

## SITH OFFICER

Sith officers are normal Humans whose ruthlessness makes up for their lack of Force sensitivity. Most once served the Republic, but their ambitions exceed that age-old military. Many are competent and skilled leaders, but more are hedonists, sadists, and drunkards. Having already lived through the Mandalorian Wars, Sith officers are, if nothing else, cunning survivors.

### Sith Officer

CL 6

Medium Human nonheroic 6/noble 3/officer 1

**Force** 3; **Dark Side** 7

**Init** +5; **Senses** Perception +11

**Languages** Basic, Duresse, Mando'a, Sith

**Defenses** Ref 16 (flat-footed 16), Fort 14, Will 19

**hp** 34; **Threshold** 14

**Speed** 6 squares

**Melee** unarmed +7 (1d4+2)

**Ranged** blaster pistol +7 (3d6+2)

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

**Special Actions** Born Leader, Coordinate +1, Deployment Tactics

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

**Talents** Born Leader, Coordinate, Deployment Tactics

**Feats** Armor Proficiency (light), Linguist, Sith Military Training, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +12, Knowledge (tactics) +17, Perception +11, Persuasion +17, Pilot +10

**Possessions** blaster pistol, comlink (encrypted), officer's uniform

## SITH STUDENT

They use the Force, wield lightsabers, and follow an ancient code, but they are not Jedi—at least, not anymore. The Sith students of Darth Revan and Darth Malak are many of the same Jedi crusaders that once fought for the Republic. Loyal to their fearless commander, they follow Revan to Korriban and into the heart of darkness. Already proficient in the Jedi arts, these marauders acquire new nefarious talents studying at the feet of the Sith academy headmaster Jorak Uln—one of Exar Kun's original Sith acolytes.

Sith students' fighting capabilities are surpassed only by their rage and selfishness. During the Dark Wars, surviving Sith students submit to the Sith Triumvirate.

## Sith Student

CL 4

Medium Human Jedi 3/soldier 1

**Force** 1; **Dark Side** 14

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

**Languages** Basic, Sith

**Defenses** Ref 19 (flat-footed 17), Fort 20, Will 17; Block hp 53; **Threshold** 25

**Speed** 6 squares

**Melee** lightsaber +7 (2d8+6) or

**Melee** unarmed +6 (1d6+4)

**Ranged** blaster pistol +5 (3d6+2)

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

**Special Actions** Power of the Dark Side

**Force Powers Known** (Use the Force +8): *battle strike, dark rage, wound*

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

**Talents** Block, Power of the Dark Side, Weapon Specialization (lightsabers)  
**Feats** Armor Proficiency (light, medium), Force Sensitivity, Force Training, Improved Damage Threshold, Martial Arts I, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

**Skills** Endurance +9, Initiative +8, Use the Force +8

**Possessions** lightsaber, Sith battle suit (+7 armor, +2 equipment)

## SITH ASSASSIN

The only thing more frightening than seeing a Sith assassin—clad in black with glowing red eyes staring from a Sith mask—is not seeing one; the presence of a vibroblade protruding from one's chest is often the alternative. Established by Darth Revan and heavily utilized by Darth Sion, these surreptitious butchers specialize in practical modes of Jedi execution. They drain the Force from their targets to augment their own powers and expertly turn captives into Sith with a combination of torture, Sith poisons, and the dark-side-drenched masks they wear.

The most elite of these assassins are the Bladeborn—Sith blademasters who sometimes use lightsabers but more often wield dreaded tremor swords. Secluded on Malachor V, the Sith assassins become pivotal tools for the Sith Triumvirate.