

THE BIG LIST OF ASSORTED NPCs FOR THE STAR WARS SAGA EDITION RPG

By Jonathan "Donovan Morningfire" Stevens

VERSION 1.2

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DARK SIDE

DARK SIDE ASSASSIN; CL 4

Dark side assassins are Force-sensitive individuals that have succumbed to their baser urges and use their powers to cause misery and inflict death.

Medium Human Scoundrel 4

Force Points 2; **Dark Side** 12

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

Languages Basic, 1 unassigned

Defenses Ref 19 (flat-footed 16), Fort 14, Will 16
hp 30; **Threshold** 14

Speed 6 squares

Melee Unarmed +6 (1d4+3) or

Melee Vibroblade +6 (2d6+3) or

Ranged Blaster Pistol +6 (3d6+2)

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

Atk Options Point Blank Shot, Sneak Attack +1d6

Special Actions Telekinetic Savant

Force Powers Known (Use the Force +8) *Force grip*,
mind trick

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

Talents Sneak Attack, Telekinetic Savant

Feats Force Sensitivity, Force Training, Point Blank Shot, Skill Focus (Stealth), Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Acrobatics +10, Deception +8, Initiative +10, Perception +8, Stealth +15, Use the Force +8

Possessions blaster pistol, vibroblade, utility belt

DARK SIDE CULTIST, INITIATE; CL 1

The rank and file members of a cult devoted to the mysteries of the dark side of the Force, the initiate is a mix of devoted follower and expendable labor pool, used to sate the egos of the cult's higher echelons and sacrificed to carry out the whims of the ruling priest. Lured into the cult's ranks through promises of fame, money, power, and other worldly desires, the initiate's life is one of devout subservience, offering supplication in the hope of gaining true power.

Medium Non-Heroic 2/Noble 1

Force Points 1; **Dark Side** 3

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

Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 12
hp 10; **Threshold** 11

Speed 6 squares

Melee Unarmed +2 (1d4+1) or

Melee Dire Vibroblade +3 (2d6+2) or

Ranged Blaster Pistol +2 (3d6)

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

Atk Options Point Blank Shot

Special Actions Presence

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

Talents Presence

Feats Point Blank Shot, Skill Training (Persuasion), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Perception +5, Persuasion +7

Possessions blaster pistol, dire vibroblade, concealed sheath, cultist robes

DARK SIDE CULTIST, ACOLYTE; CL 5

Higher-ranking members of a cult devoted to the mysteries of the dark side of the Force, the acolyte relies on mystical power to enforce their will on the lower-ranking cultists around them while remaining subservient to the dark priests that both outrank and out-power them. In many instances, the acolyte serves as a recruiter for their respective cult, seeking out minds vulnerable to their insidious influence.

Medium Non-Heroic 1/Noble 5

Force Points 6; Dark Side 10

Init +8; Senses Perception +15

Languages Basic, 1 unassigned

**Defenses Ref 16 (flat-footed 16), Fort 16, Will 19
hp 25; Threshold 16**

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Vibrodagger +4 (2d4+3) or

Ranged Hold-Out Blaster +4 (3d4+2)

Base Atk +3; Grp +4

Special Actions Force Focus, Presence

Force Powers Known (Use the Force +15): *Force grip, Force thrust, mind trick*

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

Talents Force Focus, Force Perception, Presence

Feats Force Boon, Force Sensitivity, Force Training,

Skill Focus (Use the Force), Skill Training (Initiative, Use the Force), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +10, Initiative +8, Persuasion +10, Use the Force +15 (may substitute for Perception checks)

Possessions hold-out blaster, vibrodagger, concealed sheath, cultist robes

DARK SIDE CULTIST, PRIEST; CL 8

The leader of a cult devoted to the mysteries of the dark side of the Force, the priest is a powerful and charismatic presence, able to twist the minds and beliefs of those that listen to them, caring nothing for the lives of lesser beings, seeing even the faithful of his cult as nothing more than pawns to be used in their twisted schemes. While the priest will rarely deign to sully their hands with such trivialities as dealing with interfering heroes, they are quick to take interest in any Force-users, seeing them either as potential recruits to their cause... or threats to be crushed without mercy.

Medium Non-Heroic 2/Noble 7/Force Adept 1

Destiny 1; Force Points 8; Dark Side 14

Init +11; Senses Perception +18

Languages Basic, 2 unassigned

**Defenses Ref 21 (flat-footed 20), Fort 21, Will 24
hp 45; Threshold 21**

Speed 6 squares

Melee Unarmed +7 (1d4+5) or

Melee Vibrodagger +7 (2d4+5)

Base Atk +6; Grp +7

Special Actions Force Focus, Illusion, Presence

Force Powers Known (Use the Force +18): *farseeing, Force grip, Force lightning, Force thrust, mind trick, rebuke*

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

Talents Force Focus, Force Perception, Force Power

Adept (Force Grip), Illusion, Presence

Feats Force Boon, Force Sensitivity, Force Training (3), Linguist, Skill Focus (Persuasion, Use the Force), Skill Training (Use the Force), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +13, Endurance +11, Initiative +11, Persuasion +18, Use the Force +18 (may substitute for Perception checks)

Possessions vibrodagger, cultist robes

NIGHTSISTER FORCE WITCH; CL 10

Hailing from the primitive world of Dathomir, the Nightsister Force Witch is as powerful as she is cruel, using her dark magic to dominate those around her. But those that think she has only her spells to rely upon are in for quite a surprise, as she is quite proficient with her spear, which itself has been strengthened by the Force, and she is able to take brutal advantage of any weakness that her opponent may reveal.

Medium Human Female Scout 7/Force Adept 3

Destiny 1; Force Points 6; Dark Side 14

Init +12; Senses Perception +12

Languages Basic, Paecian

Defenses Ref 24 (flat-footed 22), Fort 23, Will 26;

Dodge, Grapple Resistance

hp 75; Threshold 23

Speed 6 squares

Melee Unarmed +9 (1d4+6) or

Melee Spear +9 (2d8+7) or

Melee Spear +7 (3d8+7) with Rapid Strike or

Ranged Spear +10 (2d8+6)

Base Atk +7; Grp +9

Atk Options Channel Aggression, Rapid Strike

Special Actions Adept Spellcaster, Drain Knowledge

Force Powers Known (Use the Force +18): *corruption, energy resistance, fear, Force grip, Force storm, wound*

Abilities Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 17

Talents Adept Spellcaster, Channel Aggression, Charm

Beast, Drain Knowledge, Empower Weapon, Fringe

Savant

Feats Dodge, Force Sensitive, Force Training (2), Grapple Resistance, Rapid Strike, Skill Focus (Use the Force), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +12, Perception +12, Ride +12, Stealth +12, Survival +12, Use the Force +18

Possessions empowered spear, Nightsister robes, pet Nexu

RENEGADE JEDI; CL 8

Although trained in the Jedi Arts, the renegade Jedi has cast aside the restrictions of the Jedi Order and their archaic code, reveling in the power of the Force. But for all their power, the renegade Jedi knows all too well the resources the Jedi Order can use to bring them to justice for their crimes, causing many to seek refuge in the forgotten corners of the galaxy, while others instead choose to go out in a blaze of glory, causing as much carnage and suffering as possible before their lives are snuffed out.

Medium Human Jedi 5/Scout 3

Destiny 1; Force Points 5; Dark Side 6

Init +12; Senses Perception +10

Languages Basic, 1 unassigned

Defenses Ref 23 (flat-footed 20), Fort 20, Will 20;

Deflect

hp 75; Threshold 20

Speed 6 squares

Melee Unarmed +9 (1d4+5) or

Melee Lightsaber +10 (2d8+8) or

Melee 2 Lightsabers +8/+8 (2d8+6) or

Ranged Heavy Blaster Pistol +10 (3d8+4) or

Ranged 2 Heavy Blaster Pistols +8/+8 (3d8+4)

Base Atk +7; Grp +10

Atk Options Dual Weapon Mastery

Special Actions Redirect Shot, Sentinel Strike +1d6

Force Powers Known (Use the Force +11): *Force grip, Force slam, mind trick, move object*

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

Talents Acute Senses, Deflect, Improved Initiative, Redirect Shot, Sentinel Strike

Feats Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Skill Training

(Stealth), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Initiative +12 (may re-roll), Perception +10 (may re-roll), Stealth +12, Use the Force +11

Possessions 2 lightsabers, 2 heavy blaster pistols

SITH APPRENTICE; CL 10

Steeped in the lore of the ancient Sith Lords, the Sith apprentice is powerful in the dark side of the Force. Frequently sent on missions to further the schemes of their master, the Sith apprentice relies on a mix of cunning, guile, and stealth to accomplish many of their tasks, but will not hesitate to crush anyone that gets in the way of their objective.

Medium Scout 2/Jedi 5/Sith Apprentice 3

Destiny 2; Force Points 6; Dark Side 14

Init +12; Senses Perception +12

Languages Basic, Sith

Defenses Ref 24 (flat-footed 22), Fort 24, Will 24;
Block, Deflect
hp 90; Threshold 24

Speed 6 squares

Melee Unarmed +9 (1d4+9) or

Melee Lightsaber +11 (2d8+15) or

Melee Lightsaber +8/+8 (2d8+15) with Double Attack or

Melee Lightsaber +15 (2d8+20) with Powerful Charge

Base Atk +9; Grp +11

Atk Options Double Attack (lightsabers), Power Attack, Powerful Charge

Special Actions Power of the Dark Side, Shake it Off, Swift Power

Force Powers Known (Use the Force +17): *dark rage, Force grip, Force slam, Force thrust, mind trick, rebuke*

Force Technique Force Point Recovery

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

Talents Block, Deflect, Multiattack Proficiency

(lightsabers), Power of the Dark Side, Swift Power, Weapon Specialization (lightsabers)

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Powerful Charge, Shake it Off, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +12, Endurance +12, Initiative +12, Perception +12, Pilot +12, Stealth +12, Use the Force +17

Possessions lightsaber (self-built), pocket scrambler, utility belt with encrypted holo comlink, Sith robes, Sith courier vessel

SITH ASSASSIN; CL 7

One of the many minions of the New Sith Order, the Sith Assassin is a cunning fighter, using agility and trickery to destroy those that dare to oppose the will of Darth Krayt. Just as proficient with the dark side as they are with their blood-red lightsabers, they prefer to strike quickly, dispatching their target in a surge of violence before fading back into the shadows.

Medium Twi'lek Non-Heroic 3/Jedi 6

Force 3; Dark Side 13

Init +12; Senses Perception +12, low-light vision

Languages Basic, Sith, Ryl

Defenses Ref 20 (flat-footed 17), Fort 19, Will 18
hp 40; Threshold 19

Speed 6 squares

Melee unarmed +11 (1d4+3) or

Melee unarmed +9 (2d4+3) with Rapid Strike

Melee lightsaber +12 (2d8+5) or

Melee lightsaber +10 (3d8+5) with Rapid Strike or

Ranged by weapon +11

Base Atk +8; Grp +11

Atk Options Rapid Strike, Running Attack

Force Powers Known (Use the Force +12) *Force grip, Force lightning, mind trick, surge*

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

Special Qualities deception

Talents Clear Mind, Force Perception, Weapon Specialization (lightsabers)

Feats Force Sensitivity, Force Training (2), Rapid Strike, Running Attack, Skill Training (Acrobatics, Stealth), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +12, Deception +7 (may re-roll), Initiative +12, Stealth +12, Use the Force +12 (may use for Perception checks)

Possessions lightsaber, Sith outfit

SITH LORD; CL 15

A master of the lore of the ancient Sith Lords, the Sith Lord is a terrifying opponent for all but the staunchest of Jedi Masters, able to bring the might of the dark side to bear against those that would dare oppose them. Weaving twisted schemes and hatching convoluted plots, their every waking moment is devoted to the obliteration of the Jedi Order and restoring the oppression of the Sith upon the galaxy. Patient and cunning, the Sith Lord acknowledges that many of the plans they set in motion will not reach fruition until long after they have perished, but this does not mean they will tolerate the continued interference of heroes.

Medium Noble 2/Jedi 5/Sith Apprentice 5/Sith Lord 3
Destiny 3; Force Points 7; Dark Side 16
Init +14; Senses Perception +15
Languages Basic, Sith, 4 unassigned

Defenses Ref 30 (flat-footed 28), Fort 29, Will 31;
Block, Deflect
hp 110; Threshold 29; immune fear

Speed 6 squares
Melee Unarmed +15 (1d4+8) or
Melee Lightsaber +18 (2d8+11) or
Melee Lightsaber +15/+15 (2d8+11) with Double Attack
Base Atk +14; Grp +16
Atk Options Critical Strike, Double Attack (lightsabers)
Special Actions Power of the Dark Side, Quick Draw, Swift Power, Temptation
Force Powers Known (Use the Force +20): *dark rage, farseeing, fear, Force grip, Force lightning (2), Force slam, mind trick, move object, rebuke, wound*
Force Techniques Force Point Recovery, Improved Sense Force
Force Secrets Devastating Power, Multitarget Power

Abilities Str 13, Dex 14, Con 12, Int 15, Wis 16, Cha 16
Talents Affliction, Block, Dark Side Adept, Dark Side Master, Deflect, Multiattack Proficiency (lightsabers), Power of the Dark Side, Swift Power, Weapon Specialization (lightsabers)
Feats Critical Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Linguist, Quick Draw, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +14, Deception +15, Gather Information +15, Initiative +14, Knowledge (galactic lore) +14, Perception +15, Persuasion +15, Use the Force +20
Possessions lightsaber (self-built), utility belt with encrypted holo comlink, Sith robes

SITH MARAUDER; CL 7

One of the many minions of the New Sith Order, the Sith Marauder serves as both hunter and executioner, seeking out those that defy the will of Darth Krayt and utterly destroying them. While cunning and patient during the hunt, they abandon all pretenses and focus on a purely physical victory, crashing into their prey with the force of a tidal wave.

Medium Trandoshan Non-Heroic 3/Jedi 4/Soldier 2
Force 3; Dark Side 12
Init +10; Senses Perception +10, darkvision
Languages Basic, Dosh, Sith

Defenses Ref 18 (flat-footed 17), Fort 21, Will 18
hp 60; Threshold 21

Speed 6 squares
Melee unarmed +10 (1d4+6) or
Melee lightsaber +11 (2d8+9) or
Melee lightsaber +8* (2d8+15) or
Ranged by weapon +9
Base Atk +8; Grp +10
Atk Options Bantha Rush, Cleave, Power Attack
Special Actions Power of the Dark Side
Force Powers Known (Use the Force +10) *dark rage, wound*

Abilities Str 15, Dex 12, Con 13, Int 12, Wis 12, Cha 13
Talents Force Intuition, Power of the Dark Side, Indomitable
Feats Armor Proficiency (light), Bantha Rush, Cleave, Force Sensitivity, Force Training, Power Attack, Skill Training (Endurance, Perception), Toughness, Weapon Focus (lightsaber), Weapon Proficiency (lightsabers, simple weapons)
Skills Endurance +10, Perception +10, Survival +10, Use the Force +10 (may use for Initiative checks)
Possessions lightsaber, Sith outfit, light battle armor
**includes 3 points of Power Attack*

SITH WARLOCK; CL 7

One of the many minions of the New Sith Order, the Sith Warlock has devoted themselves to attaining mastery of the dark side of the Force, wielding it against the enemies of Darth Krayt the way an expert soldier would wield a rifle. Although adept with a lightsaber, they would much rather smite the fools that dare to oppose their dark might.

Medium Iktotchi Non-Heroic 3/Jedi 6

Force 3; Dark Side 14

Init +9; Senses Perception +12

Languages Basic, Iktotchese, Sith

**Defenses Ref 19 (flat-footed 18), Fort 19, Will 21
hp 50; Threshold 19**

Speed 6 squares

Melee unarmed +9 (1d4+4) or

Melee lightsaber +10 (2d8+5) or

Ranged by weapon +8

Base Atk +8; Grp +9

Special Actions Adept Negotiator, Limited

Precognition, Power of the Dark Side, Swift Power

Force Powers Known (Use the Force +16) *corruption, Force grip, Force lightning, mind trick, move object, negate energy, rebuke, rend*

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

Special Qualities expert pilot

Talents Adept Negotiator, Power of the Dark Side, Swift Power

Feats Force Sensitivity, Force Training (2), Improved Defenses, Skill Focus (Use the Force), Skill Training (Deception, Initiative, Persuasion), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +9, Knowledge (galactic lore) +10, Perception +12, Persuasion +11, Pilot +4 (may re-roll), Use the Force +16

Possessions lightsaber, Sith robes

SITH WARRIOR; CL 7

One of the many minions of the New Sith Order, the Sith Warrior has focused much of their time and effort on mastering the lightsaber, preferring to wield twin blades of crimson death. Focusing on a physical victory above all else, they remain unnaturally silent in battle; the only sound issuing from their lips is the occasional angry growl as they cleave into their foes.

Medium Zabrak Non-Heroic 3/Jedi 6

Force 3; Dark Side 12

Init +12; Senses Perception +6, low-light vision

Languages Basic, Sith, Zabrak

**Defenses Ref 20 (flat-footed 18), Fort 19, Will 20
hp 50; Threshold 19**

Speed 6 squares

Melee unarmed +10 (1d6+4) or

Melee lightsaber +11 (2d8+7) or

Melee 2 lightsabers +9/+9 (2d8+7) or

Ranged by weapon +10

Base Atk +8; Grp +10

Atk Options Dual Weapon Mastery, Fatal Hit

Special Actions Combat Reflexes, Power of the Dark Side

Force Powers Known (Use the Force +9) *battle strike, Force lightning, surge*

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

Talents Precision, Power of the Dark Side, Weapon Specialization (lightsabers)

Feats Combat Reflexes, Dual Weapon Mastery I, Dual Weapon Mastery II, Fatal Hit, Force Sensitivity, Force Training, Skill Training (Acrobatics, Initiative), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +11, Endurance +10, Initiative +11, Perception +6 (may re-roll), Use the Force +9

Possessions 2 lightsabers, Sith robes

GALACTIC EMPIRE

DARK STORMTROOPER; CL 4

An elite unit within the Imperial ranks, the dark stormtrooper is based off the ill-fated droid stormtrooper project. Instead of being a massive droid, the dark stormtrooper is a specially trained and equipped stormtrooper, their gear based on salvaged design data. Using their jet packs for superior mobility, the dark stormtrooper's tactics consist of finding a superior vantage point and then proceeding to scorch entire groups of enemy units in a single shot.

Medium Human Non-Heroic 6/Soldier 2

Dark Side 5

Init +5; Senses Perception +11; low-light vision
Languages Basic

Defenses Ref 20 (flat-footed 19), Fort 17, Will 12
hp 35; Threshold 17; immune as stormtrooper

Speed 4 squares

Melee Unarmed +7 (1d4+2) or

Ranged Blaster Cannon +8 (3d12+1) or

Ranged Missile Launcher +8 (6d6+1)

Base Atk +6; Grp +8

Atk Options Point Blank Shot

Special Actions Coordinated Attack

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

Talents Devastating Attack (heavy weapons)

Feats Armor Proficiency (light, medium), Coordinated Attack, Weapon Focus (heavy), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +10, Perception +11

Possessions blaster cannon or missile launcher, Dark Trooper armor (+8 armor, +2 equipment, includes helmet package), jet pack, utility belt with either 3 additional power packs or 3 missile magazines.

EVO TROOPER; CL 2

Also known as the Imperial Environment Trooper, the "EVO" trooper uses specialized stormtrooper armor that enables them to operate efficiently in all but the most hazardous or hostile of environments.

Medium Human Non-Heroic 8

Dark Side 2

Init +5; Senses Perception +11; low-light vision
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 14, Will 10
hp 35; Threshold 14; immune as stormtrooper

Speed 6 squares

Melee Unarmed +7 (1d4+1) or

Ranged Blaster Rifle +8 (3d8) or

Ranged Flechette Rifle +8 (3d8, 1-square splash)

Base Atk +6; Grp +7

Special Actions Coordinated Attack

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

Feats Armor Proficiency (light), Coordinated Attack, Skill Training (Survival), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +11, Perception +11, Survival +9

Possessions blaster rifle, flechette launcher, EVO trooper armor (see tFU, pg179), utility belt

EMPEROR'S HAND; CL 8

As one of Palpatine's personal assassins, an Emperor's Hand follows their master's will with fierce devotion if not unswerving loyalty. In many instances the Hand is required to work undercover, either insinuating themselves into the life of the target or hunting their prey with cold efficiency. Given rudimentary training in the Force to bolster their effectiveness in the field, an Emperor's Hand is given a great deal of leeway in how they accomplish their tasks, and are amongst the few that can rely upon the Emperor's indulgence should their mission fail, provided that such failures do not become a frequent occurrence.

Medium Human Scoundrel 4/Jedi 4

Force Points 4; Dark Side 6

Init +12; Senses Perception +10

Languages Basic, 2 unassigned

**Defenses Ref 24 (flat-footed 20), Fort 20, Will 20
hp 60; Threshold 20**

Speed 6 squares

Melee Unarmed +10 (1d6+5) or

Melee Lightsaber +10 (2d8+6) or

Melee Vibrodagger +10 (2d4+5) or

Ranged Blaster Pistol +10 (3d6+6) or

Ranged Hold-Out Blaster +10 (3d6+6)

Base Atk +7; Grp +10

Atk Options Point Blank Shot, Sneak Attack +1d6

Special Actions Force Focus, Quick Draw, Telekinetic Savant (1/encounter)

Force Powers Known (Use the Force +11): *Force grip, mind trick*

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

Talents Clear Mind, Force Focus, Sneak Attack, Telekinetic Savant

Feats Force Sensitivity, Force Training, Martial Arts I, Point Blank Shot, Quick Draw, Skill Training (Acrobatics, Use the Force), Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, lightsabers, simple weapons)

Skills Acrobatics +12, Deception +11, Gather Information +11, Initiative +12, Mechanics +11, Perception +10, Persuasion +11, Stealth +12, Use the Force +11

Possessions modified blaster pistol (increased damage), modified hold-out blaster (increased damage), lightsaber, vibrodagger, comlink (encrypted miniaturized long-range), concealed holster, utility belt

IMPERIAL ADJUTANT; CL 3

Serving as the personal assistant to high-ranking members of the Imperial government, the Imperial adjutant is a mix of ambition, patience, and cunning. Their duties cover a wide gamut of responsibilities, ranging from simple errand-running, arranging inspection tours for their superior, delivering messages deemed too sensitive for standard channels, coordination of their superior's support staff, spying on their superior's rivals, and silencing those who discover things they shouldn't have.

Medium Human Non-Heroic 9

Dark Side 3

Init +5; Senses Perception +10

Languages Basic, Bocce, High Galactic, 2 unassigned

**Defenses Ref 14 (flat-footed 12), Fort 11, Will 11
hp 30; Threshold 11**

Speed 6 squares

Melee Unarmed +6 (1d4) or

Ranged Blaster Pistol +8 (3d6) or

Base Atk +6; Grp +8

Atk Options Point Blank Shot

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

Feats Armor Proficiency (light), Linguist, Point Blank Shot, Skill Training (Gather Information, Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Gather Information +10, Knowledge (bureaucracy) +11, Perception +10, Persuasion +10, Use Computer +11

Possessions blaster pistol, blast vest and helmet, code cylinder, comlink (encrypted short-range), datapad, Imperial uniform

IMPERIAL MOFF; CL 8

The ways in which the Imperial Moff attains their illustrious station are numerous, although all of them rely on the good graces of the Emperor to ascend to such a level at some point in their career. Some are promoted from within the Imperial Forces; others are lifelong bureaucrats with powerful connections. But regardless of how they achieved their rank, each Imperial Moff is charged with maintaining the peace and enforcing the will of the Emperor in their appointed sectors. With access to vast numbers of Imperial soldiers, TIE fighters, capital ships, and stormtroopers, drawing the wrath of an Imperial Moff can be a fatal mistake.

**Medium Human Non-Heroic 6/Noble 4/Crime Lord 2
Force 4; Dark Side 6
Init +7; Senses Perception +13
Languages Basic, Bocce, High Galactic, 5 unassigned**

**Defenses Ref 19 (flat-footed 18), Fort 17, Will 22
hp 60; Threshold 17**

**Speed 6 squares
Melee Unarmed +8 (1d4+3) or
Ranged Blaster Pistol +10 (3d6+3) or
Ranged Blaster Pistol +10 (4d6+3) with Deadeye or
Ranged Blaster Pistol +5/+5 (3d6+3) with Double Attack
Base Atk +8; Grp +9
Atk Options Deadeye, Double Attack (pistols), Point
Blank Shot, Precise Shot
Special Actions Command Cover +1, Presence**

**Abilities Str 10, Dex 12, Con 12, Int 16, Wis 14, Cha 16
Talents Attract Minion, Connections, Coordinate,
Presence
Feats Deadeye, Double Attack (pistols), Linguist, Point
Blank Shot, Precise Shot, Skill Focus (Persuasion), Skill
Training (Knowledge [tactics], Use Computer),
Toughness, Weapon Focus (pistols), Weapon Proficiency
(pistols, simple weapons)
Skills Deception +14, Knowledge (bureaucracy) +14,
Knowledge (galactic lore) +14, Knowledge (tactics) +14,
Perception +13, Persuasion +19, Use Computer +14
Possessions blaster pistol, code cylinder, comlink
(encrypted short-range), datapad, Imperial uniform,
flagship (*Imperial-class Star Destroyer*), personal
transport (*Lambda-class shuttle*)**

IMPERIAL INQUISITOR; CL 10

Known for their ruthless determination, the Imperial Inquisitor is a dark side agent in service to Emperor Palpatine. Their main purpose is to seek out and capture Force-users that do not serve the Empire, as well as conduct interrogations on subjects that had proven resistant to conventional methods. The Inquisitor will spare no resource or effort in tracking down Jedi fugitives, and if the Jedi will not be turned to the dark side and swear allegiance to the Emperor, then they will be destroyed.

**Medium Human Jedi 6/Noble 3/Force Adept 1
Destiny 2; Force Points 6; Dark Side 14
Init +11; Senses Perception +12
Languages Basic, 2 unassigned**

**Defenses Ref 23 (flat-footed 22), Fort 23, Will 26
hp 85; Threshold 23**

**Speed 6 squares
Melee Unarmed +9 (1d4+6) or
Melee Lightsaber +10 (2d8+7) or
Melee Lightsaber +14 (2d8+12) with Powerful Charge or
Melee Lightsaber +5/+5 (2d8+7) with Double Attack or
Ranged Blaster Pistol +8 (3d6+5)
Base Atk +8; Grp +9
Atk Options Double Attack (lightsabers), Inquisition,
Powerful Charge
Special Actions Damage Reduction 10, Lightsaber
Defense, Power of the Dark Side, Presence, Swift Power
Force Powers Known (Use the Force +12): *corruption*,
Force grip (2), *Force stun*, *Force thrust*, *mind trick*,
rebuke (2), *wound***

**Abilities Str 13, Dex 12, Con 12, Int 14, Wis 14, Cha 15
Talents Inquisition, Lightsaber Defense, Power of the
Dark Side, Presence, Swift Power, Wrath of the Dark Side
Feats Double Attack (lightsabers), Force Sensitivity,
Force Training (3), Powerful Charge, Skill Training
(Deception, Gather Information), Weapon Focus
(lightsabers), Weapon Proficiency (lightsabers, pistols,
simple weapons)
Skills Deception +12, Gather Information +12, Initiative
+10, Knowledge (galactic lore) +12, Perception +11,
Persuasion +12, Use the Force +12
Possessions lightsaber (self-built), blaster pistol, comlink
(encrypted long-range miniaturized), Inquisitor's robes,
personal transport (*Guardian-class light cruiser*)**

IMPERIAL KNIGHT; CL 8

Originally a splinter sect of the Jedi Order created decades after the death of Palpatine, the first Imperial Knights swore fealty to the resurgent Empire and to Emperor Fel I, eventually developing into a separate order with their own traditions. The loyalty of an Imperial Knight is to the Empire first and the Force second, leading the New Jedi Order to deem the crimson-clad Knights as “Grey Jedi,” although their devotion to their Emperor has kept them from falling prey to the lure of the dark side.

Medium Human Jedi 5/Soldier 3/Imperial Knight 1
Force Points 5; Dark Side 2

Init +10; Senses Perception +10

Languages Basic, 1 unassigned

Defenses Ref 26 (flat-footed 25), Fort 25, Will 22
hp 90; Threshold 25

Speed 4 squares

Melee Unarmed +9* (1d4+8) or

Melee Lightsaber +11* (2d8+14) or

Melee Lightsaber +6/+6* (2d8+14) with Double Attack

Base Atk +9; Grp +11

Atk Options Double Attack (lightsabers), Power Attack

Special Actions Harm’s Way, Quick Draw, Resilience

Force Powers Known (Use the Force +10): *battle strike, Force thrust, rebuke, surge*

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

Talents Armor Mastery, Block, Deflect, Harm’s Way, Resilience, Weapon Specialization (lightsabers)

Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (2), Power Attack, Quick Draw, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Endurance +11, Initiative +10, Perception +10, Use the Force +10

Possessions lightsaber (self-built), Imperial knight armor (+8 armor, +2 equipment), cortosis gauntlet, utility belt with encrypted comlink and extra medpac
**includes 2 points of Power Attack*

IMPERIAL ROYAL GUARD; CL 7

Hand-picked from the best of the stormtrooper legions, the crimson-armored royal guard is subjected to harsh and unforgiving training, placing them at the pinnacle of the Imperial armed forces. These elite warriors are unswervingly faithful to the Emperor, and will protect him at all costs; up to and including sacrificing their own lives if that is what is required.

Medium Human Non-Heroic 4/Soldier 5/Elite Trooper 1
Force 3; Dark Side 5

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

Languages Basic, High Galactic

Defenses Ref 22 (flat-footed 19), Fort 23, Will 17
hp 55; Threshold 23; immune as stormtrooper

Speed 4 squares

Melee Unarmed +9* (1d6+6) or

Melee Force Pike +10* (2d8+16) or

Melee Force Pike +5/+5* (2d8+16) with Double Attack or Ranged Heavy Blaster Pistol +11 (3d8+5)

Base Atk +9; Grp +11

Atk Options Double Attack (advanced melee weapons),

Flurry Attack, Point Blank Shot, Power Attack

Special Actions Delay Damage, Harm’s Way

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

Talents Flurry Attack (advanced melee weapons), Harm’s Way, Melee Smash, Weapon Specialization (advanced melee weapons)

Feats Armor Proficiency (light, medium), Double Attack (advanced melee weapons), Martial Arts I, Point Blank Shot, Power Attack, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +12, Perception +13

Possessions modified force pike (improved damage), modified heavy blaster pistol (improved damage), Royal Guard armor (as powered battle armor), utility belt with extra medpac

**includes 2 points of Power Attack*

NOGHRI ASSASSIN; CL 6

Employed by their Imperial masters to dispatch those beings that interfere too often with their plans, the Noghri assassin is a compact killing machine, able to assassinate their target with lethal efficiency and fade back into the shadows before anyone is the wiser.

Small Noghri Scoundrel 4/Scout 2

Force 1; Dark Side 3

Init +10; Senses Perception +10; scent

Languages Basic, Honoghran

**Defenses Ref 22 (flat-footed 19), Fort 18, Will 19
hp 45; Threshold 18**

Speed 7 squares

Melee Unarmed +7 (1d4+5) or

Melee Heavy Knife +7 (1d6+5) or

Ranged Throwing Knife +7 (1d4+5)

Base Atk +4; Grp +2

**Atk Options Far Shot, Point Blank Shot, Precise Shot,
Running Attack, Sneak Attack +2d6, Sniper**

Special Actions Quick Draw

Abilities Str 14, Dex 15, Con 12, Int 12, Wis 14, Cha 6

Talents Improved Stealth, Sneak Attack (2)

**Feats Far Shot, Martial Arts I, Point Blank Shot, Precise
Shot, Running Attack, Sniper, Weapon Focus (simple),
Weapon Proficiency (pistols, simple weapons)**

**Skills Acrobatics +10, Initiative +10, Perception +10,
Stealth +15 (may-re-roll), Survival +10**

Possessions Heavy knife*, 6 throwing knives*, bandolier

**see Appendix*

NOGHRI BODYGUARD; CL 6

Able to hide in the slimmest of shadows, senses alert for even the slightest hint of danger, the Noghri bodyguard is one of the fiercest and most loyal protectors in existence, their small bodies packed with muscles and able to move with surprising swiftness when the life of their charge is threatened. Although familiar with modern weapons, they see it as a point of pride that all they need are their fists and their wits to disable most threats in short order.

Small Noghri Scout 3/Soldier 3

Force 1; Dark Side 1

Init +10; Senses Perception +10; scent

Languages Basic, Honoghran

**Defenses Ref 23 (flat-footed 19), Fort 20, Will 18
hp 60; Threshold 20**

Speed 4 squares

Melee Unarmed +6 (1d6+4) or

Melee Vibroblade +6 (2d6+4) or

Ranged Throwing Knife +7 (1d4+4)

Base Atk +5; Grp +4

Atk Options Bantha Rush, Pin, Running Attack

Special Actions Harm's Way, Shake it Off

Abilities Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 6

**Talents Acute Senses, Expert Grappler, Harm's Way,
Improved Initiative**

**Feats Bantha Rush, Martial Arts I, Martial Arts II, Pin,
Point Blank Shot, Shake it Off, Weapon Proficiency**

(advanced melee weapons, rifles, simple weapons)

**Skills Endurance +10, Initiative +10 (may re-roll),
Perception +10 (may re-roll), Stealth +15, Survival +10,
Treat Injury +10**

Possessions 2 throwing knives*, vibroblade, medpac

**see Appendix*

SHADOW STORMTROOPER; CL 2

Drawn from the ranks of Imperial legions, the Shadow Stormtroopers serve as the personal agents of the mysterious Blackhole. Clad in stygian-triprismatic polymer armor, the shadow stormtrooper can avoid detection with alarming ease, striking their targets when the attack is least expected.

Medium Human Non-Heroic 6

Dark Side 2

Init +4; Senses Perception +10; darkvision

Languages Basic

**Defenses Ref 17 (flat-footed 16), Fort 13, Will 10
hp 20; Threshold 13; immune stormtrooper**

Speed 6 squares

Melee Unarmed +5 (1d4+1) or

Ranged Blaster Rifle +6 (3d8) or

Ranged Frag Grenade +5 (4d6, 2-square burst)

Base Atk +4; Grp +5

Atk Options autofire (blaster rifle)

Special Actions Coordinated Attack

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

**Feats Armor Proficiency (light), Coordinated Attack,
Skill Training (Stealth), Weapon Focus (rifles), Weapon
Proficiency (pistols, rifles, simple weapons)**

Skills Endurance +9, Stealth +11, Perception +10

**Possessions blaster rifle, frag grenade, shadow
stormtrooper armor* (+6 armor, +2 equipment, +2
Stealth, darkvision), utility belt**

**see Appendix*

STORM COMMANDO; CL 6

Specially trained in the usage of the same guerilla tactics that have worked successfully for the Rebel Alliance, the Storm Commandos are clad in black sensor-reflecting armor to augment their already impressive stealth skills, making them amongst the most dangerous soldiers the Empire has.

Medium Human Non-Heroic 4/Scoundrel 2/Scout 3

Force 2; Dark Side 6

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

Languages Basic, 1 unassigned

**Defenses Ref 19 (flat-footed 17), Fort 19, Will 18;
Evasion**

hp 40; Threshold 19; immune stormtrooper

Speed 6 squares

Melee Unarmed +7 (1d6+3) or

Melee Vibrodagger +7 (2d4+3) or

Ranged Blaster Carbine +7 (3d8+4) or

Ranged Blaster Carbine +2 (3d8+4) with autofire or

Ranged Blaster Carbine +7 (4d8+4) with Deadeye or

Ranged Frag Grenade +7 (4d6+2, 2 square burst)

Base Atk +6; Grp +7

**Atk Options autofire (blaster carbine), Deadeye, Far
Shot, Point Blank Shot, Precise Shot, Sneak Attack +1d6**

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

Talents Evasion, Improved Stealth, Sneak Attack

Feats Armor Proficiency (light), Deadeye, Improved

**Defenses, Martial Arts I, Point Blank Shot, Precise Shot,
Skill Training (Initiative, Stealth), Weapon Proficiency
(advanced melee weapons, pistols, rifles, simple
weapons)**

**Skills Endurance +10, Initiative +10, Perception +12,
Stealth +10 (may re-roll)**

**Possessions modified blaster carbine (improved damage)
with targeting scope, vibrodagger, 2 frag grenades, storm
commando armor*, security kit, utility belt**

**see Appendix*

STORMTROOPER, ELITE; CL 3

A veteran member of the Emperor's legions, the elite stormtrooper is a dangerous opponent, often assigned objectives that would be deemed too dangerous for the standard stormtrooper to handle, and as such are given more powerful weapons with which to enforce the will of their Emperor.

Medium Human Non-Heroic 10

Dark Side 5

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

Languages Basic

**Defenses Ref 18 (flat-footed 17), Fort 13, Will 11
hp 25; Threshold 13; immune stormtrooper**

Speed 6 squares

Melee Unarmed +8 (1d4+1) or

Ranged Heavy Blaster Rifle +9 (3d10) or

Ranged Heavy Blaster Rifle +4 (3d10) with autofire

Ranged Thermal Detonator +8 (8d6, 4-square burst)

Base Atk +7; Grp +8

**Special Actions autofire (heavy blaster rifle),
Coordinated Attack**

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

**Feats Armor Proficiency (light), Coordinated Attack,
Improved Defenses, Skill Training (Initiative), Weapon
Focus (rifles), Weapon Proficiency (pistols, rifles,
simple weapons)**

Skills Endurance +10, Initiative +11, Perception +12

**Possessions heavy blaster rifle, thermal detonator,
stormtrooper armor (+6 armor, +2 equipment), utility
belt with extra power pack**

STORMTROOPER OFFICER; CL 4

By coordinating the attacks of the troopers under their command, the stormtrooper officer is able to lead their squad to victory, having been well-trained in tactics to enable them to make the most out of any battlefield.

Medium Human Non-Heroic 6/Noble 3

Force 1; Dark Side 4

Init +5; Senses Perception +11; low-light vision

Languages Basic, 3 unassigned

**Defenses Ref 18 (flat-footed 17), Fort 15, Will 15
hp 35; Threshold 15**

Speed 6 squares

Melee Unarmed +7 (1d4+2) or

Ranged Blaster Rifle +8 (3d8+1) or

Ranged Blaster Rifle +3 (3d8+1) with autofire

Ranged Blaster Rifle +3/+3 (3d8+1) with Double Attack or

Ranged Frag Grenade +7 (4d6+1, 2-square burst)

Base Atk +6; Grp +7

**Atk Options autofire (blaster rifle), Double Attack
(rifles), Point Blank Shot**

Special Actions Coordinate, Presence

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

Talents Coordinate, Presence

**Feats Armor Proficiency (light), Double Attack (rifles),
Linguist, Point Blank Shot, Skill Training (Persuasion),
Toughness, Weapon Focus (rifles), Weapon Proficiency
(pistols, rifles, simple weapons)**

**Skills Endurance +9, Knowledge (tactics) +10, Perception
+11, Persuasion +10**

**Possessions blaster rifle, frag grenade, stormtrooper
armor (+6 armor, +2 equipment), utility belt with extra
medpac**

JEDI ORDER

AGRICORPS WORKER; CL 1

While many prospective Padawans serve in the Jedi Agricultural Corps for at least a short while, the AgriCorps worker found that they preferred the simpler existence of wielding a gardening trowel rather than brandishing a lightsaber or tapping the deeper mysteries of the Force. Others were younglings that never attracted the attention of a Jedi Master or were deemed unfit to be fully trained as a Jedi.

Medium Non-Heroic 4

Init +3; **Senses** Perception +2
Languages Basic, 1 unassigned

Defenses Ref 11 (flat-footed 10), Fort 12, Will 10
hp 20; **Threshold** 12

Speed 6 squares

Melee Unarmed +5 (1d4+1) or

Melee Club +5 (1d6+1) or

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

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

Feats Force Sensitivity, Skill Training (Endurance, Survival), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Skills Endurance +9, Knowledge (galactic lore) +8, Knowledge (life sciences) +8, Survival +7

Possessions Agricultural tools, datapad (basic), AgriCorps uniform

EXPLORCORPS WORKER; CL 1

While almost every Jedi has served within the Jedi Exploration Corps at least once, the ExplorCorps worker found that either due to a lack of proficiency or a lack of interest in the Jedi Arts, they preferred wandering the galaxy on expeditionary missions for the Republic. Many of the younger members are recent transfers from the Agricultural Corps, while others were potential apprentices that were passed over for training.

Medium Non-Heroic 4

Init +3; **Senses** Perception +8
Languages Basic, 2 unassigned

Defenses Ref 11 (flat-footed 10), Fort 10, Will 11
hp 10; **Threshold** 10

Speed 6 squares

Melee Unarmed +3 (1d4) or

Ranged Blaster Pistol +4 (3d6)

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

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

Feats Force Sensitivity, Skill Training (Pilot, Use Computer), Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (galactic lore) +9, Perception +8, Pilot +8, Survival +8, Use Computer +9

Possessions blaster pistol, datapad, comlink (short-range), ExplorCorps uniform

EDUCORPS WORKER; CL 1

Members of the EduCorps are trained to provide quality education on countless worlds across the galaxy, with the disadvantaged members of countless worlds being the primary focus of their efforts. The average EduCorps worker is an effective instructor, doing their best to encourage their pupils to succeed, showing the patience of a Jedi Master when necessary.

Medium Non-Heroic 4

Init +2; **Senses** Perception +7

Languages Basic, 5 unassigned

Defenses Ref 10 (flat-footed 10), Fort 10, Will 11
hp 5; **Threshold** 10

Speed 6 squares

Melee Unarmed +2 (1d4-1)

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

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

Feats Force Sensitive, Linguist, Rapport, Skill Training (Persuasion), Weapon Proficiency (simple weapons)

Skills Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +8, Persuasion +8

Possessions datapad, datacards with detailed lesson plans on numerous subjects, EduCorps uniform

JEDI CONSULAR, PADAWAN; CL 5

Still learning the ways of the Force, the young Jedi consular is extremely adept in the social arts, using diplomacy and wisdom to resolve conflicts; with but a few choice words and the subtle nudging of the Force the consular can make all save the most persistent of enemies back down from a fight. Although reluctant to use their lightsabers except as a means of last resort, the consular will not hesitate to act if they must.

Medium Noble 2/Jedi 3

Force Points 4

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

Languages Basic, 5 unassigned

Defenses Ref 17 (flat-footed 16), Fort 16, Will 20
hp 40; **Threshold** 16

Speed 6 squares

Melee Unarmed +4 (1d4+2) or

Melee Lightsaber +4 (2d8+2)

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

Special Actions Adept Negotiator

Force Powers Known (Use the Force +10): *farseeing*, *Force thrust*, *mind trick*, *vital transfer*

Abilities Str 10, Dex 12, Con 10, Int 14, Wis 16, Cha 15

Talents Adept Negotiator, Educated, Telepathic Link

Feats Force Sensitivity, Force Training, Linguist, Skill Focus (Persuasion, Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Gather Information +9, Initiative +8, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +10, Persuasion +14, Treat Injury +10, Use the Force +14

Possessions lightsaber, Jedi robes, utility belt with extra medpac

JEDI CONSULAR, KNIGHT; CL 10

Well-versed in the ways of the Force, the Jedi consular is able to expertly apply their abilities for both knowledge and defense. With the right choice of words, they can convince all but the most belligerent of enemies to surrender peacefully, and when words fail their proficiency with the Force enables them to bring most conflicts to a quick conclusion.

Medium Noble 3/Jedi 5/Jedi Knight 2

Destiny 1; Force Points 6

Init +11; Senses Perception +13

Languages Basic, 5 unassigned

**Defenses Ref 23 (flat-footed 22), Fort 22, Will 25
hp 65; Threshold 22**

Speed 6 squares

Melee Unarmed +10 (1d4+5) or

Melee Lightsaber +11 (2d8+5) or

Base Atk +9; Grp +10

Atk Options Severing Strike

**Special Actions Adept Negotiator, Inspire Confidence,
Lightsaber Defense +1**

**Force Powers Known (Use the Force +18): *farseeing*,
Force disarm, *Force thrust (2)*, *mind trick (2)*, *rebuke*,
*vital transfer***

Force Technique Improved Mind Trick

Abilities Str 10, Dex 12, Con 11, Int 14, Wis 16, Cha 16

**Talents Adept Negotiator, Educated, Inspire
Confidence, Lightsaber Defense, Severing Strike,
Telepathic Link**

**Feats Force Sensitivity, Force Training (2), Linguist,
Skill Focus (Persuasion, Use the Force), Weapon Focus
(lightsabers), Weapon Proficiency (lightsabers, pistols,
simple weapons)**

**Skills Gather Information +13, Initiative +11, Knowledge
(galactic lore) +12, Knowledge (social sciences) +12,
Perception +13, Persuasion +18, Treat Injury +13, Use
the Force +18**

**Possessions lightsaber (self-built), Jedi robes, utility
belt with extra medpac**

JEDI CONSULAR, MASTER; CL 15

A true scholar of the Force, the Jedi consular is able to act in accordance with the Will of the Force at all times. Wielding diplomacy with the skill of a veteran warrior, they are able to ensure that cooler heads prevail in all but the most turbulent of situations. Having trained at least one Padawan Learner during their tenure in the Jedi Order, their counsel is often sought out by Padawans and Knights alike, for when a Jedi consular speaks, their words frequently contain both insight and wisdom.

Medium Noble 3/Jedi 5/Jedi Knight 4/Jedi Master 3

Destiny 2; Force Points 10

Init +13; Senses Perception +15

Languages Basic, 5 unassigned

**Defenses Ref 29 (flat-footed 28), Fort 29, Will 31
hp 105; Threshold 29; immune fear**

Speed 6 squares

Melee Unarmed +14 (1d4+7) or

Melee Lightsaber +16 (2d8+7) or

Base Atk +14; Grp +15

Atk Options Severing Strike

**Special Actions Adept Negotiator, Force Focus, Inspire
Confidence, Lightsaber Defense +1, Quickseeing,
Serenity**

**Force Powers Known (Use the Force +20): *farseeing (2)*,
Force disarm (2), *Force thrust (2)*, *mind trick (2)*,
rebuke (2), *vital transfer (2)***

**Force Techniques Improved Force Thrust, Improved
Mind Trick**

Force Secrets Distant Power, Pure Power

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

**Talents Adept Negotiator, Educated, Force Focus,
Inspire Confidence, Lightsaber Defense, Niman,
Quickseeing, Severing Strike, Telepathic Link**

**Feats Force Sensitivity, Force Training (3), Linguist, Skill
Focus (Persuasion, Use the Force), Weapon Focus
(lightsabers), Weapon Proficiency (lightsabers, pistols,
simple weapons)**

**Skills Gather Information +15, Initiative +13, Knowledge
(galactic lore) +14, Knowledge (social sciences) +14,
Perception +15, Persuasion +20, Treat Injury +15, Use
the Force +20**

**Possessions lightsaber (self-built), Jedi robes, utility
belt with extra medpac**

JEDI GUARDIAN, PADAWAN; CL 5

Still learning the ways of the Force, the young Jedi guardian is a capable warrior, having spent many long hours practicing their skill with the Jedi lightsaber. While they lack the discipline and command of the Force that marks a Jedi Knight, the guardian's devotion to the Jedi Code guides their actions, even if they tend to favor "aggressive negotiations."

Medium Jedi 5

Force Points 3

Init +9; Senses Perception +8

Languages Basic, 1 unassigned

Defenses Ref 18 (flat-footed 16), Fort 17, Will 17;

Deflect

hp 55; Threshold 17

Speed 6 squares

Melee Unarmed +7 (1d4+4) or

Melee Unarmed +5 (2d4+4) with Rapid Strike

Melee Lightsaber +8 (2d8+8) or

Melee Lightsaber +6 (3d8+8) with Rapid Strike

Base Atk +5; Grp +7

Atk Options Rapid Strike

Force Powers Known (Use the Force +9): *Force slam, surge*

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

Talents Deflect, Forceful Warrior, Weapon

Specialization (lightsabers)

Feats Force Sensitivity, Force Training, Rapid Strike, Skill Training (Perception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Initiative +9, Perception +8, Use the Force +9

Possessions lightsaber, Jedi robes, utility belt

JEDI GUARDIAN, KNIGHT; CL 10

A steadfast defender of peace and justice, the Jedi guardian is a formidable warrior, possessed of a combat acumen that few outside the Jedi Order can rival. Although still focused on the way of the lightsaber, the guardian has tempered their battle prowess with wisdom, striving to adhere to the Will of the Force in all that they do. And while they may excel at "aggressive negotiations," the guardian has come to appreciate that there are always alternatives to fighting.

Medium Jedi 7/Jedi Knight 3

Destiny 1; Force Points 5

Init +12; Senses Perception +11

Languages Basic, 1 unassigned

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

Deflect

hp 90; Threshold 23

Speed 6 squares

Melee Unarmed +12 (1d4+7) or

Melee Unarmed +10 (2d4+7) with Rapid Strike

Melee Lightsaber +14 (2d8+11) or

Melee Lightsaber +12 (3d8+11) with Rapid Strike or

Melee Lightsaber +9/+9 (2d8+11) with Double Attack or

Melee Lightsaber +7/+7 (3d8+11) with Double Attack and Rapid Strike

Base Atk +10; Grp +12

Atk Options Critical Strike, Double Attack (lightsabers), Rapid Strike

Special Actions Redirect Shot, Resilience

Force Powers Known (Use the Force +12): *battle strike, Force slam, rebuke, surge*

Force Technique Force Point Recovery

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

Talents Block, Deflect, Exposing Strike, Forceful Warrior, Redirect Shot, Weapon Specialization (lightsabers)

Feats Critical Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Rapid Strike, Skill Training (Perception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +12, Endurance +11, Initiative +12, Perception +12, Use the Force +16

Possessions lightsaber (self-built), Jedi robes, utility belt

JEDI GUARDIAN, MASTER; CL 15

Older and wiser from years of battle and experience, the Jedi guardian has grown to become a master of the lightsaber, with only the most powerful and dangerous of foes having any chance to defeat them in battle. Their skill in battle is enough so that when a truly dire threat arises, they are amongst the first the Jedi Order turns to, for there are few dangers that these defenders of the Republic cannot overcome.

Medium Jedi 8/Jedi Knight 5/Jedi Master 2

Destiny 2; Force Points 7

Init +14; Senses Perception +14

Languages Basic, 1 unassigned

Defenses Ref 30 (flat-footed 28), Fort 29, Will 30;

Block, Deflect

hp 120; Threshold 29; immune fear

Speed 6 squares

Melee Unarmed +18 (1d4+10) or

Melee Unarmed +16 (2d4+10) with Rapid Strike

Melee Lightsaber +20 (2d8+15/x3) or

Melee Lightsaber +18 (3d8+15/x3) with Rapid Strike or

Melee Lightsaber +17/+17 (2d8+15/x3) with Double Attack or

Melee Lightsaber +15/+15 (3d8+15/x3) with Double Attack and Rapid Strike

Base Atk +15; Grp +18

Atk Options Accelerated Strike, Critical Strike, Double Attack (lightsabers), Rapid Strike, Severing Strike, Triple Crit (lightsabers)

Special Actions Quick Draw, Redirect Shot, Resilience, Serenity

Force Powers Known (Use the Force +14): *battle strike, Force slam, Force thrust, move object, rebuke, surge*

Force Techniques Force Point Recovery, Improved Battle Strike

Force Secrets Quicken Power

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

Talents Block, Deflect, Exposing Strike, Forceful Warrior, Multiattack Proficiency (lightsabers), Redirect Shot, Severing Strike, Weapon Specialization (lightsabers)

Feats Accelerated Strike, Critical Strike, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Quick Draw, Rapid Strike, Skill Training (Perception), Triple Crit (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +14, Initiative +14, Perception +14, Use the Force +14

Possessions lightsaber (self-built), Jedi robes, utility belt

JEDI SENTINEL, PADAWAN; CL 5

Trained in the ways of stealth and investigation, the Jedi sentinel is gifted in sensing the tell-tale disturbances in the Force that are caused by strong manifestations of the dark side, although at this stage in their training the young sentinel must tread cautiously or become ensnared by the very powers they seek to expose and overcome.

Medium Scoundrel 2/Jedi 3

Force Points 3

Init +9; Senses Perception +9

Languages Basic, 2 unassigned

Defenses Ref 19 (flat-footed 17), Fort 17, Will 18

hp 45; Threshold 17

Speed 6 squares

Melee Unarmed +6 (1d4+2) or

Melee Lightsaber +6 (2d8+2) or

Ranged Blaster Pistol +6 (3d6+2)

Base Atk +4; Grp +6

Atk Options Dastardly Strike, Point Blank Shot

Special Actions Quick Draw, Sentinel Strike +1d6

Force Powers Known (Use the Force +8): *Force stun, mind trick, negate energy*

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

Talents Dark Side Sense, Dastardly Strike, Sentinel Strike Feats Force Sensitivity, Force Training, Point Blank Shot, Quick Draw, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +9, Gather Information +8, Initiative +9, Perception +9, Stealth +9, Use the Force +8

Possessions lightsaber, blaster pistol, Jedi robes, utility belt

JEDI SENTINEL, KNIGHT; CL 10

Well-versed in both the ways of the Force and the arts of stealth and investigation, the Jedi sentinel travels the Republic, seeking for and rooting out the corrupting influences of the dark side. In many instances, a lone Jedi sentinel is all that is needed to bring down a dark side cult, as their mastery of the Force makes them quite adept at blocking the cultists' insidious powers.

Medium Scoundrel 2/Jedi 6/Jedi Knight 2

Destiny Points 1; Force Points 5

Init +12; Senses Perception +12

Languages Basic, 2 unassigned

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

Deflect

hp 75; Threshold 23

Speed 6 squares

Melee Unarmed +11 (1d4+5) or

Melee Unarmed +9 (2d4+5) with Rapid Strike or

Melee Lightsaber +12 (2d8+5) or

Melee Lightsaber +10 (3d8+5) with Rapid Strike

Ranged Blaster Pistol +6 (3d6+5)

Base Atk +9; Grp +11

Atk Options Dastardly Strike, Point Blank Shot, Rapid Strike

Special Actions Lightsaber Defense +1, Quick Draw, Sentinel Strike +1d6, Sentinel's Gambit

Force Powers Known (Use the Force +17): Force slam, Force stun (2), mind trick, negate energy, rebuke

Force Techniques Improved Force Stun

Abilities Str 11, Dex 15, Con 12, Int 14, Wis 14, Cha 14

Talents Dark Side Sense, Dastardly Strike, Lightsaber Defense, Sentinel Strike, Sentinel's Gambit

Feats Force Sensitivity, Force Training (2), Point Blank Shot, Quick Draw, Rapid Strike, Skill Focus (Use the Force), Skill Training (Deception), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +12, Deception +12, Gather Information +12, Initiative +12, Perception +12, Stealth +12, Use the Force +17

Possessions lightsaber (self-built), blaster pistol, Jedi robes, utility belt

JEDI SENTINEL, MASTER; CL 15

A master both the arts of stealth and investigation and the Force, the Jedi sentinel is a dangerous foe to those that delve into the forbidden mysteries of the dark side. Armed and armored by the light side of the Force, the Jedi sentinel cleaves into the darkness like a lightsaber, brushing aside the Force-imbued attacks of those devoted to the dark side while demonstrating the strength that comes from embracing the light.

Medium Scoundrel 2/Jedi 6/Jedi Knight 4/Jedi Master 3

Destiny Points 2; Force Points 7

Init +15; Senses Perception +14

Languages Basic, 2 unassigned

Defenses Ref 32 (flat-footed 29), Fort 30, Will 31

hp 108; Threshold 30; immune fear

Speed 6 squares

Melee Unarmed +17 (1d4+7) or

Melee Unarmed +15 (2d4+7) with Rapid Strike or

Melee Lightsaber +18 (2d8+7) or

Melee Lightsaber +16 (3d8+7) with Rapid Strike

Ranged Blaster Pistol +17 (3d6+7)

Base Atk +14; Grp +17

Atk Options Dastardly Strike, Point Blank Shot, Rapid Strike, Severing Strike

Special Actions Lightsaber Defense +2, Quick Draw, Sentinel Strike +1d6, Sentinel's Gambit, Serenity, Vanish

Force Powers Known (Use the Force +19): Force slam, Force Stun (2), Mind Trick (2), Negate Energy, Rebuke (2), Sever Force

Force Techniques Improved Force Stun, Improved Sense Surroundings

Force Secrets Debilitating Power, Quicken Power

Abilities Str 11, Dex 16, Con 12, Int 14, Wis 15, Cha 14

Talents Dark Side Sense, Dastardly Strike, Lightsaber Defense (2), Sentinel Strike, Sentinel's Gambit, Severing Strike, Vanish

Feats Force Sensitivity, Force Training (3), Improved Defenses, Point Blank Shot, Quick Draw, Rapid Strike, Skill Focus (Use the Force), Skill Training (Deception), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +15, Deception +14, Gather Information +14, Initiative +15, Perception +14, Stealth +15, Use the Force +19

Possessions lightsaber (self-built), blaster pistol, Jedi robes, utility belt

JEDI YOUNGLING; CL 1

A rank novice in the ways of the Force, the Jedi Youngling still has some proficiency in the Jedi arts due to the early start of their training.

Small Jedi 1

Force Points 1

Init +6; Senses Perception +5

Languages Basic

**Defenses Ref 13 (flat-footed 12), Fort 11, Will 12
hp 29; Threshold 11**

Speed 4 squares

Melee Unarmed +0 (1d4-1) or

Melee Lightsaber +0 (2d6-1)

Base Atk +1; Grp -3

Special Actions Lightsaber Defense +1

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

Talents Lightsaber Defense

Feats Force Sensitivity, Skill Training (Use the Force),

Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +6, Perception +5, Use the Force +6

Possessions short lightsaber, Jedi robes

MEDCORPS WORKER; CL 1

Applying the same logic as the AgriCorps, the Jedi Medical Corps tends to the sick and infirm, with service in the MedCorps teaching a young Padawan to use their natural talents to ease the suffering of others. Those prospective Jedi that are passed over for training yet show a skill for medicine are often assigned to the MedCorps, where they can put their knowledge and skill to use. Given the small size of the MedCorps in comparison to the AgriCorps or even the ExplorCorps, many MedCorps workers perform their tasks either in the infirmary wing of the Jedi Temple on Coruscant or intern at the gargantuan Galactic City Medical Center, although they may find themselves crossing the galaxy as part of a disaster relief effort.

Medium Non-Heroic 4

Init +1; Senses Perception +7

Languages Basic, 1 unassigned

**Defenses Ref 10 (flat-footed 10), Fort 10, Will 11
hp 5; Threshold 10**

Speed 6 squares

Melee Unarmed +1 (1d4)

Base Atk +1; Grp +1

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

Feats Force Sensitive, Skill Focus (Treat Injury), Skill Training (Persuasion), Surgical Expertise, Weapon Proficiency (simple weapons)

Skills Knowledge (life sciences) +7, Perception +7, Persuasion +7, Treat Injury +12

Possessions basic datapad, medical kit, 4 medpacs, MedCorps uniform

MANDALORIANS

MANDALORIAN BLADEMASTER; CL 6

Mandalorian bladesters have devoted themselves to the art of swordplay, and are able to cut down their enemies with frightening speed. The true test of a bladester's skill is if they can challenge a Jedi Knight in single combat, and with more frequency than the Jedi Order would like to admit, it is the Jedi that does not pass this test of combat acumen.

Medium Human Soldier 6

Force 1; Dark Side 2

Init +10; Senses Perception +10; low-light vision
Languages Basic, Mando'a

Defenses Ref 20 (flat-footed 17), Fort 21, Will 16
hp 65; Threshold 21

Speed 6 squares

Melee Combat Gloves +9 (1d6+8) or

Melee Combat Gloves +7 (2d6+8) with Rapid Strike

Melee Dire Vibroblade +10 (2d6+12) or

Melee Dire Vibroblade +8 (3d6+12) with Rapid Strike

Melee 2 Dire Vibroblades +8/+8 (2d6+9) or

Melee 2 Dire Vibroblades +6/+6 (3d6+9) with Rapid Strike

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

Ranged Frag Grenade +8 (4d6+3, 2-square burst)

Base Atk +6; Grp +9

Atk Options Accelerated Strike, Dual Weapon Mastery, Rapid Strike

Abilities Str 16, Dex 15, Con 12, Int 13, Wis 10, Cha 8

Tactics Armored Defense, Melee Smash, Weapon

Specialization (advanced melee weapons)

Feats Accelerated Strike, Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Rapid Strike, Weapon Focus (advanced melee weapons), Weapon Proficiencies (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +10, Knowledge (tactics) +9, Mechanics +9, Perception +10

Possessions blaster carbine, combat gloves, 2 dire vibroblades, frag grenade, light battle armor (+5 armor, +2 equipment), utility belt with extra medpac

MANDALORIAN COMMANDER; CL 8

Considered to be amongst the warrior elite, the Mandalorian commander is able to spur their warrior brethren to victory against imposing odds. Their combination of battlefield insight and combat experience ensure their services are in high demand, and it is not unheard of for the extremely wealthy to seek out a Mandalorian commander to serve as the head of their personal security detail.

Medium Human Soldier 5/Noble 2/Officer 1

Force 4; Dark Side 4

Init +11; Senses Perception +11; low-light vision
Languages Basic, Bocce, Mando'a, 3 unassigned

Defenses Ref 22 (flat-footed 20), Fort 23, Will 22
hp 70; Threshold 23

Speed 4 squares (walking), 6 squares (fly)

Melee Combat Gloves +9 (1d4+7) or

Melee Vibroblade +9 (2d6+6) or

Ranged Blaster Rifle +10 (3d8+6) or

Ranged Blaster Rifle +8 (4d8+6) with Rapid Shot or

Ranged Blaster Rifle +5 (3d8+6) with autofire or

Ranged Heavy Blaster Pistol +9 (3d8+4) or

Ranged Heavy Blaster Pistol +7 (4d8+4) with Rapid Shot or

Ranged Frag Grenade +9 (4d6+4, 2-square burst)

Base Atk +7; Grp +9

Atk Options autofire (blaster rifle), Charging Fire, Point Blank Shot, Rapid Shot

Special Actions Assault Tactics, Battle Analysis, Born Leader

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

Talents Armored Defense, Assault Tactics, Battle

Analysis, Born Leader, Commanding Presence

Feats Armor Proficiency (light, medium), Charging Fire, Linguist, Mandalorian Training, Point Blank Shot, Rapid Shot, Skill Focus (Knowledge [tactics]), Weapon Focus (rifles), Weapon Proficiencies (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +10, Initiative +11, Knowledge (tactics) +16, Mechanics +11, Perception +11, Persuasion +10

Possessions modified blaster rifle (improved damage), heavy blaster pistol, combat gloves, vibroblade, 2 frag grenades, modified powered battle armor (+7 armor, +1 equipment, fortifying armor), utility belt with extra medpac and power pack

MANDALORIAN COMMANDO; CL 7

Elite warriors of the Mandalorian forces, these commandos rank amongst the deadliest warriors in the galaxy. A single commando is often able to take out an entire enemy platoon, while entire squads have been known to defeat enemy forces that vastly outnumber them. To the majority of the galactic citizenry, it is the skill and exploits of the Mandalorian commando that shapes their opinion of the Mandalorians.

Medium Human Scout 2/Soldier 5

Force 2; Dark Side 3

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

Languages Basic, Mando'a

**Defenses Ref 22 (flat-footed 20), Fort 23, Will 18
hp 70; Threshold 23**

Speed 4 squares (walk), 6 squares (fly)

Melee Combat Gloves +8 (1d4+6) or

Melee Dire Vibroblade +8 (2d6+7) or

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

**Ranged Assault Blaster Rifle +6 (4d8+3) with Rapid Shot
or**

Ranged Assault Blaster Rifle +3 (3d8+3) with autofire or

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

Ranged Blaster Pistol +6 (4d6+3) with Rapid Shot

Ranged Frag Grenade +8 (4d6+3, 2-square burst)

Base Atk +6; Grp +8

**Atk Options autofire (assault blaster rifle), Charging
Fire, Devastating Attack (rifles), Far Shot, Point Blank
Shot, Rapid Shot**

Special Actions Shake it Off

Abilities Str 14, Dex 15, Con 14, Int 12, Wis 12, Cha 8

**Talents Armored Defense, Devastating Attack (rifles),
Hidden Attacker, Jet Pack Training**

**Feats Armor Proficiency (light, medium), Charging Fire,
Far Shot, Mandalorian Training*, Point Blank Shot, Rapid
Shot, Shake it Off, Weapon Focus (rifles), Weapon
Proficiencies (advanced melee weapons, pistols, rifles,
simple weapons)**

**Skills Endurance +10, Initiative +10, Knowledge (tactics)
+9, Mechanics +9, Perception +11, Stealth +10 (may re-
roll), Survival +9**

**Possessions assault blaster rifle, blaster pistol, combat
gloves, dire vibroblade, 3 frag grenades, light battle
armor (+5 armor, +2 equipment), jet pack, utility belt
with extra power pack**

MANDALORIAN HEAVY SOLDIER; CL 5

A Mandalorian heavy soldier is usually called into play when it becomes necessary to take out enemy armored vehicles and fortified positions, but given that their training with heavy weapons also makes them even deadlier against regular troops, they are also relied upon to mow down opposing forces with a withering hail of blaster fire.

Medium Human Soldier 5

Force 1; Dark Side 2

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

Languages Basic, Mando'a

**Defenses Ref 19 (flat-footed 17), Fort 20, Will 15
hp 55; Threshold 20**

Speed 6 squares

Melee Combat Gloves +8 (1d4+6) or

Melee Vibroblade +8 (2d6+5) or

**Ranged Heavy Repeating Blaster +6 (3d10+4) with
autofire [braced] or**

**Ranged Heavy Repeating Blaster +6 (5d10+4) with Burst
Fire [braced] or**

Ranged Blaster Pistol +8 (3d6+2) or

Base Atk +5; Grp +8

**Atk Options autofire (heavy repeating blaster), Burst
Fire, Penetrating Attack (heavy weapons), Point Blank
Shot**

Special Actions brace (heavy repeating blaster)

Abilities Str 16, Dex 15, Con 13, Int 12, Wis 10, Cha 8

**Talents Armored Defense, Penetrating Attack (heavy
weapons), Weapon Specialization (heavy weapons)**

**Feats Armor Proficiency (light, medium), Burst Fire,
Point Blank Shot, Weapon Focus (heavy weapons),
Weapon Proficiencies (advanced melee weapons, heavy
weapons, pistols, rifles, simple weapons)**

**Skills Endurance +8, Initiative +9, Knowledge (tactics)
+8, Mechanics +8, Perception +9**

**Possessions heavy repeating blaster, blaster pistol,
combat gloves, vibroblade, 5 detonite charges, light
battle armor (+5 armor, +2 equipment), bandolier with 8
power packs, utility belt with timers**

MANDALORIAN RECRUIT; CL 2

Just barely an adult, most Mandalorian recruits have yet to see anything more than a couple of small skirmishes, often relying more on enthusiasm than skill when in combat.

Medium Human Scout 1/Soldier 1

Dark Side 1

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

Languages Basic

**Defenses Ref 18 (flat-footed 16), Fort 16, Will 12
hp 30; Threshold 16**

Speed 6 squares

Melee Combat Gloves +3 (1d4+4) or

Melee Vibroblade +3 (2d4+4) or

Ranged Blaster Carbine +3 (3d8+1) or

Ranged Frag Grenade +3 (4d6+1, 2-square burst)

Base Atk +1; Grp +3

Atk Options Point Blank Shot

Special Actions Shake it Off

Abilities Str 14, Dex 15, Con 13, Int 11, Wis 11, Cha 8

Talents Armored Defense, Sprint

Feats Armor Proficiency (light), Point Blank Shot, Shake it Off, Weapon Proficiencies (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +7, Initiative +8, Knowledge (tactics)

+6, Mechanics +6, Perception +8, Stealth +8

Possessions blaster carbine, combat gloves, vibroblade, frag grenade, Mandalorian combat jumpsuit (+4 armor, +1 equipment, no jetpack), utility belt with extra medpac and power pack

MANDALORIAN SCOUT; CL 5

Mandalorian scouts frequently serve as the eyes and ears of a military force, gathering vital intelligence on enemy forces and learning the lay of the land while at the same time ensuring the enemy's own scouts aren't able to do the same.

Medium Human Scout 3/Soldier 2

Force 1; Dark Side 2

Init +9; Senses Perception +11; low-light vision

Languages Basic, Mando'a

**Defenses Ref 20 (flat-footed 18), Fort 20, Will 17
hp 50; Threshold 20**

Speed 6 squares

Melee Combat Gloves +5 (1d4+5) or

Melee Dire Vibroblade +5 (2d6+6) or

Ranged Blaster Carbine +6 (3d8+2) or

Ranged Blaster Carbine +6 (4d8+2) with Deadeye or

Ranged Blaster Carbine +1 (3d8+2) with autofire or

Ranged Blaster Pistol +6 (3d6+2) or

Ranged Blaster Pistol +6 (4d6+2) with Deadeye or

Ranged Frag Grenade +6 (4d6+2, 2-square burst)

Base Atk +4; Grp +6

Atk Options autofire (blaster carbine), Deadeye, Point Blank Shot, Precise Shot

Special Actions Shake it Off

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 13, Cha 8

Talents Armored Defense, Improved Stealth, Surveillance

Feats Armor Proficiency (light), Deadeye, Point Blank Shot, Precise Shot, Shake it Off, Weapon Focus (rifles), Weapon Proficiencies (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +8, Initiative +9, Knowledge (tactics)

+8, Mechanics +8, Perception +11, Stealth +9 (may re-roll), Survival +9

Possessions blaster carbine, blaster pistol, combat gloves, dire vibroblade, 2 frag grenades, light battle armor (+5 armor, +2 equipment), utility belt with extra medpac

MANDALORIAN SOLDIER; CL 4

Tested in battle, the Mandalorian soldier has proven worthy to be called *mando*. It has been said that a single Mandalorian soldier is worth five regular soldiers, and these fierce combatants, determined to prove the truth of those for as long as they are able to fight.

Medium Human Soldier 4

Dark Side 2

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

Languages Basic, Mando'a

Defenses Ref 19 (flat-footed 16), Fort 20, Will 14
hp 55; **Threshold** 20

Speed 6 squares

Melee Combat Gloves +6 (1d4+5) or

Melee Dire Vibroblade +6 (2d6+6) or

Ranged Heavy Blaster Pistol +8 (3d8+4) or

Ranged 2 Heavy Blaster Pistols +3/+3 (3d8+4) or

Ranged Frag Grenade +7 (4d6+2, 2-square burst)

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

Atk Options Dual Weapon Mastery, Point Blank Shot

Special Actions Quick Draw

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

Talents Armored Defense, Weapon Specialization (pistols)

Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Point Blank Shot, Quick Draw, Weapon Focus (pistols), Weapon Proficiencies (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +10, Knowledge (tactics) +8, Mechanics +8, Perception +9

Possessions 2 heavy blaster pistols, combat gloves, dire vibroblade, 2 frag grenades, light battle armor (+5 armor, +2 equipment), utility belt with extra medpac and power pack

*see *KOTORCG*

MANDALORIAN WARRIOR; CL 3

Although a Mandalorian warrior may have very little in the way of combat experience compared to some of their brethren, their upbringing as a Mandalorian still makes them a formidable opponent, and as such should not be dismissed lightly, as more than a few opponents have learned to their great dismay.

Medium Human Soldier 3

Dark Side 2

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

Languages Basic, Mando'a

Defenses Ref 19 (flat-footed 17), Fort 18, Will 13
hp 35; **Threshold** 18

Speed 6 squares

Melee Combat Gloves +5 (1d4+4) or

Melee Combat Gloves +5 (2d4+4) with Mighty Swing or

Melee Vibro-ax +5 (2d10+5) or

Melee Vibro-ax +5 (3d10+5) with Mighty Swing or

Ranged Blaster Carbine +6 (3d8+1) or

Ranged Blaster Carbine +1 (3d8+1) with autofire

Ranged Frag Grenade +5 (4d6+1, 2-square burst)

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

Atk Options autofire (blaster carbine), Mighty Swing, Power Blast

Special Actions Dirty Fighting

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8

Talents Armored Defense, Dirty Fighting

Feats Armor Proficiency (light, medium), Mighty Swing, Power Blast, Weapon Focus (rifles), Weapon Proficiencies (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +7, Initiative +8, Knowledge (tactics) +7, Mechanics +7, Perception +8

Possessions blaster carbine, combat gloves, vibro-ax, 2 frag grenades, light battle armor (+5 armor, +2 equipment), utility belt with extra medpac

REBEL ALLIANCE/NEW REPUBLIC

BOTHAN INFOCHANT; CL 2

The Bothan infochant makes their living through the procurement and sale of information. While many claim not to have regular dealings with the famed Bothan SpyNet, only the most foolish actually believe this to be the case. But still, their skill at finding out what the client wants to know is such that they never lack for business.

Medium Bothan Noble 2

Init +2; **Senses** Perception +12

Languages Basic, Bothese, 3 unassigned

Defenses Ref 14 (flat-footed 13), Fort 11, Will 17
hp 20; **Threshold** 11

Speed 6 squares

Melee Unarmed +1 (1d4+1) or

Ranged Blaster Pistol +2 (3d6+1)

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

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

Talents Connections

Feats Linguist, Skill Focus (Gather Information, Perception), Skill Training (Use Computer), Weapon Proficiency (pistols, simple weapons)

Skills Deception +8, Gather Information +13, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Knowledge (social sciences) +7, Perception +12, Persuasion +8, Use Computer +7

Possessions blaster pistol, comlink (encrypted short-range), datapad with 1d6 datacards

BRASH PILOT; CL 1

Coming from any number of worlds, and each with their own story, a brash pilot is cocky and enthusiastic, seeing themselves as being a breed apart due to their aptitude for flying snubfighters, and a great many of them were amongst the better bush pilots back on their home planet, and they'll gladly tell anyone within earshot just how good they are.

Medium Human Non-Heroic 4

Init +8; **senses** Perception +7

Languages Basic, 1 unassigned

Defenses Ref 13 (flat-footed 10), Fort 12, Will 11;
Vehicular Combat
hp 15; **Threshold** 12

Speed 6 squares

Melee Unarmed +3 (1d4) or

Ranged Blaster Pistol +6 (3d6) or

Ranged Frag Grenade +6 (4d6, 2-square burst)

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

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

Feats Point Blank Shot, Skill Focus (Pilot), Skill Training (Mechanics), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Initiative +10, Mechanics +8, Perception +8, Pilot +15

Possessions blaster pistol, frag grenade, comlink (short-range), flight suit (+1 equipment), assigned starfighter

MON CALAMARI PHYSICIAN; CL 2

Well-versed in numerous medical techniques for a multitude of species, the Mon Calamari physician is a true friend in need to those that require their services. Tending to the ills of the sick and wounded to the best of their ability, some prefer to restrict their services to wealthier clientele, while most operate out of low-cost health care clinics that survive on the charity of the community, and are often the first ones to lend their support during a local crisis.

Medium Mon Calamari Non-Heroic 6

Init +3; **Senses** Perception +16; low-light vision
Languages Basic, Mon Calamari, 2 unassigned

Defenses Ref 10 (flat-footed 10), Fort 10, Will 13
hp 15; **Threshold** 10; **Immune** drowning

Speed 6 squares (walking), 4 squares (swimming)
Melee Unarmed +4 (1d4)
Base Atk +4; **Grp** +4
Special Actions Quick Skill

Abilities Str 11, Dex 10, Con 10, Int 15, Wis 16, Cha 15
Special Qualities breathe underwater, expert swimmer
Feats Experienced Medic, Surgical Expertise, Skill Focus (Knowledge [life sciences], Perception, Treat Injury), Skill Training (Persuasion), Weapon Proficiency (simple weapons)
Skills Knowledge (life sciences) +15, Perception +16, Persuasion +10, Swim +3 (may re-roll, may take 10), Treat Injury +16
Possessions comlink (short-range), datapad, medical kit, 4 medpacs, surgery kit

MON CAL TECH SPECIALIST; CL 2

Known for their artistic flair when it comes to technology, the Mon Cal Tech Specialist embodies their race's belief that functional doesn't mean bland, and will frequently spend the extra time to ensure that whatever item they are working not only performs at its best but is atheistically pleasing as well.

Medium Mon Calamari Non-Heroic 3/Scoundrel 1

Init +3; **Senses** Perception +13; low-light vision
Languages Basic, Binary, Mon Calamari, 1 unassigned

Defenses Ref 15 (flat-footed 14), Fort 13, Will 13
hp 15; **Threshold** 13; **Immune** drowning

Speed 6 squares (walking), 4 squares (swimming)
Melee Unarmed +3 (1d4) or
Ranged Blaster Pistol +3 (3d6)
Base Atk +2; **Grp** +3

Abilities Str 10, Dex 12, Con 12, Int 15, Wis 13, Cha 10
Special Qualities breathe underwater, expert swimmer
Feats Armor Proficiency (light), Skill Focus (Mechanics, Perception), Skill Training (Mechanics), Tech Specialist*, Weapon Proficiency (pistols, simple weapons)
Skills Knowledge (technology) +9, Mechanics +14, Perception +13, Swim +2 (may re-roll, may take 10), Use Computer +9
Possessions blaster pistol, modified blast helmet and vest (+2 armor, +1 equipment), comlink (short-range), datapad, mesh tape, security kit, tool kit

ITHORIAN BOTANIST; CL 1

While a great many Ithorians are noted for their skill in the agricultural sciences, it is the botanist that truly excels in this field, applying their vast knowledge to bolster and protect the native flora and fauna of whatever world they happen to be residing upon. For some, it is a matter of safe-guarding what is already present from the depredations of the uncaring, while for others the challenge is to bring ravaged eco-systems back from the brink of death.

Medium Ithorian Non-Heroic 4

Init +1; **Senses** Perception +7; low-light vision
Languages Basic, Ithorese, 5 unassigned

Defenses Ref 10 (flat-footed 10), Fort 12, Will 14
hp 15; **Threshold** 12

Speed 6 squares

Melee Unarmed +3 (1d4) or

Ranged Bellow +4 (3d6 sonic, 6-square cone)

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

Atk Options bellow

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

Feats Improved Defenses, Linguist, Skill Focus (Knowledge [life sciences]), Skill Training (Knowledge [galactic lore], Perception), Weapon Proficiency (simple)

Skills Knowledge (galactic lore) +9, Knowledge (life sciences) +14, Perception +9, Survival +9 (may re-roll, may take 10), Treat Injury +9

Possessions comlink (short-range), datapad, 3d4 datapacs with information on various fauna and flora, 3 medpacs

REBEL COMMANDO; CL 4

An elite breed of warrior, the Rebel commando is often tasked with the missions that the regular rank and file of the Alliance can't handle. Trained to work either in teams or independently, the Rebel commandos are some of the most resourceful and dangerous soldiers that the Rebel Alliance can field, with a single commando able to take down a squad of stormtroopers in short order.

Medium Scout 4

Init +9; **Senses** Perception +9
Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 17, Will 16
hp 45; **Threshold** 17

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Vibrodagger +4 (2d4+3)

Ranged Blaster Rifle +5 (3d8+2) or

Ranged Blaster Rifle +0 (3d8+2) with autofire or

Ranged Frag Grenade +6 (4d6+2, 2 square burst)

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

Atk Options autofire (blaster rifle), Point Blank Shot, Running Attack

Special Actions Shake it Off, Surveillance

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

Talents Surefooted, Surveillance

Feats Armor Proficiency (light), Point Blank Shot, Running Attack, Shake it Off, Weapon Proficiency (advanced melee weapons, rifles, pistols, simple weapons)

Skills Endurance +9, Initiative +9, Mechanics +9, Perception +9, Stealth +9

Possessions blaster rifle, vibrodagger, 4 frag grenades, all-temperature cloak (camouflaged*), bandolier, comlink (encrypted short-range), liquid cable dispenser, medpac, power pack

**see Appendix*

REBEL COMMANDO LEADER; CL 6

Most often a veteran commando with at least a dozen successful missions under their belts, the Rebel commando leader has been given the often thankless task of leading squads of Rebel commandos into the field. While they are just as hardy and determined as the rest of their fellows, the commando leader knows that it is ultimately their decisions that could mean the life or death of the men under their command.

Medium Human Scout 4/Soldier 2

Force 2

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

Languages Basic, 1 unassigned

Defenses Ref 21 (flat-footed 19), Fort 20, Will 19
hp 55; **Threshold** 20

Speed 6 squares

Melee Unarmed +6 (1d4+4) or

Melee Vibrodagger +6 (2d4+4)

Ranged Blaster Rifle +7 (3d8+3) or

Ranged Blaster Rifle +2 (3d8+3) with autofire or

Ranged Frag Grenade +7 (4d6+3, 2 square burst)

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

Atk Options autofire (blaster rifle), Cunning Attack, Point Blank Shot, Running Attack

Special Actions Battle Analysis, Shake it Off, Surveillance*

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

Talents Battle Analysis, Surefooted, Surveillance

Feats Armor Proficiency (light), Cunning Attack, Improved Defenses, Point Blank Shot, Resurgence, Running Attack, Shake it Off, Weapon Proficiency (advanced melee weapons, rifles, pistols, simple weapons)

Skills Endurance +9, Initiative +10, Knowledge (tactics) +9, Mechanics +9, Perception +10, Stealth +10

Possessions blaster rifle, vibrodagger, 4 frag grenades, all-temperature cloak (camouflaged*), bandolier, comlink (encrypted short-range), liquid cable dispenser, medpac, power pack

*see Appendix

REBEL HEAVY TROOPER; CL 3

When excessive firepower is required for a mission, Rebel officers most often turn to the Rebel heavy trooper. Trained in the use of autofire weaponry, the heavy trooper can either lay waste to a stormtrooper squad in seconds or cut down a primary target with a withering barrage of blaster fire.

Medium Non-Heroic 4/Soldier 2

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

Languages Basic

Defenses Ref 15 (flat-footed 13), Fort 15, Will 12
hp 25; **Threshold** 15

Speed 6 squares

Melee Unarmed +7 (1d4+3) or

Ranged Light Repeating Blaster +6 (3d8+3) with braced autofire or

Ranged Light Repeating Blaster +6 (5d8+3) with braced Burst Fire or

Ranged Frag Grenade +7 (4d6+1, 2 square burst)

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

Atk Options autofire (light repeating blaster), Burst Fire, Point Blank Shot

Special Actions brace (light repeating blaster)

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

Talents Weapon Specialization (rifles)

Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Skill Training (Endurance), Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Endurance +9, Initiative +10, Perception +8

Possessions light repeating blaster, 2 frag grenades, blast helmet and vest, bandolier, comlink (short-range), 6 power packs

REBEL MARKSMAN; CL 4

Deadly accurate, these Rebel warriors serve as snipers, picking off Imperial stormtroopers long before they get close enough to endanger their allies.

Medium Non-Heroic 6/Scout 2

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

Languages Basic, 1 unassigned

Defenses Ref 16 (flat-footed 14, with Sniper Shot 11),

Fort 13, Will 14

hp 25; **Threshold** 12

Speed 6 squares

Melee Unarmed +6 (1d4+2) or

Ranged BlasTech DLT-20A +7 (3d10+1) or

Ranged BlasTech DLT-20A +7 (4d10+1) with Deadeye or

Ranged BlasTech DLT-20A +9 (4d10+1) with Deadeye and Sniper Shot

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

Atk Options Deadeye, Point Blank Shot, Precise Shot, Sniper Shot

Abilities Str 12, Dex 15, Con 11, Int 12, Wis 14, Cha 8

Talents Acute Senses

Feats Deadeye, Point Blank Shot, Precise Shot, Skill Training (Survival), Sniper Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +10, Perception +10, Survival +10

Possessions DLT-20A blaster rifle with targeting scope (enhanced low-light), encrypted short-range comlink

REBEL OFFICER; CL 6

Frequently found in charge of Rebel bases and Alliance starships throughout the galaxy, the Rebel officer is the brave soul that leads the fight against the Empire from the front lines, guiding and inspiring the Rebel troopers that have been placed under their command.

Medium Non-Heroic 4/Noble 3/Officer 2

Force 3

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

Languages Basic, Bocce, 4 unassigned

Defenses Ref 18 (flat-footed 17), Fort 16, Will 20

hp 40; **Threshold** 16

Speed 6 squares

Melee Unarmed +7 (1d4+2) or

Ranged Blaster Pistol +8 (3d6+2) or

Ranged Blaster Pistol +6 (4d6+2) with Rapid Shot or

Ranged Frag Grenade +8 (4d6+2, 2-square burst)

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

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

Special Actions Battle Analysis, Born Leader, Command Cover +1, Coordinate +1, Share Talent (Coordinate)

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

Talents Battle Analysis, Born Leader, Coordinate

Feats Far Shot, Linguist, Point Blank Shot, Precise Shot, Rapid Shot, Skill Training (Initiative, Perception), Weapon Proficiency (pistols, simple weapons)

Skills Initiative +10, Knowledge (galactic lore) +11,

Knowledge (tactics) +11, Perception +10, Persuasion +12

Possessions blaster pistol, code cylinder, encrypted short-range comlink

REBEL SPECIAL OPS AGENT; CL 8

Considered to be some of the most dangerous and most insane operatives the Rebel Alliance has to offer, these men and women have made guerilla warfare their specialty, and have seen more action than they care to remember, having lost many friends and loved ones along the way. But few beings more devoted to bringing an end to Imperial oppression exist than these devoted men and women, and woe be it to any Imperial agent that finds themselves in the crosshairs of these veteran warriors.

Medium Scout 5/Soldier 3

Destiny 1; Force 5; Dark Side 1

Init +11; Senses Perception +11

Languages Basic, 1 unassigned

**Defenses Ref 23 (flat-footed 20), Fort 22, Will 20
hp 75; Threshold 22**

Speed 6 squares

Melee Unarmed +7 (1d6+5) or

Melee Vibrodagger +7 (2d4+5)

Ranged Blaster Rifle +8 (3d8+6) or

Ranged Blaster Rifle +3 (3d8+6) with autofire or

Ranged Heavy Blaster Pistol +8 (3d8+4) or

Ranged Thermal Detonator +8 (8d6+4, 4 square burst)

Base Atk +6; Grp +8

**Atk Options autofire (blaster rifle), Far Shot, Point
Blank Shot, Running Attack**

Special Actions Indomitable, Shake it Off

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

**Talents Demolitionist, Improved Stealth, Indomitable,
Surveillance, Traceless Tampering**

**Feats Armor Proficiency (light), Far Shot, Martial Arts I,
Point Blank Shot, Running Attack, Shake it Off, Skill
Training (Use Computer), Weapon Proficiency
(advanced melee weapons, rifles, pistols, simple
weapons)**

**Skills Endurance +11, Initiative +11, Mechanics +10,
Perception +11 (may re-roll), Pilot +11, Stealth +11
(may re-roll), Use Computer +10**

**Possessions modified blaster rifle (improved damage),
vibroblade, thermal detonator, all-temperature cloak,
mesh tape, utility belt with encrypted comlink**

RESISTANCE FIGHTER; CL 1

A warrior born of necessity and desperation, the resistance fighter would rather have a normal life instead of risking their lives for the cause. But they know that if they don't stand up to tyranny, then nobody will have a normal life. And although they may not live to see the final victory against the oppressing regime, the resistance fighter knows that it's a gamble they have to take in order for the cause to prevail.

Medium Non-Heroic 3

Init +7; Senses Perception +6

Languages Basic

**Defenses Ref 12 (flat-footed 11), Fort 12, Will 11
hp 10; Threshold 12**

Speed 6 squares

Melee Unarmed +3 (1d4+1) or

Melee Knife +3 (1d4+1) or

Ranged Blaster Pistol +3 (3d6)

Base Atk +2; Grp +3

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

**Feats Improved Defenses, Skill Training (Perception,
Stealth), Weapon Proficiency (pistols, simple weapons)**

Skills Initiative +7, Perception +6, Stealth +7

Possessions blaster pistol, knife, fake ID

RESISTANCE LEADER; CL 5

Leaving behind their comfortably mundane existence to become a revolutionary, the resistance leader used their influence to form a resistance cell to oppose the despotic regime, struggling to liberate their homeworld from the grasp of tyrants. As a key figure in the local resistance movement, it is their job to coordinate attack plans, ensuring their troops are in the right position to strike a telling blow against their oppressors.

Medium Non-Heroic 4/Noble 3/Soldier 1

Force 3

Init +10; Senses Perception +10

Languages Basic, 5 unassigned

**Defenses Ref 17 (flat-footed 15), Fort 17, Will 17
hp 35; Threshold 17**

Speed 6 squares

Melee Unarmed +6 (1d4+2) or

Melee Knife +6 (1d4+2) or

Ranged Blaster Pistol +8 (3d6+2)

Base Atk +6; Grp +8

Atk Options Point Blank Shot

**Special Actions Inspire Confidence, Lead by Example,
Tough as Nails**

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

Talents Bolster Ally, Inspire Confidence, Tough as Nails

Feats Informer, Linguist, Point Blank Shot, Skill Focus

(Persuasion), Skill Training (Deception, Persuasion),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +11, Initiative +11, Knowledge (tactics)

+11, Perception +10, Persuasion +16

Possessions blaster pistol, knife, comlink, fake ID

RESISTANCE SABOTEUR; CL 3

A master of causing disorder, the resistance saboteur's goal is to create panic among the despotic loyalists, often by planting a bomb or disabling a vehicle. Prior to joining the resistance, the saboteur may have been a simple craftsman, but once forced under the yoke of oppression, they turned their meticulous mind to liberating their homeworld, one explosion at a time.

Medium Non-Heroic 4/Scoundrel 1/Soldier 1

Force 1

Init +10; Senses Perception +8

Languages Basic, Binary, 1 unassigned

**Defenses Ref 16 (flat-footed 14), Fort 15, Will 14
hp 25; Threshold 15**

Speed 6 squares

Melee Unarmed +5 (1d4+3) or

Ranged Blaster Pistol +6 (3d6+1)

Base Atk +2; Grp +6

Atk Options Point Blank Shot

Special Actions Gearhead

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

Talents Demolitionist, Hot Wire

Feats Gearhead, Point Blank Shot, Skill Focus

(Mechanics), Skill Training (Perception, Mechanics),

Weapon Proficiency (pistols, simple weapons)

Skills Initiative +10, Knowledge (physical sciences) +10,

Mechanics +15, Perception +9, Stealth +10

Possessions blaster pistol, comlink, 2 explosive charges,

manual trigger, fake ID, security kit

TWI'LEK REBEL AGENT; CL 3

While most Twi'leks are content to simply stay out of the way during the Galactic Civil War, some are compelled to enlist in the fight for galactic freedom. These agents often perform recon work and low-key intelligence gathering operations, frequently in advance of a full-fledged Rebel assault.

Medium Twi'lek Non-Heroic 4/Scoundrel 2

Init +9; **Senses** Perception +14, low-light vision
Languages Basic, Huttese, Ryl, 1 unassigned

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

Speed 6 squares

Melee Unarmed +4 (1d4+1) or

Melee Knife +4 (1d4+1) or

Ranged Blaster Pistol +6 (3d6+1)

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

Atk Options Point Blank Shot

Special Actions Knack (1/day)

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

Special Qualities deceptive

Talents Knack

Feats Informer, Point Blank Shot, Skill Focus (Perception, Stealth), Skill Training (Deception),

Weapon Proficiency (pistols, simple weapons)

Skills Deception +9 (may re-roll), Initiative +10,

Perception +14, Stealth +15

Possessions blaster pistol, knife, audio recorder, comlink (encrypted long-range miniaturized)

WOOKIEE FREEDOM FIGHTER; CL 4

While a Wookiee is considered one of most feared and dangerous fighters in the galaxy, particularly an enraged one, the Wookiee freedom fighter has put their ferocious strength and steadfast determination in service to the Rebel Alliance, fighting to cast down the Empire and win freedom not only for their race but for all beings.

Medium Wookiee Non-Heroic 3/Soldier 3

Init +9; **Senses** Perception +3

Languages Basic (understand only), Shyriiwook

Defenses Ref 15 (flat-footed 14), Fort 19, Will 13
hp 50; **Threshold** 24

Speed 6 squares

Melee Unarmed* +7 (1d4+8) or

Melee War Axe* +7 (1d12+14) or

Melee War Axe* +11 (1d12+17) with Powerful Charge or

Ranged Blaster Carbine +6 (3d8+1)

Base Atk +5; **Grp** +9

Atk Options Bantha Rush, Power Attack, Powerful

Charge, Unrelenting Assault

Special Actions Cleave, rage (1/day)

Abilities Str 18, Dex 12, Con 18, Int 9, Wis 10, Cha 7

Talents Melee Smash, Unrelenting Assault

Feats Bantha Rush, Cleave, Improved Damage Threshold,

Power Attack, Powerful Charge, Skill Training

(Initiative), Weapon Proficiency (rifles, simple weapons)

Skills Climb +6 (take 10), Endurance +12, Initiative +9,

Persuasion +1 (may re-roll to intimidate)

Possessions blaster carbine, war axe (as mythosaur axe), mace, bandolier

**includes 2 points of Power Attack*

REPUBLIC

ARC TROOPER (REDUX); CL 8

The most advanced troops of the Republic Army, the Advanced Recon Clone Troopers are far more independent than the average Clone Trooper, owing to the minimal level of genetic modification they have undergone. Given far more extensive training under the direct supervision of Jango Fett, the ARC Troopers are excellent combatants, best suited for missions that do not require direct supervision.

Medium Human (clone) Non-Heroic 6/Soldier 3/Elite Trooper 3

Destiny 1; Force 4: Dark Side 1

Init +13; senses Perception +14, low-light vision

Languages Basic, Mando'a

**Defenses Ref 23 (flat-footed 20), Fort 24, Will 17
hp 75; DR 1; Threshold 24; Immune clone trooper**

Speed 6 squares

Melee Unarmed +12 (1d6+6) or

Ranged Repeating Blaster Carbine +10 (3d10+3) with autofire or

Ranged Repeating Blaster Carbine +10 (5d10+3) with Burst Fire or

Ranged Blaster Pistol +12 (3d6+3) or

Ranged 2 Blaster Pistols +7/+7 (3d6+3) or

Ranged Missile Launcher +12 (6d6+3, 2-square splash) or

Ranged Frag Grenade +12 (4d6+3, 2-square burst) or

Ranged Ion Grenade +12 (4d6+3 ion, 2-square burst)

Base Atk +10; Grp +12

Atk Options autofire (repeating blaster carbine), Burst Fire, Controlled Burst, Dual Weapon Mastery, Point Blank Shot

Special Actions brace (light repeating blaster), Delay Damage, Tough as Nails

Abilities Str 14, Dex 15, Con 14, Int 12, Wis 12, Cha 8

Talents Armored Defense, Controlled Burst,

Juggernaut, Tough as Nails

Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Martial Arts I, Point Blank Shot, Skill Training (Mechanics), Weapon Proficiency (heavy, pistols, rifles, simple)

Skills Initiative +13, Mechanics +12, Perception +14, Stealth +13

Possessions combat gloves, repeating blaster carbine, 2 blaster pistols, missile launcher with 4 missiles, 3 frag grenades, 3 ion grenades, ARC trooper armor (as battle armor with helmet package), bandolier, utility belt with 3 extra power packs

ARC TROOPER CAPTAIN; CL 10

Leading squads of their fellow ARCs, the ARC Trooper Captain may be even more dangerous than their brethren due to their advanced tactical training. Given the most difficult and dangerous of missions to complete, the ARC Troopers are the living embodiment of the Clone Army's chant of "An army of one man, but the right man for the job!"

Medium Human (clone) Non-Heroic 6/Soldier 3/Elite Trooper 4/Officer 1

Destiny 1; Force 5: Dark Side 1

Init +14; senses Perception +15, low-light vision

Languages Basic, Mando'a, 1 unassigned

**Defenses Ref 23 (flat-footed 20), Fort 26, Will 23
hp 90; DR 2; Threshold 26; Immune clone trooper**

Speed 6 squares

Melee Unarmed +14 (1d6+7) or

Ranged Repeating Blaster Carbine +12 (3d10+4) with autofire or

Ranged Repeating Blaster Carbine +12 (5d10+4) with Burst Fire or

Ranged Heavy Blaster Pistol +15 (3d8+4) or

Ranged 2 Heavy Blaster Pistols +10/+10 (3d8+4) or

Ranged Missile Launcher +14 (6d6+4, 2-square splash) or

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

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

Base Atk +12; Grp +14

Atk Options autofire (repeating blaster carbine), Burst Fire, Controlled Burst, Dual Weapon Mastery, Point Blank Shot

Special Actions brace (light repeating blaster), Assault Tactics, Delay Damage, Tough as Nails

Abilities Str 14, Dex 15, Con 14, Int 14, Wis 12, Cha 8

Talents Armored Defense, Assault Tactics, Controlled Burst, Juggernaut, Tough as Nails

Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Martial Arts I, Point Blank Shot, Skill Training (Mechanics), Weapon Proficiency (heavy, pistols, rifles, simple)

Skills Initiative +14, Knowledge (tactics) +14, Mechanics +14, Perception +15, Stealth +14

Possessions repeating blaster carbine, 2 modified heavy blaster pistols (improved accuracy), missile launcher, 4 missiles, 3 frag grenades, 3 ion grenades, ARC trooper armor (as battle armor with helmet package), bandolier, bracer computer, utility belt with 3 extra power packs

CLONE TROOPER (REDUX); CL 2

Comprising the majority of the Grand Army of the Republic, the basic Clone Trooper has the advantage of creativity when compared to the mechanical legions employed by the Separatists, enabling them to achieve victory in situations where they are outnumbered.

Medium Human (clone) Non-Heroic 6

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

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 13, Will 10
hp 20; **Threshold** 13; **Immune** clone trooper

Speed 6 squares

Melee Unarmed +5 (1d4+1) or

Ranged Heavy Blaster Rifle +5 (3d10) or

Ranged Heavy Blaster Rifle +0 (3d10) with autofire

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

Atk Options autofire (heavy blaster rifle), Point Blank Shot

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

Feats Armor Proficiency (light), Point Blank Shot, Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +9, Initiative +9, Perception +10

Possessions heavy blaster rifle, clone trooper armor (+6 armor, +2 equipment), utility belt with extra power pack

CLONE COMMANDER (REDUX); CL 6

Intended to serve as field officers and aides to the Jedi Generals, the Clone Trooper Commander is able to get the maximum level of combat efficiency out of the Clone Troopers under their command, directing fire to best effect against Separatist forces.

Medium Human (clone) Non-Heroic 6/Soldier 2/Noble 1/Officer 1

Force 3

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

Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 19, Will 18
hp 45; **Threshold** 19; **Immune** clone trooper

Speed 6 squares

Melee Unarmed +8 (1d4+3) or

Ranged Blaster Rifle +9 (3d8+2) or

Ranged Blaster Rifle +4 (3d8+2) with autofire or

Ranged Blaster Pistol +8 (3d6+2) or

Ranged 2 Blaster Pistols +3/+3 (3d6+2)

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

Atk Options autofire (blaster rifle), Dual Weapon Mastery, Point Blank Shot

Special Actions Assault Tactics, Battle Analysis, Coordinate +1

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

Talents Assault Tactics, Battle Analysis, Coordinate

Feats Armor Proficiency (light), Dual Weapon Mastery I, Point Blank Shot, Skill Training (Persuasion, Knowledge [tactics]), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +11, Initiative +11, Knowledge (tactics) +10, Perception +12, Persuasion +11

Possessions blaster rifle, two blaster pistols, clone trooper armor (+6 armor, +2 equipment), bracer computer, utility belt with encrypted long-range miniaturized holo comlink

CLONE TROOPER GRENAДИER; CL 2

Providing concentrated firepower to the Grand Army of Republic, the Clone Trooper Grenadier specializes in the usage of explosive devices. One particular tactic is to use suppression fire from a group of regular Clone Troopers to pin down the opposition and terminate them with a single well-placed grenade.

Medium Human (clone) Non-Heroic 6

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

Defenses Ref 17 (flat-footed 16), Fort 13, Will 10
hp 20; **Threshold** 13; **Immune** clone trooper

Speed 6 squares

Melee Unarmed +5 (1d4+1) or

Ranged Blaster Pistol +5 (3d6) or

Ranged Frag Grenade +5 (4d6, 2-square burst) or

Ranged Ion Grenade +5 (4d6, 2-square burst)

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

Atk Options Point Blank Shot

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

Feats Armor Proficiency (light), Point Blank Shot, Skill Training (Endurance, Mechanics), Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +9, Initiative +9, Mechanics +8, Perception +10

Possessions blaster pistol, 5 frag grenades, 5 ion grenades, bandolier, explosive charge and timer, clone trooper armor (+6 armor, +2 equipment), utility belt

CLONE TROOPER OFFICER; CL 4

Designed by the Kaminoans to serve as squad leaders, the Clone Trooper Officer differs from the standard Clone Trooper in that his genetics have been modified to support a greater degree of creativity and leadership qualities, not to mention having undergone more rigorous combat and tactical training.

Medium Human (clone) Non-Heroic 6/Soldier 2 Force 1

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

Defenses Ref 18 (flat-footed 17), Fort 17, Will 12
hp 35; **Threshold** 17; **Immune** clone trooper

Speed 6 squares

Melee Unarmed +7 (1d4+2) or

Ranged Blaster Rifle +8 (3d8+1) or

Ranged Blaster Rifle +3 (3d8+1) with autofire or

Ranged Frag Grenade +7 (4d6, 2-square burst) or

Ranged Ion Grenade +7 (4d6, 2-square burst)

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

Atk Options autofire (blaster rifle), Point Blank Shot

Special Actions Battle Analysis

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

Talents Battle Analysis

Feats Armor Proficiency (light), Point Blank Shot, Skill Training (Endurance, Knowledge [tactics], Persuasion), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +10, Initiative +10, Knowledge (tactics) +9, Perception +11, Persuasion +10

Possessions blaster rifle, frag grenade, ion grenade, clone trooper armor (+6 armor, +2 equipment), utility belt with extra power pack

GUNGAN CAVALRY; CL 3

Skilled riders, the Gungan cavalry are often called upon to not only defend their homes from outside threats but also to scout out enemy forces, enabling their leaders to better plan their battle strategy. Trusting their kadu mounts, these fearless warriors charge headfirst into the fray, seeking to break the enemy's lines.

Medium Gungan Non-Heroic 4/Scout 2

Init +10; **Senses** Perception +3, low-light vision
Languages Basic, Gunganese

Defenses Ref 18 (flat-footed 16), Fort 14, Will 12
hp 25; **Threshold** 14

Speed 6 squares (4 squares swim)

Melee Unarmed +6 (1d4+2) or

Melee Atlatl +6 (2d4+2) or

Melee Atlatl +6 (3d4+2) with Momentum Strike

Ranged Energy Balls +7 (2d8+1)

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

Atk Options Momentum Strike, Running Attack

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

Special Qualities expert swimmer, hold breath

Talents Acute Senses

Feats Armor Proficiency (light), Momentum Strike, Running Attack, Skill Training (Ride, Swim), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Skills Initiative +10, Perception +3 (may re-roll), Ride +10, Swim +9

Possessions atlatl, 6 energy balls, reinforced leather armor* (+2 armor), ammo pouch, kadu

**see Appendix*

GUNGAN INFANTRY; CL 2

Trained to defend their homes from outside threats, the Gungan infantry are a far more capable threat than most people give them credit for, especially given their preference for primitive weaponry in the age of blasters. But as the Trade Federation learned during the ill-fated Invasion of Naboo, the Gungan infantry can prove to be very tenacious and skilled opponents.

Medium Gungan Non-Heroic 6

Init +9; **Senses** Perception +2, low-light vision
Languages Basic, Gunganese

Defenses Ref 15 (flat-footed 14), Fort 12, Will 10
hp 30; **Threshold** 13

Speed 6 squares (4 squares swim)

Melee Unarmed +7 (1d4+2) or

Melee Cesta +7 (2d4+4) or

Melee Cesta +7 (3d4+4) with Mighty Swing or

Ranged Energy Balls +6 (2d8+2)

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

Atk Options Mighty Swing

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 7

Special Qualities expert swimmer, hold breath

Feats Armor Proficiency (light), Skill Training (Initiative), Toughness, Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Skills Initiative +7, Swim +7

Possessions cesta, 6 energy balls, reinforced leather armor* (+2 armor), ammo pouch

**see Appendix*

OLD SENATOR; CL 5

A veteran of galactic politics, the old senator has long since shed their idealism in the face of pragmatism and is fast approaching apathy. While lacking the drive of their younger fellows, the old senator is a shrewd politician, and knows how to get the results they need. And while they often possess the influence needed to effect true change in the government they serve, usually they are content to retain the status quo.

Medium Old Non-Heroic 5/Noble 3

Force 1

Init +4; Senses Perception +7

Languages Basic, High Galactic, 4 unassigned

**Defenses Ref 14 (flat-footed 14), Fort 12, Will 18
hp 15; Threshold 12**

Speed 6 squares

Melee Unarmed +3 (1d4-1) or

Ranged Hold-out Blaster +5 (3d4+1)

Base Atk +5; Grp +5

Special Actions Coordinate +1

Abilities Str 7, Dex 10, Con 8, Int 15, Wis 16, Cha 16

Talents Coordinate, Wealth

**Feats Linguist, Skill Focus (Knowledge [bureaucracy]),
Skill Training (Deception, Knowledge [social sciences],
Perception), Weapon Proficiency (pistols, simple
weapons)**

**Skills Deception +12, Gather Information +12,
Knowledge (bureaucracy) +16, Knowledge (galactic
lore) +11, Knowledge (social sciences) +11, Perception
+12, Persuasion +12**

**Possessions hold-out blaster, comlink, protocol droid
with internal comlink, senatorial wardrobe, personal
transport with valet**

REPUBLIC JUDICIAL OFFICER; CL 2

These brave men and women do their best to enforce the Republic's laws and protect the citizenry from the depredations of criminals, risking their own lives to ensure the safety of others. Judicial officers primarily concern themselves with general patrol duties and investigating public disturbances, with the number of officers arriving on the scene determined by the size and severity of the disturbance. They will only resort to lethal force if necessary, preferring to capture a perpetrator alive to face trial.

Medium Non-Heroic 3/Scout 1

Init +2; Senses Perception +6

Languages Basic

**Defenses Ref 15 (flat-footed 14), Fort 13, Will 12
hp 15; Threshold 13**

Speed 6 squares

Melee Unarmed +3 (1d4+1) or

Melee Stun Baton +3 (1d6+1) or

Melee Stun Baton +3 (2d6+1 stun)

Ranged Blaster Pistol +3 (3d6)

Base Atk +2; Grp +3

Atk Options Point Blank Shot

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

**Feats Armor Proficiency (light), Point Blank Shot, Skill
Training (Persuasion), Weapon Proficiency (pistols,
rifles, simple weapons)**

Skills Perception +8, Persuasion +7

**Possessions blaster pistol, stun baton, blast vest and
helmet (+2 armor), binder cuffs, comlink**

SENATE GUARD; CL 4

Trained protectors of the many Senators of the Republic Senate on Coruscant, the Senate Guard are a constant presence in halls of political power. While occasionally employed to assist in the detainment of suspects wanted by the Senate for questioning, their primary role is to serve as bodyguards and sentries, with the Supreme Chancellor being their top priority in all situations.

Medium Non-Heroic 6/Soldier 2

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

Languages Basic

Defenses Ref 21 (flat-footed 18), Fort 17, Will 13
hp 45; **Threshold** 17

Speed 6 squares

Melee Combat Gloves +8 (1d6+4) or

Ranged Sporting Blaster Rifle +8 (3d6+1) or

Ranged Blaster Pistol +8 (3d6+1)

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

Special Actions Harm's Way

Abilities Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 11

Feats Armor Proficiency (light, medium), Improved

Defenses, Martial Arts I, Skill Training (Initiative),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +11, Perception +10

Possessions blaster pistol, sporting blaster rifle, ceremonial armor, comlink (encrypted short-range)

YOUNG SENATOR; CL 2

A recent inductee to the circles of galactic politics, the young senator is full of youthful idealism and boundless energy, eager and willing to challenge the status quo that their older contemporaries have been reluctant to change. Their idealism and forceful personalities win them many admirers and more than a few detractors, and while they are very knowledgeable about the bureaucratic processes of government, they often strive to work within the system and change things for the better rather than circumvent the entire process.

Medium Human Noble 2

Force 2

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

Languages Basic, High Galactic, 2 unassigned

Defenses Ref 14 (flat-footed 13), Fort 12, Will 15
hp 20; **Threshold** 12

Speed 6 squares

Melee Unarmed +1 (1d4+1) or

Ranged Sporting Blaster +2 (3d4+1)

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

Special Actions Inspire Confidence

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

Talents Inspire Confidence

Feats Linguist, Skill Focus (Persuasion), Skill Training (Initiative), **Weapon Proficiency** (pistols, simple weapons)

Skills Deception +8, Gather Information +8, Initiative +7, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Knowledge (social sciences) +7, Perception +7, Persuasion +13

Possessions sporting blaster, comlink, datapad, senatorial wardrobe

FRINGE/INDEPENDENT

ARKANIAN SCIENTIST; CL 4

Pushing the boundaries of scientific knowledge without concern for ethics or morality, the Arkanian scientist is more concerned with the results of their research, feeling that what methods they employ to achieve the desired goal can be justified. Believing that they are amongst the more intelligent members of a race that views itself as being more intelligent than the galactic community, the Arkanian scientist is often as arrogant as they are brilliant.

Medium Arkanian Non-Heroic 6/Noble 2

Init +4; **Senses** Perception +6; darkvision

Languages Arkanian, Basic, Binary (understand), Bocce, Cerean, Duresse, Huttese, Muun, Ryl, 2 unassigned

Defenses Ref 13 (flat-footed 13), Fort 11, Will 16
hp 15; **Threshold** 11

Speed 6 squares

Melee Unarmed +4 (1d4)

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

Special Actions Quick Skill, Recall

Abilities Str 10, Dex 11, Con 9, Int 18, Wis 14, Cha 8

Talents Educated

Feats Linguist, Quick Skill, Recall, Skill Focus (Knowledge [life sciences], Knowledge [physical sciences]), Skill Training (Treat Injury), Wary Defender, Weapon Proficiency (simple weapons)

Skills Knowledge (life sciences) +18, Knowledge (physical sciences) +18, Knowledge (technology) +13, Persuasion +13, Treat Injury +11, Use Computer +13

Possessions modified datapad (mastercraft, memory upgrade), 2d4 datacards with research notes, lab coat

ARMS MERCHANT; CL 4

There's always somebody out there in need of a weapon, and the arms merchant is just the person to sell it to them... at a tidy profit of course. For the most part, the arms merchant doesn't care who is buying their merchandise, only that their credits are good. Some arms merchants hide their profession behind a more respectable retail vocation, while others are more honest about their line of work. Either way, if you need a specific model of high-performance weapon, rarely is the arms merchant unable to acquire it.

Medium Non-Heroic 3/Scout 2/Noble 1

Init +9; **Senses** Perception +4

Languages Basic, Bocce, Huttese, 3 unassigned

Defenses Ref 16 (flat-footed 15), Fort 15, Will 16
hp 25; **Threshold** 15

Speed 6 squares

Melee Unarmed +3 (1d4+1) or

Ranged Heavy Blaster Pistol +5 (3d8+1)

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

Atk Options Careful Shot, Point Blank Shot

Special Actions Desperate Gambit

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

Talents Barter, Connections

Feats Careful Shot, Desperate Gambit, Linguist, Point Blank Shot, Skill Training (Initiative), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Deception +11, Initiative +10, Knowledge (technology) +10, Persuasion +11 (may re-roll to haggle)

Possessions modified heavy blaster pistol (increased accuracy, miniaturized), comlink, credit chip with access to 3000 credits, personal computer with arms inventory database

BOUNTY HUNTER, NOVICE; CL 4

Still new to the hunt, inexperienced bounty hunters often make the mistake of pursuing dangerous or particularly evasive quarry, and will not hesitate to use every advantage or weapon at their disposal to capture their target. More often than they would like, a rookie hunter is forced to accept petty work from less-than-scrupulous clients, such as crime lords and loan sharks, just to make ends meet.

Medium Scout 2/Soldier 2

Force 2; Dark Side 1

Init +9; senses Perception +9

Languages Basic, Huttese

Defenses Ref 18 (flat-footed 16, with Sniper Shot 13), Fort 18, Will 16
hp 45; Threshold 18

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Knife +4 (1d4+3) or

Ranged Heavy Blaster +5 (3d8+2) or

Ranged Heavy Blaster +3 (4d8+2) with Rapid Shot or

Ranged Heavy Blaster +5 (4d8+2) with Rapid Shot and Sniper Shot or

Ranged Stun Grenade +5 (4d6+2 stun, 2-square burst)

Base Atk +3; Grp +5

Atk Options Point Blank Shot, Rapid Shot, Sniper Shot

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

Talents Acute Senses, Indomitable

Feats Armor Proficiency (light), Point Blank Shot,

Precise Shot, Shake it Off, Sniper Shot, Weapon

Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +9, Perception +9 (may re-roll) Pilot +9, Stealth +9, Survival +9

Possessions heavy blaster pistol, knife, stun grenade, combat jumpsuit (+4 armor), comlink, binder cuffs

BOUNTY HUNTER, VETERAN; CL 10

Hardened by battle and experience, these hunters only give up in the most extreme circumstances, for the thrill of the chase gives their lives meaning. They tend to rely on several different techniques to track and capture their prey, adopting the approach based on their quarry's abilities and reputation. Those who find themselves on this hunter's list quickly learn to look over their shoulder at all times if they wish to remain free. And even then that's not always enough.

Medium Scout 4/Soldier 4/Bounty Hunter 2

Force 5; Dark Side 2

Init +11; Senses Perception +13, low-light vision

Languages Basic, Huttese

Defenses Ref 26 (flat-footed 24), Fort 26, Will 22
hp 100; Threshold 26

Speed 6 squares

Melee Unarmed +11 (1d4+6) or

Melee Knife +11 (1d4+6) or

Melee Stun baton +11 (1d6+6) or

Melee Stun Baton +11 (2d6+6 stun) or

Ranged Blaster Carbine +11 (3d8+6) or

Ranged Blaster Carbine +6 (3d8+6) with autofire or

Ranged Blaster Carbine +12 (4d8+6) with Careful Shot and Deadeye or

Ranged Blaster Pistol +11 (3d6+4) or

Ranged Stun Grenade +11 (4d6+4 stun, 2-square burst)

Base Atk +9; Grp +11

Atk Options autofire (blaster carbine), Careful Shot, Deadeye, Hunter's Mark, Point Blank Shot, Precise Shot

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

Talents Acute Senses, Armored Defense, Expert Tracker, Hunter's Mark, Indomitable

Feats Armor Proficiency (light), Careful Shot, Deadeye, Linguist, Improved Defenses, Informer, Point Blank Shot,

Precise Shot, Quick Draw, Shake it Off, Weapon

Proficiency (pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +11, Perception +13 (may re-roll), Pilot +11, Stealth +11, Survival +11

Possessions modified blaster carbine (increased damage), blaster pistol*, knife*, stun baton*, 3 stun grenades, light powered battle armor (+4 armor, +2 equipment, vacuum seals, weapon mounts) with helmet package, 4 binder cuffs, utility belt with extra medpac
**mounted to armor*

CEREAN GANGSTER; CL 5

While most Cereans fall within the common image of the contemplative scholar, some are far more prone to using their intellect and insights for criminal pursuits. Frequently found working as higher-ranking members of a crime syndicate, the Cerean gangster prefers to operate under the civilized veneer of a businessman dealing in needs, although they are not the least bit hesitant to resort to violence to get things done.

Medium Cerean Scoundrel 2/Noble 3

Init +13; **Senses** Perception +8

Languages Basic, Cerean, Ryl, 4 unassigned

Defenses Ref 18 (flat-footed 17), Fort 16, Will 18
hp 35; **Threshold** 16

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Stun Baton +4 (1d6+3 or 2d6+3 stun) or

Melee Vibrodagger +4 (2d4+3) or

Ranged Heavy Blaster Pistol +4 (3d8+2) or

Ranged Hold-Out Blaster +4 (3d4+2)

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

Atk Options Cunning Attack, Point Blank Shot

Special Actions Presence, Quick Draw

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

Talents Connections, Gambler, Presence

Feats Cunning Attack, Linguist, Point Blank Shot, Quick Draw, Skill Focus (Initiative), Skill Training (Gather Information, Knowledge [bureaucracy]), Weapon Proficiency (pistols, simple weapons)

Skills Deception +9, Gather Information +9, Initiative +13 (may re-roll), Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +8, Persuasion +9

Possessions heavy blaster pistol, hold-out blaster, stun baton, vibrodagger, comlink, 2 concealed holsters

CEREAN RESEARCHER; CL 1

More concerned with theoretical research than practical application, the Cerean researcher is typically on the cutting of technological advancement, pushing the boundaries of science wherever possible.

Medium Cerean Non-Heroic 4

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

Languages Basic, Binary (understand), Cerean, 3 unassigned

Defenses Ref 10 (flat-footed 10), Fort 10, Will 13
hp 10; **Threshold** 10

Speed 6 squares

Melee Unarmed +3 (1d4)

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

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

Feats Skill Focus (Knowledge [physical sciences], Knowledge [technology]), Tech Specialist, Weapon Proficiency (simple weapons)

Skills Initiative +2 (may re-roll), Knowledge (galactic lore) +11, Knowledge (physical sciences) +16, Knowledge (technology) +16, Mechanics +11

Possessions personalized datapad, 3d4 datacards with research notes, lab coat

DETECTIVE; CL 2

Part of a specialized branch of law enforcement, it is the detective's job to investigate criminal activities. Isolated, low-profile cases are often assigned to a single detective, while a task force of a dozen or more detectives may work to investigate an elaborate or very high-profile crime. As they only consist of a fraction of a planetary security force, they rely on the greater number of enforcement officers to aid in making the necessary arrests.

Medium Non-Heroic 3/Scout 1
Force 1

Init +8; Senses Perception +14
Languages Basic, 2 unassigned

Defenses Ref 14 (flat-footed 13), Fort 13, Will 13
hp 15; Threshold 13

Speed 6 squares
Melee Unarmed +2 (1d4) or
Ranged Blaster Pistol +3 (3d6) or
Base Atk +2; Grp +3
Atk Options Point Blank Shot

Abilities Str 10, Dex 13, Con 12, Int 14, Wis 14, Cha 12
Talents Acute Senses
Feats Informer, Point Blank Shot, Skill Focus (Perception), Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +8, Knowledge (social sciences) +9, Perception +14 (may re-roll, may use for Gather Information checks)
Possessions blaster pistol, comlink, concealed holster, datapad, binders, unmarked speeder

DEVARONIAN ADMINISTRATOR; CL 1

A stark contrast to the spacefaring males of the species, the Devaronian administrator would much rather stay home than travel, although from time to time the need arises for them to personally oversee any number of economic ventures or political interests. Content to let the men gallivant across the galaxy on a whim, administrators prefer to get their current business concluded as efficiently as possible.

Medium Female Devaronian Non-Heroic 3

Init +1; Senses Perception +6

Languages Basic, Bocce, Devaronese, High Galactic

Defenses Ref 10 (flat-footed 10), Fort 10, Will 10
hp 7; Threshold 10

Speed 6 squares
Melee Unarmed +2 (1d4) or
Ranged Sporting Blaster Pistol +2 (3d4)
Base Atk +2; Grp +2
Special Actions Natural Curiosity

Abilities Str 10, Dex 11, Con 10, Int 15, Wis 11, Cha 12
Feats Skill Focus (Deception, Knowledge [bureaucracy]), Skill Training (Deception, Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +12, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +8, Perception +6, Persuasion +7
Possessions sporting blaster pistol, comlink (short-range), datapad

DEVARONIAN BOUNTY HUNTER; CL 4

Mixing a penchant for violence with their species' inherent wanderlust, the Devaronian bounty hunter makes their living on the rougher territories of space, often taking jobs that are on the shady side of the law. Generally lacking in scruples as long as the credits are good, Devaronian bounty hunters are sometimes little better than the criminals they hunt down, making most of their credits off private bounty postings.

Medium Male Devaronian Non-Heroic 3/Scout 3
Force 2; Dark Side 2
Init +5; senses Perception +9
Languages Basic, Devaronese, Huttese

Defenses Ref 17 (flat-footed 15), Fort 16, Will 14
hp 30; Threshold 16

Speed 6 squares
Melee Unarmed +5 (1d4+2) or
Melee Stun Baton +5 (1d6+2) or
Melee Stun Baton +5 (2d6+2 Stun)
Ranged Heavy Blaster Pistol +6 (3d8+1) or
Ranged Frag Grenade +6 (4d6+1, 2-square burst) or
Ranged Stun Grenade +6 (4d6+1 stun, 2-square burst)
Base Atk +4; Grp +6
Atk Options Far Shot, Point Blank Shot
Special Actions Natural Curiosity

Abilities Str 12, Dex 14, Con 14, Int 12, Wis 12, Cha 9
Talents: Acute Senses, Improved Initiative
Feats Far Shot, Point Blank Shot, Skill Focus (Deception), Skill Training (Deception, Stealth, Survival), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +12, Initiative +5 (may re-roll), Perception +9 (may re-roll), Persuasion +7, Stealth +10, Survival +9
Possessions heavy blaster pistol, stun baton, frag grenade, stun grenade, comlink

DEVARONIAN SMUGGLER; CL 4

Indulging in the wanderlust inherent to their species, the Devaronian smuggler can be found in a variety of locations, transporting and trading any number of contraband items to a bewildering array of clientele. While some may hold to a code of ethics on what goods they won't traffic in, some are willing to deal in most any market as long as there is a visible profit in sight for them.

Medium Male Devaronian Scoundrel 4
Init +9; Senses Perception +7
Languages Basic, Bocce, Devaronese, Huttese

Defenses Ref 18 (flat-footed 16), Fort 14, Will 15
hp 30; Threshold 14

Speed 6 squares
Melee Unarmed +3 (1d4+2) or
Ranged Blaster Pistol +5 (3d6+2) or
Base Atk +3; Grp +5
Atk Options Quick Draw, Point Blank Shot, Running Attack
Special Actions Natural Curiosity

Abilities Str 11, Dex 15, Con 10, Int 14, Wis 10, Cha 12
Talents Illicit Dealings, Spacehound
Feats Point Blank Shot, Quick Draw, Running Attack, Skill Focus (Deception), Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +13, Initiative +9, Knowledge (galactic lore) +9, Perception +7, Persuasion +8, Pilot +9, Stealth +9
Possessions blaster pistol, comlink (short-range), used light transport

DILETTANTE; CL 2

A member of the socially and economically affluent, the dilettante is accustomed to a life spent indulging in creature comforts and attending any number of social functions. Most prefer to avoid the petty troubles of the common people, although some may be struck with a desire to experience something beyond their shallow existence at least once in their lives. And given their upbringing, rarely does it take long for a dilettante on “holiday” to get themselves into deep trouble.

Medium Human Non-Heroic 3/Noble 1

Init +2; **Senses** Perception +7

Languages Basic, High Galactic, 2 unassigned

Defenses Ref 13 (flat-footed 12), Fort 11, Will 14
hp 10; **Threshold** 11

Speed 6 squares

Melee Unarmed +2 (1d4) or

Ranged Sporting Blaster Pistol +3 (3d4)

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

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

Talents Wealth

Feats Linguist, Skill Focus (Persuasion), Skill Training (Perception, Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (bureaucracy) +8, Knowledge (galactic lore) +8, Knowledge (social sciences) +8, Perception +8, Persuasion +15

Possessions sporting blaster pistol, comlink, credit chip with access to 5000 credits, datapad (basic), fashionable attire

DUG RUFFIAN; CL 2

Even more belligerent than the average Dug, ruffians are prone to shoot first and not bother asking questions later. With a reputation for causing trouble and getting into a fight on even the flimsiest excuse, ruffians cause no small amount of trouble for anyone and everyone that crosses their path.

Medium Dug Non-Heroic 6

Dark Side 2

Init +10; **Senses** Perception +2

Languages Basic, Huttese

Defenses Ref 14 (flat-footed 12), Fort 12, Will 10
hp 20; **Threshold** 17

Speed 6 squares

Melee Vibroknucklers +5 (1d3+5) or

Ranged Blaster Pistol +5 (3d6)

Base Atk +4; **Grp** +1

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

Feats Improved Damage Threshold, Improved Defenses, Skill Training (Acrobatics), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Acrobatics +10, Climb +5 (may re-roll), Endurance +9, Initiative +10, Jump +5 (may re-roll), Stealth +10

Possessions blaster pistol, vibroknucklers

DUROS MECHANIC; CL 2

As a stark contrast to many of his race, the Duros mechanic is not only a wiz and fixing machinery, but is also a very chatty and outgoing fellow, taking the time to get to know their customers. They're even willing to perform under-the-table upgrades and modifications for repeat customers that earn their trust. Now matter how badly damaged something may seem, they can be counted on to get it working in short order, but always taking just long enough to discuss recent events.

Medium Duros Non-Heroic 6

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

Languages Basic, Binary (understand), Durese, 2 unassigned

Defenses Ref 11 (flat-footed 10), Fort 10, Will 11
hp 15; **Threshold** 10

Speed 6 squares

Melee Unarmed +4 (1d4) or

Ranged Blaster Pistol +6 (3d6)

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

Abilities Str 10, Dex 12, Con 11, Int 17, Wis 12, Cha 14

Feats Skill Focus (Knowledge [technology], Mechanics), Skill Training (Persuasion), Tech Specialist, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (technology) +16, Mechanics +16, Persuasion +10, Pilot +9 (may re-roll), Use Computer +11

Possessions modified blaster pistol (improved accuracy), comlink, mechanic's jumpsuit, modified tool kit (mastercraft), modified ASP labor droid (enhanced Strength)

DUROS FREIGHTER CAPTAIN; CL 2

Like many of their species, these Duros are quite happy to wander the stars. With a mix of piloting skills and business savvy, they make their way across the galaxy, trading in small commodities, many times making just enough money to get by.

Medium Duros Scoundrel 2

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

Languages Basic, Bocce, Durese

Defenses Ref 14 (flat-footed 14), Fort 12, Will 13
hp 20; **Threshold** 12

Speed 6 squares

Melee Unarmed +2 (1d4+2) or

Ranged Blaster Pistol +3 (3d6+1)

Base Atk +1; **Grp** +3

Atk Options Point Blank Shot

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

Talents Spacehound

Feats Point Blank Shot, Skill Training (Initiative, Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Initiative +8, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Mechanics +7, Perception +7, Persuasion +7, Pilot +8

Possessions blaster pistol, comlink, basic datapad, stock light freighter, substantial debt to a banking institution

ENFORCEMENT OFFICER; CL 2

Responsible for the safety of the civilians within their patrol area, the enforcement officer keeps an eye out for suspicious behavior and is among the first to respond when a crime has been reported, as well as providing assistance to the detectives in tracking down known criminals or suspects wanted for questioning, and even acting as guards for important individuals when their safety is at risk.

Medium Non-Heroic 3/Soldier 1

Init +8; **Senses** Perception +1
Languages Basic, 1 unassigned

Defenses Ref 14 (flat-footed 13), Fort 14, Will 12
hp 20; **Threshold** 14

Speed 6 squares
Melee Unarmed +4 (1d4+1) or
Melee Stun Baton +4 (1d6+1) or
Melee Stun Baton +4 (2d6+1 Stun) or
Ranged Blaster Pistol +4 (3d6)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot

Abilities Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 12
Talents Expert Grappler
Feats Armor Proficiency (light), Point Blank Shot, Skill Training (Perception), Toughness, Weapon Proficiency (pistols, simple weapons)
Skills Initiative +8, Knowledge (social sciences) +8, Perception +8
Possessions blaster pistol, stun baton, blast vest and helmet (+2 armor), comlink, binders, medpac

EXPLORER; CL 3

Hailing from a recently discovered world in the Outer Rim Territories, the Explorer has left their previous existence to learn more about the other worlds and their inhabitants, trying to determine their place in a much larger galaxy than the one their people were used to.

Medium Near-Human Scout 3

Init +8; **Senses** Perception +8
Languages Basic, 1 unassigned

Defenses Ref 18 (flat-footed 16), Fort 16, Will 16
hp 35; **Threshold** 16

Speed 8 squares
Melee Unarmed +4 (1d4+2) or
Melee Dire Sword +4 (1d10+3) or
Ranged Slugthrower Pistol +4 (2d6+1)
Base Atk +2; **Grp** +4
Atk Options Point Blank Shot
Special Actions Shake it Off

Abilities Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 12
Talents Long Stride, Surefooted
Feats Extra Second Wind, Improved Defenses, Point Blank Shot, Shake it Off, Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Initiative +8, Knowledge (galactic lore) +7, Perception +8, Ride +8, Stealth +8, Survival +8
Possessions dire sword, slugthrower pistol with 2 clips, rustic clothes

EWOK SHAMAN; CL 3

Both revered and feared by their tribal clans, the Ewok shaman has been blessed with the ability to commune with the great tree spirits, serving as a conduit for the wisdom of the past and offering counsel to the tribal leaders. They also assist the tribe by providing the blessings of the ancestors when the tribe's warriors must go out to challenge a fearsome threat.

Small Ewok Non-Heroic 1/Noble 3

Force 3

Init +3; **Senses** Perception +14, **scent**

Languages Ewokese, 1 unassigned

Defenses Ref 16 (flat-footed 15), Fort 14, Will 17
hp 15; **Threshold** 14

Speed 4 squares

Melee Unarmed +2 (1d3+1) or

Melee Staff +2 (1d6+1) or

Melee Knife +2 (1d4+1) or

Ranged by weapon +3

Base Atk +2; **Grp** -2

Force Powers Known (Use the Force +13): *farseeing* (2), *Force stun*

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

Special Qualities scent

Talents Force Perception, Visions

Feats Force Sensitivity, Force Training, Skill Focus (Survival, Use the Force), Skill Training (Climb, Use the Force), Weapon Proficiency (simple weapons)

Skills Climb +7, Persuasion +9, Stealth +8 (may re-roll), Survival +14, Use the Force +14 (may use for Perception checks)

Possessions Staff (treat as club), stone knife, leather hood and necklace adorned with animal teeth.

EWOK WARRIOR; CL 1

Brave defenders of their tribal clans, the Ewok warriors are skilled in the ways of the forests, hunting for game and fending off danger to their tribe. Although the majority of Humans see only an adorable living teddy bear, the Ewok warrior can prove to be a surprisingly capable foe in battle, using clever tactics to take down larger and more powerful enemies.

Small Ewok Non-Heroic 4

Init +4; **Senses** Perception +8, **scent**

Languages Ewokese

Defenses Ref 13 (flat-footed 11), Fort 12, Will 11
hp 20; **Threshold** 12

Speed 4 squares

Melee Unarmed +4 (1d3+1) or

Melee Spear +4 (1d8+2) or

Melee Knife +4 (1d4+1)

Ranged Sling +5 (1d4+1)

Base Atk +3; **Grp** +0

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

Special Qualities scent

Feats Coordinated Attack, Skill Focus (Survival), Skill Training (Climb, Survival), Swarm, Weapon Proficiency (simple weapons)

Skills Climb +8, Perception +8, Stealth +9 (may re-roll), Survival +13

Possessions Spear, stone knife, sling with 10 rocks, leather hood

FALLEEN NOBLE; CL 5

Often the scion of a wealthy and influential family, the Falleen noble is quite used to having their every whim catered to by those less fortunate. Rarely does such an important person travel alone, surrounded by lackeys and sycophants, indulging in whatever action strikes their fancy and putting their insidious charm to good effect.

Medium Falleen Noble 5

Force 1; Dark Side 1

Init +8; Senses Perception +8

Languages Basic, Falleen, High Galactic, 4 unassigned

**Defenses Ref 17 (flat-footed 16), Fort 15, Will 18
hp 30; Threshold 15**

Speed 6 squares

Melee Unarmed +3 (1d4+2) or

Melee Vibrodagger +3 (2d4+2) or

Ranged Sporting Blaster Pistol +5 (3d4+2)

Base Atk +3; Grp +4

Atk Options Point Blank Shot

Special Actions Castigate, Presence, Quick Draw

Abilities Str 10, Dex 12, Con 11, Int 14, Wis 12, Cha 16

Special Qualities pheromones

Talents Castigate, Presence, Wealth

Feats Linguist, Point Blank Shot, Quick Draw, Skill Focus (Persuasion), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +10, Gather Information +10, Initiative +8, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +8, Persuasion +15

Possessions silverplated sporting blaster pistol, comlink (holo), credit chip with access to 4000 credits, expensive yet stylish attire

FAILED JEDI; CL 5

Once a prospective Jedi apprentice, somewhere along the way the failed Jedi didn't measure up. It could have been a lack of confidence or too frequently letting their emotions get the better of them. Now, the failed Jedi does the best they can to remain out of sight and forget the painful memories of their past, appearing to most people as just another drunkard.

Medium Jedi 2/Scout 3

Force 2, Dark Side 3

Init +9; Senses Perception +9

Languages Basic, 1 unassigned

**Defenses Ref 19 (flat-footed 17), Fort 16, Will 18
hp 50; Threshold 13**

Speed 6 squares

Melee Unarmed +5 (1d4+3) or

Melee Lightsaber +6 (2d8+4) or

Ranged Blaster Pistol +6 (3d6+2)

Base Atk +4; Grp +6

Special Actions Lightsaber Defense +1

Force Powers Known (Use the Force +8): *Force grip, Force thrust, mind trick*

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

Talents Barter, Blend In, Lightsaber Defense

Feats Force Sensitivity, Force Training, Informer, Skill Training (Stealth), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Initiative +9, Perception +9, Stealth +9, Use the Force +8

Possessions lightsaber, blaster pistol, tattered robes, bottle of cheap whiskey

FORCE SAGE; CL 8

Eschewing the concerns of the material world, the Force sage seeks a greater understanding of the myriad mysteries of the galaxy. By using their Force abilities to view the grand tapestry of creation, the Force sage is able to learn a great many things, including events from the distant past as well as events yet to come.

Medium Non-Heroic 3/Noble 5/Force Adept 2

Destiny 1; Force 9

Init +11; senses Perception +17

Languages Basic, 5 unassigned

**Defenses Ref 20 (flat-footed 19), Fort 20, Will 24
hp 45; Threshold 20**

Speed 6 squares

Melee Unarmed +6 (1d4+3) or

Melee Walking Staff +6 (1d6+3)

Base Atk +6; Grp +7

Force Powers Known (Use the Force +17): *farseeing, Force thrust (2), mind trick, move object, rebuke (2), vital transfer*

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

Talents Force Perception, Force Treatment, Telepathic Link, Visions

Feats Force Boon, Force Sensitivity, Force Training (2), Linguist, Skill Focus (Use the Force), Skill Training (Endurance, Use the Force), Wary Defender, Weapon Proficiency (simple weapons)

Skills Endurance +11, Initiative +11, Knowledge (galactic lore) +12, Use the Force +17 (may use for Perception and Treat Injury checks)

Possessions walking staff (treat as quarterstaff), robes

FORCE WARRIOR; CL 9

Trained in various forms of combat and able to use the Force, the Force warrior is a dangerous opponent, cutting down lesser foes with ease. Some Force warriors adopt an ascetic point of view, using their combat skills only when needed, while others revel in the carnage of war and the pain they can inflict.

Medium Non-Heroic 3/Jedi 3/Soldier 3/Force Adept 1

Destiny 1; Force 5; Dark Side 3

Init +11; Senses Perception +11

Languages Basic, 1 unassigned

**Defenses Ref 22 (flat-footed 20), Fort 22, Will 23
hp 70; Threshold 22**

Speed 6 squares

Melee Combat Gloves +12 (1d6+9) or

Melee Combat Gloves +10 (2d6+9) with Rapid Strike or

Melee Force Pike +12 (3d8+13/19-20) or

Melee Force Pike +10 (4d8+13/19-20) with Rapid Strike or

Base Atk +9; Grp +12

Atk Options Rapid Strike, Wicked Strike

Special Actions Damage Reduction 10, Equilibrium

Force Powers Known (Use the Force +11): *battle strike, Force slam, negate energy, surge*

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

Talents Damage Reduction 10, Empower Weapon,

Equilibrium, Force Perception, Melee Smash

Feats Armor Proficiency (light), Force Sensitivity, Force Training (2), Martial Arts I, Rapid Strike, Skill Training (Acrobatics, Use the Force), Weapon Proficiency (advanced melee weapons, simple weapons), Wicked Strike*

Skills Acrobatics +11, Endurance +12, Initiative +11, Use the Force +11

Possessions combat gloves, modified force pike (improved damage, neutronium reinforcement, phrik alloy), traveling clothes

GAMORREAN BOSS; CL 5

While many Gamorreans are little more than simple-minded thugs, there are the rare few that rival their peers in terms of intellect, frequently becoming the leaders of their tribes, both on and away from their native Gamorr.

Medium Gamorrean Non-Heroic 6/Noble 1/Soldier 2

Init +10; Senses Perception +4

Languages Basic (understand only), Gamorrean, 1 unassigned

Defenses Ref 20 (flat-footed 18), Fort 19, Will 15
hp 55; Threshold 24

Speed 4 squares

Melee Unarmed +9 (1d4+4) or

Melee Vibro-Ax +9 (2d10+7) or

Ranged Blaster Carbine +7 (3d8+1)

Base Atk +6; Grp +9

Atk Options Bantha Rush, Double Attack (advanced melee weapons)

Special Actions Commanding Presence, Shake it Off

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

Talents Commanding Presence, Presence

Feats Armor Proficiency (light, medium), Bantha Rush, Double Attack (advanced melee weapons), Improved Damage Threshold, Shake it Off, Skill Training

(Persuasion), Toughness, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Endurance +11, Initiative +10, Persuasion +9

Possessions heavy blaster pistol, vibro-ax (durasteel bonding), ceremonial armor

GAMORREAN BRUISERS; CL 3

The bruiser prefers to deal with opponents the old-fashioned way--by pummeling them into submission with either their gauntlet-covered fists or the traditional Gamorrean club, preferring to wade right into the thick of things without a care for their own well-being.

Medium Gamorrean Non-Heroic 4/Soldier 2

Init +8; Senses Perception +3

Languages Basic (understand only), Gamorrean

Defenses Ref 19 (flat-footed 18), Fort 19, Will 12
hp 40; Threshold 24

Speed 6 squares

Melee Combat Gloves +8 (1d6+6) or

Melee Combat Gloves +8 (2d6+6) with Mighty Swing or

Melee Combat Gloves +14 (1d6+9) with Powerful Charge or

Melee Combat Gloves +14 (2d6+9) with Mighty Swing and Powerful Charge or

Melee Arg'gorak +8 (2d12+8) or

Melee Arg'gorak +8 (3d12+8) with Mighty Swing or

Melee Arg'gorak +12 (2d12+11) with Powerful Charge or
Melee Arg'gorak +12 (3d12+11) with Mighty Swing and Powerful Charge

Base Atk +5; Grp +8

Atk Options Mighty Swing, Powerful Charge

Abilities Str 17, Dex 11, Con 16, Int 8, Wis 10, Cha 8

Talents Melee Smash

Feats Armor Proficiency (light, medium), Improved Damage Threshold, Martial Arts I, Mighty Swing,

Powerful Charge, Skill Training (Initiative), Weapon Proficiency (advanced melee weapons, simple weapons)

Skills Endurance +9, Initiative +7

Possessions arg'gorak, combat gloves, ceremonial armor

GAMORREAN THUGS; CL 1

Little more than hired muscle often found in the employ of unscrupulous crime lords, frequently used either to guard a crime lord's estate or to make a brutal show of force against the crime lord's adversaries. Their frightening resistance to pain makes them valuable foot soldiers, although their unfamiliarity with blasters does limit them to close-quarters fighting.

Medium Gamorrean Non-Heroic 3

Init +1; **Senses** Perception +0

Languages Basic (understand only), Gamorrean

Defenses Ref 14 (flat-footed 14), Fort 14, Will 9
hp 15; **Threshold** 19

Speed 6 squares

Melee Unarmed +4 (1d4+2) or

Melee Unarmed +4 (2d4+2) with Mighty Swing or

Melee Thogk +4 (1d10+4) or

Melee Thogk +4 (2d10+4) with Mighty Swing or

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

Atk Options Bantha Rush, Mighty Swing

Abilities Str 15, Dex 11, Con 14, Int 7, Wis 8, Cha 8

Feats Armor Proficiency (light), Bantha Rush, Improved Damage Threshold, Mighty Swing, Toughness, Weapon Proficiency (simple weapons)

Skills Endurance +8

Possessions thogk*, combat jumpsuit (+4 armor)

**see Appendix*

GAND MERCENARY; CL 4

Most commonly an exile from their homeworld, the Gand mercenary is willing to provide their ruthless combat skills to any that can meet their asking price. Eager to establish their self-worth, the Gand mercenary is a daunting opponent and will frequently use any and all means to achieve victory and thus set themselves apart from their brethren.

Medium Non-Heroic 6/Soldier 2

Init +11; **Senses** Perception +5; darkvision

Languages Gand, 1 unassigned

Defenses Ref 20 (flat-footed 18), Fort 17, Will 13
hp 35; **Threshold** 17

Speed 6 squares

Melee Combat Gloves +7 (1d4+3) or

Melee Dire Vibroblade +7 (2d6+3) or

Ranged Blaster Carbine +8 (3d8+1) or

Ranged Blaster Carbine +3 (3d8+1) with autofire

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

Atk Options autofire (blaster carbine), Cunning Attack, Dirty Fighting, Point Blank Shot, Running Attack

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

Talents Dirty Fighting

Feats Armor Proficiency (light), Cunning Attack, Point Blank Shot, Running Attack, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Initiative +11, Stealth +11

Possessions blaster carbine, combat gloves, dire vibroblade, light battle armor (+5 armor, +2 equipment), Gand breathing apparatus and transliterator

HUTT CRIME BOSS; CL 8

As an influential member of the Hutt crime syndicates, the Hutt crime boss oversees the interests of their kajidic, which can run the gamut of criminal activities.

Large Hutt Non-Heroic 4/Noble 4/Crime Lord 3

Force 3; Dark Side 6

Init +3; Senses Perception +11

Languages Basic, Huttese

Defenses Ref 16 (flat-footed 16), Fort 19, Will 22; Command Cover +1, Force Resistance hp 65; Threshold 24; immune can't be tripped or knocked prone

Speed 2 squares

Melee Unarmed +10 (1d6+5) or

Melee Mace +10 (1d8+7) or

Ranged Disruptor Pistol +7 (3d6+6)

Fighting Space 2x2

Base Atk +8; Grp +15

Atk Options Bantha Rush

Abilities Str 15, Dex 7, Con 14, Int 16, Wis 13, Cha 14

Talents Attract Minion, Connections, Inspire Fear I, Presence, Wealth of Allies

Feats Bantha Rush, Linguist, Toughness, Skill Focus (Deception, Persuasion), Skill Training (Deception, Gather Information, Perception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +17, Gather Information +12, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Knowledge (social sciences) +13, Perception +11, Persuasion +17 (may re-roll, keeping better result)

Possessions modified DX-2 disruptor pistol (extra power source, pulse charger, superior accuracy*, reduced range), modified mace (improved damage), floater sled, major domo, 2d4+2 enforcers

HUTT ENFORCER; CL 1

Although they may appear to be an important member of the Hutt kajidics, in practice the Hutt enforcer is little more than a glorified errand runner, with their usual work consisting of collecting money from various protection rackets and roughing the ones that won't pay. Most enforcers are from species that the Hutts have enslaved, such as the Klatoonians, who worship the Hutts as living gods.

Medium Klatoonian Non-Heroic 4

Dark Side 3

Init +8; Senses Perception +6

Languages: Huttese

Defenses Ref 15 (flat-footed 14), Fort 11, Will 11 hp 20; Threshold 16

Speed 6 squares

Melee Unarmed +4 (1d4+1) or

Melee Club +4 (1d6+1) or

Ranged Blaster Pistol +4 (3d6)

Base Atk +3; Grp +4

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

Feats Armor Proficiency (light), Improved Damage Threshold, Skill Training (Persuasion), Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Initiative +8, Persuasion +6

Possessions blaster pistol, club, combat jumpsuit (+4 armor)

INTEL OPERATIVE, NOVICE; CL 3

The novice is still fairly new to the spy game, although they've lasted long enough to get a handful of missions under their belt. At this level, the operative is often beholden to a parent organization that covers the costs of their equipments and initial training. And unlike their dashing holoivid counterparts, intelligence operatives strive to remain undetected by the opposition at all costs, with choosing discretion as the better of valor being their default option unless given no other options.

Medium Scoundrel 2/Scout 1

Force 2

Init +3; Senses Perception +7

Languages Basic, 2 unassigned

**Defenses Ref 17 (flat-footed 15), Fort 15, Will 15
hp 30; Threshold 15**

Speed 6 squares

Melee Unarmed +1 (1d4+1) or

Melee Knife +1 (1d4+1) or

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

Base Atk +1; Grp +3

Atk Options Point Blank Shot

**Special Actions Bad Feeling, Knack (1/day),
Surveillance**

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

Talents Knack, Surveillance

Feats Bad Feeling, Point Blank Shot, Skill Focus (Gather Information), Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +7, Gather Information +12, Mechanics +8, Perception +7, Persuasion +7, Stealth +8, Use Computer +8

Possessions blaster pistol (miniaturized), knife, comlink (encrypted short-range), concealed holster, datapad, mem-sticks, pocket scrambler, security kit, clothing appropriate to the mission with interior pockets

INTEL OPERATIVE, EXPERT; CL 8

The expert has long since proven to be a professional at the spy game, having completed dozens of high-risk missions. Although many still remain tied to the parent organization that sponsored them at the start of their careers, some expert operatives choose to go "freelance," parting on good or bad terms with their prior employers in equal numbers. Although they still prefer to do their work unseen, at this level of skill the operative is quite capable of holding their own in a fight, but they will often choose discretion if the odds are stacked too highly against them.

Medium Human Scoundrel 4/Scout 4

Force 5; Dark Side 1

Init +11; Senses Perception +10

Languages Basic, 2 unassigned

**Defenses Ref 22 (flat-footed 20), Fort 20, Will 20
hp 55; Threshold 20**

Speed 6 squares

Melee Unarmed +7 (1d4+5) or

Melee Knife +7 (1d4+5) or

Ranged Blaster Pistol +8 (3d6+6) or

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

Base Atk +6; Grp +8

Atk Options Deadeye, Point Blank Shot, Precise Shot

Special Actions Bad Feeling, Knack (1/day), Surveillance

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

**Talents Improved Stealth, Knack, Lucky Stop,
Surveillance**

Feats Bad Feeling, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Gather Information), Skill Training (Initiative, Pilot, Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +11, Gather Information +16, Initiative +11, Mechanics +11, Perception +10, Persuasion +11, Pilot +11, Stealth +11 (may re-roll), Use Computer +11

Possessions modified blaster pistol (improved damage, miniaturized), knife, comlink (encrypted short-range), concealed holster, datapad, 2 mem-sticks, pocket scrambler, security kit, clothing appropriate to the mission with interior pockets

JAWA MECHANIC; CL 3

Where most Jawas are content to simply patch together a mechanical item before selling it to an unsuspecting buyer, the Jawa mechanic has an unusual fondness and aptitude for machinery, often spending their free time tinkering with any such object within reach. Wise leaders can see the value of letting them carry on with their tinkering, as it often leads to better sales. However, most Jawa mechanics end up being driven from their homes by their brethren, with the especially adventurous souls being found on planets far from their native Tatooine, using their talents to earn a living.

Small Jawa Scoundrel 3

Init +8; **Senses** Perception +7, darkvision
Languages Huttese (understand only), Jawa, Jawa Trade Language, 1 unassigned

Defenses Ref 18 (flat-footed 16), Fort 14, Will 15
hp 30; **Threshold** 14

Speed 4 squares
Melee Unarmed +1 (1d3) or
Ranged Heavy Blaster Pistol +4 (3d8+4) or
Ranged Heavy Blaster Pistol +4 (3d8+4 ion)
Base Atk +2; **Grp** -1
Atk Options Point Blank Shot, Scavenger
Special Actions Fast Repairs, Gearhead

Abilities Str 9, Dex 14, Con 13, Int 15, Wis 13, Cha 8
Special Qualities desert dweller
Talents Fast Repairs, Hotwire
Feats Gearhead*, Point Blank Shot, Skill Focus (Mechanics), Tech Specialist, Weapon Proficiency (pistols, simple weapons)
Skills Endurance +2, Initiative +8, Knowledge (technology) +8, Mechanics +13 (may re-roll), Perception +7, Pilot +8, Stealth +13
Possessions modified blaster pistol (ion setting, improved energy cell, no stun setting), filthy robes, mastercraft tool kit

JAWA SCAVENGER; CL 2

The eyes and ears of the various Jawa tribes, the Jawa scavenger is frequently used to scout ahead in search of prize salvage and other vital resources. Often working in small groups, Jawa scavengers can prove a danger to the unwary, either due to theft of unattended objects or outright assault, although Jawas will only attack if the target has something they perceive as highly valuable and worth the risk.

Small Jawa Non-Heroic 4/Scout 1

Init +4; **Senses** Perception +8, darkvision
Languages Jawa, Jawa Trade Language, 1 unassigned

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12
hp 15; **Threshold** 13

Speed 4 squares
Melee Unarmed +3 (1d3) or
Ranged Blaster Pistol +5 (3d6) or
Ranged Blaster Pistol +5 (3d6 ion)
Base Atk +3; **Grp** +5
Atk Options Scavenger
Special Actions Shake it Off

Abilities Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 9
Special Qualities desert dweller
Talents Acute Senses
Feats Shake it Off, Skill Training (Endurance, Mechanics, Survival), Weapon Proficiency (pistols, simple weapons)
Skills Endurance +8, Mechanics +7 (may re-roll), Perception +8 (may re-roll), Stealth +9, Survival +8
Possessions modified blaster pistol (ion setting, no stun setting), filthy robes

KALEESH WARLORD; CL 8

Driven to conquer and without pity or mercy, the Kaleesh warlord leads from the front, driving their warriors forward to the victory they know awaits them. Clad in fearsome armor, the warlord can be just as terrifying a presence as the forces at their command.

Medium Kaleesh Soldier 4/Noble 3/Officer 1

Force 5; Dark Side 3

Init +11; Senses Perception +10, darkvision

Languages Basic, Kaleesh, 1 unassigned

**Defenses Ref 25 (flat-footed 23), Fort 25, Will 25
hp 90; Threshold 25**

Speed 4 squares

Melee Unarmed +11 (1d4+7) or

Melee Vibro-Ax +12 (2d10+11) or

Ranged Heavy Blaster Pistol +11 (3d8+8)

Base Atk +9; Grp +11

Atk Options Point Blank Shot

Special Actions Born Leader, Commanding Presence, Fatal Hit, Feared Warrior, Fearless Leader

Abilities Str 9, Dex 14, Con 13, Int 15, Wis 13, Cha 8

Special Qualities command cover +1, driven, persistent, share talent (Grand Leader)

Talents Armored Defense, Born Leader, Commanding Presence, Feared Warrior, Fearless Leader, Grand Leader

Feats Armor Proficiency (light, medium), Fatal Hit, Improved Defenses, Point Blank Shot, Skill Focus (Persuasion), Skill Training (Perception), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +12 (may re-roll), Initiative +12, Knowledge (tactics) +11, Perception +10, Persuasion +17

Possessions modified heavy blaster pistol (increased accuracy, pulse charger), modified vibro-ax (increased damage), ceremonial armor, large warband

KAMINOAN SCIENTIST; CL 3

Like many of their race, the Kaminoan scientist is for more interested in scholarly pursuits than more practical concerns, and if given the opportunity would gladly spend their lives in their laboratories, although they do reluctantly understand the need to venture away from their aquatic homeworld every now and then to conduct field studies or perform first-person reviews of their projects outside of controlled conditions.

Medium Kaminoan Non-Heroic 9

Init +2; Senses Perception +5

Languages Basic, Kaminoan, 7 unassigned

**Defenses Ref 12 (flat-footed 11), Fort 14, Will 13
hp 30; Threshold 14**

Speed 6 squares

Melee Unarmed +6 (1d4) or

Ranged Sporting Blaster Pistol +6 (3d4)

Base Atk +6; Grp +6

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

Feats Improved Defenses, Linguist, Skill Focus (Knowledge [life sciences], Treat Injury), Skill Training (Persuasion, Treat Injury), Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (galactic lore) +12, Knowledge (life sciences) +17 (may re-roll), Knowledge (physical sciences) +12, Knowledge (social sciences) +17, Persuasion +9, Treat Injury +16

Possessions comlink, datapad, 2d4 datacards with research notes, medical kit

MAJORDOMO; CL 2

Serving as the obsequious toady to many a crime boss, the majordomo is frequently tasked with handling the day-to-day management of their employer's criminal empire, ensuring the credits flow and the right people are either bribed or removed from the picture.

Medium Non-Heroic 7

Init +9; **Senses** Perception +10

Languages Basic, Huttese, 3 unassigned

Defenses Ref 12 (flat-footed 11), Fort 11, Will 13
hp 15; **Threshold** 11

Speed 6 squares

Melee Unarmed +4 (1d4-1)

Ranged Blaster Pistol +6 (3d6)

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

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

Feats Improved Defenses, Linguist, Skill Training (Initiative, Perception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Initiative +9, Knowledge

(bureaucracy) +10, Perception +10, Persuasion +10

Possessions blaster pistol, comlink (encrypted), credit chip with access to 2500 credits, datapad, robes

MINOR BUREAUCRAT; CL 1

Wherever there is an expansive and convoluted organizational structure, the minor bureaucrat can be found, controlling their small section like their own personal fiefdom. Although the majority of them are found working in a wide number of government positions, they can also be found in corporate offices and even on the legal payroll of a crime lord. To most people, it seems as though the minor bureaucrat derives perverse glee in forcing outsiders to deal with increasing quantities of red tape and obscure forms to be filled in triplicate.

Medium Non-Heroic 3

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

Languages Basic, Bocce, 1 unassigned

Defenses Ref 10 (flat-footed 10), Fort 9, Will 11
hp 5; **Threshold** 9

Speed 6 squares

Melee Unarmed +1 (1d4-1)

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

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

Feats Skill Focus (Knowledge [bureaucracy]), Skill Training (Deception, Gather Information, Persuasion), Weapon Proficiency (simple weapons)

Skills Deception +8, Gather Information +8, Knowledge (bureaucracy) +13, Knowledge (social sciences) +8, Persuasion +8, Use Computer +8

Possessions audio recorder, datapad, 1d4+1 datacards with various legal forms and documents

PIRATE; CL 4

Wandering the space lanes in search of plunder and excitement, an individual pirate is adept at both ship-based and close-quarters combat. Often serving as part of a larger crew under the command of a charismatic captain, the pirates' preferred method of operation is to ambush the targeted vessel, subdue the crew and passengers, absconding with as much of the ship's cargo and valuables as possible. While many are quite willing to play up the classic holo vid stereotype, most pirates try to avoid undue atrocities; after all, the whole point of piracy is to make a profit, and that becomes more difficult if the captured ship's crew decides to resist.

Medium Non-Heroic 3/Scoundrel 3

Init +10; Senses Perception +8

Dark Side 3

Languages Basic, 1 unassigned

**Defenses Ref 17 (flat-footed 15), Fort 14, Will 14
hp 25; Threshold 14**

Speed 6 squares

Melee Unarmed +5 (1d4+2) or

Melee Vibroblade +6 (2d6+2) or

Ranged Heavy Blaster Pistol +6 (3d8+1) or

Ranged Stun Grenade +6 (4d6 stun, 2 square burst)

Base Atk +4; Grp +6

Atk Options Point Blank Shot, Sneak Attack +1d6

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

Talents Sneak Attack, Spacehound

Feats Point Blank Shot, Skill Training (Initiative, Pilot), Toughness, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +9, Initiative +10, Perception +8, Pilot +10

Possessions heavy blaster pistol, stun grenade, vibroblade, flashy clothes, comlink

PIRATE CAPTAIN; CL 10

Wandering the space lanes in command of a large ship crewed by some of the most unruly beings to venture into space, the pirate is surprisingly pragmatic, seeing no profit in getting themselves involved in affairs that are none of their concern. Their aspiration in life is frequently to amass as much valuables as possible and retire comfortably before someone comes along and puts a premature end to their career of piracy. Much like their crew, the pirate captain is willing to play up the role of the classic holo vid pirate lord, even as they do their best to get the goods and leave before the authorities can show up to investigate the attack.

Medium Scoundrel 5/Noble 2/Master Privateer 3

Force 3; Dark Side 5

Init +13; Senses Perception +10

Languages Basic, 3 unassigned

**Defenses Ref 25 (flat-footed 22), Fort 21, Will 24;
Vehicular Combat
hp 65; Threshold 21**

Speed 6 squares

Melee Unarmed +10 (1d4+6) or

Melee Unarmed +8 (2d4+6) with Rapid Strike or

Melee Vibrorapier +10 (2d6+8/19-20) or

Melee Vibrorapier +8 (2d6+8/19-20) with Rapid Strike or

Ranged Heavy Blaster Pistol +10 (3d8+7)

Base Atk +7; Grp +10

Atk Options Point Blank Shot, Rapid Strike, Starship Raider

Special Actions Fool's Luck, Inspire Confidence, Quick Draw

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

Talents Fool's Luck, Inspire Confidence, Inspire Fear 1, Raider's Frenzy, Spacehound, Starship Raider

Feats Lightning Draw, Linguist, Point Blank Shot, Quick Draw, Rapid Strike, Skill Training (Pilot), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +12, Initiative +13, Knowledge (galactic lore) +11, Perception +10, Persuasion +12, Pilot +13

Possessions modified heavy blaster pistol (improved damage, rangefinder), modified vibrorapier (improved damage, neutronium reinforcement), flashy clothes, comlink (encrypted short-range)

QUARREN ASSASSIN; CL 5

Sly, cunning, and patient, the Quarren assassin prefers to strike when their target least expects it and then making their escape just as quickly. They will go out of their way to avoid direct combat, preferring to retain the element of surprise whenever possible, resorting to a stand-up fight only if left with no alternative.

Medium Quarren Scoundrel 5

Force 1; **Dark Side** 4

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

Languages Basic, Quarrenese

Defenses Ref 20 (flat-footed 17), Fort 16, Will 17
hp 35; **Threshold** 16

Speed 6 squares; swim 4 squares

Melee Unarmed +3 (1d4+2) or

Ranged Blaster Pistol +7 (3d6+5)

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

Atk Options Cunning Attack, Point Blank Shot, Skirmisher, Sneak Attack +1d6

Special Actions Quick Draw

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

Special Qualities breathe underwater, expert swimmer

Talents Skirmisher, Sneak Attack, Sudden Strike

Feats Cunning Attack, Point Blank Shot, Quick Draw,

Skill Focus (Deception), Weapon Focus (pistols),

Weapon Proficiency (pistols, simple weapons)

Skills Deception +12, Initiative +10, Perception +8,

Stealth +10, Swim +2 (may re-roll, may take 10)

Possessions modified blaster pistol (improved accuracy, pulse charger, rangefinder, no stun setting), concealed holster

QUARREN RAIDER; CL 3

With a mix of stealth and reckless aggression, Quarren raiders make their living by taking what they want with no regard to the legality of their actions, much less the welfare of the previous owners. Many of them are expatriates from Mon Calamari, having committed numerous crimes on their homeworld before leaving to ply their violent trade in the galaxy.

Medium Quarren Non-Heroic 4/Scout 2

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

Languages Basic, Quarrenese

Defenses Ref 16 (flat-footed 14), Fort 15, Will 13
hp 30; **Threshold** 15

Speed 6 squares; swim 4 squares

Melee Unarmed +6 (1d4+2) or

Melee Knife +6 (1d4+2) or

Ranged Heavy Blaster Pistol +6 (3d8+1)

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

Atk Options Point Blank Shot

Special Actions Charging Fire

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

Special Qualities breathe underwater, expert swimmer

Talents Improved Stealth

Feats Charging Fire, Point Blank Shot, Skill Training

(Initiative, Stealth), Toughness, Weapon Focus (simple),

Weapon Proficiency (pistols, simple weapons)

Skills Initiative +10, Perception +9, Stealth +10 (may re-roll), Swim +4 (may re-roll, may take 10)

Possessions heavy blaster pistol

QUIXOTIC JEDI; CL 3

A laughable figure to most people, the quixotic Jedi is quite a sight, often talking at length about their quest to right the injustices of the galaxy and expounding upon the Force. They can perform some minor uses of the Force, but their control of it is sporadic even at the best of times. Sometimes they stumble across a true student of the Force that is willing to educate them in the ways of the Force, but usually the quixotic Jedi wanders the space lanes alone on their foolhardy idealistic crusades.

Medium Human Scoundrel 3

Force 2

Init +8; Senses Perception +7

Languages Basic

**Defenses Ref 18 (flat-footed 16), Fort 15, Will 16
hp 30; Threshold 15**

Speed 6 squares

Melee Unarmed +4 (1d4+1) or

Melee Dueling Sword +4 (1d6+1)

Base Atk +2; Grp +4

Atk Options Point Blank Shot

Special Actions Fool's Luck

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

Talents Fool's Luck, Force Flow

Feats Desperate Gambit, Force Sensitivity, Improved Defenses, Weapon Finesse, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +8, Deception +7, Initiative +8, Perception +7, Persuasion +7

Possessions dueling sword, makeshift armor (+1 equipment bonus to Fortitude Defense), 1000 credits

NEIMODIAN LOAN SHARK; CL 3

While the Neimodian loan shark may not be directly connected to the larger corporate concerns of their species, they are just as greedy and unscrupulous. Often the last resort for the desperate and the foolish, the loan shark is willing to lend just about anyone money, charging excessive interest fees and just waiting for those that come to him to default on their loans, sending hired goons to remind debtors of just how high the cost of doing business can be. Should a debtor prove too adept at evading the loan shark's reach, they think nothing of sending a bounty hunter to settle the account.

Medium Neimodian Non-Heroic 3/Scoundrel 2

Force 1; Dark Side 4

Init +2; Senses Perception +9

Languages Basic, Huttese, Neimodian, Pak Pak, 2 unassigned

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

Speed 6 squares

Melee Unarmed +2 (1d4) or

Ranged Hold-Out Blaster +3 (3d4+1)

Base Atk +3; Grp +3

Abilities Str 9, Dex 11, Con 11, Int 16, Wis 14, Cha 15

Talents Illicit Dealings

Feats Point Blank Shot, Precise Shot, Skill Focus (Deception, Persuasion), Skill Training (Deception, Perception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +14 (may re-roll), Gather Information +9, Knowledge (bureaucracy) +10, Knowledge (social sciences) +10, Perception +9, Persuasion +14

Possessions hold-out blaster, comlink, expensive robes, access as to plenty of credits, 1d4+1 thugs on retainer

RODIAN ENFORCER; CL 4

Dressed in black business suits and carrying significant firepower, a Rodian enforcer is as slick in appearance as they are deadly in a fight. Most of them don't say much, as they feel that their mere presence speaks volumes, although they can be surprisingly eloquent when the situation calls for such. And while most of them find employment through various crime lords, there are a great many corrupt government officials that find the combination of professionalism, dependability, and discretion to be just as strong a selling point as the enforcer's combat skills.

Medium Rodian Scoundrel 4

Force 1; Dark Side 3

Init +10; Senses Perception +7; low-light vision

Languages Basic, Huttese, Rodese

Defenses Ref 19 (flat-footed 16), Fort 15, Will 15

hp 35; Threshold 15

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Ranged Blaster Carbine +6 (3d8+5) or

Ranged Blaster Carbine +4 (4d8+5) with Rapid Shot or

Ranged Blaster Carbine +1 (3d8+5) with autofire or

Ranged Blaster Pistol +6 (3d6+2) or

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

Base Atk +3; Grp +6

Atk Options autofire (blaster carbine), Dastardly Strike,

Point Blank Shot, Rapid Shot, Sneak Attack +1d6

Special Actions Quick Draw

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

Talents Dastardly Strike, Sneak Attack

Feats Cunning Attack, Point Blank Shot, Quick Draw, Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +8, Initiative +10, Perception +7 (may re-roll), Persuasion +8, Stealth +10

Possessions modified blaster carbine (improved damage, improved energy cell), blaster pistol, black business suit, concealed holster

RODIAN SHARPSHOOTER; CL 4

Known across the galaxy for their marksmanship, the Rodian sharpshooter has few peers when it comes to long-distance shooting. When they put their minds to it, there are few targets the Rodian sharpshooter can't hit, and the sniper's mantra of "one shot, one kill" is frequently true, as rarely do they require a second shot to hit the mark.

Medium Rodian Non-Heroic 3/Soldier 3

Force 1; Dark Side 1

Init +6; Senses Perception +10; low-light vision

Languages Basic, Rodese, 1 unassigned

Defenses Ref 17 (flat-footed 14), Fort 16, Will 15

hp 30; Threshold 16

Speed 6 squares

Melee Unarmed +6 (1d4+2) or

Ranged Sniper Blaster Rifle +9 (3d8+3) or

Ranged Sniper Blaster Rifle +9 (4d8+3) with Deadeye

Base Atk +5; Grp +8

Atk Options Deadeye, Point Blank Shot, Precise Shot

Special Actions Far Shot

Abilities Str 12, Dex 16, Con 13, Int 12, Wis 14, Cha 8

Talents Devastating Attack (rifles), Weapon

Specialization (rifles)

Feats Deadeye, Far Shot, Point Blank Shot, Precise Shot, Skill Focus (Survival), Skill Training (Stealth), Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Perception +10 (may re-roll), Stealth +11, Survival +15

Possessions sniper blaster rifle* with targeting scope, non-descript jumpsuit

**see Appendix*

SABER RAKE; CL 7

A member of the Tapani Sector's ruling elite, the saber rake is an arrogant and headstrong young noble that has devoted a great deal of time and effort to honing their dueling skills with the lightfoil. Though they may enjoy the thrill of the duel and the rush of danger that comes with wielding such an unreliable weapon, the saber rake also knows that there is more than one way to defeat an opponent, and are just as adept at bringing considerable social pressure to bear on their rivals as they are at making an expert strike with their blade.

Medium Human Noble 4/Jedi 3

Force 3; Dark Side 1

Init +10; Senses Perception +8

Languages Basic, High Galactic, 4 unassigned

Defenses Ref 20 (flat-footed 18), Fort 19, Will 19;

Dodge

hp 50; Threshold 19

Speed 6 squares

Melee Unarmed +6 (1d4+3) or

Melee Lightfoil +11 (2d6+7) or

Melee Lightfoil +13 (2d6+7) with Acrobatic Strike or

Melee Lightfoil +9 (3d6+7) with Rapid Strike or

Melee Lightfoil +11 (3d6+7) with Acrobatic Strike and Rapid Strike or

Ranged Sporting Blaster Pistol +9 (3d4+3)

Base Atk +6; Grp +9

Atk Options Acrobatic Strike, Melee Defense, Rapid Strike

Special Actions Lightsaber Defense +1

Abilities Str 11, Dex 14, Con 12, Int 14, Wis 10, Cha 16

Talents Lightsaber Defense, Noble Fencing Style, Presence, Weapon Specialization (lightsabers)

Feats Acrobatic Strike, Desperate Gambit, Dodge, Linguist, Melee Defense, Rapid Strike, Skill Focus (Persuasion), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Acrobatics +10, Deception +11, Initiative +10, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Perception +8, Persuasion +16, Pilot +10, Ride +10

Possessions modified lightfoil* (improved accuracy, silverplate), modified sporting blaster pistol (improved accuracy, silverplate), expensive clothing, concealed holster, access to more wealth than most people could imagine

SECURITY GUARD; CL 1

Found anyplace that someone wants someone or something kept safe, a security guard's job is as simple as the thing they are hired to guard is varied, with assignments ranging from remote prison centers, top secret research facilities, shopping centers, public banks, storage depots, and everything else in between.

Medium Non-Heroic 3

Init +2; Senses Perception +6

Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 10

hp 10; Threshold 11

Speed 6 squares

Melee Unarmed +3 (1d4+1) or

Melee Snap Baton +3 (2d4+1) or

Ranged Blaster Pistol +3 (3d6)

Base Atk +2; Grp +3

Special Actions Coordinated Attack

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

Feats Armor Proficiency (light), Coordinated Attack, Skill Training (Initiative), Weapon Proficiency (pistols, simple weapons)

Skills Initiative +7, Perception +6

Possessions blaster pistol, snap baton, blast vest and helmet (+2 armor), comlink

SHOCKBOXER; CL 6

Although the days of bloody gladiatorial contests are largely gone in civilized space, the sport of shockboxing proves the population's desire for combative events still exists. Having spent most of their lives in training, shockboxers have the skill and single-minded determination to make it to the top ranks of the fighting circuits. While most prefer to stick to sanctioned bouts, some try their hands at illegal fights where the winner is the one still breathing at the end. Some shockboxers that are starting to show their age often find second careers either training a new crop of fighters or working as low-rent bodyguards or thugs for a local crime lord.

Medium Non-Heroic 3/Soldier 5

Force 1

Init +11; **Senses** Perception +5

Languages Basic

Defenses Ref 20 (flat-footed 16), Fort 20, Will 16
hp 60; **Threshold** 25 (30 vs. stun attacks)

Speed 6 squares

Melee Unarmed +11 (1d8+6) or

Melee Shockboxing Gloves +11 (1d8+8 stun)

Base Atk +7; **Grp** +11

Atk Options Stunning Strike

Special Actions Shake it Off

Abilities Str 16, Dex 14, Con 16, Int 9, Wis 12, Cha 8

Talents Counterpunch, Melee Smash, Stunning Strike

Feats Armor Proficiency (light), Improved Damage

Threshold, Martial Arts I, Martial Arts II, Shake it Off,

Skill Training (Initiative, Persuasion), Toughness,

Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Skills Endurance +12, Initiative +11, Persuasion +8

Possessions shockboxing gloves*, shockboxing pads*

*see Appendix

STREET URCHIN; CL 0

Left an orphan either by circumstance or tragedy, the street urchin is a rugged survivor of the urban jungle. They've learned to take care of themselves, and are incredibly reluctant to trust anyone for fear of being betrayed or taken advantage of by one of the many predators that haunt the city streets.

Small Child Non-Heroic 2

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

Languages Basic, 1 unassigned

Defenses Ref 12 (flat-footed 11), Fort 9, Will 9
hp 3; **Threshold** 9

Speed 4 squares

Melee Unarmed -1 (1d4-2) or

Melee Knife -1 (1d4-2)

Base Atk +1 **Grp** -3

Abilities Str 6, Dex 12, Con 8, Int 12, Wis 9, Cha 10

Feats Skill Training (Acrobatics, Deception, Initiative),

Weapon Proficiency (simple weapons)

Skills Acrobatics +7, Endurance +5, Deception +6,

Initiative +7, Perception +5, Stealth +7

Possessions knife, ragged clothes, 2d4 credits

SULLUSTAN SLICER; CL 4

A wily denizen of the Fringe, the Sullustan slicer expertly maneuvers through supposedly secured computer systems, collecting whatever data their client is looking for. And with skills such as theirs in high demand, they are never lacking for work, even if some people take offense to having their private files sliced.

Medium Sullustan Non-Heroic 4/Scoundrel 3

Init +9; **Senses** Perception +9; darkvision
Languages Basic, Binary, Sullustese, 2 unassigned

Defenses Ref 16 (flat-footed 15), Fort 13, Will 15
hp 20; **Threshold** 13

Speed 6 squares

Melee Unarmed +4 (1d4) or

Ranged Hold-Out Blaster +6 (3d4+1) or

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

Special Actions Gearhead, Gimmick

Abilities Str 9, Dex 12, Con 10, Int 16, Wis 13, Cha 10

Talents Gimmick, Trace

Feats Gearhead, Skill Focus (Use Computer), Skill Training (Deception, Initiative, Mechanics), Tech Specialist, Weapon Proficiency (pistols, simple weapons)

Skills Climb +2 (may take 10), Deception +8, Initiative +9, Knowledge (galactic lore) +11, Knowledge (technology) +11, Mechanics +11, Perception +9 (may re-roll), Use Computer +16

Possessions hold-out blaster, comlink, modified portable computer (mastercraft, memory upgrade), 2d4 datacards, security kit

SWOOP GANG LEADER; CL 5

Smarter than the average swoop gang member and even more skilled than the veteran riders, that's how the swoop gang leader rose to their current position. They maintain their high station by pitting potential rivals against each other while keeping their devoted followers within easy reach.

Medium Non-Heroic 4/Scoundrel 2/Noble 2

Force 2; **Dark Side** 1
Init +11; **Senses** Perception +9
Languages Basic, 3 unassigned

Defenses Ref 18 (flat-footed 16), Fort 15, Will 16;
Vehicular Combat
hp 30; **Threshold** 15

Speed 6 squares

Melee Unarmed +6 (1d4+3) or

Melee Big Knife +6 (1d6+3) or

Ranged Heavy Blaster Pistol +7 (3d8+1) or

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

Atk Options Point Blank Shot, Running Attack, Skirmisher

Special Actions Presence

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

Talents Presence, Skirmisher

Feats Linguist, Point Blank Shot, Running Attack, Skill Focus (Pilot), Skill Training (Gather Information, Pilot, Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +11, Initiative +11, Perception +9, Persuasion +11, Pilot +16

Possessions heavy blaster pistol, big knife (treat as short sword), Mobquet Flare-S swoop (tFU pg111)

SWOOP GANG PUNK; CL 1

Part of a group of ruffians that ride together on beefed-up swoops for little reason other than having nothing else to do and no desire to do anything productive. For many of them, the swoop gang is the closest thing they have to a family, and rarely do they travel alone, sticking to the old adage of strength in numbers.

Medium Non-Heroic 6

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

Languages Basic

Defenses Ref 11 (flat-footed 10), Fort 10, Will 9
hp 10; **Threshold** 10

Speed 6 squares

Melee Unarmed +4 (1d4+1) or

Melee Knife +4 (1d4+1) or

Ranged Blaster Pistol +4 (3d6) or

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

Special Actions Running Attack

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

Feats Running Attack, Skill Training (Perception, Pilot),
Weapon Proficiency (pistols, simple weapons)

Skills Initiative +8, Perception +6, Pilot +8

Possessions blaster pistol, knife, Zephyr-G swoop (tFU
pg112)

SWOOP GANG VETERAN; CL 3

Having ridden with the gang for several years, the veterans are a mix of impatient arrogance and keen survival instincts, serving as the leaders of smaller swoop gangs or the skilled lieutenants of larger gangs. Often seen as both respected elders and tiresome fogies by younger gang members, the veterans can easily prove their dominance in the gang based on riding skill and sheer, reckless bravado.

Medium Non-Heroic 4/Scoundrel 2

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

Languages Basic, 1 unassigned

Defenses Ref 16 (flat-footed 14), Fort 13, Will 13;
Vehicular Combat
hp 23; **Threshold** 13

Speed 6 squares

Melee Unarmed +5 (1d4+2) or

Melee Big Knife +5 (1d6+2) or

Ranged Heavy Blaster Pistol +6 (3d8+1) or

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

Atk Options Point Blank Shot, Running Attack,
Skirmisher

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

Talent Skirmisher

Feats Point Blank Shot, Running Attack, Skill Focus
(Pilot), Skill Training (Pilot, Perception), Vehicular
Combat, Weapon Proficiency (pistols, simple weapons)
Skills Initiative +10, Mechanics +9, Perception +8, Pilot
+15

Possessions heavy blaster pistol, big knife (treat as short
sword), Nebulon-Q swoop racer (TotG 99)

TRANDOSHAN BODYGUARD; CL 4

Like many of their species, the Trandoshan bodyguard believes in might makes right. However, they differ in that they put their physical might to use by serving as bodyguards to those in need of the added protection that only a giant razor-toothed saurian can provide. Unlike many of their species, the Trandoshan bodyguard adopts a veneer of civilization, a contrast to their brutal, no-holds-barred approach of doing anything and everything to protect their client.

Medium Trandoshan Non-Heroic 3/Soldier 3

Force 1

Init +8; Senses Perception +9, darkvision

Languages Basic, Dosh, 1 unassigned

Defenses Ref 17 (flat-footed 16), Fort 19, Will 15; +1 natural armor

hp 50; Threshold 19; limb regeneration

Speed 6 squares

Melee Unarmed +8 (1d6+4) or

Melee Snap Baton +8 (2d4+4) or

Ranged Blaster Pistol +5 (3d6+1)

Base Atk +5; Grp +12

Attack Options Pin, Trip

Special Actions Harm's Way

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

Talents Expert Grappler, Harm's Way

Feats Improved Defenses, Martial Arts I, Pin, Skill Training (Endurance, Persuasion), Toughness, Trip, Weapon Proficiency (pistols, simple weapons)

Skills Endurance +11, Initiative +8, Perception +9, Persuasion +7

Possessions blaster pistol, snap baton, comlink, business suit, mirrorshades

TRANDOSHAN SLAVER; CL 3

Considered by many to be amongst the most despicable beings in the galaxy, the Trandoshan slaver makes their living through the capture and sale of other sentient beings. Known for having few scruples when it comes to their business, they will trade in any species, although given their long racial history they take a great degree of pride in enslaving Wookiees.

Medium Trandoshan Non-Heroic 4/Scout 2

Dark Side 3

Init +9; Senses Perception +8, darkvision

Languages Basic, Dosh

Defenses Ref 18 (flat-footed 17), Fort 15, Will 13; +1 natural armor

hp 35; Threshold 20; limb regeneration

Speed 6 squares

Melee Unarmed +6 (1d4+3) or

Melee Stun Baton +6 (2d6+3 stun) or

Ranged Blaster Carbine +5 (3d8+1)

Base Atk +4; Grp +6

Atk Options autofire (blaster carbine), Point Blank Shot

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Talents Barter

Feats Armor Proficiency (light), Improved Damage Threshold, Point Blank Shot, Skill Training (Initiative, Survival), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +9, Perception +8, Survival +8

Possessions blaster carbine (no stock), stun baton, combat jumpsuit, 3 meters of chain, 3 slave collars

TUSKEN RAIDER; CL 2

Roaming the deserts of Tatooine, the Sand People are a constant threat. Raiding and pillaging the outlying settlements, these savage warriors have no mercy for their victims, willing to spill the blood of others without hesitation.

Medium Tusken Raider Non-Heroic 4/Scout 1

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

Languages Tusken

Defenses Ref 14 (flat-footed 13), Fort 14, Will 11
hp 25; **Threshold** 14

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Gaffi Stick +4 (1d8+2) or

Melee Gaffi Stick +4 (2d8+2) with Mighty Swing

Melee Gaffi Stick -6/-6 (1d8+2/1d8+2) or

Ranged Slugthrower Rifle +4 (2d8)

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

Atk Options Mighty Swing

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

Feats Mighty Swing, Skill Training (Stealth, Survival,

Ride), Weapon Proficiency (rifles, simple weapons)

Skills Perception +7, Ride +8, Survival +7 (may re-roll),
Stealth +8 (may re-roll)

Possessions gaffi stick*, slugthrower rifle, robes

*see Appendix

TWI'LEK ARISTOCRAT; CL 4

Leaders within their own clans and able to exert significant influence on local events, the Twi'lek aristocrat relies on cunning, misdirection, and a wide array of underhanded methods to accomplish their goals, which can vary as much as the skin tones of their kind, from magnanimous to predatory, but most frequently the only goals the aristocrat is concerned with are the ones that most benefit themselves.

Medium Twi'lek Non-Heroic 4/Noble 3

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

Languages Basic, High Galactic, Huttese, Ryl, 1
unassigned

Defenses Ref 15 (flat-footed 14), Fort 15, Will 16
hp 20; **Threshold** 15

Speed 6 squares

Melee Unarmed +4 (1d4) or

Ranged Hold-Out Blaster +6 (3d4+1)

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

Special Actions Influential Friends

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

Talents Connections, Influential Friends

Feats Friends in Low Places, Linguist, Skill Focus

(Deception), Skill Training (Gather Information,
Perception, Persuasion), Weapon Proficiency (pistols,
simple weapons)

Skills Deception +15 (may re-roll), Gather Information
+10, Perception +9, Persuasion +10

Possessions hold-out blaster, comlink, credit chip with
access to 20,000 credits, expensive wardrobe

TWI'LEK BODYGUARD; CL 5

These alluring beauties are a very popular option for the wealthy person seeking personal protection, and can be found guarding a wide range of personalities. While at first glance a Twi'lek bodyguard appears to be nothing more than an enticing piece of decorative eye candy, these women are well-trained in various forms of combat, trouncing foes with either ranged fire of potent close-combat techniques while putting their lovely bodies between danger and their employer.

Medium Female Twi'lek Non-Heroic 3/Soldier 4
Force 1; Dark Side 1
Init +10; Senses Perception +8, low-light vision
Languages Basic, Ryl, 1 unassigned

Defenses Ref 19 (flat-footed 15), Fort 19, Will 14
hp 35; Threshold 19

Speed 6 squares
Melee Unarmed +7 (1d8+4) or
Melee Unarmed +5 (2d8+4) with Rapid Strike or
Melee Force Pike +9 (2d8+5) or
Melee Force Pike +7 (3d8+5) with Rapid Strike or
Ranged Sporting Blaster +8 (3d4+2)
Base Atk +6; Grp +8
Attack Options Rapid Strike
Special Actions Harm's Way

Abilities Str 12, Dex 14, Con 12, Int 12, Wis 11, Cha 15
Talents: Harm's Way, Melee Smash
Feats Martial Artist I, Martial Artist II, Rapid Strike, Skill Training (Acrobatics, Deception), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Acrobatics +10, Deception +10 (may re-roll), Initiative +10, Perception +8
Possessions force pike, sporting blaster, outfit that is both flattering and appropriate to the situation

TWI'LEK DANCING GIRL; CL 0

Often found in cantinas and criminal entourages, Twi'lek dancing girls often began their careers as children sold into slavery and trained in the arts of dance and seduction, frequently serving their masters as both entertainers and consorts. Their beauty, immodest attire, and provocative movements make them a favorite amongst crime lords and lonely spacers; although the latter group of admirers often has to settle for just watching the girls sway and gyrate on stage.

Medium Female Twi'lek Non-Heroic 2
Init +3; Senses Perception +1, low-light vision
Languages Basic, Ryl

Defenses Ref 12 (flat-footed 10), Fort 12, Will 10
hp 5; Threshold 12

Speed 6 squares
Melee Unarmed +0 (1d4-1)
Base Atk +1; Grp +3

Abilities Str 8, Dex 14, Con 10, Int 10, Wis 10, Cha 15
Feats Skill Focus (Persuasion), Skill Training (Acrobatics, Persuasion), Weapon Proficiency (simple weapons)
Skills Acrobatics +8, Deception +8 (may re-roll), Persuasion +13
Possessions dancer's costume

TWI'LEK SCOUNDREL; CL 4

Sly, cunning, and self-serving to the extreme, the Twi'lek scoundrel only takes interest in the things that directly benefit themselves, and have no moral scruples about using any and all means to get their way.

Medium Twi'lek Scoundrel 4

Force 2; Dark Side 4

Init +9; Senses Perception +7, low-light vision

Languages Basic, Huttese, Ryl

**Defenses Ref 18 (flat-footed 16), Fort 16, Will 15
hp 30; Threshold 16**

Speed 6 squares

Melee Unarmed +4 (1d4+3) or

Melee Vibroblade +4 (2d6+3) or

Ranged Blaster Pistol +5 (3d6+2)

Base Atk +3; Grp +5

Atk Options Point Blank Shot, Sneak Attack +1d6

Special Actions Cunning Attack, Quick Draw

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

Talents Gambler, Sneak Attack

**Feats Cunning Attack, Point Blank Shot, Quick Draw,
Skill Training (Initiative), Weapon Proficiency (advanced
melee weapons, pistols, simple weapons)**

**Skills Deception +8 (may re-roll), Gather Information
+8, Initiative +9, Perception +7, Persuasion +8, Stealth
+9**

**Possessions blaster pistol, vibroblade, concealed
holster**

UBESE HUNTER; CL 5

Having left the blasted ruins of their homeworld behind, a Ubese hunter is willing to hire themselves out to anyone who meets their price. Determined and relentless, the Ubese hunter will not give up the chase until they or their target are incapacitated.

Medium Scout 3/Soldier 2

Force 2; Dark Side 1

Init +9; senses Perception +9

Languages Basic, Ubeninal, Ubese, Huttese

**Defenses Ref 19 (flat-footed 17), Fort 20, Will 17
hp 50; Threshold 20**

Speed 6 squares

Melee Combat Gloves +5 (1d4+4) or

Ranged Blaster Carbine +6 (3d8+2) or

Ranged Blaster Carbine +1 (3d8+2) with autofire or

Ranged Blaster Carbine +4 (4d8+2) with Rapid Shot or

Ranged Frag Grenade +6 (4d6+2, 2-square burst)

Base Atk +4; Grp +6

**Atk Options autofire (blaster carbine), Point Blank Shot,
Rapid Shot, Running Attack**

Special Actions Aggressive, Shake it Off

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

Talents Acute Senses, Armored Defense, Expert Tracker

**Feats Armor Proficiency (light), Informer, Point Blank
Shot, Rapid Shot, Running Attack, Shake it Off, Skill
Focus (Perception), Weapon Proficiency (pistols, rifles,
simple weapons)**

**Skills Endurance +8, Initiative +9, Knowledge (galactic
lore) +8, Perception +14 (may re-roll), Stealth +9,
Survival +9 (may re-roll)**

**Possessions blaster carbine, combat gloves, frag
grenade, Ubese environmental suit (+4 armor, +2
equipment), 2 binder cuffs, utility belt**

WOOKIEE COMMANDO; CL 5

While the average Wookiee is a daunting opponent to most species, the Wookiee commando is a breed apart. Fully embracing their instinctive rage, the Wookiee commando charges into the fray, forcing their enemies to either give ground or be slaughtered in the wake of their overwhelming ferocity.

Medium Wookiee Non-Heroic 3/Soldier 4

Init +9; **Senses** Perception +3

Languages Basic (understand only), Shyriiwook

Defenses Ref 16 (flat-footed 15), Fort 19, Will 14
hp 50; **Threshold** 24; extraordinary recuperation

Speed 6 squares

Melee Unarmed +8* (1d4+9) or

Melee Unarmed +12* (1d4+12) with Powerful Charge or

Melee Vibro-Ax +8* (2d10+15)

Melee Vibro-Ax +12* (2d10+18) with Powerful Charge or

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

Attack Options Cleave, Power Attack, Powerful Charge

Special Actions Dreadful Rage (1/day)

Abilities Str 18, Dex 12, Con 16, Int 10, Wis 11, Cha 8

Talents Devastating Attack (advanced melee weapons),
Melee Smash

Feats Cleave, Dreadful Rage, Improved Damage

Threshold, Power Attack, Powerful Charge, Skill

Training (Initiative, Survival), Weapon Proficiency

(advanced melee weapons, simple weapons)

Skills Climb +7 (may take 10), Endurance +11, Initiative
+9, Persuasion +2 (re-roll intimidate attempts), Survival
+8

Possessions vibro-ax

**includes 2 points of Power Attack*

WOOKIEE EXPLORER; CL 4

Curious by nature, Wookiee explorers are always interested in seeing what's just over the next hill or beyond the next rise. Having learned to handle themselves in the dangerous wilds of their native Kashyyyk, these Wookiees are quite able to take care of themselves should they encounter a violent situation. While most travel from world to world, they often spend years learning as much about a planet as they can before moving on, and many times are considered by the locals to be the top experts regarding the planet's native fauna and flora.

Medium Wookiee Scout 4

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

Languages Basic (understand only), Shyriiwook, 1
unassigned

Defenses Ref 17 (flat-footed 16), Fort 18, Will 14
hp 50; **Threshold** 18

Speed 8 squares

Melee Unarmed +5 (1d4+3) or

Melee Ryyk Blade +5 (2d10+4) or

Ranged Bowcaster +4 (3d10+2)

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

Attack Options Bantha Rush, Point Blank Shot

Special Actions Rage (1/day), Shake it Off

Abilities Str 15, Dex 13, Con 16, Int 12, Wis 10, Cha 8

Talents Long Stride, Surefooted

Feats Bantha Rush, Point Blank Shot, Shake it Off, Skill

Training (Pilot), Weapon Proficiency (advanced melee

weapons, pistols, rifles, simple weapons)

Skills Climb +9 (may take 10), Endurance +10, Initiative

+8, Knowledge (galactic lore) +8, Perception +7,

Persuasion +1 (re-roll intimidate attempts), Pilot +8,

Survival +7

Possessions bowcaster, ryyk blade, bandolier, field kit

ZABRAK BRAWLER; CL 6

Well-versed in the finer points of fisticuffs, the Zabrak brawler prefers to let their fists do the talking, and are more than capable of cleaning out a room in short order, particularly when faced with fighters that are not as skilled as they are.

Medium Zabrak Non-Heroic 4/Soldier 5

Force 1; Dark Side 2

Init +11; Senses Perception +5

Languages Basic, Zabrak

**Defenses Ref 22 (flat-footed 17), Fort 20, Will 17
hp 55; Threshold 20**

Speed 6 squares

Melee Combat Gloves +12 (1d10+9) or

Melee Combat Gloves +10 (2d10+9) with Rapid Strike

Base Atk +8; Grp +11

Atk Options Rapid Strike

Special Actions Combat Reflexes

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

Talents Cantina Brawler, Counterpunch, Melee Smash

Feats Combat Reflexes, Martial Arts I, Martial Arts II, Martial Arts III, Rapid Strike, Skill Training (Acrobatics, Initiative), Weapon Focus (simple), Weapon Proficiency (pistols, simple weapons)

Skills Acrobatics +11, Endurance +11, Initiative +11, Perception +5 (may re-roll)

Possessions modified combat gloves (improved damage)

ZABRAK TECH SPECIALIST; CL 3

More interested in practical applications of technology than theory, the Zabrak Tech Specialist sells their skill at fixing and upgrading machinery to whoever can pay their fees. Frequently not caring what purpose the devices they work on are put to use, they enjoy a reputation as the “go-to” people for those custom modifications that authorities frequently frown upon.

Medium Zabrak Non-Heroic 3/Scoundrel 2

Init +2; Senses Perception +7

Languages Basic, Binary, Zabrak, 2 unassigned

**Defenses Ref 15 (flat-footed 15), Fort 13 ; Will 14
hp 15; Threshold 13**

Speed 6 squares

Melee Unarmed +4 (1d4+2) or

Melee Giant Hydrospanner +4 (1d8+3) or

Ranged Blaster Pistol +3 (3d6+1)

Base Atk +3; Grp +4

Special Actions Fast Repairs, Gearhead

Abilities Str 12, Dex 10, Con 11, Int 16, Wis 10, Cha 8

Talents Fast Repairs

Feats Gearhead, Skill Focus (Mechanics), Skill Training (Perception, Use Computer), Tech Specialist, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (galactic lore) +10, Knowledge (technology) +10, Mechanics +15, Perception +7 (may re-roll), Use Computer +10

Possessions blaster pistol, giant hydrospanner (treat as mace), bandolieer, comlink, datapad, 1d6 datacards, 2 rolls of mesh tape, tool kit, utility droid

ZELTRON ENTERTAINER; CL 1

Found anyplace in where there are people, Zeltron entertainers make good use of their species' reputation as hedonistic pleasure-seekers, performing in venues as varied as the local spaceport cantina to the upscale theater houses of the more affluent worlds. Skilled in several artistic styles, a Zeltron entertainer is quite skilled at boosting the morale of others.

Medium Zeltron Non-Heroic 4

Init +3; **Senses** Perception +2

Languages Basic

Defenses Ref 11 (flat-footed 10), Fort 10, Will 10
hp 10; **Threshold** 10

Speed 6 squares

Melee Unarmed +2 (1d4-1)

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

Abilities Str 8, Dex 12, Con 10, Int 10, Wis 11, Cha 18

Special Qualities empathy, pheromones

Feats Skill Focus (Persuasion), Skill Training

(Acrobatics, Deception, Endurance, Knowledge [social sciences]), Weapon Proficiency (simple weapons)

Skills Acrobatics +8, Deception +11, Endurance +7, Knowledge (social sciences) +7, Persuasion +16

Possessions comlink, musical instrument, extravagant clothing

ZELTRON THRILL-SEEKER; CL 5

Given their species' nature as unabashed hedonists, the Zeltron thrill-seeker is out cruising the galaxy in search of the next great time, be it a high society ball, an underground rave, an illegal swoop race, or even just stirring up as much trouble with the locals as possible.

Medium Zeltron Non-Heroic 3/Scoundrel 4

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

Languages Basic, 1 unassigned

Defenses Ref 19 (flat-footed 16), Fort 15, Will 15
hp 30; **Threshold** 15

Speed 6 squares

Melee Unarmed +6 (1d6+3) or

Melee Short Sword +6 (1d6+3) or

Ranged Heavy Blaster +7 (3d8+2)

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

Atk Options Point Blank Shot, Running Attack

Special Actions Advantageous Opening, Disruptive, Quick Draw

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

Special Qualities empathy, pheromones

Talents Advantageous Opening, Disruptive

Feats Martial Arts I, Point Blank Shot, Quick Draw, Running Attack, Skill Training (Initiative), Skill Training (Persuasion, Pilot), Weapon Proficiency (pistols, simple weapons)

Skills Acrobatics +10, Initiative +10, Knowledge (galactic lore) +9, Persuasion +11, Pilot +10

Possessions heavy blaster pistol, short sword, comlink, stylish clothes

DROIDS

ASSASSIN DROID; CL 7

Designed as a military droid, when no military would pay the hefty price tag to field them, MerenData opted to modify the original design in an attempt to recoup their development costs. The final product was a heavily armed and armored droid that was willing to kill whomever it was told to, able to adapt to the complex and shifting situations common to assassination work. If the Terminax series has a fault, it is that it develops personality traits at an accelerated rate, often leading them becoming philosophical about their function or depressingly gloomy.

Large Droid (4th Degree) Non-Heroic 3/Soldier 6
Model MerenData Terminax TX-1138 Series "Terminax"
Assassin Droid
Init +12; **Senses** Perception +6; darkvision
Languages Basic, Binary

Defenses Ref 21 (flat-footed 18), Fort 23, Will 16
hp 60; **Threshold** 28; **Immune** droid traits

Speed 8 squares (walking)
Melee Unarmed +13 (1d6+8) or
Melee Vibroblade +13 (2d6+8) or
Ranged Heavy Repeating Blaster +10 (3d10+5) with braced autofire or
Ranged Heavy Repeating Blaster +10 (5d10+5) with braced Burst Fire or
Ranged Grenade Launcher +12 (4d6+5, 2-square burst)
Fighting Space 2x2 squares; **Reach** 1 square
Base Atk +8; **Grp** +18
Attack Options autofire (heavy repeating blaster), Burst Fire, Devastating Attack (heavy weapons), Point Blank Shot
Special Actions brace (heavy repeating blaster), Tough as Nails

Abilities Str 20, Dex 16, Con n/a, Int 11, Wis 11, Cha 8
Talents Devastating Attack (heavy weapons), Tough as Nails, Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium), Burst Fire, Point Blank Shot, Skill Training (Endurance, Initiative), Toughness, Weapon Focus (heavy weapons), Weapon Proficiency (advanced melee weapons, heavy weapons, simple weapons)
Skills Endurance +9, Initiative +12, Knowledge (tactics) +9, Stealth +2
Accessories walking locomotion, 2 claw appendages, 4 tool appendages (2 stabilized), heuristic processor, vocabulator, locked access, darkvision, improved sensor package, durasteel battle armor (+8 armor)
Possessions heavy repeating blaster, grenade launcher w/ 5 frag grenades, 2 vibroblades
Availability Illegal; **Cost** 50,000 credits

COMBAT DROID; CL 1

Built to provide plenty of armored muscle, the K-12 Series Combat Droid is a reliable if uninspired tactical asset. Its straight-forward programming matrix prohibits creative interpretation of orders or battlefield conditions, making the K-12 surprisingly easy to outwit with even minor alterations to standard battlefield tactics. Still, the K-12 is very effective at its function, making the design popular with small-scale military units such as planetary militias and criminal outfits in need of reliable hired guns. Among career military soldiers, particularly the Mandalorians, the K-12 has the dubious honor of being viewed as "glorified target practice."

Medium Droid (4th Degree) Non-Heroic 4
Model MerenData K-12 Series Combat Droid
Init +9; **Senses** Perception +7; low-light vision
Languages Basic, Binary

Defenses Ref 18 (flat-footed 16), Fort 12, Will 8
hp 15; **Threshold** 12; **Immune** droid traits

Speed 6 squares (walking)
Melee Claw +5 (1d4+2) or
Ranged Forearm Blaster +5 (3d8) or
Ranged Forearm Blaster +0 (3d8) with autofire
Base Atk +3; **Grp** +5
Atk Options autofire (forearm blaster)

Abilities Str 14, Dex 15, Con n/a, Int 7, Wis 6, Cha 9
Feats Armor Proficiency (light), Skill Training (Perception), Toughness, Weapon Proficiency (rifles, simple weapons)
Skills Initiative +9, Perception +7
Accessories walking locomotion, magnetic feet, 2 claw appendages, tool appendage (stabilized), basic processor, integrated comlink, locked access, improved sensor package, durasteel plating (+6 armor), vocabulator
Possessions forearm blaster (treat as blaster carbine)
Availability Military; **Cost** 5,000 credits

ERADICATOR DROID; CL 3

Predecessor to the lethal Destroyer Droid, the Eradicator Droid can prove just as deadly an opponent as its infamous cousin. At nearly 3 meters in height, these droids mount twin heavy blaster and ion rifles with a low-grade shield generator designed to ablate enemy fire. Unlike the Droidekas, Eradicators come equipped with an internal processor, although its intelligence is rather lacking compared to most droid models, limiting its usage to simple combat missions.

Large Droid (4th Degree) Non-Heroic 9

Model Colicoid Eradicator Series Battle Droid

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

Languages Basic (understand), Binary

Defenses Ref 16 (flat-footed 14), Fort 14, Will 10
hp 30; **SR** 10; **Threshold** 19; **Immune** droid traits

Speed 4 squares (walking)

Melee Tool mount +10 (1d4+4) or

Ranged Heavy Blaster Rifle +9 (3d10) or

Ranged Heavy Blaster Rifle +4 (3d10) with autofire or

Ranged 2 Heavy Blaster Rifles +7/+7 (3d10) or

Ranged Ion Rifle +9 (3d8 ion) or

Ranged 2 Ion Rifles +7/+7 (3d8 ion)

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

Base Atk +6; **Grp** +15

Attack Options autofire (heavy blaster rifles), Point Blank Shot

Abilities Str 18, Dex 14, Con n/a, Int 10, Wis 8, Cha 6

Feats Armor Proficiency (light), Dual Weapon Mastery I,

Dual Weapon Mastery II, Point Blank Shot, Weapon

Focus (rifles), Weapon Proficiency (rifles, simple weapons)

Skills Perception +8

Accessories walking locomotion, 4 tool appendages (stabilized), basic processor, quadanium plating (+5 armor), shield generator (SR 10)

Possessions 2 heavy blaster rifles, 2 ion rifles

Availability Military; **Cost** 18,000 credits

GUARD DROID; CL 1

The G-2RD was designed by Arakyd to be tenacious and uncompromising, providing security while preventing rioting. While the designers felt this was a plus, many other droids and individuals found them to be annoying and hard to work with. Due to the large production numbers, these droids can be found anywhere from the armies of petty criminals to Imperial detention blocks.

Small Droid (4th Degree) Non-Heroic 3

Model Arakyd Industries G-2RD Series Guard Droid

Init +3; **Senses** Perception +9; low-light vision

Languages Basic (understand), Binary

Defenses Ref 17 (flat-footed 15), Fort 11, Will 11
hp 10; **Threshold** 11; **Immune** droid traits

Speed 6 squares (hovering)

Melee Claw +3 (1d3+1) or

Melee Stun Baton +3 (1d6+1) or

Melee Stun Baton +3 (2d6+1 stun) or

Ranged Blaster Pistol +4 (3d6)

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

Attack Options Point Blank Shot

Abilities Str 12, Dex 14, Con n/a, Int 10, Wis 12, Cha 6

Feats Armor Proficiency (light), Point Blank Shot,

Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Perception +9

Accessories hovering locomotion, 1 claw appendage, 2 tool appendages, basic processor, durasteel shell (+4 armor), comlink (internal), locked access, improved sensor package

Possessions blaster pistol, stun baton

Availability Licensed; **Cost** 7,000 credits

JUNK GOLEM; CL 4

Despite its cobbled-together appearance, the Junk Golem is a fearsome combat unit. With its basic cognitive functions set just above animalistic instinct, the Junk Golem makes for a frighteningly effective guard, especially if able to fight in an area that allows it to move about freely, and its heavy plating and internal shield generator give the droid an amazing capacity to shrug off damage, with high-yield anti-vehicular weapons required to neutralize it quickly.

Huge Droid (4th Degree) Non-Heroic 8

Init +8; **Senses** Perception +6; darkvision, low-light vision

Languages Basic (understand), Binary

Defenses Ref 15 (flat-footed 14), Fort 20, Will 11
hp 80; SR 10; **Threshold** 50; **Immune** droid traits

Speed 8 squares (walking)

Melee Claw +12* (1d8+14) or

Melee Claw +14** (1d8+20) with Powerful Charge or

Melee 2 Claws +7*/+7* (1d8+14)

Fighting Space 3x3 squares; **Reach** 2 squares

Base Atk +6; **Grp** +26

Atk Options Power Attack

Special Actions Powerful Charge

Abilities Str 30, Dex 12, Con n/a, Int 4, Wis 10, Cha 6

Feats Armor Proficiency (light), Dual Weapon Mastery 1,

Power Attack, Powerful Charge, Skill Training

(Initiative), Weapon Proficiency (simple weapons)

Skills Endurance +8, Initiative +9

Accessories walking locomotion (4 legs), 2 claw appendages (forelegs), basic processor, secondary battery, hardened systems (x3), durasteel plating (+6 armor), comlink (internal), locked access, darkvision, improved sensor package, shield generator (SR 10)

Availability Rare; **Cost** Not for sale

**includes 4 points of Power Attack*

***includes 6 points of Power Attack*

Notes: Technically the Junk Golem should be a CL 2 encounter due to its level. However I decided to double its final challenge level based on the droid's sheer volume of hit points and high attack bonus.

MOUSE DROID; CL 0

Produced in huge numbers during the final years of the Old Republic, this droid is small, squeaky, and incredibly timid, to the point that it will flee at the slightest threat, making it a grand annoyance. Often programmed to perform a single function, the mouse droid carries out that function with a single-minded zeal.

Diminutive Droid (5th Degree) Non-Heroic 1

Model Rebexan Columni MSE-6 Series Droid

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

Languages Basic (understand), Binary

Defenses Ref 18 (flat-footed 15), Fort 7, Will 10
hp 2; **Threshold** 7; **Immune** droid traits

Speed 6 squares (wheeled)

Melee Claw -3 (0)

Base Atk -3; **Grp** -12

Abilities Str 4, Dex 16, Con n/a, Int 10, Wis 10, Cha 6

Feats Skill Focus (Mechanics), Skill Training (Perception, Mechanics), Weapon Proficiency (simple weapons)

Skills Perception +5, Mechanics +10, Use Computer +5

Accessories wheeled locomotion, claw appendage, basic processor, internal storage (1kg)

Availability Common; **Cost** 2000 credits

REPAIR DROID; CL 1

Considered to be the perfect maintenance droid upon its introduction to the galactic market, the NR-5 is intelligent and skilled enough to carry out a wide variety of tasks, but not curious enough to get itself into trouble, not to mention its square head and round body are seen by some as “cute.” Famous for their determination, some NR-5s refuse to leave their current job until it has been completed. Designed more for the clean environment of a starship, the NR-5 doesn't perform as well in the harsh conditions of many Outer Rim worlds, but despite this drawback the droid remains a popular seller.

Small Droid (3rd Degree) Non-Heroic 2

Model Kalibac Industries NR-5 Series Repair Droid

Init +10; **Senses** Perception +10; darkvision

Languages Basic, Binary, 4 unassigned

Defenses Ref 11 (flat-footed 11), Fort 11, Will 12
hp 5; **Threshold** 11; **Immune** droid traits

Speed 4 squares (tracked)

Melee Claw +2 (1d3+1)

Base Atk +1; **Grp** -3

Abilities Str 12, Dex 10, Con n/a, Int 18, Wis 14, Cha 6

Feats Skill Focus (Knowledge [technology], Mechanics), Tech Specialist, Weapon Proficiency (simple weapons)

Skills Knowledge (physical sciences) +10, Knowledge (technology) +15, Perception +10, Mechanics +10, Use Computer +10

Accessories tracked locomotion, claw appendage, 2 tool appendages, telescopic appendage, basic processor, diagnostics package, secondary battery, vocabulator

Possessions tool kit

Availability Licensed; **Cost** 2200 credits

SECRETARIAL DROID; CL 0

Designed to compete with CybotGalactica's immensely popular protocol droid line, the BD-1200 entered the market a few centuries prior to the Clone Wars, and was built to emulate the appearance and mannerisms of a typical corporate secretary without the usual prissiness of other protocol droid models. Its gynoid appearance also helped keep owners from being disgruntled with the droid. The verbobrain was also modified to allow for greater general-usage memory storage, giving it a memory capacity that far outstrips most protocol droids and makes it a more viable asset in corporate settings. Rumors abound of after-market upgrade packages that enable the BD-1200 to be more physically “compatible” with male owners, but LeisureMech insists that any such upgrades were never intended on their part, and that installation of such automatically voids any warranties.

Medium Droid (3rd Degree) Non-Heroic 2

Model LeisureMech BD-1200 Secretarial Droid

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

Languages Basic, Binary, 5 unassigned

Defenses Ref 11 (flat-footed 10), Fort 9, Will 10
hp 3; **Threshold** 9; **Immune** droid traits

Speed 6 squares (walking)

Melee Unarmed +0 (1d3-1)

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

Abilities Str 8, Dex 12, Con n/a, Int 13, Wis 10, Cha 16

Feats Linguist, Skill Focus (Persuasion), Skill Training (Knowledge [galactic lore], Knowledge [social sciences], Use Computer)

Skills Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Knowledge (social sciences) +7, Persuasion +14, Use Computer +7

Accessories walking locomotion, 2 hand appendages, heuristic processor, translator unit (DC 10), vocabulator

Possessions audio recorder, data storage buffer (1 memory unit)

Availability Licensed; **Cost** 3500 credits

SEEKER DROID; CL 2

Designed and built to hunt down a target and either return, interrogate, or kill it, the Mark VII Seeker Droid generally follows the designated prey from out of sight, recording the target's conversations. Once it has verified the target's identity and recorded enough incriminating evidence, it then proceeds to attack, either killing the target or forcing it to a safe location at gunpoint to begin interrogation.

Small Droid (4th Degree) Non-Heroic 8

Model Arakyd Industries Mark VII "Inquisitor" Series Seeker Droid

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

Languages Basic, Binary, 3 unassigned

Defenses Ref 20 (flat-footed 15), Fort 8, Will 13
hp 20; **Threshold** 8; **Immune** droid traits

Speed 6 squares (hovering)

Melee Slam +4 (1d4-2) or

Ranged Hold-Out Blaster +11 (3d4)

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

Atk Options Point Blank Shot

Abilities Str 6, Dex 20, Con n/a, Int 16, Wis 16, Cha 14

Feats Point Blank Shot, Skill Focus (Survival), Skill Training (Initiative), Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (physical sciences) +10, Knowledge (technology) +15, Perception +10, Mechanics +10, Use Computer +10

Accessories hovering locomotion, 2 tool appendages (1 stabilized), basic processor, vocabulator, comlink (internal), locked access, improved sensor package, darkvision

Possessions hold-out blaster, audio recorder, data probe

Availability Restricted; **Cost** 4000 credits

TANK DROID; CL 6

A massive hulk of a droid, the Telosian Tank Droid is viewed as an outmoded design by the time of the Clone Wars, but there is no denying the droid's brutal effectiveness at its primary function. Heavily armed and armored, the tank droid is a formidable presence on the field of battle, although its sheer size makes it unsuited for anything outside of combat on open terrain, although there are tales of old military bases hiding one or more of these technological behemoths to be used as a last-ditch deterrent for thievery.

Huge Droid (4th Degree) Non-Heroic 12

Model Telosian Tank Droid

Init +12; **Senses** Perception +8; darkvision, low-light vision

Languages Basic, Binary

Defenses Ref 16 (flat-footed 16), Fort 20, Will 10
hp 100; **Threshold** 50; **Immune** droid traits

Speed 8 squares (walking)

Melee Unarmed +19 (1d6+10) or

Ranged Blaster Cannon +9 (3d12, splash) or

Ranged 2 Blaster Cannon +4/+4 (3d12, splash) or

Ranged E-Web Repeating Blaster [braced] +7 (3d12) or

Ranged E-Web Repeating Blaster [braced] +7 (5d12) with Burst Fire

Ranged Missile Launcher +9 (6d6, 2-square burst)

Ranged Flamethrower +9 (3d0, 6-square cone)

Base Atk +9; **Grp** +29

Abilities Str 30, Dex 11, Con n/a, Int 8, Wis 10, Cha 6

Feats Armor Proficiency (light, medium), Burst Fire, Dual Weapon Mastery I, Exotic Weapon Proficiency (flamethrower), Weapon Proficiency (heavy weapons, simple weapons)

Skills Initiative +12

Accessories walking locomotion, 3 tool appendages (stabilized), 1 gyro-stabilized mount*, basic processor, comlink (internal), hardened systems (x3), locked access, darkvision, improved sensor package, secondary battery, duranium plating (+8 armor)

Possessions 2 blaster cannons, E-Web heavy repeating blaster, flamethrower (20 shots), missile launcher (20 shots)

Availability Rare, Military; **Cost** 65,000 credits

*see Appendix

TORTURE DROID; CL 4

Frequently used by the Emperor's Inquisitors as well as the equally fearsome Darth Vader, the IT series is a half-meter sphere bristling with instruments of torture, it's black shell sporting a glossy shine - all the better for victims of the droid's cruel attentions to see the reflections of what is being done to them. Although not standard in earlier models, by the time of the Empire most have been upgraded to include a vocabulator that is programmed to speak Basic in a pleasant, mothering tone, with the intent that an interrogator that spoke in a soothing voice as it did its grisly work would be far more unnerving to victims.

Small Droid (4th Degree) Non-Heroic 3/Scoundrel 3

Model Arakyd Industries IT-3 Series Droid

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

Languages Basic, Binary, 2 unassigned

Defenses Ref 16 (flat-footed 15), Fort 11, Will 14
hp 20; **Threshold** 16; **Immune** droid traits

Speed 4 squares (hovering)

Melee Claw +5 (1d3) or

Melee Electroshock Probe +5 (1d8 ion) or

Melee Hypodermic Needle +5 (1d2 piercing) or

Melee Laser Scalpel +5 (2d4 energy and slashing) or

Melee Power Shears +5 (2d6 slashing)

Base Atk +4; **Grp** +0

Atk Options Sneak Attack +1d6

Abilities Str 8, Dex 12, Con n/a, Int 14, Wis 15, Cha 15

Talents Dastardly Strike, Sneak Attack

Feats Armor Proficiency (light), Skill Focus

(Persuasion), Skill Training (Deception, Treat Injury),

Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +10, Knowledge (life sciences) +10,

Perception +10, Persuasion +15, Treat Injury +10

Accessories hovering locomotion, basic processor, 1 claw appendage (telescopic), 9 tool mounts (3 telescopic), basic processor, vocabulator, compartment space (1kg), locked access improved sensor package, plasteel shell

Possessions audio recorder, electroshock probe, 4 hypodermic needles loaded with various chemicals, laser scalpel, power shears, video recorder

Availability Illegal; **Cost** 5500 credits

UTILITY DROID; CL 0

Trying to recapture the success of the vintage T3 model, the T9 Utility Droid has proven to be just as reliable and versatile as its predecessor, making them popular with a broad spectrum of consumers for a wide range of tasks, running the gamut from janitorial duties to complex mechanical repairs and maintenance. The T9 series has only enough modifications to bring the original design in line with over three thousand years of technological advancements, ensuring that its design is state of the art. Unfortunately, the release of the R2 series astromech by Industrial Automaton spelled the end for the T-series Utility Droid, although some models are still being used even during the era of the Galactic Alliance, particularly amongst engineers and freighter pilots that prefer their droids to not be as prone to idiosyncrasy as the average astromech droid.

Small Droid (2nd Degree) Non-Heroic 2

Model Duwani Mechanical Products T9-series Utility Droid

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

Languages Basic (understand), Binary, 3 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 10

hp 5; **Threshold** 9; **Immune** droid traits

Speed 6 squares (wheeled), 4 squares (tracked)

Melee Electroshock Probe +0 (1d8 ion)

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

Abilities Str 8, Dex 14, Con n/a, Int 16, Wis 10, Cha 6

Feats Skill Focus (Mechanics, Use Computer), Skill

Training (Endurance), Weapon Proficiency (simple weapons)

Skills Endurance +6, Knowledge (technology) +9, Mechanics +14, Perception +8, Pilot +8, Use Computer +14

Accessories wheeled locomotion, tracked locomotion, magnetic feet, 5 tool appendages, 1 claw appendage (telescoping), heuristic processor, diagnostics package, improved sensor package, darkvision

Possessions circular saw, computer probe, electroshock probe, fire extinguisher, electric arc welder, holorecorder.

Availability Licensed; **Cost** 4500 credits

APPENDIX: NEW EQUIPMENT

NEW WEAPONS

GADERFFII (AKA GAFFI STICK)

(see RCR pg133 for descriptive text)

Cost: 50 credits **Damage:** 1d8/1d8
Size: Large **Type:** Slashing/Bludgeoning
Weight: 2kg **Category:** Simple
Availability: Rare, licensed

Special: A gaderfii is a double weapon. You can attack with both ends of this weapon as a full-round action, but both attacks take a -10 penalty; certain feats and talents can reduce these penalties.

HEAVY KNIFE

Used by assassins, commandos, infiltrators and wilderness enthusiasts the galaxy over; the heavy knife is equally adept at cutting people and underbrush.

Cost: 150 credits **Damage:** 1d6
Size: Small **Type:** Slashing
Weight: 1kg **Category:** Simple
Availability: Licensed

Special: When thrown, this weapon is considered *inaccurate*.

LIGHTFOIL

Found almost exclusively within the Tapani Expanse, the lightfoil is a sub-standard replica of a lightsaber that is designed with hilts that are richly decorated with elaborate engravings and exotic materials and gemstones, giving rise to an entire dueling sub-culture referred to as "saber rakes." While highly temperamental compared to the Jedi lightsaber, this only adds to the thrill of the duel for a saber rake.

Cost: 2000 credits **Damage:** 2d6
Size: Medium **Type:** Energy and slashing
Weight: 1kg **Category:** Lightsabers
Availability: Rare, illegal

Special: A lightfoil does not ignore a target's Damage Reduction, but behaves as a lightsaber in all other respects.

SHOCKBOXING GLOVES

One of the two main implements in the sport of shockboxing, they conduct non-lethal surges of electrical current on impact and the extra padding actually cushions the force of the punch, both with intent of making an already violent sport less painful on the loser.

Cost: 500 credits **Damage:** +2 (stun)
Size: Special **Type:** Bludgeoning
Weight: 1kg **Category:** Simple
Availability: Licensed

Special: The gloves are two size categories smaller than the wearer. While wearing these gloves, the wearer's unarmed damage is treated as stun damage (SECR pg162). Because of how they are worn, shockboxing gloves can't be disarmed or dropped.

SNIPER BLASTER RIFLE

(as per Gary "GM Sarli" Sarli c/o GleeMax Star Wars Message Boards)

Cost: 1200 credits **Damage:** 3d8
Size: Large **Type:** Energy
Weight: 5.5kg **Category:** Rifles
Availability: Military

Special: This weapon lacks both an autofire and a stun setting. Has 50 shots per power pack, and is considered *accurate*.

THOGK (GAMMOREAN CLUB)

Every Gammorean can appreciate the simple effectiveness of the thogk, which literally means "log with spike in it," and those that make their own thogks take great pride in pounding the metal spike through the meter-long chunk of wood with their bare fists.

Cost: 30 credits **Damage:** 1d10
Size: Medium **Type:** Bludgeoning
Weight: 5kg **Category:** Simple
Availability: Common

THROWING KNIFE

Compared to a regular knife, the throwing knife has a better balance to it, enabling it to hit targets further away with greater accuracy.

Cost: 400 credits **Damage:** 1d4
Size: Tiny **Type:** Piercing
Weight: 1.0kg **Category:** Simple
Availability: Licensed

Special: When thrown, this weapon is considered *accurate*.

NEW ARMOR

REINFORCED LEATHER ARMOR

Primitive by any standard, this armor is made of stiffened animal hides, and is frequently found on backwater worlds where the residents rarely have access to anything better, and for many such individuals some protection is better than none.

Cost: 250 credits **Category:** Light
Armor Bonus: +2 **Max Dex Bonus:** +4
Weight: 2kg **Availability:** Common

STORM COMMANDO ARMOR

A mix of standard stormtrooper armor and the lighter scout trooper armor, the distinctive black armor worn by this elite stormtrooper branch has been coated in Reflec polymer and sound baffles to make them all but invisible to the both regular senses and sensors

Cost: 12,000 credits **Category:** Light
Armor Bonus: +4 **Max Dex Bonus:** +3
Weight: 8kg **Availability:** Rare, military
Special: Provides a +2 equipment bonus to Fortitude Defense, and comes equipped with a helmet package (SECR pg140) and provides the benefits of the shadowskin (S&V pg47) upgrade.

SHOCKBOXER ARMOR

Worn in conjunction with shockboxing gloves, this insulated armor helps protect the wearer from the effects of shockboxing gloves with the intent of ensuring the spectators get their credits' worth out of the fight.

Cost: 800 credits **Category:** Light
Armor Bonus: n/a **Max Dex Bonus:** +6
Weight: 4kg **Availability:** Licensed
Special: Provides a +5 equipment bonus to damage threshold against stun damage.

NEW DROID EQUIPMENT

GYRO-STABILIZED MOUNT

Used predominately in massive combat droid models, this specialized tool mount allows the droid to operate an autofire-only weapon that is not larger than their size category as though the weapon were braced. The cost and weight of this mount is ten times the cost of a standard tool mount.

RESOURCES

The following sourcebooks were used for creating many of the above stat blocks in addition to the Star Wars Saga Edition core rulebook:

- Starships of the Galaxy
- Knights of the Old Republic Campaign Guide
- The Force Unleashed Campaign Guide
- Scum & Villainy
- Clone Wars Campaign Guide
- Legacy Era Campaign Guide

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- Linda Whitson, for proof-reading
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