turn.

Attack Options

Force Haze (standard; requires FP)

Create a "haze" that hides you and 7 allies in los from the perceptions of others; UtF +17 vs Will of any opponent that moves into los of any creature hidden by your Force haze. All allies are treated as if they have total concealment against that opponent. Allies hidden by the haze can reroll any Perception check, keeping the better result. Additionally, allies hidden by the haze gain +2 on all damage rolls against foes that are unaware of them. The Force Haze lasts up to 1 minute. Whenever anyone concealed by your Force Haze attacks, that attacker's Force Haze is dismissed and he no longer has total concealment; those who do not attack remain concealed by the Force Haze (until they attack).

← **Blind (2)** (swift)

One creature within 12sq & los. UtF +17 vs Ref. The target is considered flat-footed, and all other creatures have concealment from your target until the start of your next turn. Creatures that do not rely on eyesight to perceive (such as Miraluka) are immune to this effect. You can spend a FP to use this power as a free action instead of a swift action.

← **Force Storm [dark side] (2)** (standard)

Area within 12sq & los. UtF +17 vs DC. You create a *Force storm* that covers a [DC20/25/30/35 = 3×3 / 4×4 / 5×5 / 6×6] square area. At least one square within that area must be within the given range of this power. All squares within the *Force storm* are filled with driving acid rain that provides concealment and deals 2d6 points of acid damage to any creature that enters the *Force storm* or begins its turn within the area. The storm also imposes a -5 penalty on Perception checks to listen. The *Force storm* lasts until the end of your next turn. This is an area effect. You can spend a FP add +2d6 damage. You can maintain *Force storm* from round to round as a standard action, and you must make a new UtF check each round. If you take damage while maintaining *Force storm*, you must succeed on a UtF +17 vs (DC = 15 + damage taken) to continue maintaining the power.

Melee (standard)

lightsaber +9 (2d8+2)

Languages Basic

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

Force Powers Known *blind (2)*, *Force storm (2)*, *obscure (2)*

Abilities Str 8, Dex 13, Con 8, Int 11, Wis 14, Cha 18

Talents Clear Mind, Force Haze, Persistent Haze, Unseen Eyes

Feats Force Sensitivity, Force Training (2), Skill Focus (Stealth, Use the Force), Skill Training (Initiative, Perception), Weapon Finesse^H, Weapon Proficiency (lightsabers, simple)

Trained Skills Deception +12, Initiative +9^H, Perception +10, Stealth +14, Use the Force +17 (may reroll to avoid detection by other Force users, mtr)

Untrained Skills Acrobatics +4, Climb +2, Endurance +2, Gather Information +7, Jump +2, Knowledge +3, Mechanics +3, Persuasion +7, Pilot +4, Ride +4, Survival +5, Swim +2, Treat Injury +5, Use Computer +3

Background Planet: Nar Shaddaa

Possessions unarmed +6 (1d4+2)

Tactics:

Use Force Haze to conceal yourself and 7 allies. With a high roll, your allies will have total concealment from most (or all) opponents until they attack. If your UtF roll to activate Force Haze is high, you can move your allies so that they surround the PC's and ambush them (must be done within 1 minute; allies must be kept within los of Sith Haze).

Use *Blind* and *Force Storm* as offensive powers, and *Obscure* as a reaction to getting attacked. Use *Force Storm* to encompass as many opponents as possible within its area. Use a FP either to increase *Force Storm's* damage to 4d6, or use a FP with *Obscure* to cause the target to take the -5 penalty to all the target's attack rolls made until the start of its next turn (if he has multiple attacks).



[Sith Haze](#)

Twī'lek Jedi (or Sith) CL 7

Combat role: Melee Teamwork XP: 1400

Jedi that uses Noble fencing style. You can make a darkside version of this character by simply adding 14 Darkside Points.

Medium Twī'lek noble 7

Force 8 (1d6)

Init +8; **Senses** low-light vision; Perception +10

Languages Basic, Lekku, Ryl

Defenses Ref 18 (ff 18), Fort 19, Will 21; Indomitable Personality

hp 39; **second wind** +10/19 ; **Threshold** 19

Speed 6 squares

Reactions

Indomitable Personality (reaction; 1/enc)

Add +4 to your Will until the end of your next turn.

Personal Affront (reaction; 1/enc)

You can make a single melee attack against an adjacent enemy that just damaged you.

Attack Options

↩ **Assured Strike [lightsaber form] (3)** (standard)

One enemy within your reach; UtF +17 vs DC 15; make a single melee attack with a lightsaber against the target, rolling twice and keeping the higher result. However, you take a [DC15/20/25/30 = -5/-2/-1/no] penalty on your damage roll. You can spend a FP to roll your attack roll three times, keeping the highest result.

Melee (standard)

-lightsaber +10 (2d8+3)

-lightsaber +10 (2d8-2) with *Assured Strike* DC 15

-lightsaber +10 (2d8+1) with *Assured Strike* DC 20

-lightsaber +10 (2d8+2) with *Assured Strike* DC 25

-lightsaber +10 (2d8+3) with *Assured Strike* DC 30

Leading Feint (swift)

Whenever you successfully damage an opponent with a melee attack, you can make a Deception check +17 vs target's Initiative check (may reroll, mtr) to feint against that target. If successful, you designate an ally within 12sq; your target is treated as flat-footed against the first attack that ally makes against your target before the beginning of your next turn.

Demoralizing Defense (reaction; mind-affecting effect)

An enemy you have just hit with a melee attack; the enemy takes only half damage from the attack, but takes a -5 penalty on attacks made against you until the end of your next turn. A single target may only be affected by this talent 1/round.

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

Force Powers Known *Assured Strike* (3)

Abilities Str 10, Dex 10, Con 10, Int 11, Wis 14, Cha 18

Talents Demoralizing Defense, Leading Feint, Noble Fencing Style, Personal Affront

Feats Force Sensitivity, Force Training, Indomitable Personality, Skill Focus (Deception, Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)

Trained Skills Deception +17 (may reroll, mtr), Initiative +8, Knowledge (galactic lore) +8, Perception +10, Persuasion +12, Use the Force +17

Untrained Skills Acrobatics +3, Climb +3, Endurance +3, Gather Information +7, Jump +3, Knowledge +3, Mechanics +3, Pilot +3, Ride +3, Stealth +3, Survival +5, Swim +3, Treat Injury +5, Use Computer +3

Possessions self-built lightsaber, unarmed +9 (1d4+3)

Tactics:

Use *Assured Strike* to increase your chances of hitting. Use Leading Feint to render target flat-footed against one of your allies. Use Demoralizing Defense to deal half damage and impose a -5 attack penalty on attacks made against you.



[Twī'lek Jedi \(or Sith\)](#)

Dark Jedi / Sith Lightsaber Duelist

CL 7

Combat role: Melee XP: 1400
Adversary of Jedi and lightsaber duelist. See below for the light-side Jedi Guardian CL 7 version of this NPC

Medium Human Jedi 7

Force 8 (1d6) ; **Dark Side** 14

Init +8; **Senses** Perception +5

Languages Basic

Defenses Ref 18 (ff 18), Fort 19, Will 20; Block, Deflect

Defenses if used Powerful Charge Ref 16 (ff 16)

hp 70; **second wind** +17/35 ; **Threshold** 19

Speed 6 squares

Defensive Reactions

Deflect (reaction to a ranged attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +15 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +15/+10/+5/+0/etc); negate the attack. If you succeed on an autofire attack or *Force Lightning*, take half damage if attack hits, and no damage if attack misses. You may spend a FP to negate an attack against an adjacent character.

Redirect Shot (when successfully used Deflect on a single blaster bolt; 1/round)

Any target in los. Make immediate ranged attack +7 (apply range penalties). Deal normal weapon damage +3. Only single blaster bolts can be redirected; autofire attacks and other types of projectiles cannot be redirected.

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +15 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +15/+10/+5/+0/etc); negate the attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

Riposte (reaction to an attack you just Blocked; 1/enc)

Make a lightsaber attack against an opponent whose attack you just negated using the Block talent. You cannot use this talent when negating the damage from melee area attacks (such as those made with the Whirlwind Attack feat).

↩ **Rebuke (2)** (reaction to a Force power directed at you)

UtF +15 vs UtF; harmlessly redirect the power. If your UtF check result exceeds by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect based on the creator's original UtF check. If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well, using your rebuke Use the Force check result as its target DC. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a FP as a reaction to suffer no ill effects from a Force power that has been rebuked twice.

Attack Options

↩ **Surge** (free)

UtF +11 vs DC 10. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

↩ **Dark Rage (3) [dark side]** (swift)

UtF +15 vs DC 15. Gain a [DC15/20/25 = +2/+4/+6] rage bonus on melee attack rolls and melee damage rolls until the end of your turn. While consumed by rage, you cannot use skills or perform tasks that require patience or concentration (such as UtF). You can spend a FP to extend the duration of your dark rage until the end of the encounter

Melee + Powerful Charge (standard)

Charge 2-6sq; you take a -2 Ref penalty until start of your next turn.

-lightsaber* +16 (2d8+12)

-lightsaber* +18 (2d8+14) with *Dark Rage* DC 15

-lightsaber* +20 (2d8+16) with *Dark Rage* DC 20

-lightsaber* +22 (2d8+18) with *Dark Rage* DC 25

Melee (standard)

-lightsaber* +12 (2d8+9)

-lightsaber* +14 (2d8+11) with *Dark Rage* DC 15

-lightsaber* +16 (2d8+13) with *Dark Rage* DC 20

-lightsaber* +18 (2d8+15) with *Dark Rage* DC 25

*You may subtract a number from all melee attack rolls and add the twice that number to all melee damage rolls (to a maximum of -7 and +14) until the start of your next turn.

*When you use a FP when making an attack, you can reroll the attack and take the better result. Apply the results of the die from the FP to the better result.

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

Force Powers Known *Dark Rage (3)*, *Rebuke (2)*, *Surge*

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

Talents Block, Deflect, Redirect Shot, Riposte

Feats Force Sensitivity, Force Training (2), Instinctive Attack, Power Attack^H, Powerful Charge, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Trained Skills Initiative +8^H, Use the Force +15

Untrained Skills Acrobatics +3, Climb +6, Deception +5, Endurance +4, Gather Information +5, Jump +6, Knowledge +2, Mechanics +2, Perception +5, Persuasion +5, Pilot +3, Ride +3, Stealth +3, Survival +5, Swim +6, Treat Injury +5, Use Computer +2

Possessions self-built lightsaber, unarmed +10 (1d4+6)

Tactics:

Use *Dark Rage* and *Powerful Charge*; use *Surge* if necessary to increase your speed. Use Block, Riposte, Deflect, and Redirect Shot as reactions to melee and ranged attacks. Use *Rebuke* against Force powers.



[Dark Jedi / Sith Lightsaber Duelist](#)

Jedi Guardian CL 7

Combat role: Melee XP: 1400
 Jedi lightsaber duelist. This is the light-side version of the Dark Jedi / Sith Lightsaber Duelist CL 7 (above).

Medium Human Jedi 7

Force 8 (1d6)

Init +8; Senses Perception +5

Languages Basic

Defenses Ref 18 (ff 18), Fort 19, Will 20; Block, Deflect

Defenses if used **Powerful Charge** Ref 16 (ff 16)

hp 70; second wind +17/35 ; Threshold 19

Speed 6 squares

Defensive Reactions

Deflect (reaction to a ranged attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +15 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +15/+10/+5/+0/etc); negate the attack. If you succeed on an autofire attack or *Force Lightning*, take half damage if attack hits, and no damage if attack misses. You may spend a FP to negate an attack against an adjacent character.

Redirect Shot (when successfully used Deflect on a single blaster bolt; 1/round)

Any target in los. Make immediate ranged attack +7 (apply range penalties). Deal normal weapon damage +3. Only single blaster bolts can be redirected; autofire attacks and other types of projectiles cannot be redirected.

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +15 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +15/+10/+5/+0/etc); negate the attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

Riposte (reaction to an attack you just Blocked; 1/enc)

Make a lightsaber attack against an opponent whose attack you just negated using the Block talent. You cannot use this talent when negating the damage from melee area attacks (such as those made with the Whirlwind Attack feat).

↩ **Rebuke (2)** (reaction to a Force power directed at you)

UtF +15 vs UtF; harmlessly redirect the power. If your UtF check result exceeds by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect based on the creator's original UtF check. If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well, using your rebuke Use the Force check result as its target DC. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a FP as a reaction to suffer no ill effects from a Force power that has been rebuked twice.

Attack Options

↩ **Surge** (free)

UtF +11 vs DC 10. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

↩ **Battle Strike (3)** (swift)

UtF +15 vs DC 15. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can spend a FP to deal +2d6 damage.

Melee + **Powerful Charge** (standard)

Charge 2-6sq; lightsaber* +16 (2d8+12); you take a -2 Ref penalty until start of your next turn.

-lightsaber* +17 (2d8+1d6+12) with *Battle Strike* DC 15

-lightsaber* +17 (2d8+2d6+12) with *Battle Strike* DC 20

-lightsaber* +17 (2d8+3d6+12) with *Battle Strike* DC 25

Melee (standard)

-lightsaber* +12 (2d8+9)

-lightsaber* +13 (2d8+1d6+9) with *Battle Strike* DC 15

-lightsaber* +13 (2d8+2d6+9) with *Battle Strike* DC 20

-lightsaber* +13 (2d8+3d6+9) with *Battle Strike* DC 25

*You may subtract a number from all melee attack rolls and add the twice that number to all melee damage rolls (to a maximum of -7 and +14) until the start of your next turn.

*When you use a FP when making an attack, you can reroll the attack and take the better result. Apply the results of the die from the FP to the better result.

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

Force Powers Known *Battle Strike (3)*, *Rebuke (2)*, *Surge*

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

Talents Block, Deflect, Redirect Shot, Riposte

Feats Force Sensitivity, Force Training (2), Instinctive Attack, Power Attack^H, Powerful Charge, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Trained Skills Initiative +8^H, Use the Force +15

Untrained Skills Acrobatics +3, Climb +6, Deception +5, Endurance +4, Gather Information +5, Jump +6, Knowledge +2, Mechanics +2, Perception +5, Persuasion +5, Pilot +3, Ride +3, Stealth +3, Survival +5, Swim +6, Treat Injury +5, Use Computer +2

Possessions self-built lightsaber, unarmed +10 (1d4+6)

Tactics:

Use *Battle Strike* and *Powerful Charge*; use *Surge* if necessary to increase your speed. Use Block, Riposte, Deflect, and Redirect Shot as reactions to melee and ranged attacks. Use *Rebuke* against Force powers.



Jedi Guardian

Ashura, Sith Apprentice CL 10



Ashura, Sith Apprentice

Combat role: Melee (Solo) XP: 2000
Master of the double-bladed lightsaber. See below for the light-side Jedi Knight, Dual Weapon Master CL 10 version of this NPC.

Medium Female Human Jedi 7/Sith apprentice 3

Force 11 (2d6) ; **Dark Side** 14

Init +13; **Senses** Perception +7

Defenses Ref 25 (ff 22), Fort 22, Will 24

hp 79; **second wind** +19/39 ; **Threshold** 22

Speed 6 squares

Defensive Reactions

Elusive Target (when engaged in melee combat)

Opponents attacking you with ranged attacks take a -10 penalty instead of -5.

Deflect (reaction to a ranged attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +17 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Deflect since the beginning of your last turn, ie, UtF +17/+12/+7/+2/etc); negate the attack. If you succeed on an autofire attack or *Force Lightning*, take half damage if attack hits, and no damage if attack misses. You may spend a FP to negate an attack against an adjacent character.

Redirect Shot (when successfully used Deflect on a single blaster bolt; 1/round)

Any target in los. Make immediate ranged attack +13 (apply range penalties). Deal normal weapon damage +5. Only single blaster bolts can be redirected; autofire attacks and other types of projectiles cannot be redirected.

↪ **Makashi Riposte (3)** (reaction, when adjacent opponent makes a melee attack against you)

UtF +17 vs attack roll; your opponent's attack deals half damage on a hit. (You can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack double-bladed lightsaber* +14 (2d8+12) against one enemy within your reach. You deal half damage to the enemy if you miss.

↪ **Shien deflection (2)** (reaction, when an enemy makes a non-area ranged attack against you)

You plus one enemy within your reach. UtF +17 vs attack roll and DC 15. Your opponent's attack deals half damage on a hit (you can spend a FP to take no damage instead), and you can move up to [DC 15/20/25/30 = 6sq/8sq/10sq/12sq] toward your attacker. If you end your movement within reach of your attacker, you can make a single lightsaber attack double-bladed lightsaber* +14 (2d8+12) against that target.

Attack Options

Juyo (swift; 1/enc ; requires FP)

Designate an opponent. For the rest of the encounter, you may reroll your first attack roll each round against that opponent, keeping the better result.

↪ **Improved Dark Rage [dark side]** (swift; requires FP)

UtF +17 vs DC 15. Gain a [DC15/20/25 = +2/+4/+6] rage bonus on melee attack rolls and melee damage rolls until the end of the encounter.

Melee (standard)

-double-bladed lightsaber* +14 (2d8+11)

-double-bladed lightsaber* +16 (2d8+13) with *Dark Rage* DC 15

-double-bladed lightsaber* +18 (2d8+15) with *Dark Rage* DC 20

-double-bladed lightsaber* +20 (2d8+17) with *Dark Rage* DC 25

Melee + Attack Combo (Melee) (full-round, or standard 1/enc)

-double-bladed lightsaber* +14/+14 (2d8+9)

-double-bladed lightsaber* +16/+16 (2d8+11) with *Dark Rage* DC 15

-double-bladed lightsaber* +18/+18 (2d8+13) with *Dark Rage* DC 20

-double-bladed lightsaber* +20/+20 (2d8+15) with *Dark Rage* DC 25

*If you hit with both attacks against 1 target, any additional melee attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) deal +1 die of damage.

Languages Basic

Base Atk +10; **Grp** +13

Force Powers Known *Dark Rage*, *Makashi Riposte (3)*, *Shien Deflection (2)*

Force Techniques Improved Dark Rage

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

Talents Deflect, Elusive Target, Juyo, Multiattack Proficiency (lightsabers), Redirect Shot, Stolen Form (Juyo), Weapon Specialization (lightsabers)

Feats Accelerated Strike, Attack Combo (Melee)^H, Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple)

Trained Skills Initiative +13^H, Use the Force +17

Untrained Skills Acrobatics +8, Climb +7, Deception +7, Endurance +5, Gather Information +7, Jump +7, Knowledge +4, Mechanics +4, Perception +7, Persuasion +7, Pilot +8, Ride +8, Stealth +8, Survival +7, Swim +7, Treat Injury +7, Use Computer +4

Possessions self-built double-bladed lightsaber, 1 backup lightsaber, unarmed +12 (1d4+7)

Preferred Strategy:

Move into melee combat quickly to gain benefits of Elusive Target (ranged attacks take -10 penalty against you). Use Juyo and *Dark Rage* with a FP to make its effects last until the end of the encounter. Move in and attack with double-bladed lightsaber. Use Accelerated Strike to make dual attacks as standard action while using *Battle Strike*. If attacked with ranged weapon, use *Shien Deflection* to move into melee range of target and counterattack. Otherwise, use Deflect and Redirect Shot. If attacked with a melee attack, use *Makashi Riposte* to counterattack.

Round 1:

-Swift: Use Juyo (requires a FP). Select a target, then reroll your first attack against that target each round, keeping the better result.

-Move/standard: Move in to melee range and attack or use charge.
 -Use defensive reactions as needed

Round 2:

-Swift: Use *Dark Rage* with a FP to make its effects last until the end of the encounter
 -Standard: Make 2 lightsaber attacks with Accelerated Strike.
 -Use defensive reactions as needed

Round 3 and beyond:

-Full-round: Make 2 lightsaber attacks
 -Use defensive reactions as needed

Jedi Knight, Dual Weapon Master CL

10

Combat role: Melee (Solo) XP: 2000
 Master of 2 lightsabers. This is the light side version of Ashura, Sith Apprentice CL 10 (above).

Medium Human Jedi 7/Jedi Knight 3

Force 11 (2d6)

Init +13; Senses Perception +7

Defenses Ref 25 (ff 22), Fort 22, Will 24

hp 79; second wind +19/39 ; Threshold 22

Speed 6 squares

Defensive Reactions

Elusive Target (when engaged in melee combat)

Opponents attacking you with ranged attacks take a -10 penalty instead of -5.

Deflect (reaction to a ranged attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +17 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Deflect since the beginning of your last turn, ie, UtF +17/+12/+7/+2/etc); negate the attack. If you succeed on an autofire attack or *Force Lightning*, take half damage if attack hits, and no damage if attack misses. (You may spend a FP to negate an attack against an adjacent character.)

Redirect Shot (when successfully used Deflect on a single blaster bolt; 1/round)

Any target in los. Make immediate ranged attack +13 (apply range penalties). Deal normal weapon damage +5. Only single blaster bolts can be redirected; autofire attacks and other types of projectiles cannot be redirected.

↖ *Makashi Riposte* (3) (reaction, when adjacent opponent makes a melee attack against you)

UtF +17 vs attack roll; your opponent's attack deals half damage on a hit. (You can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack* +14 (2d8+9) against one enemy within your reach. You deal half damage to the enemy if you miss.

↖ *Shien deflection* (2) (reaction, when an enemy makes a non-area ranged attack against you)

You plus one enemy within your reach. UtF +17 vs attack roll and DC 15. Your opponent's attack deals half damage on a hit (you can spend a FP to take no damage instead), and you can move up to [DC 15/20/25/30 = 6sq/8sq/10sq/12sq] toward your attacker. If you end your movement within reach of your attacker, you can make a single lightsaber attack* +14 (2d8+9) against that target.

↖ *Rebuke* (reaction to a Force power directed at you)

UtF +17 vs UtF; harmlessly redirect the power. If your UtF check result exceeds by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect based on the creator's original UtF check. If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well, using your rebuke Use the Force check result as its target DC. If he reflects it back again, both you and the originator are affected by the Force power. (You can spend a FP as a reaction to suffer no ill effects from a Force power that has been rebuked twice.)

Attack Options

↖ *Improved Battle Strike* (3) (swift)

UtF +17 vs DC 15. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can apply the bonus to attack rolls and damage rolls for all attacks made during a full attack action. (You can spend a FP to deal +2d6 damage.)

Melee (standard)

-lightsaber* +14 (2d8+9)
 -lightsaber* +15 (2d8+1d6+9) with *Battle Strike* DC 15
 -lightsaber* +15 (2d8+2d6+9) with *Battle Strike* DC 20
 -lightsaber* +15 (2d8+3d6+9) with *Battle Strike* DC 25

Melee (full-round, or standard 2/enc)

-2 lightsabers* +14/+14 (2d8+9)
 -2 lightsabers* +15/+15 (2d8+1d6+9) with *Battle Strike* DC 15
 -2 lightsabers* +15/+15 (2d8+2d6+9) with *Battle Strike* DC 20
 -2 lightsabers* +15/+15 (2d8+3d6+9) with *Battle Strike* DC 25

*Severing Strike: When you deal damage with a lightsaber that equals or exceeds both a target's current hp and DT, you can instead choose to deal half damage and move the target -1 persistent CT. In addition, you sever one of your target's limbs (your choice of an arm at the wrist or elbow, or a leg at the knee or ankle). A severed arm imposes a -5 penalty on skill checks and ability checks keyed to Strength and Dexterity. A severed leg knocks the target prone, reduces its speed and carrying capacity by half, and imposes a -5 penalty on skill checks and ability checks keyed to Strength and Dexterity. The persistent condition can only be removed with successful surgery. All other reductions and penalties are negated by a cybernetic replacement limb.

Languages Basic

Base Atk +10; Grp +13

Force Powers Known *Battle Strike* (3), *Rebuke*, *Makashi Riposte* (3), *Shien Deflection* (2)

Force Techniques Improved Battle Strike

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

Talents Deflect, Elusive Target, Multiattack Proficiency (lightsabers), Redirect Shot, Severing Strike, Weapon Specialization (lightsabers)

Feats Accelerated Strike, Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (3), Recurring Success (Accelerated Strike)^H, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple)

Trained Skills Initiative +13^H, Use the Force +17

Untrained Skills Acrobatics +8, Climb +7, Deception +7, Endurance +5, Gather Information +7, Jump +7, Knowledge +4, Mechanics +4, Perception +7, Persuasion +7, Pilot +8, Ride +8, Stealth +8, Survival +7, Swim +7, Treat Injury +7, Use Computer +4

Possessions 2 self-built lightsabers, unarmed +12 (1d4+7)

Preferred Strategy:

Move into melee combat quickly to gain benefits of Elusive Target (ranged attacks take -10 penalty against you). Move in and attack with 2 lightsabers. Use Accelerated Strike to make 2 attacks as a standard action while gaining *Battle Strike* bonuses for both attacks. If attacked with ranged weapon, use *Shien Deflection* to move into melee range of target and counterattack. Otherwise, use Deflect and Redirect Shot. If attacked with a melee attack, use *Makashi riposte* to counterattack.

FP's: Use FP's to add best die of 2d6 to attack rolls when using 2 attacks with Battle Strike bonuses. Alternatively, you can use a FP to add +2d6 damage when activating *Battle Strike*, then use 2 attacks and apply the extra +2d6 damage. Alternatively, you use a FP to regain a spent power, such as *Rebuke*.

Round 1:

-Swift: Use *Improved Battle Strike*.

-Move: Move in to melee range

-Standard: Attack with 2 lightsabers. Use Accelerated Strike to make 2 attacks as a standard action while gaining *Battle Strike* bonuses for both attacks.

-Use defensive reactions as needed

Round 2:

-Swift: Use *Improved Battle Strike*.

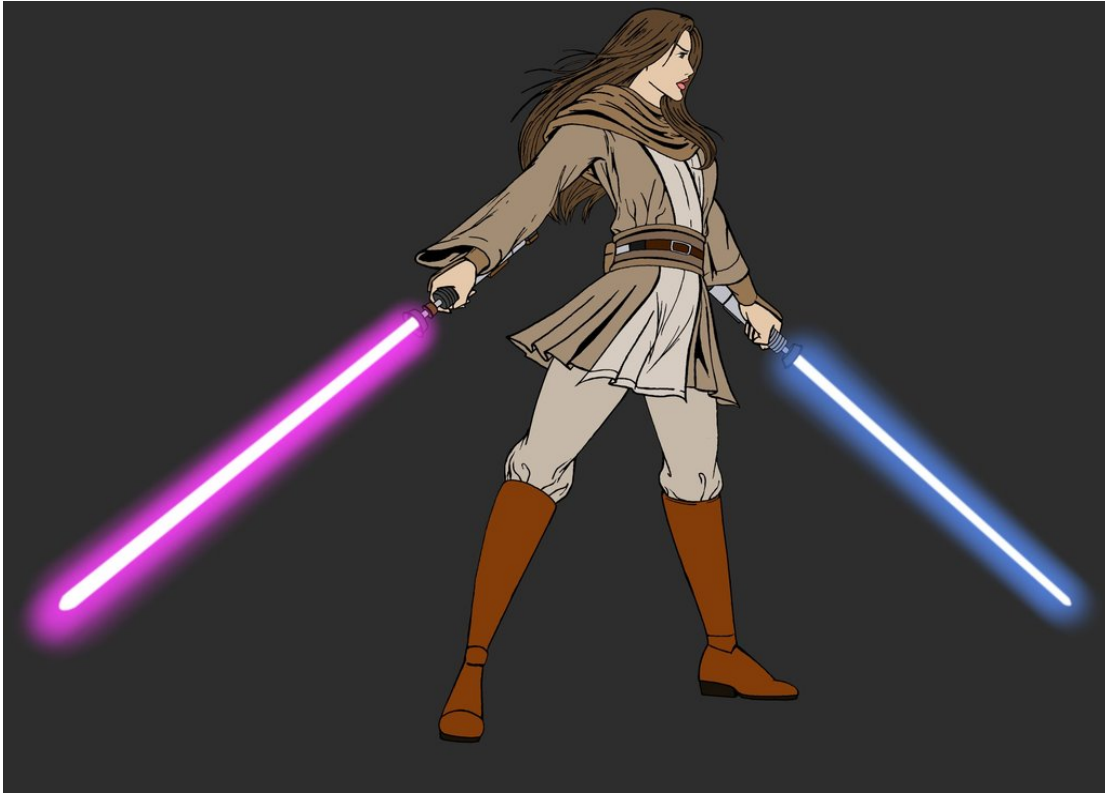
-Standard: Attack with 2 lightsabers. Use *Accelerated Strike* to make 2 attacks as a standard action while gaining *Battle Strike* bonuses for both attacks.

-Swift: Use *Improved Battle Strike*.

Round 3:

-Full-round: Make 2 lightsaber attacks, while gaining *Battle Strike* bonuses for both attacks (from last swift action of previous turn)

-Use defensive reactions as needed



[Jedi Knight, Dual Weapon Master](#)

Bladeborn CL 11



[Bladeborn](#)

Combat role: Melee Lurker, CT Killer XP: 2200
Elite Sith assassin with Sith poison and Force-draining powers

Medium Human scoundrel 7/Jedi 1/Sith apprentice 3

Force 11 (2d6) ; **Dark Side** 14

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

Defenses Ref 25 (ff 23), Fort 23, Will 25

hp 61; **second wind** +15/30 ; **Threshold** 23

Speed 6 squares

Equilibrium (swift; requires FP)

Remove all debilitating and persistent conditions (including poison and disease) affecting you and return to a normal state at the top of the condition track.

← **Cloak** (standard)

UtF +16 vs DC 15; you are considered to have total concealment against all targets until the beginning of your next turn, and you gain a [DC 20/25/30 = +2/+3/+5] Force bonus to Stealth checks. You can maintain the Cloak power from round to round as a Standard action, and you must make a new Use the Force check each round. If you take damage while maintaining this power, you must succeed on a Use the Force check (DC 15 + damage taken) to maintain the power. You can spend a FP to increase the bonus to your Stealth checks by +5.

← **Improved Dark Rage [dark side]** (swift)

UtF +16 vs DC 15; gain a [DC15/20/25 = +2/+4/+6] rage bonus on melee attack rolls and melee damage rolls until the end of your turn. You can spend a FP to extend the duration of your dark rage until the end of the encounter. You can always activate this power in the surprise round, even if you are considered surprised.

Melee vs flat-footed opponent (standard)

Add +5 damage if this opponent has not yet acted in combat; if attack is successful, move opponent -1 CT.

-Sith tremor sword with Sith poison* +15 (2d6+11)**

-Sith tremor sword with Sith poison* +17 (2d6+13)** with *Dark Rage* DC 15

-Sith tremor sword with Sith poison* +19 (2d6+15)** with *Dark Rage* DC 20

-Sith tremor sword with Sith poison* +21 (2d6+17)** with *Dark Rage* DC 25;

Melee (standard)

Add +5 damage if this opponent has not yet acted in combat.

-Sith tremor sword with Sith poison* +13 (2d6+11)**

-Sith tremor sword with Sith poison* +15 (2d6+13)** with *Dark Rage* DC 15

-Sith tremor sword with Sith poison* +17 (2d6+15)** with *Dark Rage* DC 20

-Sith tremor sword with Sith poison* +19 (2d6+17)** with *Dark Rage* DC 25;

← **Corruption [dark side]** (standard)

One creature within 12sq and los; UtF +16 vs [Fort + size modifier, ie, Colossal +50; Gargantuan +20; Huge +10; Large +5; Medium and smaller +0]; target takes [DC 15/20/25/30 = 2d6/3d6/4d6/5d6] Force damage**, and [half that amount + 2d6] Force damage again at the start of its turn. If your UtF check exceeds the target's Fort by 5 or more, the target takes [half that damage again + 2d6] in the following round. You can spend a FP when you successfully damage a target by using this power to have all creatures adjacent to the target take half this damage if the UtF check also exceeds their Fortitude Defense. These secondary targets do not take additional damage in the following round.

*When a creature takes damage from a weapon coated with Sith poison, make an attack +14 vs Fort; target takes 4d6 damage and moves -1 persistent CT. If the attack fails, the target takes no damage. Whether it succeeds or fails, the poison feeds the target's anger, drawing it closer to the dark side until the effect is negated. Every time the target spends a FP, make an attack +14 vs Will. If the attack succeeds, the character calls upon the dark side and increases its Dark Side Score by 1. Every time an attack made by the Sith poison fails, a character can make a UtF vs DC 25 to neutralize the poison. If the poison attack fails 5 consecutive times, the poison is neutralized automatically. Also, any target you poison is automatically denied its Dexterity bonus to Reflex Defense (flat-footed) for as long as it remains poisoned.

**Twice per encounter as a reaction when you damage a Force-sensitive opponent, you regain one spent Force power and your target loses one Force Point.

**Once per encounter as a reaction to reducing a target to 0 hit points or dealing damage that exceeds a target's DT, you can cause all enemies within 6sq of that target to take a -2 penalty to their defenses until the end of your next turn. This is a mind-affecting effect.

Languages Basic

Base Atk +9; **Grp** +12

Force Powers Known *Cloak, Corruption, Dark Rage*

Force Techniques Improved Dark Rage

Abilities Str 16, Dex 14, Con 11, Int 10, Wis 14, Cha 12

Talents Affliction, Dastardly Strike, Drain Force, Equilibrium, Malkite Techniques, Numbing Poison, Vicious Poison

Feats Advantageous Attack, Cunning Attack, Force Sensitivity, Force Training, Point Blank Shot, Recurring Success (Drain Force), Sith Military Training^H, Skill Focus (Use the Force), Weapon Focus (advanced melee), Weapon Proficiency (advanced melee, pistols, simple weapons)

Trained Skills Acrobatics +12, Initiative +12, Perception +12^H, Stealth +12, Use the Force +16

Untrained Skills Climb +8, Deception +6, Endurance +5, Gather Information +6, Jump +8, Knowledge +5, Mechanics +5, Persuasion +6, Pilot +7, Ride +7, Survival +7, Swim +8, Treat Injury +7, Use Computer +5

Possessions Sith tremor sword with Sith poison (lightsabers do not ignore the DR of this weapon), Infra-goggles (low-light vision), Sith mask, Sith poison, vibrodagger +13 (2d4+8), unarmed +12 (1d4+8)

Tactics:

Activate and maintain *Cloak* before the encounter to gain total concealment. Move into position and begin a surprise round attack. Use *Dark Rage* with a FP during the surprise round to make effects last until the end of the encounter; then attack. You gain +5 damage on opponents who have not yet acted in combat. Anyone damaged by Sith poison becomes flat-footed, so you can move him down the CT with any successful attack (Dastardly Strike). Any force-users you damage lose a FP and you gain a spent Force power. You can use *Corruption* power to cause damage this round, which also automatically causes damage next round.

If you have multiple Bladeborns together, they will bring your party down the CT quickly, as each Bladeborn can gang up on a poisoned PC, who is considered flat-footed.

Force-Using Martial Artist CL 11

Combat role: Melee CT Killer

XP: 2200

Martial artist with flaming unarmed attacks.

Medium Human soldier 8/martial arts master 3

Force 11 (2d6)

Init +11; **Senses** Perception +7

Defenses Ref 27 (ff 23), Fort 25, Will 23

hp 85; **second wind** +21/42 ; **Threshold** 25

Speed 6 squares

← **Surge** (free)

UfF +18 vs DC. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

← **Battle Strike (3)** (swift)

UfF +18 vs DC. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can spend a FP to deal +2d6 damage.

← **Convection (2)** (swift)

UfF +18 vs DC. Until the start of your next turn, all of your unarmed attacks deal an additional [DC15/20/25/30 = +1d6/+2d6/+3d6/+4d6] points of fire damage. Any target that takes fire damage also catches on fire. (Each round a creature is on fire, make an attack +5 vs Fort. If successful, target takes 1d6 fire damage or half damage if attack fails. A creature can put out the flames as a full-round action.) You can spend a FP to deal bonus fire damage to any creature that strikes you with an unarmed attack or makes a grab or grapple attack against you, for as long as the power is in effect. You can maintain *convection* from round to round as a swift action, and you must make a new UfF check each round. If you take damage while maintaining *convection*, you must succeed on a UfF +18 vs (DC = 15 + damage taken) to continue maintaining the power.

Melee (standard)

Treat DT as 10 lower, gain 2 bonus HP whenever you damage opponent. If you exceed target's DT, move target -2 CT instead of only -1 CT. If your attack roll exceeds the target's DT, move target an additional -1 CT.

-vibroknucklers* +17 (2d12+15)

-vibroknucklers* +18 (2d12+1d6+15) with *Battle Strike* DC 15

-vibroknucklers* +18 (2d12+2d6+15) with *Battle Strike* DC 20

-vibroknucklers* +18 (2d12+3d6+15) with *Battle Strike* DC 25

*1/enc as a free action when you deal damage with an unarmed strike, make an immediate unarmed attack +17 against the target's Fort. If successful, you knock your opponent prone in their current square, provided they are no more than one size category larger or smaller than you. You gain +5 melee attack bonus against prone opponents.

Melee Defense (when you use a standard action to make a melee attack)

Take a penalty up to -5 on your attack roll and add the same number as a dodge bonus to Ref. The changes to your attack and Ref last until the start of your next turn.

Languages Basic, 1 unassigned

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

Force Powers Known *Battle Strike (3)*, *Convection (2)*, *Surge*

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

Special Qualities tough as durasteel (+2 HP)

Talents Devastating Attack (simple), Hammerblow, Melee Smash, Stunning Strike, Tae-Jitsu Expertise, Teräs Käsi Basics

Feats Echani Training, Force Sensitivity, Force Training (2), Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense^H, Skill Focus (Use the Force), Teräs Käsi Training, Weapon Proficiency (advanced melee, pistols, simple)

Trained Skills Endurance +10^H, Jump +13, Stealth +11, Use the Force +18

Untrained Skills Acrobatics +6, Climb +8, Deception +10, Gather Information +10, Knowledge +6, Mechanics +6, Perception +7, Persuasion +8, Pilot +6, Ride +6, Survival +7, Swim +8, Treat Injury +7, Use Computer +6

Background Occupation: Criminal

House rule Soldier starting feats: Martial Arts I instead of Armor Proficiencies (Light and Medium); Weapon Proficiency (Advanced Melee) instead of (Rifles)

Tactics:

Get quickly into melee range; use *Surge* for a speed boost and charge if necessary.

In 1 round, you can use *Battle Strike*, *Convection*, and attack, all together for one massive damage. Damage exceeding the target's DT (which is considered 10 points less) will move him -2 CT. If the attack roll exceeds his DT, he'll be moving another -1 CT. That's a possible -3 CT total.

Once per encounter, use Echani Training to knock a target prone after you damage. You get +5 bonus to make a melee attack against prone targets.



[Force-Using Martial Artist](#)

Sith Marauder CL 12



[Sith Marauder](#)

Combat role: Melee XP: 2400
Whirlwind attack specialist. See below for the light-side Jedi Knight CL 12 version of this NPC.

Medium Human Jedi 3/soldier 7/Sith apprentice 2

Force 12 (2d6) ; **Dark Side** 16

Init +13; **Senses** Perception +14

Defenses Ref 27 (ff 25), Fort 23, Will 28

Defenses if not wielding a lightsaber Ref 26 (ff 24), Fort 23, Will 27

hp 78; **second wind** +19/39 ; **Threshold** 23

Speed 6 squares

Reactions

↪ **Deflecting Slash (3)** (reaction, when an enemy makes a non-area ranged attack against you)

UtF +17 vs DC 15 and attack roll; your opponent's attack deals half damage on a hit (you can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack against any one target within your reach and you deal [DC15/20/25/30 = +0/+1/+3/+5] damage if your attack hits.

↪ **Makashi Riposte (4)** (reaction, when adjacent opponent makes a melee attack against you)

UtF +17 vs attack roll; your opponent's attack deals half damage on a hit. (You can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack against one enemy within your reach. You deal half damage to the enemy if you miss.

↪ **Rebuke** (reaction to a Force power directed at you)

UtF +17 vs UtF; harmlessly redirect the power. If your UtF check result exceeds by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect based on the creator's original UtF check. If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well, using your rebuke Use the Force check result as its target DC. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a FP as a reaction to suffer no ill effects from a Force power that has been rebuked twice.

Combat Reflexes, Tumble Defense, Withdrawal Strike, Hold the Line

You may make 3 AoO's per round. When wielding a lightsaber, adjacent opponents may not withdraw from squares you threaten. If they try to tumble, their (trained-only) Acrobatics check increases to DC 27 (unless you are flat-footed, in that case the normal DC 15 applies instead). When you make a successful AoO against a target leaving your threatened area, you stop the target's movement, ending its action.

Attack Options

Round 1:

↪ **Improved Dark Rage [Dark Side]** (swift; requires FP)

UtF +17 vs DC 15. Gain a [DC15/20/25 = +2/+4/+6] rage bonus on melee attack rolls and melee damage rolls until the end of the encounter.

↪ **Surge (2)** (free)

UtF +17 vs DC. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

↪ **Draw Closer [telekinetic]** (standard)

One enemy that is not grabbed or grappled within 12sq & los; UtF +17 vs DC 15; you immediately pull a [DC15/20/25/30 = Medium/Large/Huge/Gargantuan] enemy or smaller into the nearest unoccupied space adjacent to you (if no space adjacent to you is a legal space for the target due to its size, the power fails). You can then make a single melee attack with a lightsaber against the target. You can spend a FP to pull the target into any adjacent space.

Melee

-lightsaber* +17 (2d8+17)

-lightsaber* +19 (2d8+19) with *Dark Rage* DC 15

-lightsaber* +21 (2d8+21) with *Dark Rage* DC 20

-lightsaber* +23 (2d8+23) with *Dark Rage* DC 25

Round 2:

Melee-Area ↪ **Whirlwind Attack** (full-round)

All targets in melee range;

-lightsaber* +17 (2d8+17)

-lightsaber* +19 (2d8+19) with *Dark Rage* DC 15

-lightsaber* +21 (2d8+21) with *Dark Rage* DC 20

-lightsaber* +23 (2d8+23) with *Dark Rage* DC 25

*Treat targets' DT as 5 lower; if you exceed DT, move target -2 CT instead of -1 CT.

Languages Basic, Sith

Base Atk +12; **Grp** +15

Force Powers Known *Dark Rage*, *Surge (2)*, *Deflecting Slash (3)*, *Draw Closer*, *Makashi Riposte (4)*, *Rebuke*

Force Techniques Improved Dark Rage

Abilities Str 16, Dex 14, Con 8, Int 13, Wis 16, Cha 12

Talents Devastating Attack (lightsabers), Hold the Line, Melee

Smash, Niman, Stolen Form (Niman), Stunning Strike, Weapon

Specialization (lightsabers), Weapon Specialization (lightsabers)

Feats Combat Reflexes, Force Sensitivity, Force Training (3), Melee

Defense, Skill Focus (Use the Force), Tumble Defense^H, Weapon

Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple

weapons), Whirlwind Attack, Withdrawal Strike (lightsabers)

Trained Skills Acrobatics +13, Initiative +13, Perception +14^H,

Use the Force +17

Untrained Skills Climb +9, Deception +7, Endurance +5, Gather

Information +7, Jump +9, Knowledge +7, Mechanics +7,

Persuasion +7, Pilot +8, Ride +8, Stealth +8, Survival +9, Swim

+9, Treat Injury +9, Use Computer +7

Possessions blaster pistol +14 (3d6+6), self-built lightsaber,

backup lightsaber, unarmed +15 (1d4+10)

Tactics:

Round 1: Move to a square where you are adjacent to as many opponents as possible. Use *Surge* and *Tumble* (Acrobatics DC 15) to get there. Activate *Dark Rage* with a FP to make its effects last until the end of the encounter. Use *Draw Closer* to grab and bring in one more opponent into an adjacent square and attack him.

Adjacent opponents will have a difficult time moving away from you. They cannot withdraw, their Tumble check DC is higher, and if you hit them with an AoO, their movement ends.

Use reactions such as *Deflecting Slash* and *Makashi Riposte* to counterattack when you are attacked with a non-area ranged attack or a melee attack.

Round 2 and beyond: Use Whirlwind Attack and hit all adjacent targets. Apply *Dark Rage* and Devastating Attack + Stunning Strike to move targets down the CT.

Jedi Knight CL 12



[Jedi Knight](#)

Combat role: Melee XP: 2400
Whirlwind attack specialist. This is the light-side version of the Sith Marauder CL 12 (above).

Medium Human Jedi 3/soldier 7/Jedi Knight 2

Force 12 (2d6)

Init +13; **Senses** Perception +14

Defenses Ref 27 (ff 25), Fort 23, Will 28

Defenses if not wielding a lightsaber Ref 26 (ff 24), Fort 23, Will 27

hp 78; **second wind** +19/39 ; **Threshold** 23

Speed 6 squares

Reactions

↩ **Deflecting Slash (3)** (reaction, when an enemy makes a non-area ranged attack against you)

UtF +17 vs DC 15 and attack roll; your opponent's attack deals half damage on a hit (you can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack against any one target within your reach and you deal [DC15/20/25/30 = +0/+1/+3/+5] damage if your attack hits.

↩ **Makashi Riposte (4)** (reaction, when adjacent opponent makes a melee attack against you)

UtF +17 vs attack roll; your opponent's attack deals half damage on a hit. (You can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack against one enemy within your reach. You deal half damage to the enemy if you miss.

↩ **Rebuke** (reaction to a Force power directed at you)

UtF +17 vs UtF; harmlessly redirect the power. If your UtF check result exceeds by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect based on the creator's original UtF check. If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well, using your rebuke Use the Force check result as its target DC. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a FP as a reaction to suffer no ill effects from a Force power that has been rebuked twice.

Combat Reflexes, Tumble Defense, Withdrawal Strike, Hold the Line

You may make 3 AoO's per round. When wielding a lightsaber, adjacent opponents may not withdraw from squares you threaten. If they try to tumble, their (trained-only) Acrobatics check increases to DC 27 (unless you are flat-footed, in that case the normal DC 15 applies instead). When you make a successful AoO against a target leaving your threatened area, you stop the target's movement, ending its action.

Attack Options

Round 1:

↩ **Battle Strike** (swift)

UtF +17 vs DC 15 (may take 10 even when distracted or threatened); gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can spend a FP to deal +2d6 damage.

↩ **Surge (2)** (free)

UtF +17 vs DC. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

↩ **Draw Closer [telekinetic]** (standard)

One enemy that is not grabbed or grappled within 12sq & los; UtF +17 vs DC 15; you immediately pull a [DC15/20/25/30 = Medium/Large/Huge/Gargantuan] enemy or smaller into the nearest unoccupied space adjacent to you (if no space adjacent to you is a legal space for the target due to its size, the power fails). You can then make a single melee attack with a lightsaber against the target. You can spend a FP to pull the target into any adjacent space.

Melee

-lightsaber* +17 (2d8+17)

-lightsaber* +18 (2d8+3d6+17) with max Battle Strike bonus

Round 2:

Melee-Area → **Whirlwind Attack** (full-round)

All targets in melee range; lightsaber* +17 (2d8+17)

*Treat targets' DT as 5 lower; if you exceed DT, move target -2 CT instead of -1 CT.

Languages Basic, 1 unassigned

Base Atk +12; **Grp** +15

Force Powers Known *Battle Strike* (may take 10 even when distracted or threatened), *Rebuke*, *Surge (2)*, *Deflecting Slash (3)*, *Draw Closer*, *Makashi Riposte (4)*

Force Techniques Force Power Mastery (battle strike)

Abilities Str 16, Dex 14, Con 8, Int 13, Wis 16, Cha 12

Talents Devastating Attack (lightsabers), Hold the Line, Melee Smash, Niman, Stunning Strike, Weapon Specialization, Weapon Specialization (lightsabers)

Feats Combat Reflexes, Force Sensitivity, Force Training (3), Melee Defense, Skill Focus (Use the Force), Tumble Defense^H, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons), Whirlwind Attack, Withdrawal Strike (lightsabers)

Trained Skills Acrobatics +13, Initiative +13, Perception +14^H, Use the Force +17

Untrained Skills Climb +9, Deception +7, Endurance +5, Gather Information +7, Jump +9, Knowledge +7, Mechanics +7, Persuasion +7, Pilot +8, Ride +8, Stealth +8, Survival +9, Swim +9, Treat Injury +9, Use Computer +7

Possessions self-built lightsaber, unarmed +15 (1d4+10)

Force Powers Known *Fear* (5), *Force Lightning* (6), *Force Shield* (4), *Negate Energy* (4), *Rebuke* (5) (may take 10 anytime)

Force Techniques Force Power Mastery (*Rebuke*), Improved Rebuke

Force Secrets Enlarged Power

Abilities Str 8, Dex 8, Con 9, Int 12, Wis 20, Cha 19

Talents Affliction, Believer Intuition, Dark Side Adept, Dark Side Savant, Disciplined Strike, Drain Force, Power of the Dark Side, Swift Power

Feats Dreadful Countenance, Force Sensitivity, Force Training (4), Rapid Reaction^H, Skill Focus (Use the Force), Unleashed, Unstoppable Force, Weapon Proficiency (lightsabers, simple weapons)

Trained Skills Initiative +11, Knowledge (galactic lore) +13, Perception +17^H, Use the Force +21 (may reroll to activate dark side powers, mtr; may reroll to activate a fear effect, mtr)

Untrained Skills Acrobatics +6, Climb +6, Deception +11, Endurance +6, Gather Information +11, Jump +6, Knowledge +8, Mechanics +8, Persuasion +11 (may reroll to activate a fear effect, mtr), Pilot +6, Ride +6, Stealth +6, Survival +12, Swim +6, Treat Injury +12, Use Computer +8

Possessions self-built lightsaber, unarmed +13 (1d4+6)

Tactics:

Use *Unleashed Force Lightning* as a 6-sq cone with a FP to move targets hit -2 CT. Or use *Enlarged Unleashed Force Lightning* (requires a FP) to hit all targets in a 12-sq cone. Use Affliction to target 1 creature damaged and he will take 2d6 damage on his next turn. When you damage a force-sensitive opponent, you drain 1 FP and regain a spent power. Use *Fear* on other threatening targets (you may reroll twice). Use defensive reactions as needed. Once per encounter, you may use 2 reactions to the same trigger. If an opponent rolls an attack roll of 26, 27, 28, or 29, use Believer Intuition.

Cathar Knight of Shanaara CL 14



© 2005 Anneliese Stehwen

[Cathar Knight of Shanaara](#)

Combat role: Melee Skirmisher Soldier XP: 2800

Agile Cathar Jedi Knight skirmishers that move fast like a blur; making them very difficult to hit

Medium Cathar Jedi 4/scoundrel 4/ scout 1/nonheroic 3/Jedi Knight 3/Jedi Master 1

Force 15 (3d6)

Init +19; **Senses** Perception +11

Defenses Ref 32 (ff 26), Fort 26, Will 29

Defenses when using Skirmishing Attack Ref* 41 (ff 27), Ref 42 against 2 opponents you designated during your turn, Fort 27, Will 30; **Threshold** 27; you gain concealment from all targets until the beginning of your next turn (ie, targets take -2 attack penalty against you). These defenses apply until the beginning of your next turn.

hp 94; **second wind** +23/47 ; **Threshold** 26

Immune fear effects

Speed 8 squares, Running Attack

Automatic Defenses & Reactions

Acrobatic Recovery

If an effect causes you to fall prone, you can make a Acrobatics +19 vs DC 20 to remain on your feet.

Evasion

You take half damage if hit by an area attack, and no damage if it misses.

← **Rebuke (2)** (reaction to a Force power directed at you)

UtF +19 vs UtF; harmlessly redirect the power. If your UtF check result exceeds by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect based on the creator's original UtF check. If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well, using your rebuke Use the Force check result as its target DC. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a FP as a reaction to suffer no ill effects from a Force power that has been rebuked twice.

Skirmishing Attack

← **Surge (3)** (free)

UtF +19 vs DC. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

Round 1: Melee + **Acrobatic Strike**, **Cloak of Shadow**, **Dodge**, **Improved Skirmisher**, **Melee Defense**, **Moving Target**, **Rebel Military Training**, **Running Attack**, **Sentinel's Observation**, **Skirmisher**, **Slippery Maneuver**, **Sokan** (swift, move, standard, requires FP)

Move at least 3sq from your starting position up to 8sq (or 14sq with max *Surge*) while making your attack in between your movement. You must succeed a tumble check through the opponent's threatened square: Acrobatics +19 vs DC 15 (can take 10 anytime); each threatened square counts as 1sq of movement instead of 2. Lightsaber* +20 (2d8+18).

Round 2: Melee + ← **Battle Strike (3)** , **Acrobatic Strike**, **Dodge**, **Improved Skirmisher**, **Melee Defense**, **Moving Target**, **Rebel Military Training**, **Running Attack**, **Sentinel's Observation**, **Skirmisher**, **Slippery Maneuver**, **Sokan** (swift, move, standard)

Move at least 3sq from your starting position up to 8sq (or 14sq with max *Surge*) while making your attack in between your movement. You must succeed a tumble check through the opponent's threatened square: Acrobatics +19 vs DC 15 (can take 10 anytime); each threatened square counts as 1sq of movement instead of 2. *Battle Strike* UtF +19 (may take 10 anytime) vs DC 15:

-lightsaber* +21 (2d8+18+1d6) with *Battle Strike* DC 15

-lightsaber* +21 (2d8+18+2d6) with *Battle Strike* DC 20

-lightsaber* +21 (2d8+18+3d6) with *Battle Strike* DC 25;

you can spend a FP to deal +2d6 damage.

-lightsaber* +20 (2d8+18) without *Battle Strike* if you need the

swift action for something else, like Recover or Reactive Claw

With either of the 2 options used above, use "Skirmishing Attack defenses" until the beginning of your next turn

*as an alternative, you can add +5 attack but you must reduce your Ref by 5.

Alternative Attack Options

Reactive Claw (swift, 1/enc when you damage an opponent in melee)

Make a single melee attack with a claw +19 (1d6+5) against that opponent if you have a free hand. You can only use this if you have a swift action remaining, and you have ended your turn within melee reach of your opponent.

← **Battle Strike (3)** (swift) see above for encounter boxes

UtF +19 (may take 10 anytime) vs DC 15. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage.

You can spend a FP to deal +2d6 damage.

Serenity (full-round)

Enter a brief meditative state as long as you wish. You are still aware of your surroundings; however, you are otherwise helpless and cannot perform any other actions. Upon emerging from the trance (a swift action), your first attack roll or UtF skill check made in the following round is considered to be a natural 20.

Melee (standard)

lightsaber +20 (2d8+18)

Languages Basic, Catharese, 1 unassigned

Base Atk +13; **Grp** +19

Force Powers Known *Battle Strike (3)* (may take 10 anytime), *Rebuke (2)*, *Surge (3)*

Force Techniques Force Power Mastery (*Battle Strike*)

Abilities Str 8, Dex 22, Con 11, Int 13, Wis 16, Cha 12

Special Qualities build lightsaber, reactive claw, serenity

Talents Acrobatic Recovery, Ataru, Cloak of Shadow, Evasion,

Improved Skirmisher, Sentinel's Observation, Skirmisher, Sokan

Feats Acrobatic Strike, Dodge, Force Sensitivity, Force Training (2),

Melee Defense, Moving Target, Point Blank Shot, Rebel Military

Training, Running Attack, Skill Focus (Use the Force), Slippery

Maneuver, Weapon Finesse, Weapon Proficiency (lightsabers,

simple weapons)

Trained Skills Acrobatics +19, Initiative +19, Use the Force +19

Untrained Skills Climb +7, Deception +9, Endurance +8, Gather

Information +9, Jump +7, Knowledge +9, Mechanics +9,

Perception +11, Persuasion +9, Pilot +14, Ride +14, Stealth +14,

Survival +11, Swim +7, Treat Injury +11, Use Computer +9

Possessions claw +19 (1d6+5), self-built lightsaber

Tactics:

You can put this NPC in a solo encounter, or put several of them together. Once they start running around the battlefield, they are very hard to hit. Their weakness is if they are caught flat-footed, since their major bonuses to Reflex are Dodge bonuses, which are lost when you are flat-footed.

Sith Marauder, Dual Weapon

Master CL 15

Combat role: Melee (solo) XP: 3000
 Lightsaber duelist with multiple attacks. See below for the light-side Jedi Knight, Dual Weapon Master CL 15 version of this NPC
 Medium Human Jedi 5/soldier 2/Sith apprentice 7/Sith Lord 1
Force 14 (3d6) ; **Dark Side** 16
Init +16; **Senses** Perception +10
Defenses Ref 32 (ff 28), Fort 29, Will 31; Block, Deflect
hp 122; **second wind** +30/61 ; **Threshold** 29
Immune fear effects
Speed 6 squares

Defensive Reactions

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +19 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +19/+14/+9/+4/etc); negate the attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

Deflect (reaction to a ranged attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +19 vs ranged attack roll (take a cumulative -5 penalty on your UtF check for every time you have used Deflect since the beginning of your last turn, ie, +19/+14/+9/+4/etc);negate the attack. If you succeed on an autofire attack or *Force Lightning*, take half damage if attack hits, and no damage if attack misses. You may spend a FP to negate an attack against an adjacent character.

Attack Options

← **Improved Dark Rage [dark side]** (swift; requires FP)

UtF +19 vs DC 15 (may take 10 anytime). Gain a [DC15/20/25 = +2/+4/+6] rage bonus on melee attack rolls and melee damage rolls until the end of the encounter. You can always activate this power in the surprise round, even if you are considered surprised.

← **Surge** (free)

UtF +19 vs DC. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

← **Improved Battle Strike (2)** (swift)

UtF +19 vs DC. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can apply the bonus to attack rolls and damage rolls for all attacks made during a full attack action. You can spend a FP to deal +2d6 damage.

Melee (standard)

-lightsaber +21 (2d8+15)
 -lightsaber +27 (2d8+21) with max *Dark Rage*
 -lightsaber +28 (2d8+1d6+21) with max *Dark Rage* and *Battle Strike* DC 15
 -lightsaber +28 (2d8+2d6+21) with max *Dark Rage* and *Battle Strike* DC 20
 -lightsaber +28 (2d8+3d6+21) with max *Dark Rage* and *Battle Strike* DC 25

Melee ♦ **Dual Weapon Mastery, Triple Attack** (full-round; or standard 2/enc)

-lightsaber +17/+17/+17/+17 (2d8+15)
 -lightsaber +23/+23/+23/+23 (2d8+21) with max *Dark Rage*
 -lightsaber +24/+24/+24/+24 (2d8+1d6+21) with max *Dark Rage* and *Improved Battle Strike* DC 15
 -lightsaber +24/+24/+24/+24 (2d8+2d6+21) with max *Dark Rage* and *Improved Battle Strike* DC 20
 -lightsaber +24/+24/+24/+24 (2d8+3d6+21) with max *Dark Rage* and *Improved Battle Strike* DC 25

Temptation (standard)

One opponent within los. Persuasion +9 vs Will; if target spends a FP before your next turn, it must add 1 Dark Side Point or move -1 CT. If target spends a DP before your next turn, it must add 2 Dark Side Points or move -2 CT.

Languages Basic

Base Atk +15; **Grp** +19

Force Powers Known *Battle Strike (2)*, *Dark Rage* (may take 10 anytime), *Surge*

Force Techniques Force Power Mastery (dark rage), Improved Battle Strike, Improved Dark Rage

Abilities Str 8, Dex 18, Con 12, Int 9, Wis 16, Cha 14

Talents Ataru, Block, Deflect, Multiattack Proficiency (lightsabers) (4), Stolen Form (Ataru), Weapon Specialization (lightsabers), Weapon Specialization (lightsabers)

Feats Accelerated Strike, Double Attack (lightsabers), Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training, Recurring Success (Accelerated Strike)^H, Skill Focus (Use the Force), Triple Attack (lightsabers), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Trained Skills Initiative +16^H, Use the Force +19

Untrained Skills Acrobatics +11, Climb +6, Deception +9, Endurance +8, Gather Information +9, Jump +6, Knowledge +6, Mechanics +6, Perception +10, Persuasion +9, Pilot +11, Ride +11, Stealth +11, Survival +10, Swim +6, Treat Injury +10, Use Computer +6

Possessions 2 self-built lightsabers, unarmed +19 (1d4+6)

Tactics:

Round 1:

-Swift: Take 10 to activate *Dark Rage* with a FP to gain maximum bonus and make its effects last until the end of the encounter.

-Move: Move into melee range, use Surge if necessary.

-Standard: Attack with one single attack.

Round 2:

-Swift: Activate Improved Battle Strike

-Standard: Attack with a full attack and apply *Improved Battle Strike* bonuses.

-Move: Move into melee range, if necessary. If not, then,

-Swift: Activate Improved Battle Strike for next round

Round 3:

-Standard or full-round: Attack with a full attack and apply *Improved Battle Strike* bonuses.



[Sith Marauder, Dual Weapon Master](#)

Jedi Knight, Dual Weapon Master CL

15



Jedi Knight, Dual Weapon Master

Combat role: Melee (solo) XP: 3000
Lightsaber duelist with multiple attacks. This is the light-side version of the Sith Marauder CL 15 (above).

Medium Human Jedi 5/soldier 2/Jedi Knight 7/Jedi Master 1

Force 14 (3d6)

Init +16; Senses Perception +10

Defenses Ref 32 (ff 28), Fort 29, Will 31; Block, Deflect

hp 122; second wind +30/61 ; Threshold 29

Immune fear effects

Speed 6 squares

Defensive Reactions

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +19 vs attack roll (you take a cumulative -5 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, +19/+14/+9/+4/etc); negate the attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

Deflect (reaction to a ranged attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +19 vs ranged attack roll (take a cumulative -5 penalty on your UtF check for every time you have used Deflect since the beginning of your last turn, ie, +19/+14/+9/+4/etc); negate the attack. If you succeed on an autofire attack or *Force Lightning*, take half damage if attack hits, and no damage if attack misses. You may spend a FP to negate an attack against an adjacent character.

← **Rebuke (3)** (reaction to a Force power directed at you)

UtF +19 vs UtF; harmlessly redirect the power. If your UtF check result exceeds by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect based on the creator's original UtF check. If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well, using your rebuke Use the Force check result as its target DC. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a FP as a reaction to suffer no ill effects from a Force power that has been rebuked twice.

Attack Options

← **Surge** (free)

UtF +19 vs DC. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

← **Improved Battle Strike (2)** (swift)

UtF +19 vs DC (may take 10 anytime). Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can apply the bonus to attack rolls and damage rolls for all attacks made during a full attack action. You can spend a FP to deal +2d6 damage.

Melee (standard)

-lightsaber +21 (2d8+15)

-lightsaber +22 (2d8+3d6+15) with max *Battle Strike*

Melee + Dual Weapon Mastery, Triple Attack (full-round; or standard 2/enc)

-lightsaber +17/+17/+17/+17 (2d8+15)

-lightsaber +18/+18/+18/+18 (2d8+3d6+15) with max *Improved Battle Strike*

Serenity (full-round)

Enter a brief meditative state as long as you wish. You are still aware of your surroundings; however, you are otherwise helpless and cannot perform any other actions. Upon emerging from the trance (a swift action), your first attack roll or UtF skill check made in the following round is considered to be a natural 20.

Languages Basic

Base Atk +15; **Grp** +19

Force Powers Known *Battle Strike (2)* (may take 10 even when distracted or threatened), *Rebuke*, *Surge*

Force Techniques Force Power Mastery (battle strike), Improved Battle Strike

Abilities Str 8, Dex 18, Con 12, Int 9, Wis 16, Cha 14

Talents Ataru, Block, Deflect, Multiattack Proficiency (lightsabers) (4), Weapon Specialization, Weapon Specialization (lightsabers)

Feats Accelerated Strike, Double Attack (lightsabers), Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training, Recurring Success (Accelerated Strike)^H, Skill Focus (Use the Force), Triple Attack (lightsabers), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Trained Skills Initiative +16^H, Use the Force +19

Untrained Skills Acrobatics +11, Climb +6, Deception +9, Endurance +8, Gather Information +9, Jump +6, Knowledge +6, Mechanics +6, Perception +10, Persuasion +9, Pilot +11, Ride +11, Stealth +11, Survival +10, Swim +6, Treat Injury +10, Use Computer +6

Possessions 2 self-built lightsabers, unarmed +19 (1d4+6)

Tactics:

Round 1:

-Swift: Take 10 to activate *Improved Battle Strike* to gain maximum bonus for full attack.

-Move: Move into melee range, use Surge if necessary.

-Standard: Attack with a full attack and apply *Improved Battle Strike* bonuses.

Round 2:

-Swift: Take 10 to activate *Improved Battle Strike* to gain maximum bonus for full attack.

-Move: Move into melee range, if necessary.

-Standard: Attack with a full attack and apply *Improved Battle Strike* bonuses.

Nagai Elite Sith Guardian CL 15

Combat role: Soldier XP: 3000

Bodyguard to protect Sith masters from Jedi. Nagai are charismatic and have a strong sense of personal honor. They endeavor to aid others if it serves their purpose or if they are bound by honor to do so. They take great pride in hard-fought victories. Melee combat is highly integrated into Nagai culture.

Medium Nagai Jedi 6/Soldier 1/Sith Apprentice 7/Sith Lord 1

Force 14 (3d6) ; **Dark Side** 18

Init +15; **Senses** Perception +11

Defenses Ref 39 (ff 36), Fort 31, Will 33; (+5 insight to Fort & Will against any UtF checks)

Defenses if used Lightsaber Defense Ref 45 (ff 42)

Defenses if used Lightsaber Defense and *Twin Strike* Ref 48 (ff 45)

Defenses vs UtF Fort 36, Threshold 41, Will 38

hp 107; **second wind** +26/53 ; **Threshold** 36

Immune fear effects

Speed 4 squares

Attack Options

Draw Fire (swift)

All opponents within los; Persuasion +20 (may reroll, mtr) vs Will; opponent cannot attack any character within 6 squares of you until the start of your next turn as long as you do not have cover against that opponent (the affected opponent may still attack you, however).

Lightsaber Defense (swift)

Gain +6 deflection to Ref until the start of your next turn. You must have a lightsaber drawn and ignited to use this talent, and you must be aware of any attack and not be flat-footed.

↖ *Twin Strike* (2) (standard)

One enemy within reach (must be wielding 2 lightsabers). UtF +20 vs DC 15; make a single lightsaber attack. Deflection bonus to Ref from the Lightsaber Defense increases to +9 instead of +6 until the end of your next turn. Spend a FP to add +1d8 damage.
-lightsaber +18 (4d8+8) with *Twin Strike* DC 15
-lightsaber +19 (4d8+8) with *Twin Strike* DC 20
-lightsaber +20 (4d8+8) with *Twin Strike* DC 25

↖ *Pushing Slash* (3) [telekinetic] (standard)

One non-grabbed enemy within reach; UtF +20 vs Fort & DC (may take 10 anytime); make a single melee attack with a lightsaber +18 (2d8+8) against the target. If UtF equals Fort, the target is pushed [DC15/20/25/30 = 2/3/4/5] squares away from you. Compare UtF against Fort of all other enemies adjacent to you; if equal, push 1 sq away from you. Spend a FP to knock the primary target prone at the end of its forced movement.

Melee (standard)

lightsaber +18 (2d8+8); you may subtract up to -5 attack to add the same number as a dodge bonus to Ref until the start of your next turn

Improved Sense Surroundings (free)

Ignore the effects of cover and concealment when making Perception checks to detect or observe targets until the start of your next turn

Temptation (standard)

One opponent within los. Persuasion +20 (may reroll, mtr) vs Will. If target spends a FP before your next turn, it must add 1 Dark Side Point or move -1 CT. If target spends a DP before your next turn, it must add 2 Dark Side Points or move -2 CT.

Melee (full-round)

2 lightsabers +8/+8 (2d8+8)

Base Atk +15; **Grp** +18

Languages Basic, Nagaian, Sith

Force Powers Known *Pushing Slash* (3), *Twin Strike* (2)

Force Techniques Force Power Mastery (*Pushing Slash*, *Twin Strike*), Improved Sense Surroundings

Abilities Str 12, Dex 16, Con 10, Int 13, Wis 18, Cha 16

Talents Armored Defense, Attune Armor, Draw Fire, Improved Armor Defense, Jar'Kai, Lightsaber Defense (3), Niman, Stolen Form (2)

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Improved Damage Threshold, Improved Defenses, Melee Defense, Skill Focus (Persuasion, Use the Force), Unstoppable Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple)

Trained Skills Acrobatics +15, Initiative +15, Persuasion +20 (may reroll, mtr), Use the Force +20

Untrained Skills Climb +8, Deception +10, Endurance +7, Gather Information +10, Jump +8, Knowledge +8, Mechanics +8, Perception +11, Pilot +10, Ride +10, Stealth +10, Survival +11, Swim +8, Treat Injury +11, Use Computer +8

Possessions 2 self-built lightsabers, Attuned battle armor (+10 Ref, +2 Fort, +3 max dex), unarmed +16 (1d4+8)

Background Scarred

Tactics:

Use Draw Fire to protect Sith Master and *Pushing Slash* to push any enemies away from Sith Master. Use Lightsaber Defense and *Twin Strike* for a Ref boost.



[Nagai Elite Sith Guardian](#)

Lord Akaido, Nagai Sith CL 15



Lord Akaido, Nagai Sith

Combat role: Melee CT Killer (Leader) XP: 3000

Dark Jedi with a poisonous attack and massive healing boosts.

Medium Nagai Jedi 4/nonheroic 5/Sith apprentice 10

Force 15 (3d6) ; **Dark Side** 14

Init +19; **Senses** Perception +16

Defenses Ref 33 (ff 28), Fort 25, Will 28

hp 95; **second wind** +23/47, +1d6 hp per FP to a max of 10d6

; **Threshold** 25

Speed 6 squares

Defensive Reactions

↪ **Negate Energy (4)** (reaction to an attack that deals energy damage; you must be aware of the attack and not flat-footed)

UtF +23 (may take 10 anytime) vs damage dealt. Take no damage. If you are successful, you can spend a FP to regain hp equal to the damage of the negated attack.

Favored Attack Options

Round 1:

↪ **Dark Rage [dark side]** (swift; requires FP)

UtF +23 (may take 10 anytime) vs DC 15. Gain a [DC15/20/25 = +2/+4/+6] rage bonus on melee attack rolls and melee damage rolls until the end of the encounter.

Melee **+** **Rapid Strike** (standard)

tehk'la blade with Sith poison** +26 (3d6+14) with *Dark Rage* DC 25

Round 2:

Melee **+** **Dual Weapon Mastery, Rapid Strike** (full-round, or standard with a FP)

tehk'la blade with Sith poison** +26/+26 (3d6+14) with *Dark Rage* DC 25

Desperate Measures (swift; 1/enc)

All allies within 12sq and los can make an immediate attack at a -5 penalty.

*If the tehk'la blade attack roll exceeds a target's Ref and Fort, the target takes an additional 1d6 damage from bleeding at the start of its next turn.

*When a creature takes damage from a weapon coated with Sith poison, make an attack +12 vs Fort; target takes 4d6 damage and moves -1 persistent CT. If the attack fails, the target takes no damage. Whether it succeeds or fails, the poison feeds the target's anger, drawing it closer to the dark side until the effect is negated. Every time the target spends a FP, make an attack +12 vs Will. If the attack succeeds, the character calls upon the dark side and increases its Dark Side Score by 1. Every time an attack made by the Sith poison fails, a character can make a UtF vs DC 25 to neutralize the poison. If the poison attack fails 5 consecutive times, the poison is neutralized automatically.

**Once per turn on your turn when you damage a target with Rapid Strike, you can immediately make a second attack at a -2 penalty against a second target within your reach. If this attack hits, you deal half of the original attack's damage to that target.

Healing Boosts:

Dark Healing Field (requires FP; 1/enc)

Up to 3 creatures within 12sq. UtF +23 vs Fort; target takes 10d6 damage, and you heal half the total damage dealt (cumulative from all targets). If the attack fails, the targets take half damage and you heal that amount.

Ranged **+** **Improved Dark Healing** (standard; requires FP)

Range 12; ranged attack +22 vs Fort (10d6 damage); you heal the same amount you damaged. If the attack fails the target takes half damage while you heal that amount. Note: as in normal ranged attacks, a natural 20 is a critical hit, and this attack may be Deflected, but not Redirected.

Equilibrium (swift; requires FP)

Remove all debilitating and persistent conditions (including poison and disease) affecting you and return to a normal state at the top of the condition track.

Force Recovery

Whenever you use your second wind, you regain a number of additional hit points equal to 1d6 per FP you possess (to a maximum of 10d6).

↪ **Dark Transfer [dark side]** (standard)

One other living creature touched. UtF +23 vs DC. The target heals [DC15/20/25/30 = 19/38/56/74] hp. You move -1 persistent CT each time you use this power. You must rest for 8 hours to remove this condition. You may spend a FP to avoid moving down the CT.

Alternatively, you can use *Dark Transfer* with a FP to revive a creature that died since the end of your last turn. UtF +23 vs DC 25; target creature is unconscious instead of dead and does not heal any hit points from the use of *Dark Transfer*.

Basic Attacks & Alternate Attack Options

Melee (standard)

tehk'la blade with Sith poison* +22 (2d6+8)

Melee **+** **Rapid Strike** (standard)

tehk'la blade with Sith poison** +20 (3d6+8)

Melee **+** **Dual Weapon Mastery** (full-round, or standard with a FP)

tehk'la blade with Sith poison* +22/+22

Melee **+** **Dual Weapon Mastery, Rapid Strike** (full-round, or standard with a FP)

tehk'la blade with Sith poison** +20/+20 (3d6+8)

Language Absorption (standard)

1 creature with an Intelligence of 2 or higher. UtF +23 vs DC 15 for a willing target on the same planet. Or UtF +23 vs Will against unwilling target. You use telepathy to forcibly learn a language from another creature. You retain the ability to speak and understand this language for 24 hours.

Languages Basic, Nagaian, Sriluurian, see Language Absorption **Base Atk** +17; **Grp** +22

Force Powers Known *Dark Rage* (may take 10 anytime), *Dark Transfer*, *Negate Energy (4)* (may take 10 anytime)

Force Techniques Force Power Mastery (*Dark Rage*, *Negate Energy*), Improved Dark Rage, Improved Dark Transfer, Language Absorption

Abilities Str 12, Dex 20, Con 9, Int 12, Wis 14, Cha 18

Talents Dark Healing, Dark Healing Field, Desperate Measures, Equilibrium, Focus Terror, Force Recovery, Improved Dark Healing

Feats Assault, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitivity, Force Training (2), Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons), Wicked Strike**

Trained Skills Initiative +19, Perception +16, Use the Force +23

Untrained Skills Acrobatics +14, Climb +10, Deception +13, Endurance +8, Gather Information +13, Jump +10, Knowledge +10, Mechanics +10, Persuasion +13 (may reroll, mtr), Pilot +14, Ride +14, Stealth +14, Survival +11, Swim +10, Treat Injury +11, Use Computer +10

Possessions Sith poison, self-built lightsaber +21 (3d8+9) with Rapid Strike, unarmed +20 (2d4+8) with Rapid Strike.

Tactics:

This guy has a poisonous attack and massive healing boosts. Many of his special attacks require a FP, so make sure you don't use more than one per turn, as this would be illegal. Use Desperate Measures to grant all allies an immediate attack at -5.

Start by using Dark Rage (take 10) with a FP to gain +6 attack and damage for the rest of the encounter. Since he has Improved Dark Rage force technique, he can still use skills that require concentration while raging. Move to within range of 2 opponents if possible. Use Rapid Strike, and you can activate Wicked Strike** against a second opponent within reach. The Sith poison will do some serious damage. If the tehk'la blade attack roll exceeds a target's Ref and Fort, the target takes an additional 1d6 damage at the start of its next turn.

Blood Carver Dark Jedi CL 16



[Blood Carver Dark Jedi](#)

Combat role: Melee, CT Killer (Solo) XP: 3200

Blood carvers feel shunned by galactic society because of their reputation for being fearsome assassins. This Blood Carver has embraced that role, and will use his gifts for those he deems worthy, whether Republic or Sith.

Medium Blood Carver Jedi 11/scoundrel 2/Jedi Knight 3

Force 14 (3d6) ; **Dark Side** 8

Init +17; **Senses** Perception +10

Defenses Ref 32 (ff 28), Fort 28, Will 30

Defenses if used Desperate Gambit Ref 30 (ff 26)

hp 109; **second wind** +27/54 ; **Threshold** 28

Speed 6 squares

Defensive Reactions

↖ **Makashi Riposte (3)** (reaction, when adjacent opponent makes a melee attack against you)
 UtF +19 vs attack roll; your opponent's attack deals half damage on a hit. (You can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack against one enemy within your reach. You deal half damage to the enemy if you miss.

↖ **Deflecting Slash (2)** (reaction, when an enemy makes a non-area ranged attack against you)
 UtF +19 vs DC 15 and attack roll; your opponent's attack deals half damage on a hit (you can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack against any one target within your reach and you deal [DC15/20/25/30 = +0/+1/+3/+5] damage if your attack hits.

Attack Options

Deceptive Drop (surprise round only)

If you damage a flat-footed opponent during the surprise round and your attack roll also exceeds their Fortitude Defense, that target is also knocked prone. You gain +5 to melee attack rolls vs prone targets.

Melee vs flat-footed target (standard)

double-bladed lightsaber* +22 (8d8+14); move target -1 CT for every successful attack

Melee (standard)

double-bladed lightsaber* +20 (2d8+14)

Melee vs flat-footed target + **Double Attack, Dual Weapon Mastery** (full-round; or standard 1/enc)

move target -1 CT for every successful attack

-double-bladed lightsaber* +19/+19/+19 (8d8+11)

-double-bladed lightsaber* +20/+20/+20 (8d8+1d6+11) with *Battle Strike* DC 15

-double-bladed lightsaber* +20/+20/+20 (8d8+2d6+11) with *Battle Strike* DC 20

-double-bladed lightsaber* +20/+20/+20 (8d8+3d6+11) with *Battle Strike* DC 25

Melee + **Double Attack, Dual Weapon Mastery** (full-round; or standard 1/enc)

-double-bladed lightsaber* +17/+17/+17 (2d8+14)

-double-bladed lightsaber* +18/+18/+18 (2d8+1d6+11) with *Battle Strike* DC 15

-double-bladed lightsaber* +18/+18/+18 (2d8+2d6+11) with *Battle Strike* DC 20

-double-bladed lightsaber* +18/+18/+18 (2d8+3d6+11) with *Battle Strike* DC 25

*You gain +5 to melee attack rolls vs prone targets.

*Once per turn when you miss on an attack roll, you can reroll the attack (mtr) in exchange for a -2 penalty to Ref until the end of your next turn. If you missed because of a natural 1, you take a -5 penalty to Ref instead.

*When you use a lightsaber to deal damage to a target, you can spend a FP to make that target flat-footed until the end of your next turn.

*If opponent is denied its Dex to Ref: Gain +2 attack bonus; deal +6d8 damage; move target -1 CT for every successful attack (included in "vs flat-footed target" attack entry)

↖ **Improved Battle Strike** (swift)

UtF +19 vs DC. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can apply the bonus to attack rolls and damage rolls for all attacks made during a full attack action. You can spend a FP to deal +2d6 damage.

Languages Basic, Batorese

Base Atk +15; **Grp** +19

Special Actions Deathstrike, Sentinel Strike +5d8

Force Powers Known *Battle Strike, Deflecting Slash (2), Makashi Riposte (3)*

Force Techniques Improved Battle Strike

Abilities Str 16, Dex 18, Con 11, Int 11, Wis 14, Cha 12

Special Qualities build lightsaber

Talents Dastardly Strike, Exposing Strike, Improved Sentinel Strike, Multiattack Proficiency (lightsabers), Sentinel Strike (5)

Feats Accelerated Strike, Cunning Attack, Deceptive Drop, Desperate Gambit, Double Attack (lightsabers), Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitivity, Force Training (2), Point Blank Shot, Skill Focus (Use the Force), Skill Training, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple)

Trained Skills Initiative +17, Stealth +17, Use the Force +19

Untrained Skills Acrobatics +12, Climb +11, Deception +9, Endurance +8, Gather Information +9, Jump +11, Knowledge +8, Mechanics +8, Perception +10, Persuasion +9, Pilot +12, Ride +12, Survival +10, Swim +11, Treat Injury +10, Use Computer +8

Possessions self-built double-bladed lightsaber, unarmed +18 (1d4+11)

Tactics:

Use Stealth to initiate a surprise round and use Deceptive Drop. The only way to use this is if you manage to sneak up to 6sq of your target, then use charge as a standard action as your surprise round action.

Use *Improved Battle Strike* (swift) and Accelerated Strike (standard) to make full-round attack with *Battle Strike* bonuses. Save your FP to use Exposing Strike. As soon as you deal damage, Use Exposing Strike with a FP to make that target flat-footed until the end of your next turn. Then you can apply all the benefits from attacks made against flat-footed opponents, including a devastating +6d8 damage.

Gray Jedi Sentinel CL 16

Combat role: Melee, CT Killer (Solo) XP: 3200
 Sentinel trained to eliminate threats to the Republic by any means necessary, even if it means secretly eliminating targets.

Medium Human Jedi 11/scoundrel 2/Jedi Knight 3
Force 14 (3d6) ; **Dark Side** 3
Init +17; **Senses** Perception +11
Defenses Ref 32 (ff 28), Fort 28, Will 31
Defenses if used Desperate Gambit Ref 30 (ff 26)
hp 109; **second wind** +27/54 ; **Threshold** 28
Speed 6 squares

Defensive Reactions

↩ **Makashi Riposte (3)** (reaction, when adjacent opponent makes a melee attack against you)
 UtF +19 vs attack roll; your opponent's attack deals half damage on a hit. (You can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack against one enemy within your reach. You deal half damage to the enemy if you miss.

↩ **Deflecting Slash (3)** (reaction, when an enemy makes a non-area ranged attack against you)
 UtF +19 vs DC 15 and attack roll; your opponent's attack deals half damage on a hit (you can spend a FP to take no damage instead). After the damage you've taken is resolved, you can make a single lightsaber attack against any one target within your reach and you deal [DC15/20/25/30 = +0/+1/+3/+5] damage if your attack hits.

Attack Options

Deceptive Drop (surprise round only)
 If you damage a flat-footed opponent during the surprise round and your attack roll also exceeds their Fortitude Defense, that target is also knocked prone. You gain +5 to melee attack rolls vs prone targets.

Melee vs flat-footed target (standard)
 lightsaber* +22 (7d8+11); move target -1 CT for every successful attack

Melee (standard)
 lightsaber* +20 (2d8+11)

Melee vs flat-footed target + Double Attack, Dual Weapon Mastery (full-round; or standard 2/enc)
 move target -1 CT for every successful attack
 -2 lightsabers* +19/+19/+19 (7d8+11)
 -2 lightsabers* +20/+20/+20 (7d8+1d6+11) with *Battle Strike* DC 15
 -2 lightsabers* +20/+20/+20 (7d8+2d6+11) with *Battle Strike* DC 20
 -2 lightsabers* +20/+20/+20 (7d8+3d6+11) with *Battle Strike* DC 25;

Melee + Double Attack, Dual Weapon Mastery (full-round; or standard 2/enc, see above for encounter boxes)
 -2 lightsabers* +17/+17/+17 (2d8+11)
 -2 lightsabers* +18/+18/+18 (2d8+1d6+11) with *Battle Strike* DC 15
 -2 lightsabers* +18/+18/+18 (2d8+2d6+11) with *Battle Strike* DC 20
 -2 lightsabers* +18/+18/+18 (2d8+3d6+11) with *Battle Strike* DC 25

*You gain +5 to melee attack rolls vs prone targets.
 *Once per turn when you miss on an attack roll, you can reroll the attack (mtr) in exchange for a -2 penalty to Ref until the end of your next turn. If you missed because of a natural 1, you take a -5 penalty to Ref instead.
 *When you use a lightsaber to deal damage to a target, you can spend a FP to make that target flat-footed until the end of your next turn.
 *If opponent is denied its Dex to Ref: Gain +2 attack bonus; deal +5d8 damage; move target -1 CT for every successful attack (included in "vs flat-footed target" attack entry)

↩ **Improved Battle Strike (2)** (swift)
 UtF +19 vs DC. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can apply the bonus to attack rolls and damage rolls for all attacks made during a full attack action. You can spend a FP to deal +2d6 damage.

Languages Basic
Base Atk +15; **Grp** +19
Force Powers Known *Battle Strike (2)*, *Deflecting Slash (3)*, *Makashi Riposte (3)*
Force Techniques Improved Battle Strike
Abilities Str 16, Dex 18, Con 10, Int 10, Wis 16, Cha 12
Special Qualities build lightsaber
Talents Dastardly Strike, Exposing Strike, Improved Sentinel Strike, Multiattack Proficiency (lightsabers), Sentinel Strike (5)
Feats Accelerated Strike, Cunning Attack, Deceptive Drop, Desperate Gambit, Double Attack (lightsabers), Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitivity, Force Training (2), Point Blank Shot, Recurring Success (Accelerated Strike)^H, Skill Focus (Use the Force), Skill Training, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple)
Trained Skills Acrobatics +17^H, Initiative +17, Stealth +17, Use the Force +19
Untrained Skills Climb +11, Deception +9, Endurance +8, Gather Information +9, Jump +11, Knowledge +8, Mechanics +8, Perception +10, Persuasion +9, Pilot +12, Ride +12, Survival +11, Swim +11, Treat Injury +11, Use Computer +8
Possessions 2 self-built lightsabers, unarmed +7 (1d4+6)

Tactics:
 Use Stealth to initiate a surprise round and use Deceptive Drop. The only way to use this is if you manage to sneak up to 6sq of your target, then use charge as a standard action as your surprise round action.

Use *Improved Battle Strike* (swift) and Accelerated Strike (standard) to make full-round attack with *Battle Strike* bonuses. Save your FP to use Exposing Strike. As soon as you deal damage, Use Exposing Strike with a FP to make that target flat-footed until the end of your next turn. Then you can apply all the benefits from attacks made against flat-footed opponents, including a devastating +5d8 damage.



Gray Jedi Sentinel

Mando Sith CL 16



Mando Sith

Combat role: Ranged (Solo) XP: 3200
 Heavily armored Mandalorian Sith Lord.
 Medium Human soldier 7/Sith apprentice 2/Sith Lord 2/elite trooper 5
Force 15 (3d6) ; **Dark Side** 18
Init +17; **Senses** low-light vision; Perception +17
Defenses Ref 40 (ff 36), Fort 35, Will 33
hp 133; **DR** 2, applies to lightsaber attacks; **second wind** +33/66
; **Threshold** 35
Immune fear effects
Speed 4 squares

Defensive Reactions

Cortosis Weave armor

Automatically deactivates any lightsaber that strikes the wearer

Delay Damage (reaction; 1/enc)

Delay the effect of a single attack, ability, or effect used against you. The damage or effect does not take hold until the end of your next turn.

Force Shield (2) (reaction)

UtF +20 vs DC. You gain an SR of [DC20/25/30 = 10/15/20] until the beginning of your next turn or until the SR is reduced to 0. You can spend a FP when you activate this power to increase the SR by 5. You can maintain *Force shield* round to round as a standard action.

Force Negate Energy (2) (reaction to an attack that deals energy damage; you must be aware of the attack and not flat-footed)

UtF +20 vs damage dealt; take no damage. If you are successful, you can spend a FP to regain hp equal to the damage of the negated attack.

Force Rebuke (3) (reaction to a Force power directed at you or an ally within 12sq and los)

UtF +20 vs UtF; harmlessly redirect the power. If your UtF check result exceeds by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect based on the creator's original UtF check. If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well, using your rebuke Use the Force check result as its target DC. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a FP as a reaction to suffer no ill effects from a Force power that has been rebuked twice.

Attack Options

Force Lightning (4) [dark side] (standard, or swift with a FP)

One target within los and 6sq. UtF +20 vs Ref (may reroll, mtr). Target takes 8d6 Force damage and moves -1 CT. If miss, the target takes half damage and does not move along the CT. You can spend a FP to move a target an additional -1 CT when you successfully hit.

Force Battle Strike (4) (swift)

UtF +20 vs DC. Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional [DC15/20/25 = 1d6/2d6/3d6] damage. You can spend a FP to deal +2d6 damage.

Ranged-Area + Autofire Sweep (standard)

treat DT as 10 lower

-autofire heavy blaster rifle +19 (3d10+8, 2x2 area or 6-square cone whose square originates within 30sq and los)

-autofire heavy blaster rifle +20 (3d10+1d6+8, 2x2 area or 6-square cone whose square originates within 30sq and los) with *Battle Strike* DC 15

-autofire heavy blaster rifle +20 (3d10+2d6+8, 2x2 area or 6-square cone whose square originates within 30sq and los) with *Battle Strike* DC 20

-autofire heavy blaster rifle +20 (3d10+3d6+8, 2x2 area or 6-square cone whose square originates within 30sq and los) with *Battle Strike* DC 25

Ranged (standard)

treat DT as 10 lower

-heavy blaster rifle +21 (3d10+8)

-heavy blaster rifle +22 (3d10+1d6+8) with *Battle Strike* DC 15

-heavy blaster rifle +22 (3d10+2d6+8) with *Battle Strike* DC 20

-heavy blaster rifle +22 (3d10+3d6+8) with *Battle Strike* DC 25

Indomitable (swift; 1/day)

Move +5 CT. This does not remove any persistent conditions that may be affecting you.

Languages Basic

Base Atk +16; **Grp** +20

Force Powers Known *Battle Strike (4)*, *Force Lightning (4)*, *Force Shield (2)*, *Negate Energy (2)*, *Rebuke (3)*

Force Techniques Improved Rebuke

Force Secrets Quicken Power

Abilities Str 10, Dex 18, Con 12, Int 10, Wis 18, Cha 14

Talents Armored Defense, Attune Armor, Controlled Burst, Dark Side Adept, Devastating Attack, Greater Devastating Attack, Greater Weapon Focus, Improved Armor Defense, Indomitable

Feats Armor Proficiency (heavy, light, medium), Autofire Sweep, Force Sensitivity, Force Training (3), Martial Arts I, Skill Focus (Use the Force), Weapon Focus (rifles)^H, Weapon Proficiency (lightsabers, pistols, rifles, simple)

Trained Skills Initiative +17, Mechanics +13, Perception +17^H, Use the Force +20 (may reroll to activate dark side powers, mtr)

Untrained Skills Acrobatics +12, Climb +8, Deception +10, Endurance +9, Gather Information +10, Jump +8, Knowledge +8, Persuasion +10 (+2 bonus to Intimidate), Pilot +12, Ride +12, Stealth +12, Survival +12, Swim +8, Treat Injury +12, Use Computer +8

Possessions Attuned cortosis weave black Heavy Baskargam (+12 Ref, +4 Fort, max dex +4 with Superior Agile Armor), heavy blaster rifle, self-built lightsaber +17 (2d8+8); unarmed +16 (1d6+8); you are considered armed)

Tactics:

Use a FP to use *Force Lightning* as a swift action (must be within 6sq). Use *Battle Strike* (swift) then use Blaster rifle autofire sweep to attack all targets in 6sq cone; apply *Battle Strike* bonuses.

Use defensive reactions as necessary. If you are down the CT, use Indomitable. If you need hp, use second wind or *Negate Energy* with a FP to heal damage.

Celegian Mind Flayer CL 16



[Celegian Mind Flayer](#)

Combat role: Controller, Leader XP: 3200
 This Celegian grew wise and powerful and gave himself over to the dark side. He uses his dark influence to gather other darksiders to his side.

Medium Celegian Jedi 7/Force adept 7/Force disciple 2
Destiny 5; **Force** 15 (3d8) □□□□□□, use your FP's to try to achieve Dominate Mind; **Dark Side** 12
Init +12; **Senses** Perception +12
Defenses Ref 32 (ff 29), Fort 30, Will 45, see Psychic Defenses
hp 119; **second wind** +29/59 □; **Threshold** 45
Immune mind-affecting effects
Speed fly 6 squares, swim 10 squares

Defensive Reactions

Suppress Force (reaction whenever a target with an INT of 3 or higher within 12sq & los attempts to make a UtF check for any reason)

Spend one use of the *mind trick* Force power (see below for encounter boxes); UtF +22 vs target's UtF check; target's skill check is negated, and the action it was attempting fails.

↪ **Obscure (5) [mind affecting**]** □□□□□□ (reaction to one enemy within 12sq & los that just made an attack roll)

UtF +22** vs Will; target takes a -5 penalty on the attack roll. If the target misses with the attack, you can choose to make the target reroll the attack against another creature adjacent to it; this attack is also at a -5 penalty. You may spend a FP when you activate this power to apply the penalty to all the target's attack rolls made until the start of its next turn.

↪ **Force Shield (5)** □□□□□□ (reaction)

UtF +22 vs DC (you may take 10 anytime). You gain an SR of [DC15/20/25/30 = 5/10/15/20] until the beginning of your next turn or until the SR is reduced to 0. You can spend a FP when you activate this power to increase the SR by 5. You can maintain *Force Shield* round to round as a standard action.

Psychic Defenses

Whenever another creature targets you with a Force power with the [mind-affecting] descriptor, it automatically takes 1d6 x 4 Force damage.

Attack Options

Round 1:

↪ **Mind Shard (5) [mind affecting**]** □□□□□□ (standard)

One creature within 12sq and los. UtF +22** vs Will; the target takes [DC15/20/25/30 = 2d8/3d8/4d8/5d8] points of Force damage and moves -1 CT. Furthermore, the target cannot improve its condition until the end of your next turn (although other creatures may use abilities to improve its condition). You can spend a FP to increase the damage by +2d8.

↪ **Fear (5) [dark side, mind affecting**]** □□□□□□ (swift; fear effect)

One creature within 12sq and los. UtF +22** vs Will; the target can only take a [DC15/20/25/30 = standard/move/swift/no actions] on its next turn. When you successfully use this power on an opponent, you can spend a FP to impose a -2 penalty to all of the opponent's Defenses until the beginning of your next turn.

↪ **Mind Trick (5) [mind affecting**]** □□□□□□ + **Dominate Mind** (standard, or reaction with a DP)

One creature (with INT 3 or higher) within 12sq and los. UtF +22** vs Will (you may spend a FP to reroll and keep better result); if you exceed your target's Will Defense by 10 or more points, you can choose what your target does with its standard action on its next turn

**Whenever you use a Force power with the [mind-affecting] descriptor successfully against a target, until the end of your next turn you gain a +2 Force bonus on skill checks made to activate mind-affecting Force powers and talents against that same target.

Alternate Attack Options

↪ **Improved Mind Trick (5) [mind affecting**]** + **Dominate Mind** (full-round; see above for encounter boxes)

All creatures (with INT 3 or higher) in a 6-square cone that originates from your square (or 12-sq cone with a FP). UtF +22 vs Will (you may spend a FP to reroll and keep better result); if you exceed your target's Will Defense by 10 or more points, you can choose what your target does with its standard action on its next turn.

Influence Savant (swift, 1/enc □)

Return one Force power with the [mind-affecting] descriptor to your Force suite without spending a FP.

Equilibrium (swift, requires FP*)

Remove all debilitating and persistent conditions (including poison and disease) affecting you and return to a normal state at the top of the condition track.

Force of Will (swift, requires FP*; mind-affecting effect)

Give all allies currently within 6 squares of you a +2 insight bonus to Will that lasts until the end of the encounter. Allies must remain within 6 squares of you to retain this bonus and it disappears if you are knocked unconscious or killed.

*1/enc □, you can activate one Force talent that requires a Force Point to use without spending a Force Point.

Languages Basic (Understand), 3 unassigned; Broadcast Telepath (you can use the Telepathy application of the Use the Force skill untrained and you automatically succeed on this check to communicate with willing targets within 60 squares and in your line of sight)

Base Atk +13; **Grp** +12

Special Actions Equilibrium, Force of Will, Influence Savant 1/encounter, Suppress Force

Force Powers Known *Fear (5)*, *Force Shield (5)* (may take 10 even when distracted or threatened), *Mind Shard (5)*, *Mind Trick (5)* (may spend a Force point to reroll and keep better result), *Obscure (5)*

Force Techniques Dominate Mind, Force Power Mastery (Force shield), Improved Mind Trick

Force Secrets Quicken Power (when using a Force power that requires a standard or move action to activate, you can spend a FP to activate the power as a swift action instead. Alternatively, you can spend a DP to activate the power as a reaction instead.)

Abilities Str 8, Dex 8, Con 12, Int 16, Wis 18, Cha 18

Special Qualities Cyanogen Breather (unless you are encased in a special environment chamber, you will suffocate), Prophet

Talents Equilibrium, Force Harmony, Force Power Adept (mind trick), Force of Will, Influence Savant, Psychic Citadel, Psychic Defenses, Suppress Force, Telepathic Intruder
Feats Fight Through Pain, Force Sensitivity, Force Training (5), Predictive Defense, Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency (lightsabers, simple weapons)
Trained Skills Deception +17, Initiative +12, Knowledge (galactic lore) +16, Persuasion +17, Use the Force +22
Untrained Skills Acrobatics +7, Climb +7, Endurance +9, Gather Information +12, Jump +7, Knowledge +11, Mechanics +11, Perception +12, Pilot +7, Ride +7, Stealth +7, Survival +12, Swim +7 (may reroll, mtr; may take 10 anytime), Treat Injury +12, Use Computer +11

Tactics:

Use *Mind Shard* on one opponent. Use *Fear* on another 1 or 2 other opponents. Then use *Mind Trick* - Dominate Mind with a DP as a reaction on another opponent. Try to beat the Will of that opponent by 10 so that you can use Dominate Mind. You can use a FP to reroll your UtF check to activate *Mind Trick* if you got a poor roll. Or, if you got a good roll, use a FP (3d8) to boost your UtF check and increase the likelihood of beating the target's Will by 10.

Use Defensive Reactions as needed. Use Suppress Force against force-users. Use *Obscure* to penalize an opponent's attack roll. Use *Force Shield* (take 10) to gain SR 20.

Sith Lord CL 18



Sith Lord

Combat role: Melee Controller (Solo) XP: 3600
 Master of the dark side of the Force and master of the lightsaber.
 Medium Human (middle aged) Jedi 8/Sith apprentice 5/Sith Lord 5
Destiny 4; Force 16 (3d6) **Dark Side 18**
Init +13; Senses Perception +13
Defenses Ref 30 (ff 30), Fort 31, Will 35; +5 insight bonus to Fort and Will against any UtF checks
Defenses vs UtF Fort (& Threshold) 36, Will 40
hp 123; second wind +30/61 **Threshold 31**
Immune fear effects
Speed 6 squares

Defensive Reactions

Block (reaction to a melee attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +23 vs attack roll (you may reroll a failed attempt; you take a cumulative -2 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +23/+21/+19/+17/etc); negate the attack. If you succeed against melee area attack, you take half damage if the attack hits and no damage if the attack misses. You may spend a FP to use this talent to negate an attack against an adjacent character.

Deflect (reaction to a ranged attack; you must be aware of the attack and not flat-footed; your lightsaber must be drawn & ignited)

UtF +23 vs attack roll (you may reroll a failed attempt; you take a cumulative -2 penalty on your UtF check for every time you have used Block or Deflect since the beginning of your last turn, ie, UtF +23/+21/+19/+17/etc); negate the attack. If you succeed on an autofire attack or *Force Lightning*, take half damage if attack hits, and no damage if attack misses. You may spend a FP to negate an attack against an adjacent character.

↪ **Negate Energy (5)** (reaction to an attack that deals energy damage; you must be aware of the attack and not flat-footed)

UtF +23 vs damage dealt (you may take 10 anytime); take no damage. If you are successful, you can spend a FP to regain hp equal to the damage of the negated attack.

↪ **Rebuke (5)** (reaction to a Force power directed at you)

UtF +23 vs UtF; harmlessly redirect the power. If your UtF check result exceeds by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect based on the creator's original UtF check. If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well, using your rebuke Use the Force check result as its target DC. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a FP as a reaction to suffer no ill effects from a Force power that has been rebuked twice.

Attack Options

↪ **Improved Dark Rage [dark side]** (swift; requires FP)

UtF +23 vs DC 15 (may reroll, mtr); gain a [DC15/20/25 = +2/+4/+6] rage bonus on melee attack rolls and melee damage rolls until the end of the encounter.

↪ **Fear (4) [dark side, mind affecting]** (swift; fear effect)

One creature within 12sq and los; UtF +23 vs Will (may reroll, mtr); the target can only take a [DC15/20/25/30 = standard/move/swift/no actions] on its next turn. When you successfully use this power on an opponent, you can spend a FP to impose a -2 penalty to all of the opponent's Defenses until the beginning of your next turn.

↪ **Force Lightning* (6) [dark side]** (standard)

One target within los and 6sq. UtF +23 vs Ref (may reroll, mtr); target takes 8d6 Force damage and moves -1 CT. If miss, the target takes half damage and does not move along the CT. You can spend a FP to move a target an additional -1 CT when you successfully hit.

↪ **Move Object* (3) [Telekinetic]** (standard)

One character or object within 12sq and los; UtF +23 vs size DC and Will (if the target is a creature that resists your attempt) and Ref (if you are hurling the target at a second target in range); move a target up to 6 squares in any direction and targets take damage (maximum size of target) [DC15/20/25/30/35 = 2d6(M) / 4d6(L) / 6d6(H) / 8d6(G) / 10d6(C)]. You may spend a FP to increase the maximum size of the object by one category and deal an additional 2d6 points of damage (maximum size Colossal [frigate], 12d6 damage). You may spend a DP to increase the maximum size of the object by three categories and deal an additional 6d6 points of damage (maximum size Colossal [station], 16d6 damage). You may maintain your concentration on the targeted object to continue to move it from round to round as a standard action, and you must make a new UtF check each round. If you deal damage with the move object power, you cease to be able to maintain it. If you suffer damage while maintaining move object, you must succeed on a UtF check (DC = 15 + damage taken) to continue concentrating. If you use move object against a hovering or flying target (such as a speeder or starship), the target can oppose your UtF check with a grapple check as a reaction. If the target wins the opposed check, you are unable to move the target.

*You can spend a FP to move the target -1 CT if your UtF beats the target's DT. You can spend a DP to move the target -3 CT.

*You can spend a FP to increase the power's damage dice by 50%. You can spend a DP to double the number of damage dice.

*You can spend a FP to affect one additional target. You can spend a DP to affect 4 targets.

*You can spend a FP to activate the power as a swift action. You can spend a DP to activate the power as a reaction.

Dark Side Savant (swift; 1/enc)

Return one Force power with the [dark side] descriptor to your Force suite without spending a FP.

↪ **Surge (2)** (free)

UtF +23 vs DC 10. You gain a [DC10/15/20 = +10/+20/+30] Force bonus on Jump checks and your speed increases by [DC10/15/20 = +2/+4/+6] squares until the start of your next turn. You can spend a FP to increase the Force bonus on Jump by 10 and increase your speed by an additional 2 squares.

Melee + Triple Attack (full-round, or standard 2/enc)

-lightsaber +19/+19/+19 (2d8+17)

-lightsaber +25/+25/+25 (2d8+23) with <i>Dark Rage</i> DC 25
Melee (standard)
-lightsaber +23 (2d8+17)
-lightsaber +29 (2d8+23) with <i>Dark Rage</i> DC 25
Temptation (standard)
One opponent within los. Persuasion +13 vs Will. If target spends a FP before your next turn, it must add 1 Dark Side Point or move -1 CT. If target spends a DP before your next turn, it must add 2 Dark Side Points or move -2 CT.
Languages Basic, Sith
Base Atk +18; Grp +21
Special Actions Temptation
Force Powers Known <i>Dark Rage</i> , <i>Farseeing</i> , <i>Fear</i> (4), <i>Force Lightning</i> (4), <i>Move Object</i> (3), <i>Negate Energy</i> (5), <i>Rebuke</i> (5), <i>Surge</i> (2)
Force Techniques Force Power Mastery (<i>negate energy</i>), Improved Dark Rage
Force Secrets Debilitating Power, Devastating Power, Multitarget Power, Quicken Power
Abilities Str 16, Dex 8, Con 10, Int 10, Wis 18, Cha 18
Talents Block, Dark Side Adept, Dark Side Savant, Deflect, Multiattack Proficiency (lightsabers) (3), Shii-Cho, Soresu, Stolen Form (2), Weapon Specialization (lightsabers)
Feats Accelerated Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (5), Recurring Success (Accelerated Strike) ^H , Skill Focus (Use the Force), Triple Attack (lightsabers), Unstoppable Force, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Trained Skills Initiative +13, Knowledge (galactic lore) +14 ^H , Use the Force +23
Untrained Skills Acrobatics +8, Climb +12, Deception +13, Endurance +9, Gather Information +13, Jump +12, Knowledge +9, Mechanics +9, Perception +13, Persuasion +13, Pilot +8, Ride +8, Stealth +8, Survival +13, Swim +12, Treat Injury +13, Use Computer +9
Possessions self-built lightsaber, unarmed +21 (1d4+12)

Tactics:

There are many different combinations of Force Powers and Force Secrets & FP & DP. Below are some effective combos:

Lightsaber Combat-Force Power Tactics:

Round 1:

- Swift: *Improved Dark Rage* (with a FP) to gain max bonuses to attack and damage for the rest of the encounter.
- Move: Move into melee range of 1 or 2 opponents. Use *Surge* if necessary.
- Standard: Use Accelerated Strike to make 3 attacks as a standard action.

Round 2:

- Standard: Use Accelerated Strike to make 3 attacks as a standard action.
- Move: Move into melee range of 1 or 2 opponents. Use *Surge* if necessary. Or use *Fear* as swift action.
- Swift: *Force Lightning* (requires FP to use as a swift action); use DP to double damage dice or move target -3 CT if UtF beats DT.

Force Lightning-Move Object Tactics:

Round 1:

Standard: Use *Move Object* against 2 opponents.
 Swift: *Force Lightning* (requires FP to use as a swift action); use DP to double damage dice or move target -3 CT if UtF beats DT.
 Swift: *Fear*.

Alternate Round 1:

Standard: *Force Lightning* with double damage dice or move target -3 CT if UtF beats DT (requires DP)
 Swift: *Move Object* against 2 opponents (requires FP to use as a swift action)
 Swift: *Fear*.

Alternate Round 1:

Standard: *Force Lightning* against 4 targets (requires DP)
 Swift: *Move Object* against 2 opponents (requires FP to use as a swift action)
 Swift: *Fear*.

Alternate Round 1:

Standard: Use *Move Object* against 2 opponents; use DP to double damage dice or move target -3 CT if UtF beats DT.
 Swift: *Force Lightning* (requires FP to use as a swift action)
 Swift: *Fear*.

Force Lightning- Force Lightning Tactics:

Round 1:

Standard: Use *Force Lightning*; use DP to double damage dice or to move target -3 CT if UtF beats DT or to target 4 opponents.
 Swift: *Force Lightning* (requires FP to use as a swift action)
 Swift: *Fear*.

Debilitating Force Lightning Tactics:

Round 1:

Standard: Use *Force Lightning* with a FP to move target -2 CT on a successful hit; use DP to move target -3 CT if UtF beats DT.
 Swift: *Fear*.
 Swift: *Fear*.

Devastating Move Object Tactics:

Round 1:

Standard: Use *Move Object* with a FP to increase damage dice by 50%, then use DP to double damage dice.
 Swift: *Fear*.
 Swift: *Fear*.

Version History

Version history, Version 8.0:

Added "Keeping Track of the Condition Track" suggestions. (see above, just below "Some advice on running combat encounters").

- Added Force Power symbol so that they are more distinguishable
- Added once per encounter boxes to fill in when ability has been used.

Added/edited the following NPC's:

Soldiers (variable era)

- Basic Trooper CL 1
- Grenadier Trooper CL 2
- Heavy Trooper CL 3
- Advanced Melee Trooper CL 2
- Anti-Personnel Trooper CL 2
- Heavy Suppression Trooper CL 3
- Speeder Bike Trooper CL 2
- Speeder Bike Trooper CL 3
- Speeder Bike stats
- Troop Leader CL 2
- Elite Army Trooper CL 2
- Sniper Trooper CL 3
- Elite Sniper Trooper CL 6
- Firebat Trooper CL 2
- Dual Flame Thrower Trooper CL 5
- Heavy Blaze Trooper CL 5
- Heavy Blaster Cannon Trooper CL 5
- Missile Launcher Trooper CL 5
- Officer CL 6
- Jump Trooper CL 7
- Camo Sniper CL 8
- Barrage Squad Trooper CL 9
- Barrage Squad Commander CL 12

Aliens

- Aleena Scout CL 1
- Aleena Scout CL 2
- Altiri Revolutionary CL 2
- Amanin Scout CL 1
- Amanin Scout CL 2
- Amanin Slaver CL 2
- Anarrrian Militant CL 1
- Anzat Hunter CL 2
- Arkanian Noble CL 2
- Arkanian Offshoot Hot Shot CL 1
- Arkanian Offshoot Hot Shot CL 2
- Balosar Assassin CL 2
- Barabel Warrior CL 1
- Barabel Warrior CL 2
- Barabel Mercenary CL 4
- Barabel Gladiator CL 7
- Bith Jedi Consular CL 1
- Blood Carver Cutter CL 1
- Blood Carver Cutter CL 2
- Bothan Spy CL 1
- Bothan Spy CL 2
- Caamasi Noble CL 1
- Caamasi Noble CL 3
- Cathar Mauler CL 1
- Cathar Mauler CL 2
- Cathar Mauler CL 3
- Cerean Shyarn-ado Dancer CL 2
- Cerean Shyarn-ado Hobbler CL 2
- Cerean Shyarn-ado Crippler CL 7
- Chadra-Fan Tech Specialist CL 1
- Chadra-Fan Scout CL 5
- Chagrian Noble CL 2
- Chiss Exile CL 5
- Chistori Saurian Warrior CL 1
- Chistori Saurian Warrior CL 2
- Clawdite Metamorph (Large form)

- Clawdite Metamorph CL 7
- Codru-Ji Bodyguard CL 7
- Dashade Mercenary CL 2
- Dashade Mercenary Leader CL 8
- Devaronian Scoundrel CL 1
- Devaronian Sneak Attacker CL 2
- Devaronian Noble (female) CL 6
- Baudo-class Star Yacht CL 6
- Draethos Warrior CL 2
- Dug Fringer CL 2
- Duros on Raptor Speeder Bike CL 2
- Raptor speeder bike stats
- Duros Scoundrel CL 1
- Rodian Blade-for-Hire CL 1
- Rodian Mercenary CL 4
- Trandoshan Fighter CL 5
- Tusken Raider CL 1
- Tusken Raider CL 2
- Twi'lek Bodyguard CL 7
- Twi'lek Thug CL 1
- Twi'lek Thug CL 2
- Twi'lek Scoundrel CL 1
- Twi'lek Scoundrel CL 2
- Twi'lek Scout CL 4

Force-users

- Dark Jedi / Sith Lightsaber Duelist CL 1
- Jedi Guardian CL 1
- Dark Jedi / Sith Lightsaber Duelist CL 4
- Jedi Guardian CL 4
- Dark Jedi / Sith Lightsaber Duelist CL 7
- Jedi Guardian CL 7
- Twi'lek Jedi (or Sith) CL 7
- Sith Assassin CL 6
- Jedi Knight, Dual Weapon Master CL 10
- Bladeborn CL 11
- Sith Marauder CL 12
- Jedi Knight CL 12
- Sith Marauder, Dual Weapon Master CL 15
- Jedi Knight, Dual Weapon Master CL 15
- Sith Mage CL 14
- Gray Jedi Sentinel CL 16
- Celegian Mind Flayer CL 16
- Sith Lord CL 18

Version history, Version 7.0:

Added the following NPC's

- Jensaarai Defender CL 3
- Quarren Mobster CL 3
- Togorian Warrior CL 3
- Weequay Mercenary Bio-freaks CL 3
- Trandoshan Sith Abomination CL 4
- Pau'an Jedi Guardian CL 6
- Devaronian "devil-man" Bodyguard (bio-freak) CL 6
- Camo Sniper CL 8
- Togorian Smasher CL 11
- Neimoidian Corporate Agent CL 13
- Snort, Gamorrean Martial Arts Master CL 13
- Mandalorian Defender CL 13
- Cathar Knight of Shanaara CL 14
- Arkanian Ghost Assassin CL 15
- Mandalorian Heavy Trooper CL 15
- Verpine Biotech Scientist CL 15
- Lord Akaido, Nagai Sith CL 15
- Dual Wielding Gunslinger CL 16
- Clawdite Bounty Hunter CL 16
- Margrave of Togoria CL 17

Version history, Version 6.0:

Corrected some formatting issues.

Added the following NPC's

- Gran Bodyguard CL 3
- Heavy Suppression Infantry CL 3
- Mandalorian Charger CL 4

- Togruta Bounty Hunter CL 5
- Barrage Squad Soldier CL 9
- Barrage Squad Commander CL 12

Version history, Version 5.0:

Added the following NPC's

- Bodyguard CL 1
- Yuuzhan Vong Order of the Serpent CL 1
- Warrior of Vahl CL 2
- Vahl's Firebrand CL 6
- Heavy Blaze Trooper CL 5
- Missile Launcher Specialist CL 5
- Wookiee Bowcaster Marksman CL 5
- Togruta Ambusher CL 8
- Elite Brute Squad CL 9
- Gray Jedi Sentinel CL 16

Version history, Version 4.0:

- Added more NPC's, especially generic soldiers.
- I decided to keep all skill entries.
- Removed minion description.

Version history, Version 3.0:

- Added over a dozen new NPCs; modified existing NPCs by simplifying and reducing attack options and modifying certain attacks to better match CL
- Made formatting sexier
- Removed non-combat related skill entries; Perception and Initiative are found at the top of the statblock only
- Added XP awards
- Grouped NPC's in Soldiers, Fringe, and Sith

Links and Resources

- Click here to [download the Word version of this document](#)
- Click here to [check for updates](#)
- I suggest you download my [GM Reference Tool: Combat & Skills Summary](#). It briefly explains the rules for basic combat and skill uses.
- You can also download my [GM Reference Tool: Force Power Summary](#). It's a quick reference guide for uses of Force powers in combat.
- If you want to create your own characters, I suggest you use [Sagasheet](#) character generator. You can use Sagasheet to modify my NPC's by entering all the feats and talents and making slight changes.
- If you need stats for starships and vehicles, download the [CharSheet&CombatTool](#). Select the "StarshipSheets" tab and select your starships or vehicle from the "Base Type of Starship" drop-down menu.
- If you need more info on a particular species, force tradition, or anything else related to Star Wars, I suggest you consult [Wookieepedia](#)

NPC's sorted by CL

Click on hyperlink to go to NPC

Thug CL 0.5	39
Aleena Scout CL 1	44
Amanin Scout CL 1	45
Anarrian Militant CL 1	47
Arkanian Offshoot Hot Shot CL 1	53
B1 Series Battle Droid CL 1	7
Barabel Warrior CL 1	55
Basic Trooper CL 1	13
Bith Jedi Consular CL 1	109
Blood Carver Cutter CL 1	57
Bodyguard CL 1	40
Bothan Spy CL 1	58
Brute CL 1	39
Caamasi Noble CL 1	59
Cathar Mauler CL 1	60
Chadra-Fan Tech Specialist CL 1	64
Chistori Saurian Warrior CL 1	67
Dark Jedi / Sith Lightsaber Duelist CL 1	107
Devaronian Scoundrel CL 1	74
Dug Hidden Attacker CL 1	77
Duros Scoundrel CL 1	79
Gamorrean Bruiser CL 1	82
Jedi Guardian CL 1	108
Light Infantry CL 1	27
Melee Infantry CL 1	28
Nelvaanian Anointed Hunter CL 1	88
Rebel Trooper CL 1	9
Rodian Blade-for-Hire CL 1	89
Rodian Brute CL 1	90
Security Guard CL 1	40
Sith Trooper CL 1	9
Soldier CL 1	30
Stormtrooper CL 1	5
Tusken Raider CL 1	96
Twilek Scoundrel CL 1	98
Twilek Thug CL 1	97
Wookiee Fury CL 1	104
Yuuzhan Vong Order of the Serpent CL 1	106
Zabrak Bodyguard CL 1	106
Advanced Melee Infantry CL 2	29
Advanced Melee Trooper CL 2	15
Aleena Scout CL 2	44
Altiri Revolutionary CL 2	46
Amanin Scout CL 2	45
Amanin Slaver CL 2	46
Anti-Personnel Infantry CL 2	29
Anti-Personnel Trooper CL 2	16
Anzat Hunter CL 2	48
Arkanian Noble CL 2	51
Arkanian Offshoot Hot Shot CL 2	53
B2 Series Super Battle Droid CL 2	7
Balosaur Assassin CL 2	54
Barabel Warrior CL 2	55
Blood Carver Cutter CL 2	57
Bothan Spy CL 2	58
Cathar Mauler CL 2	60
Cerean Shyarn-ado Dancer CL 2	62
Cerean Shyarn-ado Hobbler CL 2	62
Chagrian Noble CL 2	65
Chistori Saurian Warrior CL 2	67
Clone Trooper CL 2	8
Dashade Mercenary CL 2	72
Devaronian Sneak Attacker CL 2	74
Draethos Warrior CL 2	77
Dug Fringer CL 2	78
Duros on Raptor Speeder Bike CL 2	79
Elite Army Trooper CL 2	18

Elite Soldier CL 2	32
Firebat Trooper CL 2	20
Firebat CL 2	33
Gamorrean Gangster CL 2	82
Gamorrean Pounder CL 2	82
Grenadier Trooper CL 2	14
Heavy Stormtrooper CL 2	6
Infantry Leader CL 2	32
Ithorian Howler CL 2	86
Massassi Sith Defender CL 2	110
Nelvaanian Fleche CL 2	88
Police Officer CL 2	41
Scout Trooper CL 2	5
Soldier on Speeder Bike CL 2	31
Speeder Bike Trooper CL 2	17
Trandoshan Gangster CL 2	95
Troop Leader CL 2	18
Tusken Raider CL 2	96
Twilek Scoundrel CL 2	98
Twilek Thug CL 2	97
Warrior of Vahl CL 2	112
Wookiee Rage CL 2	104
Arrow-23 Landspeeder CL 3	41
Caamasi Noble CL 3	59
Cathar Mauler CL 3	61
Gran Bodyguard CL 3	84
Heavy Infantry CL 3	28
Heavy Suppression Infantry CL 3	30
Heavy Suppression Trooper CL 3	16
Heavy Trooper CL 3	15
Jensaarai Defender CL 3	114
Melee Soldier CL 3	36
Military Sniper CL 3	33
Quarren Mobster CL 3	89
Scout Trooper on Speeder Bike CL 3	6
Sniper Trooper CL 3	19
Soldier on Speeder Bike CL 3	31
Speeder Bike Trooper CL 3	17
Togorian Warrior CL 3	91
Weequay Mercenary Bio-freaks CL 3	103
Wookiee Wrath CL 3	105
Barabel Mercenary CL 4	56
Dark Jedi / Sith Lightsaber Duelist CL 4	116
Droideka Series Destroyer Droid CL 4	8
Ithorian Banshee CL 4	86
Jedi Guardian CL 4	117
Mandalorian Charger CL 4	10
Nelvaanian Spearmaster CL 4	88
Rodian Mercenary CL 4	90
Trandoshan Sith Abomination CL 4	115
Twilek Scout CL 4	99
Chadra-Fan Scout CL 5	64
Chiss Exile CL 5	66
Dual Flame Thrower Trooper CL 5	20
Dual Flame Thrower CL 5	34
Heavy Blaster Cannon Specialist CL 5	34
Heavy Blaster Cannon Trooper CL 5	22
Heavy Blaze Trooper CL 5	21
Missile Launcher Specialist CL 5	35
Missile Launcher Trooper CL 5	23
Shadow Striker CL 5	42
Togruta Bounty Hunter CL 5	93
Trandoshan Fighter CL 5	95
Wookiee Bowcaster Marksman CL 5	105
Baudo-class Star Yacht CL 6	75
Debilitating Sniper CL 6	37
Devaronian "devil-man" Bodyguard (bio-freak) CL 6	76
Devaronian Noble (female) CL 6	75
Elite Sniper Trooper CL 6	19
Massassi Sith Defender CL 6	111
Melee Soldier CL 6	36
Officer CL 6	23
Pau'an Jedi Guardian CL 6	118

Sith Assassin CL 6	119
Vahl's Firebrand CL 6	113
Anzat Hunter CL 7	49
Anzat Lightsaber Duelist CL 7	50
Barabel Gladiator CL 7	56
Cerean Shyarn-ado Crippler CL 7	63
Clawdite Metamorph CL 7	69
Codru-Ji Bodyguard CL 7	68
Dark Jedi / Sith Lightsaber Duelist CL 7	122
Jedi Guardian CL 7	123
Jump Trooper CL 7	24
Sith Haze CL 7	120
Twi'lek Bodyguard CL 7	100
Twi'lek Jedi (or Sith) CL 7	121
Umbaran Crime Lord CL 7	101
Camo Sniper CL 8	25
Dashade Mercenary Leader CL 8	73
Togruta Ambusher CL 8	94
Barrage Squad Trooper CL 9	26
Elite Brute Squad CL 9	38
Hutt Crime Lord CL 9	85
Ashura, Sith Apprentice CL 10	124
Jedi Knight, Dual Weapon Master CL 10	125
Bladeborn CL 11	127
Falleen Crime Lord CL 11	80
Feeorin Poison Edge Assassin CL 11	81
Force-Using Martial Artist CL 11	128
Togorian Smasher CL 11	91
Barrage Squad Commander CL 12	27
Jedi Knight CL 12	130
Sith Marauder CL 12	129
Mandalorian Defender CL 13	11
Neimoidian Corporate Agent CL 13	87
Snort, Gamorrean Martial Arts Master CL 13	83
Cathar Knight of Shanaara CL 14	133
Sith Mage CL 14	131
Arkanian Ghost Assassin CL 15	52
Jedi Knight, Dual Weapon Master CL 15	136
Lord Akaido, Nagai Sith CL 15	138
Mandalorian Heavy Trooper CL 15	12
Nagai Elite Sith Guardian CL 15	137
Sith Marauder, Dual Weapon Master CL 15	135
Verpine Biotech Scientist CL 15	102
Blood Carver Dark Jedi CL 16	140
Celegian Mind Flayer CL 16	143
Clawdite Bounty Hunter CL 16	71
Dual Wielding Gunslinger CL 16	43
Gray Jedi Sentinel CL 16	141
Mando Sith CL 16	142
Margrave of Togoria CL 17	92
Sith Lord CL 18	145