STAR WARS®

ROLEPLAYING GAME

REVISED CORE RULEBOOK



BILL SLAVICSEK, ANDY COLLINS, JD WIKER

WITH A FOREWORD BY STEVE SANSWEET

STAR WARS®

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MAY I HELP YOU?

[RPG] [THX] [1138]

This roleplaying game allows you and your friends to create your own adventures in the *Star Wars* universe.

If you haven't played roleplaying games before, make sure to start by reading The Basics (page 8). Even if you've played other RPGs or the previous edition of this game, glance at The Basics before diving into this book. It's the foundation that the rest of the rules are built upon.

Foreword

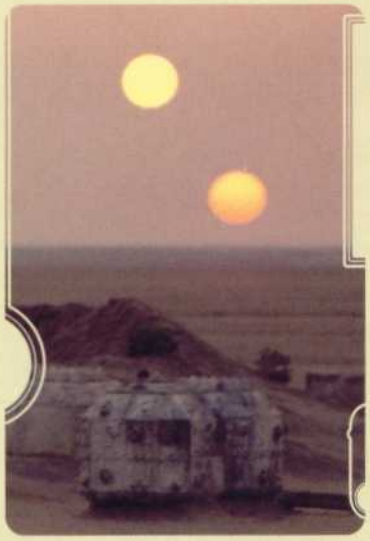
For me, it was love before first sight, and for that I feel blessed. I came to *Star Wars* in 1977 with only my own expectations, not some overfed media hype machine that seems to accompany so many flash-in-the-pan movies these days. I had devoured classic science fiction novels growing up, and was a fan of movie serials when they entertained me after school on my folks' small-screen TV.

But *Star Wars*! That's always been something else. As a business journalist in Los Angeles, I had picked up some early rumblings about the film. There were a few mentions in the Hollywood trades and in a new science fiction magazine named *Starlog*. What really did it for me—and what became the first in a barn full of treasured *Star Wars* memorabilia—was a brochure sent to exhibitors to entice them to rent the film for their theaters.

Wow! If the movie was anything like the huge color photos in this oversized 28-page booklet, accompanied by a description of the film and its main characters, I couldn't wait to see it. Then, three weeks before the general opening on May 25, 1977, I attended a press screening on the backlot at Twentieth Century Fox. From the moment the Star Destroyer passed overhead and kept going and going, I had a new passion in life.

What hooked me personally was another scene without words. Luke Skywalker gets up from his aunt and uncle's dinner table in frustration, desperately wanting to leave this dusty, barren planet—and the roadblock to his future that it represents. He walks up a small hill and casts his eyes toward the horizon to watch the twin suns of Tatooine set as some of John Williams's most plaintive music swells in the background. I could taste Luke's yearning, his need to leave home and establish himself as his own person. I so related to that. For Luke, the hero's journey was about to begin. I was already on my journey . . . and at that point, I didn't know how either was going to end.

The hero's journey? It was that, and much more, as George Lucas deliberately set out to create a new mythos using many of the tenets of classic



mythology—tenets that date back to before recorded history. There were few heroes in the late '70s, after Vietnam and Watergate. Movies had gotten dark, the lines between good and evil blurred. Then along came a film that, subtly, tied into mythological archetypes and spread through worldwide culture. That, and it had really cool special effects!

The fact that George Lucas's epic space fantasy is still going strong after 25 years says something about the filmmaker, the films, and the audience. The saga is so ingrained in the worldwide popular culture that writers and artists feel secure using dialogue as punch lines without further explanation. *Star Wars* helps give many of us a shared identity and a sense of community. It's the dialogue, the



characters, their relationships, the visual effects, the music—Yes, it's all Saturday matinee, but it's the best Saturday matinee imaginable.

Star Wars has captured the hearts and imaginations of millions of people worldwide in large part because the saga celebrates heroism and the limitless potential of the individual. It engages us. It excites us. It inspires us. And most of all, it's fun. It's fun to watch, fun to collect the merchandise, fun to read the books and comics, and fun to play the games, like the incredibly inventive one you hold in your hands. For an entire generation, *Star Wars* has been a defining cinematic moment, inspiring countless young men and women into pursuing creative careers of all types.

The popularity of *Star Wars* is growing. The original *Star Wars* generation—those of us who grew up with these films on the brain—seems to have passed on a *Star Wars* gene to subsequent generations. (The advent of movies on videocassette didn't hurt much, either.)

It can't just be nostalgia that draws people to the saga. After all these years *Star Wars* is still cool. Whether it's Han Solo with his Elvis grin, Darth Vader's sharp but ominous black outfit, the craftily worn look of the spaceships, the eye-popping battles, or the lightsaber swordplay, *Star Wars* still feels hip. There's a timeless element about the look of the films and the emotions they provoke that other films just don't seem to have.

If you've been a part of *Star Wars* fandom for a while, or returned to it with the Special Editions or the start of the Prequel films, then you know what a wonderful voyage it has been. But if you've picked up this book as a relative "newbie," I want to welcome you as you proceed on your own path of discovery, your own "hero's journey." What a joyride you're in for!

Stephen J. Sansweet

Stephen J. Sansweet
October 14, 2001

Designer's Preface

Welcome to the newest edition of the *Star Wars Roleplaying Game*. For me, this is like coming full circle. I say this because, in general terms, I've always been a huge *Star Wars* fan—I saw the movie 38 times during the summer of 1977, including the very first showing. In specific terms, most of my career has been tied to the *Star Wars* franchise. It all started a long time ago, in a city far, far away (from where I'm writing this). . . .

I began my career in the hobby game industry in 1986 at a company called West End Games. At the time, the company was mostly known for its military simulation games, and was just starting to dabble in roleplaying games. Near the end of 1987, as part of the tenth anniversary of the release of the original *Star Wars* movie, West End Games published *Star Wars: The Roleplaying Game*. I was a member of the design team, serving as an editor and developer for the RPG. Right after that, I was drafted to codesign the *Star Wars Sourcebook*, and then I was promoted to *Star Wars* Line Director.

During my time with West End Games, I designed, developed, or edited almost every *Star Wars* RPG product published between 1987 and 1991. Since then, I've written two editions of *A Guide to the Star Wars Universe* for Del Rey Books and designed a host of RPG products for TSR, Inc., and eventually I became the Director of RPG R&D for Wizards of the Coast, Inc. But throughout that period, I continued to play *Star Wars* with my gaming groups and speak at conventions to promote the *Guide* and *Star Wars* in general.

Late in 1999, Wizards of the Coast struck a deal for the rights to the RPG. And so the circle closes. Then I was but the learner. Now I am the master. Or something like that.

In 2000, we released our first d20 System version of *Star Wars*. I'm very proud of that game and the product line that developed in its wake. So why did we decide to release a revised rulebook? For a number of reasons. Let me explain.

The first reason for a revision relates to the release of Episode II: *Attack of the Clones*. The new movie provides a whole lot of impetus for releasing a new edition. Not only does the film feature some new characters, situations, aliens, gear, planets, and other material never seen before that's just begging to be included in our core rulebook, but the time is right to relaunch the RPG to a potentially new and larger audience.



Our previous edition hit the shelves in the wake of the huge push for the new DUNGEONS & DRAGONS® game, and while it wasn't exactly lost in the shuffle, it didn't receive the attention it deserved. The excitement generated by the new film gives us a second opportunity to launch the RPG with as much fanfare as we and the collective *Star Wars* marketing machine can muster. In other words, the time was right, and we were presented with an opportunity we just had to take advantage of.



The second reason for a revision is your feedback. We've gathered feedback from as many people who bought and played the previous edition as we could. Using that data as a base, we retooled the game system from the ground up to incorporate everyone's suggestions. In many ways, our fans demanded this revision. We heard what you had to say, and we responded enthusiastically to improve the game and the product.

The third reason—our dedication to continuous product improvement. We've reworked the game to update errata, clarify rules, and make the game even better than it was. A roleplaying game is a living document that evolves as it is played. The audience has as much influence on the way an RPG develops as the designers who created it, and the *Star Wars* RPG is no exception. We've monitored that evolution and incorporated the best parts of it into this new edition.

If you have the previous edition, you'll notice that while the basics are the same, we've gone in and redesigned many of the specifics. We've improved the Force skills and feats. We've redesigned the starship and vehicles rules. We've polished up the classes and some of the combat rules. We've added a slew of new material, including a new character class, new prestige classes, and new species to play. It's more than just a reprinting of the game you already have, but at the same time we worked hard to keep the trappings close enough so that what you've already learned still applies.

If this is your first time with our version of the *Star Wars* RPG, you're in for a treat. Everything you need to play (except dice) is included in this jam-packed volume. With a group of friends, this book, and your imagination, you can create your own adventures in the epic *Star Wars* tradition.

Now, read on. Have fun. Play a game of *Star Wars* for me.



Bill Slavicsek
October 18, 2001

Introduction

The *Star Wars* films depict an amazing galaxy of strange aliens, wondrous machinery, mystical powers, epic struggles, great heroes, and terrible villains. From the moment the first Star Destroyer blazed across the screen, the story of *Star Wars* captivated the world. With this game, you can re-create the story of the films or craft your own adventures in the *Star Wars* universe. All you need is some dice, a few friends, and your imagination.

This Is *Star Wars*

Blasters; X-wing starfighters; lightsabers; clone troopers; the Force. . . .

Star Wars is space fantasy at its best, full of action, adventure, and a sense of wonder. The heroes are larger than life. The villains are utterly evil. The universe has a lived-in, well-used look and feel to it. It's a familiar story, but it's never been told quite this way before. It has mythic elements that speak to the heart of the audience. It's epic in scope; everything appears on a grand scale. And it's fun. Vehicles move very fast. Things blow up. We want to cheer for the good guys and boo the bad guys. And, sometimes, we want to be a part of that faraway galaxy.

This Is a Roleplaying Game

It's a game of your imagination, where you get to tell stories by taking on roles of the main characters—characters you create. It's a game that offers a multitude of choices to those characters—more choices than even the most sophisticated computer game, because the only limit to what you can do is what you can imagine. The story is like a movie, except all of the action takes place in your imagination. There's no script to the movie (other than a rough outline used by the Gamemaster); you decide what your character says and does. The Gamemaster is the director and special effects designer, deciding what the story is about and taking on the roles of all the other characters—the villains, the extras, the special guest stars. The Gamemaster also keeps track of the rules, interprets the outcome of actions, and describes what happens. Together, players and Gamemaster create a story, and everybody has a great time.



This Is the *Star Wars Roleplaying Game*

Combine the fabulous elements of the *Star Wars* universe with the imagination-powered engine of a roleplaying game, and the faraway galaxy draws nearer. Everything you need is in this book except the dice. Check out The Basics, starting on page 8, to get an idea of the fundamentals of the game.

When you're ready, flip through the rest of this book. It offers a wealth of options, allowing you to play in any *Star Wars* era. It lets you play the good guys, the bad guys, or the guys in between if you want to add a little ambiguity to an otherwise black-and-white universe.

When you play the *Star Wars Roleplaying Game*, you create a unique fictional character that lives in the imaginations of you and your friends. One person in the game, the Gamemaster (GM), controls the villains and other people who live in the *Star Wars* universe. Through your characters, you and your friends face the dangers and explore the mysteries that your Gamemaster sets before you.

Anything is possible in the *Star Wars Roleplaying Game*. You can have your character try anything you can think of. If it sounds good and the dice fall in your favor, the action succeeds. The Basics section has more details.

Now, get ready. It's a long time ago in a galaxy far, far away. And the Force is with you. Enjoy!

Characters

Your characters are the stars of the movie, the main characters in the game. We sometimes refer to them as "heroes," not in the "good guy" sense per se, but in the sense of the main protagonists of the story. Each character's imaginary life is different. Your character might be . . .

- A tough blaster-for-hire.
- A Padawan learner seeking to gain power in the Force.
- A brash starfighter pilot.
- A gambler looking to make the next big score.
- A grizzled spacer making a living on the space lanes.
- A smuggler with a heart of gold.
- A young senator from a prosperous world.
- A Rebel or an Imperial.
- A Jedi Knight wielding a lightsaber in defense of the Republic.
- A Force-user flirting with the power offered by the dark side.
- A galactic scout exploring the hyperspace lanes.
- A soldier trained for war in the Outer Rim.
- A technician who's more comfortable with machines than with other people.
- Or any other kind of character you can imagine.



What You Need to Play

Here's what you need to start playing the *Star Wars Roleplaying Game:*

- This book, which tells you how to create and play your character.
- A copy of the character sheet.
- A pencil and scratch paper; graph paper might be useful, too.
- One or two four-sided dice (d4), four or more six-sided dice (d6), an eight-sided die (d8), two ten-sided dice (d10), a twelve-sided die (d12), and a twenty-sided die (d20).
- A miniature, an action figure, or something else to represent your character in the game.

Players should read the front sections of this book, the parts dealing with character creation, skills, feats, and equipment. The rest of the book is for the Gamemaster, providing advice for running the game, opponents to throw at the players' characters, and a few ideas for adventures.

Dice

The rules abbreviate dice rolls with phrases such as "4d6+2," which means "four six-sided dice plus 2" (generating a number between 6 and 26). The first number tells you how many dice to roll (all of which are added together), the number after the "d" tells you what type of dice to use, and any number after that indicates a quantity that is added to or subtracted from the result.

Some examples:

3d6: Three six-sided dice, generating a number from 3 to 18. This is the amount of damage that a blaster pistol deals.

2d8: Two eight-sided dice, generating a number from 2 to 16. This is the amount of damage that a lightsaber deals in the hands of a 1st-level Jedi.

d%: The "d%" (percentile dice) is a special case. You generate a number between 1 and 100 by rolling two different-colored ten-sided dice. One color (designated before you roll) is the tens digit. The other is the ones digit. A roll of 8 and 5, for example, gives you a result of 85. A 0 and 3 equals 3. Rolling 0 and 0 represents 100.

The Three Eras of Play

The *Star Wars Roleplaying Game* supports adventures and campaigns set in three distinct eras, each described in detail in this book. You can set your campaign in the time of the prequel movies, as seen in Episode II: *Attack of the Clones.* Known as the Rise of the Empire era, this is a period when the Republic's power is waning, war threatens the galaxy, and the Jedi Council still holds sway over ten thousand Jedi Knights.

Or, you can go forward in time to the classic period of galactic civil war and play in the Rebellion era, when the power of the Empire is supreme and those capable of using the Force are few and far between. This is the time described in the original *Star Wars* films.

Or, jump to a time twenty years after the Battle of Endor and participate in the events surrounding the invasion of the galaxy. Aliens from beyond the edge of known space have begun an incursion into the New Republic as forces conspire to threaten the hard-won peace in the era of The New Jedi Order (as described in the Del Rey Books novel series).

The Basics

A long time ago in a galaxy far, far away . . .

With this compelling phrase, every *Star Wars* film thunders onto the screen. These epic movies enthrall us with a mix of space fantasy, high adventure, and mythology. We thrill to the adventures of Luke Skywalker and Han Solo, Qui-Gon Jinn and Obi-Wan Kenobi, Anakin Skywalker and Padmé Amidala. We imagine ourselves piloting X-wing starfighters down the Death Star trench or engaging in fight-to-the-death lightsaber duels with Darth Maul or Count Dooku.

With the *Star Wars Roleplaying Game*, you can experience this epic saga in a whole new way. Imagine yourself as a Jedi in training or a Republic Senator, a brave starfighter pilot or a powerful Wookiee. Whether you want to be a player or the Gamemaster, this book is your portal to the action-packed *Star Wars* galaxy.

The Galaxy

The *Star Wars* galaxy is huge. More than a billion star systems fall within the known reaches of space, offering countless opportunities for wonder, mystery, and danger. Thousands of alien species live in this galaxy, from humble Jawas to powerful Wookiees. While humans are prevalent throughout known space, other species can be found everywhere. In this galaxy, the many worlds share a common history that extends thousands of years into the past. A galaxywide government (be it Republic or Empire) maintains law and order thanks to faster-than-light-speed travel provided by the amazing hyperdrive engine. Because hyperspace makes the distance between the stars insignificant, trade, commerce, and culture mix freely in regions as diverse as the Core and the Outer Rim.

You play the role of a character in this setting. You carry a blaster or a lightsaber. You fly hyperspeed starfighters. You regularly converse with members of a thousand different species. You have access to a dependable landspeeder or a helpful astromech droid. You might even be able to call upon the mystic power of the Force.

The galaxy isn't all aliens and technology, however. Peril constantly endangers the galaxy, and only you can save it. You must battle evil Sith Lords, struggle against tyrannical Imperial forces, or vanquish invaders from other regions of space. You can depend on your own skills and abilities, your friends and allies, and a good ship to aid you. Hopefully, those things will be enough.

Listen! Do you hear that? It's the sound of a thousand terrible things heading your way. But don't worry, you can handle it.

And remember, the Force will be with you.

Always.

USING THIS BOOK

[STR] [DEX] [CON] [INT] [WIS] [CHA]

How you use this book depends on the role you plan to play in your *Star Wars* campaign.

Gamemasters

If you plan to take on the important role of Gamemaster for a *Star Wars* campaign, you should become familiar with this whole book. Start by reviewing The Basics, then dive into the character creation chapters (Chapters One through Six) and the Gamemaster section. You need to decide what era you're going to set your campaign in, because this will affect the type of characters your players create. The GM section offers advice and explains the advantages and disadvantages of the different eras.

Players

If you plan to create a character to run in a *Star Wars* campaign, start with The Basics (beginning on this page). This section goes over the fundamentals of the game and explains the different activities that characters can perform. For details on making a character, see Chapters One through Six.

The Core Mechanic

The *Star Wars Roleplaying Game* uses a core mechanic to resolve all actions. This central game rule keeps play fast and intuitive. Whenever you want to attempt an action that has some chance of failure, you roll a twenty-sided die (or "d20"). To determine whether your character succeeds at a task (such as an attack, the use of a skill or ability, or an attempt to save your character from harm), you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number (set by the GM or given in the rules), your character succeeds at the task at hand. If the result is lower than the target number, you fail.

The Gamemaster

When you play the *Star Wars Roleplaying Game*, you're participating in an interactive story. Players take on the roles of unique characters, called heroes. One player serves as the Gamemaster, a combination director, narrator, and referee. The GM describes situations, asks the players what their characters want to do, and resolves these actions according to the rules of the game. The GM sets each scene, keeps the story moving, and takes on the roles of the opponents and other characters that the players' heroes encounter in each adventure. If you're the GM, you should read through all sections of this book; you don't need to memorize it, but you do need to have an idea of where to find things once play begins.

Heroes

If you're a player, you take the role of a hero—one of the "stars" of the *Star Wars* saga that you, the other players, and the GM all help to develop. You create your character with the help of the game rules that follow, according to your own vision for the type of hero you want to play. As your character participates in adventures, he or she gains experience points (XP) that help him or her improve and become more powerful.

Species

Each character belongs to a specific species. The *Star Wars* galaxy offers a wide selection of species to choose from. Chapter Two describes these species in detail. You can choose from Human, Bothan, Cerean, Duros, Ewok, Gamorrean, Gungan, Ithorian, Kel Dor, Mon Calamari, Quarren, Rodian, Sullustan, Trandoshan, Twi'lek, Wookiee, and Zabrak.

Class

A class represents a way of life embraced by a character. It serves as a starting point to help you define your hero, a hook on which you can hang the character's personality, skills, and other traits. Think of a class as a profession. You can build upon that profession as your hero improves, or you can branch out into a different class if it better suits how you want the character to develop.

The classes are described in Chapter Three. You can choose from fringer, noble, scoundrel, scout, soldier, tech specialist, Force adept, Jedi consular, and Jedi guardian.

Level

Level measures a character's advancement and relative amount of power. A 1st-level character, for example, isn't as powerful as a 5th-level character.

Characters generally begin play at 1st level and attain additional levels as they complete adventures. Attaining a new level provides a character with improvements to important statistics, such as base attack bonuses, number of attacks, saving throws, bonuses to Defense, and vitality points.

Abilities

Every character has six abilities that represent the character's basic strengths and weaknesses. These abilities—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—affect everything a hero does, from fighting to using skills.

A score of 10 or 11 in an ability is average. Higher scores give a character bonuses, and lower scores give penalties. When you create your character, you'll want to put your higher scores into the abilities most closely associated with your character's class.

Vitality and Wound Points

Each character can withstand a certain amount of damage before becoming fatigued, getting knocked unconscious, or dying. This ability to take damage and keep on functioning is represented by the character's vitality and wound points.

Vitality points represent the character's ability to turn deadly attacks into glancing blows and near misses. Only some characters (including all heroes) have vitality points. When a character suffers damage, his vitality points are reduced first. This represents a loss of energy as rolling with the punches wears down the character, but it doesn't cause actual physical damage. When a character's vitality points are depleted, further damage reduces the character's wound points.

Wound points represent how much physical damage a character can suffer before dying. Damage reduces wound points only after a character has exhausted his vitality points or when the character is struck by a critical hit.

A character's class and level determine his number of vitality points, and that number increases with each level gained. A character's wound points are equal to his Constitution score. They do not increase with level advancement unless specified by a class feature or a feat.

Skills and Feats

Skills represent how well a character does at dramatic tasks other than combat. All characters are assumed to have a wide selection of average skills; the game only measures the skills in which a character has better than average ability and so can use these skills to attempt tasks in dramatic situations.

Skills are measured in ranks, which represent how much training a character has applied to a specific skill. Each rank adds +1 to checks (rolls) you make to use a skill. See the class descriptions in Chapter Three for the skills that are associated with each class. All skill descriptions can be found in Chapter Four.

Feats are special features that provide a character with new capabilities or improvements. All characters start with at least one feat, though certain classes and species provide additional feats. See Chapter Five for a list of available feats.

Game Play

This overview gives you enough of the basics to get a feel for how this roleplaying game works. The chapters that follow take these basic concepts and expand upon them.

Important! You don't have to memorize the contents of this book to play the game. It's a game, not homework. Once you understand the basics, start playing! Use this book as a reference during play. The table of contents and index should help you find a specific topic easily. When in doubt, stick to the basics, keep playing, and have fun. You can always look up an obscure rule after your game session ends, but remember that you don't have to sweat the details in the middle of play.

Rolling Dice

We've already explained the basic rule that forms the foundation of the game—roll a d20, add a modifier, and try to get a result that's equal to or greater than the target number. Whenever your character tries to accomplish something significant, the GM asks you to roll a d20.

Important! Not every action requires a die roll. Roll dice in combat and other dramatic situations when the success of an action is in doubt.

The d20 is used to determine results in combat and when making skill checks, ability checks, and saving throws. In other words, the d20 determines whether or not you succeed at an action.

The other dice (d4, d6, d8, d10, and d12) are used to determine what happens after you succeed. Usually, the other dice come into play after making a successful attack roll to determine how much damage the attack deals to the target.

A Game Session

In the *Star Wars Roleplaying Game*, the Gamemaster and players get together to tell a story through the play of the game. We call these group-created stories "adventures." A *Star Wars* adventure features plenty of action, lots of opportunities for combat, cool villains, epic plots, and a sense of wonder and grandeur.

Typically, the game consists of adventures that resemble episodes in the movie saga. One adventure might play out in a single game session; another might stretch across several evenings of play. A session can last as long as you're comfortable playing, from as short as one hour to as long as a twelve-hour marathon. Most groups get together and play for two to four hours at a time. The game can be stopped at any time and restarted when the players get back together.

Each adventure consists of interrelated scenes. A scene might feature some kind of challenge or roleplaying encounter, or it could revolve around combat. When there's no combat going on, play is much more casual. The GM describes the scene and asks the players what their characters do. When combat breaks out, game play becomes more structured, and the action take place in rounds.

What Characters Can Do

A character can try to do anything you can imagine, just so long as it fits the scene the GM describes. Depending on the situation, your character might want to:

- Listen at a door
- Use a computer terminal
- Explore a location
- Converse with an alien
- Bargain with a merchant
- Intimidate a thug
- Talk to an ally
- Pilot a vehicle
- Search for a clue
- Bluff an official
- Repair an item
- Swing across a turbolift shaft
- Move
- Duck behind a bulkhead
- Attack an opponent

Characters accomplish things by making skill checks, ability checks, or attack rolls. While the rules for making these rolls follow the core mechanic, each type of roll is used for a slightly different purpose.

Skill Checks

To make a skill check, roll a d20 and add your character's skill modifier for that particular skill. Compare the result to the Difficulty Class (DC) for the task at hand. The DC may be determined by the skill's description, set by the GM, or established by another character's check result.

Unopposed Checks: An unopposed skill check's success depends only on your character's action.

For example, climbing a chain to get out of a repulsorlift repair pit depends only on your character's skill and luck, so the Climb check is compared to a target number provided by the skill's description or set by the Gamemaster. If your result is equal to or higher than the DC, the attempt succeeds.

Opposed Checks: An opposed check occurs when another character actively attempts to prevent your character from succeeding at a given task.

The DC for an opposed check is the check result of the character opposing your action. The opponent's check might be made using the same skill you are using or a different skill, as defined in the description of the skill you are using. The character with the higher result succeeds at the action being performed, while the character with the lower result fails. In the case of a tie, roll the checks again until one character achieves a higher result than the other.

For example, if your character tries to hide from an opponent, your Hide check is opposed by the opponent's Spot check. If your result is higher, your character successfully hides, and your opponent fails to spot him. If your result is lower, your opponent spots you, and your attempt to hide fails.

Ability Checks

Ability checks are used when a character doesn't have any ranks in a particular skill and tries to use that skill untrained. Note that some skills can't be used untrained.

For example, if your character wants to bluff a couple of Imperial officers but doesn't have any ranks in the Bluff skill, the GM calls for a Charisma check (Charisma is the ability associated with the Bluff skill).

Ability checks are also used to determine success when no skill applies. Trying to move a heavy cargo container, for example, requires a Strength check.

To make an ability check, roll a d20 and add your character's modifier for the appropriate ability. If the result is equal to or greater than the DC of the task, the check succeeds.

Attack Rolls

To attack an opponent, roll a d20 and add your character's attack bonus. If the result equals or exceeds the opponent's Defense, the attack succeeds.

On a successful attack, you roll to determine how much damage your attack deals to the opponent. Roll the type of dice indicated for the weapon used and add any modifiers that apply.

For example, if your character uses a blaster, a successful attack deals 3d6 points of damage to the opponent. If your character uses a lightsaber, a successful attack deals 2d8 points of damage plus your Strength bonus.

Damage reduces vitality points first. When all of a character's vitality points are gone, any additional damage reduces wound points.

A critical hit (a potent result on an attack) bypasses any vitality points a character might possess and strikes directly at that character's wound points. An attack may cause a critical hit if the attack roll is a natural 20 (or, for certain weapons, a 19 or a 20). That result represents the threat of a critical hit. Then the attacker makes a second attack roll to confirm the critical hit. If this second attack roll succeeds, then the critical hit is confirmed and damage

is applied to the target's wound points. See Chapters Seven and Eight for more details.

Important! There are two types of attacks in the game. A ranged attack uses a weapon that attacks opponents at a distance, such as a blaster or a bowcaster. A melee attack uses a weapon that attacks opponents in close quarters, such as a lightsaber, vibroblade, or your own fists. Your character may have a different attack bonus for each type of attack.

The Combat Round

Most of the time, game play is relaxed and casual. The GM sets the scene, and players take turns describing what their characters are doing. When the situation calls for it, the GM has the players make die rolls (skill checks or ability checks) to determine the results of their characters' actions. But when a scene involves combat or the imminent threat of combat, a structured sequence of combat rounds is used to govern play.

In a combat round, each character gets to do something. A round represents 6 seconds in the game world, regardless of how long it takes the players to complete the round.

At the start of a battle, each player makes an initiative check for his or her character, and the Gamemaster makes initiative checks for the opponents. The character with the highest result acts first, followed by the other characters in order (from highest result to lowest result). This order of play is used in every round until the battle ends. When your turn in the order comes up, you perform all the actions you are entitled to in the current round.

There are four types of actions: attack actions, move actions, full-round actions, and free actions. In a round, you can do one of the following things (but see Chapter Eight for additional information):

- Attack and move
- Move and attack
- Move and move again
- Perform a full-round action

Attack Actions

An attack action lets you do something. You can make an attack, use a skill or a feat (except those skills and feats that require a full-round action), or perform an equivalent action. You can perform an attack action and a move action, in either order, in a combat round.

Move Actions

A move action lets you move your speed in a round or perform an equivalent action. Equivalent actions include climbing, drawing or loading a weapon, opening a door, and picking up an item. You can move and attack, in either order, in a round. Or you can perform two move actions in a round, using a second move action in place of an attack action.

Full-Round Actions

A full-round action consumes all of your effort in a round. Attacking more than once (if you are of sufficient level to do so) or using a skill or feat that requires a full round to accomplish is considered a full-round action.

Free Actions

Free actions consume almost no time or effort. Over the span of a round, the impact of these types of actions is so minor that they are considered to be free. Speaking to an ally or opponent, dropping an item, or activating an item are examples of free actions. You can perform a free action in addition to performing other actions in a round, though the Gamemaster can place limits on how much you can reasonably do for free in a given round.

Reactions

Some skill checks are instant reactions to specific events. The GM tells you when a reaction check is appropriate, depending on the situation. A reaction takes no time and is not considered to be an action.

Force Points

Every character starts play with 1 Force Point. Force Points represent a character's knack for using the Force to aid her actions. Characters who don't believe in the Force call this luck, but those with a more powerful connection to the Force understand how the Force provides assistance.

In game terms, a Force Point provides bonus dice to all task-resolution die rolls (d20 rolls) for an entire round, including attack rolls, skill checks, ability checks, and saving throws. You can decide to spend a Force Point either before or after you make the roll, but before the GM tells you the result of your action.

At 1st level, a character spends a Force Point to add 1d6 to all d20 rolls for the entire round.

What's Next?

If you're new to roleplaying games, you might be wondering how to proceed. After you've read over these basics to get an understanding of the game, check out the example of play on the next page. It provides some insight into how a roleplaying game session plays out. Then review the first few chapters of the book. When you're ready, use the Character Creation overview (page 14) and a copy of the character sheet from the back of the book to create a character. When you, your Gamemaster, and the other players are ready, start playing!

QUOTE

"I WANT TO LEARN THE WAYS OF THE FORCE AND BECOME A JEDI LIKE MY FATHER."

-LUKE SKYWALKER

Playing *Star Wars*

The *Star Wars* galaxy is huge. More than a billion star systems fall within the known reaches of space, offering countless opportunities for wonder, mystery, and danger. Thousands of alien species live in this galaxy, from humble Jawas to powerful Wookiees. While humans are prevalent throughout known space, other species can be found everywhere. In this galaxy, the many worlds share a common history that extends thousands of years into the past. A galaxywide government (be it Republic or Empire) maintains law and order thanks to faster-than-light-speed travel provided by the amazing hyperdrive engine. Because hyperspace travel makes the distance between the stars insignificant, trade, commerce, and culture mix freely in regions as diverse as the Core and the Outer Rim.

The *Star Wars Roleplaying Game* lets you explore this imaginary galaxy. All you need is this book, some dice, a few willing friends, and your imagination. The game works best with a group of five, one GM and four players. It can be played with as few as two participants (one GM and one player) or as many as seven.

This game lets you participate in the ultimate interactive story, a story in which you get to determine what happens next by the actions you take. There's no board, no joystick, no keyboard. You might use action figures or miniatures to help visualize some dramatic scenes, but otherwise the action takes place in the imaginations of the participants.

Setup

After you've created a hero, get together with the rest of your gaming group for your first adventure. Prior to this, the GM has developed a storyline for the adventure. She might buy a complete, ready-to-play adventure or grab one out of *Star Wars Gamer* magazine. Or the GM might develop one using the guidelines in Chapter Twelve. Once the GM becomes comfortable with all the rules, she can even get away with simply describing a starting scenario and using archetypes straight out of Chapter Fourteen: Allies and Opponents.

Pick an evening or a weekend afternoon or some other convenient time when you and your friends can spend a few hours playing the *Star Wars Roleplaying Game*. Decide on how much time you want to spend playing. (Two to four hours is a good length for a game session.)

Where should you play the game? Anywhere that's comfortable. The place should have a flat surface to roll dice on, such as a kitchen table. The GM sits so that the other players can't look over her shoulder or peek at her adventure notes. She needs enough room to spread out the rulebook and any other materials she might have for the game session, including other *Star Wars* books, a pad of paper, a pencil or pen, dice, and her adventure notes.

The other players need places to sit, room for their dice and character sheets, scrap paper and pencils, and their rulebooks. Since a game session is as much a social event as it is an evening of entertainment, having plenty of snacks and beverages on hand is highly recommended.

General Advice

Players should roll the dice openly so that everyone can see the results. The GM may make some rolls in secret to build suspense and maintain mystery. All attack and damage rolls should be made in the open so that all players can see them.

The first couple of game sessions you play might be a little uneven as everyone learns how the game works and gets comfortable with the idea of roleplaying. Remember that these rules are guidelines, a framework and structure for playing *Star Wars* adventures in a roleplaying game environment. A roleplaying game is a living game; it evolves and develops as you play it. If something isn't working for your group, and the entire group agrees, make a change. But wait until you've played a few times with the official rules before you decide to tinker.

The First Game Session

You and your friends have reviewed the basic rules and created 1st-level characters. Your Gamemaster has reviewed the rules and is ready to run her first adventure. You've agreed upon a time and place to play. Then the time arrives and the game begins!

Sitting around the table, with dice and snacks scattered in all directions, the players gather. Michele is the GM. She takes her place at the head of the table. Chris sits in the next seat; he's running Sia-Lan, a female Jedi guardian. Next to Chris is Mike, practicing his Wookiee sounds to inject a little authenticity into his character, Rorworr the scout. Across the table, Penny makes some last-minute notes on her character sheet, adding a little more detail to Vor'en the soldier. Next to Penny, Brian anxiously waits to get started. He's running Deel Surool, the crafty scoundrel.

Michele has selected a number of action figures from her collection to use in tonight's game. They aren't necessary for play, but she thinks the figures will help the players visualize the action in certain situations. She's got a figure to represent each of the players' characters, and she places them in the middle of the table. She leaves a few others hidden on the floor beside her. She'll use these later to represent opponents that will challenge and compete with the heroes.

Michele doesn't have a specific character for herself. While the players each run a single hero, the Gamemaster narrates the story, adjudicates the rules, and plays all of the GM characters—the supporting cast that serves as allies and opponents for the heroes.

Anyway, it looks like everyone's ready to get started. Michele answers a few last-minute rules questions, then begins the game.

Michele (GM): A long time ago, in a galaxy far, far away . . . it is the time of the Republic, about twenty-two years before the days of the Empire and the first Death Star battle station. Supreme Chancellor Palpatine leads the Republic, Mace Windu and Yoda lead the Jedi Council, and the start of the Clone Wars is still a few weeks away.

You're in a spaceport cantina on Corellia, a prominent world in the galactic core. The place is pretty busy for a weekday afternoon, though it's not packed to capacity. You see humans and a variety of other species drinking, laugh-

ing, and talking quietly near the bar, in shadowy booths, and at a scattering of freestanding tables. Among those you see are the other players' characters. Why don't you each take a moment to describe yourselves?

Chris (Sia-Lan): You see a young woman with brown hair sitting alone in one of the booths. She's sipping a clear liquid and watching the crowd. Her hair style and outfit mark her as a Jedi. She's a Padawan learner, if any of you know anything about the specifics of the Jedi Order. She has a lightsaber hanging at her side, but it's probably hidden beneath the table.

Mike (Rorworr): There's a young male Wookiee standing at the bar. He's exchanging words with the bartender. He's tall, but perhaps a bit thin when compared to other Wookiees you may have seen. He's got a bowcaster slung across his back, and he's nursing a huge mug of some foamy liquid.

Penny (Vor'en): My character sits in a corner booth, his back to the wall as he nonchalantly studies the crowd. He's got dark eyes and an intense gaze, and he looks strong and capable. He's wearing bits and pieces of light body armor. If he has any weapons—and you're sure he does—they're either hidden under the table or in the booth's darker shadows.

Brian (Deel): You also see a young male Twi'lek—you know, the guys with the head-tails, like Bib Fortuna—sitting at one of the tables in the middle of the room. He's playing sabacc with a few of the spacers, and it looks like he's begun to amass more than his share of credits.

Michele (GM): Okay. You've all noticed each other, but you don't know each other yet. Before anything else happens, why don't each of you make a Spot check for me?

The players each roll a d20 and add their Spot skill modifier to get a result. If a character doesn't have the Spot skill, the player still gets to apply his Wisdom modifier (if any) to the roll. After all the players have made the skill check, they let the GM know the results.

Chris (Sia-Lan): Sia-Lan got a 15.

Mike (Rorworr): 17 for Rorworr!

Penny (Vor'en): The soldier got an 8.

Brian (Deel): The amazingly perceptive Deel Surool got a 22.

Michele consults her notes, checking to see what the DC for the Spot check is. She nods and makes a note or two, just to keep the players guessing.

Michele (GM): Vor'en the soldier, even though he's watching the room, fails to notice something that the rest of you successfully spot. The rest of you see a human male who looks a lot like Alastar Treen, the senator from Corulag. He's dressed like most of the other spacers in the cantina, and he's deep in conversation with a Rodian female.

Just then, you all see the cantina doors slide open as a group of tough-looking thugs enters the room. The bartender yells, "Hey, no blasters in here!" He ducks behind the bar, just in time, as one of the thugs casually fires a blaster bolt in his direction. There are four thugs—two Humans, a Rodian, and a Gamorrean. The Gamorrean wields a vibroblade, and the other three are armed with blaster pistols. The Gamorrean grunts something foul and gestures toward the table where the senator is sitting.

"For the Separatists!" shouts one of the humans with a sneer as he prepares to target Senator Treen.

Everyone make an initiative check!

The players each roll a d20 and add their initiative modifier to get a result. Michele rolls a single initiative check for the group of thugs, and one for the disguised senator and his companion.

Chris (Sia-Lan): Sia-Lan got an 18.

Mike (Rorworr): 10 for Rorworr!

Penny (Vor'en): Vor'en got a 12.

Brian (Deel): The fast-acting Deel Surool got a 15.

Michele writes down the initiative order, from highest result to lowest. She jots down:

Sia-Lan 18
Deel 15
Thugs 13 (her roll)
Vor'en 12
Rorworr 10
Senator 7 (her roll)

Michele (GM): The thugs look like they're gunning for the senator. Sia-Lan, what are you going to do?

Chris (Sia-Lan): I leap out of the booth and position myself between the senator and the thugs as my first move action. As my second move action I draw my lightsaber. As a free action, I activate the lightsaber and shout, "This man is under the protection of the Jedi Knights!"

Michele (GM): Your lightsaber hums to life. Deel, you're next. What are you going to do?

Brian (Deel): Helping a senator and a Jedi could be profitable. Deel tips his table over and crouches behind it to get some cover. I guess that's a move action. Then he pulls out his blaster for his second move action.

Michele (GM): When the table crashes onto its side, sabacc card-chips and credits scatter across the floor. The spacers you were playing with dive for cover.

Brian (Deel): Oops, I forgot about the sabacc game in all the excitement. No matter, I guess. Most of the credits belonged to Deel, anyway.

Michele (GM): The thugs act next. The two humans each take a shot at the Jedi who's standing between them and the senator. The Rodian thug takes a shot at Deel, and the Gamorrean rushes forward to slice at the Jedi with his vibroblade.

Chris (Sia-Lan): I'm going to use deflect (defense) to protect myself from the blaster shots.

Michele (GM): Sure. That costs you a move action in the next round, but it increases your Defense by +1.

Michele makes the attack rolls for the two thugs. The first one gets an 11. The second one gets a 17.

Sia-Lan's Defense when she uses her lightsaber to protect herself is 16. That means she blocks the first bolt, but the second bolt gets through.

Michele rolls 3d6 damage for the successful blaster pistol attack. The total is 11. Sia-Lan has 12 vitality points, so the attack reduces her vitality points to 1.

The rest of the round continues, with Michele finishing up the thug's actions, then Vor'en, Rorworr, and the senator acting in turn. Each round plays out in this order until one side or the other is defeated or flees. Then the heroes would get a chance to meet each other and find out why the senator is in disguise and under attack. And so begins this Star Wars *adventure!*

Character Creation

Make sure you review Chapters One through Nine before using this overview when creating a *Star Wars* character. Make a copy of the character sheet from the back of this book to use as a record of your character.

Generate Ability Scores

Use one of the methods described in Chapter One to generate your six ability scores. Record the scores on a piece of scrap paper and put them aside for the moment.

Select Your Species

As a *Star Wars* character, you aren't limited to simply being Human. There are a variety of species available, from Mon Calamari to Wookiee. Select the species you want to play from those presented in Chapter Two.

Choose Your Class

A class provides you with a starting point for your character, a frame upon which you can hang skills, feats, and various story elements. Choose a class from those presented in Chapter Three.

Assign Ability Scores

Now that you know what species and class you want your character to be, take the scores you generated earlier and assign each to one of the six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Then make any adjustments to these scores according to the species you selected.

For guidance, each class description indicates which abilities are most important for that class. You might want to put your highest scores in the abilities that accentuate the natural benefits of the class.

Record your ability scores, class, and species on your character sheet. Record your ability modifiers as well.

Write Down Your Species Features

Each species offers a combination of special features unique to that species. Record the features your species provides on your character sheet.

Write Down Your Class Features

Each class offers a combination of special features unique to that class. Record the features your class provides on your character sheet.

Vitality Points

Your class determines your character's vitality die—the die you roll to gain new vitality points at each new level. Record this die (d6, d8, or d10) in the space on the character sheet, then figure out what your starting number of vitality points are. A 1st-level character gets the maximum points from the vitality die, plus the character's Constitution modifier.

For example, if your character belongs to the scout class and you have a 12 Constitution, you start with 9 vitality points (8, the maximum result of a d8 roll, plus 1 for your Constitution bonus).

The Quickness feat increases your vitality points. If you select this feat later, make any adjustments accordingly.

Wound Points

Your wound points are equal to your Constitution score. If your character's Constitution is 12, for example, you have 12 wound points.

The Toughness feat increases your wound points. If you select this feat later, make any adjustments accordingly.

Defense

To determine your character's Defense, add the following numbers together:

10 + class bonus + Dexterity modifier

So, a 1st-level scout (+2 class bonus) with a 12 Dexterity would have a Defense of 13 (10 + 2 + 1 = 13).

Speed

Your character's species determines her speed. Most species have a speed of 10 meters.

Initiative

Your character's initiative modifier equals the character's Dexterity modifier.

The Improved Initiative feat provides an additional modifier. If you select this feat later, make any adjustments accordingly.

Base Attack Bonus

Your character's class determines your base attack bonus. Record this number on the character sheet.

Reputation

Your character's class determines your base Reputation bonus. Record this number in the space provided on the character sheet.

Force Points

Your character starts play with 1 Force Point. Indicate this in the space provided on the character sheet.

Saving Throw Bonuses

Your class determines your base saving throw bonuses. To these base numbers, add the modifiers for the associated abilities as follows:

For Fortitude, add your Constitution modifier.

For Reflex, add your Dexterity modifier.

For Will, add your Wisdom modifier.

Some feats provide additional saving throw modifiers. If you select one of these feats, make any adjustments accordingly.

Melee Attack Bonus

To determine your melee attack bonus, add your Strength modifier to your base attack bonus. Certain feats and special features might provide additional modifiers, so make adjustments as necessary.

Ranged Attack Bonus

To determine your ranged attack bonus, add your Dexterity modifier to your base attack bonus. Certain feats and special features might provide additional modifiers, so make adjustments as necessary.

Select Skills

Your character's class and Intelligence modifier determine how many skill points you can spend to buy skills.

Skills are measured in ranks. Each rank adds +1 to skill checks made using a specific skill. Some skills are considered to be class skills for your character's class. All other skills are considered to be cross-class skills.

At 1st level, you can buy up to 4 ranks in a class skill for a cost of 4 skill points, or up to 2 ranks in a cross-class skill for the same cost. (You get more out of purchasing class skills.)

Buying skills goes faster and provides maximum power if you spend 4 skill points (your maximum) on every skill you select.

Skills are described in Chapter Four.

Once you've selected your skills, determine the skill modifier for each skill. To do this, add together the skill ranks, the appropriate ability modifier, and any other modifiers that may apply.

For example, if you have 4 ranks in Climb and a Strength modifier of +2, your Climb skill modifier is +6.

Select Feats

You start with at least one feat, though your class and species might provide additional feats at 1st level. Select your feats from Chapter Five and record them on the character sheet. Some feats may affect the information you've already recorded, so make adjustments as necessary.

Determine Starting Credits and Buy Gear

Your character's class determines how many credits you start play with. Some feats provide additional credits as well. Use your credits to purchase equipment for your character. Chapter Seven describes weapons, armor, and gear you can select from.

Finishing Your Character

The last details you need to add to your character sheet help you visualize and roleplay your character. You need a name, of course—something that fits your class, species, and the *Star Wars* galaxy. You should also determine your character's age, gender, height, weight, eye and hair color, skin color, and any relevant background information you want to provide. (Make sure to run your ideas past your Gamemaster so that he or she can fit them into the campaign.)

Chapter Six provides guidelines that can help you with these details and characteristics.

RPGA® NETWORK PLAY

[STR] [DEX] [CON] [INT] [WIS] [CHA]

Some players like to participate in Roleplaying Game Association (RPGA) Living Force adventures. To create a character for use in a Living Force adventure, use this character creation overview with the following adjustments:

Ability Scores

The Living Force campaign is tougher than normal *Star Wars* campaigns. Use the Planned Generation method to generate ability scores (as described in Chapter One), but use 28 points instead of 25 to balance the campaign's inherent difficulty.

Species

The following species are available in all Living Force events. Others (such as the Tarasin species introduced in the *Living Force Campaign Guide*) may be made available in specific events or campaigns.

Human, Bothan, Cerean, Duros, Gungan, Ithorian, Kel Dor, Rodian, Sullustan, Trandoshan, Twi'lek, Wookiee, and Zabrak.

Multiclass Restriction

In the Living Force campaign, the path of the Jedi requires complete devotion. A Jedi character who adds a non-Jedi class can never advance in a Jedi class thereafter. If a character abandons the Jedi path before reaching 7th level in a Jedi class, the character must return his lightsaber to his master.

Vitality Points

Characters created for RPGA events receive vitality points at each new class level as shown below. Constitution modifiers apply.

Fringer	6	Scout	6	Force adept	6
Noble	4	Soldier	8	Jedi consular	6
Scoundrel	4	Tech specialist	4	Jedi guardian	8

Equipment

Starting characters receive maximum credits for their class (see Chapter Three). Characters can purchase equipment from Chapter Seven with the following restrictions.

Not allowed: double-bladed lightsabers or stormtrooper armor.

Allowed only through play opportunities: lightsabers, vehicles, starships, and droids.

Background

Characters in the Living Force campaign are heroes in the good-guy sense. Characters with Dark Side Points and dark side abilities are not allowed.

Living Force adventures take place during the Rise of the Empire era. Species and equipment from later eras are not allowed.

Find Out More

The RPGA Network is an international roleplaying game fan club and organized play association devoted to playing and promoting roleplaying games, including the *Star Wars Roleplaying Game*.

For more information on the RPGA, RPGA *Star Wars* events, and the Living Force campaign, or to become a member of the RPGA Network, go to www.rpga.com.



CHAPTER ONE

ABILITIES | 1

[Str] [Dex] [Con] [Int] [Wis] [Cha]

Just about every die roll you make gets a bonus or penalty based on your character's abilities. A tough character has a better chance of surviving a freezing night on Hoth. A perceptive character is more likely to notice stormtroopers sneaking up from behind. A stupid character is less likely to find a concealed panel that leads to a secret cargo compartment. Your ability scores provide modifiers for rolls such as these.

Your character has six abilities: Strength (abbreviated Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of your character's above-average abilities gives you a benefit on certain die rolls, and each below-average ability gives you a disadvantage on other die rolls. You roll your scores randomly, assign them to the abilities you like, raise and lower them according to your character's species, and then raise them as your character gains experience.

Your Ability Scores

To generate ability scores for your character, use one of the following methods. Your Gamemaster might want you to use a specific method, so check before starting.

Random Generation

To randomly generate an ability score for your character, roll four six-sided dice (4d6). Disregard the lowest die and total the three highest dice.

This roll gives you a number between 3 (horrible) and 18 (tremendous). The average ability score for the typical galactic citizen is 10 or 11, but your character is not typical. The most common ability scores for heroes are 12 and 13. (The average hero is above average.)

Make this roll six times, recording the result each time on a piece of paper. Once you have all six scores, assign each score to one of your six abilities. At this step, you need to know what kind of individual your character is going to be, including his species and class, in order to know where best to place your character's ability scores. Choosing a species other than Human or Zabrak causes some of these ability scores to change (see Table 2–1: Species Ability Adjustments, page 22).

Ability Modifiers

Each ability, after changes made because of species, has a modifier ranging from –5 to +5. Table 1–1: Ability Modifiers (on the next page) shows the modifier for each possible score.

You add the modifier to the die roll when your character tries to do something related to an ability. For example, you add your Strength modifier to your roll when you try to hit someone with a vibroblade. You also apply the modifier to some numbers that aren't die rolls; for instance, your Dexterity modifier applies to your Defense to determine how hard you are to hit in combat.

A positive modifier is called a bonus, and a negative modifier is called a penalty.

Rerolling

If your scores are too low, you may scrap them and reroll all six scores. Your scores are considered too low if the total of your modifiers (before changes because of species) is 0 or lower, or if your highest score is 13 or lower.

Planned Generation

Instead of rolling dice, you may select the scores you want by using the planned character generation method. This requires a bit more thought and effort on your part, since you need to know what kind of character you want to play so you can select your scores appropriately. Determine your species and class beforehand, then select your scores as outlined below.

Your character's ability scores all start at 8. You have 25 points to spend to increase these scores, using the costs shown below. After you select your scores, apply any species modifiers.

Score	Cost	Score	Cost
8	0	14	6
9	1	15	8
10	2	16	10
11	3	17	13
12	4	18	16
13	5		

Standard Score Package

The third method of determining ability scores is the standard score package, a balanced mix of scores designed to quickly create hero characters. Assign the scores to the abilities as you like. After you assign your scores, apply species modifiers.

The standard score package is:
15, 14, 13, 12, 10, and 8.

The Abilities

Each ability partially describes your character and affects some of your character's actions.

Strength (Str)

Strength measures your character's muscle and physical power. This ability is especially important for soldiers because it helps them prevail in physical combat.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls for melee and thrown weapons. (Exception: Grenade damage isn't modified by Strength.)
- Climb, Jump, and Swim checks, and other skill checks using Strength as the key ability.
- Strength checks (for breaking down doors and the like).

Table 1-1: Ability Modifiers

Score	Modifier	Score	Modifier	Score	Modifier
1	−5	12–13	+1	24–25	+7
2–3	−4	14–15	+2	26–27	+8
4–5	−3	16–17	+3	28–29	+9
6–7	−2	18–19	+4	30–31	+10
8–9	−1	20–21	+5	etc. . . .	etc. . . .
10–11	0	22–23	+6		

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is important for characters who want to be good shots with ranged weapons (such as blaster pistols) or who want to handle the controls of a starship or speeder fairly well.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, such as with blasters.
- Defense, provided the character can react to the attack.
- Reflex saving throws, for avoiding grenades and similar attacks.
- Move Silently, Hide, and Pilot checks, and other skill checks using Dexterity as the key ability.

Constitution (Con)

Constitution represents your character's health and stamina. Constitution determines a hero's wound points (your number of wound points is equal to your Constitution score), so it's important for everyone, but most important for characters who plan to get into the thick of combat on a regular basis.

You apply your Constitution modifier to:

- Each die roll for gaining additional vitality points (though a Constitution penalty can never reduce a vitality point roll below 1; that is, a character with vitality points always gains at least 1 vitality point each time he or she goes up a level).
- Fortitude saving throws, for resisting poison and similar threats.
- Some Control-based Force skill checks.

If a character's Constitution changes, his or her vitality and wound points increase or decrease accordingly.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. Intelligence is important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained at each new level (though an Intelligence penalty can never reduce this number below 1; your character always gets at least 1 skill point per level).
- Search and Knowledge checks, and other skill checks using Intelligence as the key ability.
- Some Alter-based Force skill checks.

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, perception, and intuition. Compared to Intelligence, Wisdom is more related to being in tune with and aware of one's surroundings, while Intelligence represents one's

ability to analyze information. An "absent-minded professor" has a low Wisdom score and a high Intelligence score. A simpleton with low Intelligence might nevertheless have great insight (high Wisdom). If you want your character to have keen senses, put a high score in Wisdom.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating certain Force attacks).
- Listen, Spot, and Treat Injury checks, and other skill checks using Wisdom as the key ability.
- All Sense-based Force skill checks.

Charisma (Cha)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. It represents strength of personality, not merely how others perceive you in a social setting.

You apply your Charisma modifier to:

- Bluff, Diplomacy, and Disguise checks, as well as other skills using Charisma as the key ability, and checks representing attempts to influence others.
- Some Force skill checks.

Example of Generating and Assigning Ability Scores

Chris sits down to create a new character. He rolls four six-sided dice (4d6) and gets 5, 4, 4, and 1. Ignoring the lowest die, he records the sum of the other three on scratch paper: 13. He does this five more times and gets these six scores: 13, 10, 15, 12, 8, and 14. Chris decides to play a strong, tough Gungan soldier. Now he assigns his rolls to abilities.

Strength gets the highest score, 15. His character has a +2 Strength bonus that will serve him well in melee combat.

Constitution gets the next highest score, 14. The Gungan's +2 Constitution species ability adjustment (see Table 2–1: Species Ability Adjustments, page 22) improves his Constitution score to 16, for a +3 bonus. That means more vitality points per level, 16 wound points, and a better Fortitude saving throw bonus.

Chris puts his lowest score, 8, into Charisma.

Chris has two scores with bonuses left (13 and 12), plus an average score (10).

Dexterity gets the 13 (+1 bonus). That helps with attacking with ranged weapons and with Reflex saving throws. (Chris is also thinking ahead. A Dexterity score of 13 qualifies his character for the Dodge feat—see Table 5–1: Feats.)

Wisdom gets the 12. The Gungan's –2 Wisdom species ability adjustment (see Table 2–1: Species Ability Adjustments, page 22) drops his Wisdom score to 10 (no bonus or penalty).

Intelligence gets the 10 (no bonus or penalty). Average Wisdom and Intelligence aren't bad for a soldier.

Chris records his character's species, class, ability scores, and ability modifiers on his character sheet.

INTELLIGENCE, WISDOM, CHARISMA

[STR] [DEX] [CON] [INT] [WIS] [CHA]

You can use your character's Intelligence, Wisdom, and Charisma scores to guide you in roleplaying your character. Here are some guidelines (just guidelines) about what these scores can mean.

A character with a high Intelligence score is curious, knowledgeable, and prone to using big words. A character with a high Intelligence score and a low Wisdom score may be smart but absent-minded, or knowledgeable but lacking in common sense. A character with a high Intelligence score and a low Charisma score may be a know-it-all or a reclusive scholar. The smart character lacking in both Wisdom and Charisma usually puts her foot in her mouth.

A character with a low Intelligence score mispronounces and misuses words, has trouble following directions, or fails to get the joke.

A character with a high Wisdom score may be sensible, serene, "in tune," alert, or centered. A character with a high Wisdom score and a low Intelligence score may be aware but simple. A character with high Wisdom and low Charisma knows enough to speak carefully and may become an adviser or "power behind the throne" rather than a leader.

A character with low Wisdom may be rash, imprudent, irresponsible, or "out of it."

A character with high Charisma may be beautiful, handsome, striking, personable, and confident. A character with high Charisma and low Intelligence can usually pass herself off as knowledgeable, until she meets a true expert. A charismatic character with low Wisdom may be popular, but he doesn't know who his real friends are.

A character with low Charisma may be reserved, gruff, rude, fawning, or simply nondescript.

Changing Ability Scores

Over time, the ability scores your character starts with can change. Ability scores can increase with no limit.

- Add 1 point to any ability score at 4th, 8th, 12th, 16th, and 20th level.
- Poisons, diseases, and other effects can cause temporary ability damage. Ability points lost to damage return naturally, typically at a rate of 1 point per day for each affected ability.
- As a character ages, some ability scores go up and others go down. See Table 6–1: Aging Effects, page 120, for details.

When an ability score changes, all attributes associated with that score change accordingly. For example, when Sia-Lan becomes a 4th-level Jedi guardian, she decides to increase her Dexterity from 15 to 16. Now she's harder to hit, better at using ranged weapons, and all of her Dexterity-based skills improve as her Dexterity modifier increases.



CHAPTER TWO

SPECIES 2

[Human] [Ability Adjustments=None]

The *Star Wars* galaxy contains an amazing variety of species, each with its own unique outlook and civilization. Although Humans dominate known space, many intelligent alien species can be encountered wherever you travel.

Humans live among the Core Worlds, throughout the Mid Rim, and even on worlds as distant as the Outer Rim Territories. Most of the alien species have their own homeworlds and colonies, but individuals can be found anywhere due to the prevalence of hyperspace travel. The promises of profit and power often lure members of all species to spaceports, industrial cities, or the Core.

It's easy to believe that all Rodians are outlaws and all Wookiees are short-tempered, but the truth is that every member of every species is unique. Depending on the era in which your campaign is set, each species has different social advantages and disadvantages. See Era Notes: Species, on the next page, for additional information.

Choosing a Species

After you roll your ability scores and before you assign them to specific abilities, choose your character's species. (If you want to play a droid character, and your GM approves, see Chapter Fifteen.) At the same time, you'll want to select a class, since species affects how well a character can do in each class. Once you've decided your character's species and class, assign your ability scores to specific abilities. Adjust the scores according to the species (see Table 2–1: Species Ability Adjustments, on the next page) and continue detailing your character.

You can play a character of any species presented in this chapter and of any class described in Chapter Three, but certain species do better pursuing certain careers.

Your character's species provides plenty of clues as to what sort of individual the character is, how the character feels about members of other species, and what motivates the heroic drive within the character. Remember, however, that the species descriptions only apply to the majority of individuals. In each species, some individuals diverge from the norm, and your character can be one of these. Don't let a description hinder you from detailing your character as you like.

More species are described in Chapter Fourteen. If your Gamemaster approves, you can create a character using one of them instead of one of the species in this chapter.

Species Characteristics

Your character's species determines certain qualities.

Ability Adjustments

Find your character's species on Table 2–1: Species Ability Adjustments and apply the adjustments that you see there to your character's ability scores. If the changes raise a score above 18 or lower it below 3, that's okay.

For example, a Sullustan gets a +2 species adjustment to Dexterity and a –2 adjustment to Constitution. Knowing this, the player puts the best score rolled (15) in Dexterity and sees it increase to 17. She doesn't want a Constitution penalty for her character, so she puts an above-average

score (12) in Constitution. It drops to 10, which provides neither a bonus nor a penalty.

Table 2-1: Species Ability Adjustments

Species	Ability Adjustments
Human	None
Bothan	+2 Dex, –2 Con
Cerean	+2 Int, +2 Wis, –2 Dex
Duros	+2 Dex, +2 Int, –2 Str, –2 Con
Ewok	+2 Dex, –2 Str
Gamorrean	+2 Str, –2 Dex, –2 Int
Gungan	+2 Con, –2 Wis
Ithorian	+2 Wis, +2 Cha, –2 Dex
Kel Dor	+2 Dex, +2 Wis, –2 Con
Mon Calamari	+2 Int, –2 Con
Quarren	+2 Con, –2 Wis, –2 Cha
Rodian	+2 Dex, –2 Wis, –2 Cha
Sullustan	+2 Dex, –2 Con
Trandoshan	+2 Str, –2 Dex
Twi'lek	+2 Cha, –2 Wis
Wookiee	+4 Str, –2 Dex, –2 Wis, –2 Cha
Zabrak	None

ERA NOTES: SPECIES

[HUMAN] [ABILITY ADJUSTMENTS=NONE]

Nonhuman characters have some restrictions placed upon them, depending on the era in which your campaign is set. These restrictions are described below.

The Rise of the Empire (50 to 0 years before *Star Wars* Episode IV: *A New Hope*)
During the time that witnesses the erosion of the Old Republic and the rise of the Empire, including the period around *Star Wars* Episode II: *Attack of the Clones*, all species participate in a more or less cosmopolitan galaxy. The only restrictions on your choice of an alien species in this time frame concern species that have not yet been "discovered" by the galaxy at large. Ewoks, therefore, are not available if your campaign is set in this era.

The Rebellion (0 to 5 years after *Star Wars* Episode IV: *A New Hope*)
During this period of galactic history, most alien species are either enslaved or subjugated by the Empire. In the Outer Rim, nonhuman species continue to carry on their lives as normally as possible, but in the more civilized regions, nonhumans are relegated to the status of second-class citizens–or worse. Many aliens join the Rebellion, fighting alongside Humans in an effort to throw off the shackles of oppression and tyranny. Ewoks show up late in this era, during the Battle of Endor. Free Wookiees rarely appear in this era due to their status as slaves of the Empire.

Late in this era, with the decline of the Empire and the birth of the New Republic, nonhumans once again take a prominent and equal role in the affairs of the galaxy.

The New Jedi Order (25+ years after *Star Wars* Episode IV: *A New Hope*)
All alien species are available without restriction in this time frame. The era is marked by the New Republic's battle against the Yuuzhan Vong invaders and tainted by growing distrust of the Jedi Knights.

Species and Languages

All characters know Basic, the primary language used throughout known space. Most characters can speak the language, and all understand it. Nonhuman characters can also speak and read the language associated with their species. Smart characters (those with an Intelligence bonus) speak and read other languages as well: one extra language per point of bonus. The bonus can be spent to either speak a language or to be able to read and write it. Select your character's bonus languages (if any) from the list found in the Speak Language skill description, page 98.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we changed in this chapter for the new edition.

In this chapter, we added more species for you to choose from when creating a character. Six new species have been included. We've also made minor adjustments throughout each species entry, including standardizing automatic languages and reworking the primitive species trait for Ewoks and Gamorreans.

Humans

Humans dominate the Core Worlds and can be found in virtually every corner of the galaxy. They are the ancestors of early spacefaring pioneers, conquerors, traders, travelers, and refugees. Humans have always been people on the move. As a result, they can be found on almost every inhabited planet. As a species, Humans are physically,



HUMAN

culturally, and politically diverse. Hardy or fine, light-skinned or dark, Humans remain one of the most dominant species throughout all eras of play.

Personality: Human personality runs the gamut of possibilities, though members of this species tend to be highly adaptable, tenacious, and willing to keep striving no matter the odds. They are flexible and ambitious, diverse in their tastes, morals, customs, and habits.

Physical Description: Humans average about 1.8 meters tall. Skin shades run from nearly black to very pale, hair from black to blond. Men are usually taller and heavier than women. Humans achieve maturity about the age of 15 and rarely live beyond 100.

Human Homeworld: Various, including Coruscant, Corulag, Naboo, Tatooine, and Alderaan.

Language: Humans speak and read Basic. They typically learn other languages, including obscure ones.

Example Names: Anakin, Arani, Bail, Ben, Beru, Biggs, Boba, Corran, Dack, Dané, Galak, Garm, Han, Jango, Jodo, Lando, Leia, Luke, Mace, Mara, Obi-Wan, Owen, Padmé, Qui-Gon, Sia-Lan, Rann, Talon, Vor'en, Wedge, Winter.

Adventurers: Humans aren't afraid to try anything, and Human adventurers are the most audacious, daring, and ambitious members of an audacious, daring, and ambitious species. A Human can earn glory by amassing power, wealth, and fame. More than any other species, Humans champion causes rather than territories or groups.

Human Species Traits

- Medium-size: As Medium-size creatures, Humans have no special bonuses or penalties due to their size.
- Human base speed is 10 meters.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level: Humans are versatile and capable. (The 4 extra skill points at 1st level are added on as a bonus, not multiplied in. See Chapter Four: Skills.)
- 1 extra feat at 1st level: Humans are quick to master specialized tasks and are varied in their talents. (See Chapter Five: Feats.)
- Automatic Language: Read/Write Basic, Speak Basic.

Bothans

The planet Bothawui, in the Mid Rim of the galaxy, gave rise to the Bothan species. These short, fur-covered humanoids have had hyperspace travel for thousands of years and were among the first civilizations to join galactic society.

Bothans deal in information. They use information as a measure of wealth and power, even wielding it as a weapon when necessary. The Bothan Spynet serves as one of the largest intelligence agencies throughout most eras, and it plays an important and poignant role in the Rebellion era.

Culturally, Bothans don't believe in direct conflict. They prefer to manipulate situations from behind the scenes, to watch and wait for information and opportunity, and to use these tools to gain status and influence.

Personality: Bothans are manipulative, crafty, suspicious and curious by nature, and a little paranoid. They can be irritating, but they are also loyal and brave.

Physical Description: Bothans are covered with fur that ripples in response to their emotional state. They have



BOTHAN

tapered ears, and both male and female Bothans sport beards. They average about 1.6 meters tall and have a maturity rate and life span slightly greater than Humans.

Bothan Homeworld: The industrial world of Bothawui, with various colony worlds throughout the Mid Rim Territories, including Kothlis and Torolis.

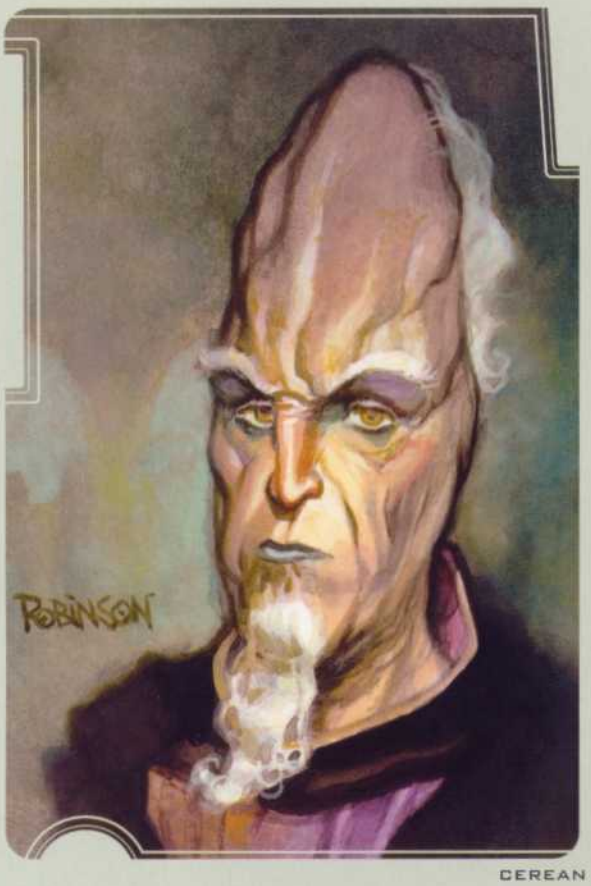
Language: Bothans speak and read Bothese and Basic.

Example Names: Borsk Fey'lya, Karka Kre'fey, Koth Melan, Tav Breil'lya, Tereb Ab'lon.

Adventurers: Bothan adventurers, such as operatives in the Spynet, engage in daring deeds—even when such deeds put them at great personal risk. In addition to intelligence operatives, Bothan heroes serve as soldiers and pilots, diplomats and ambassadors. Their curiosity leads some to be explorers and scouts. Even when a Bothan takes up a noble cause, his or her cultural upbringing makes it hard not to look for the profit and prestige in the situation.

Bothan Species Traits

- +2 Dexterity, –2 Constitution: Bothans are quick and dexterous. They are less robust than most other species, however.
- Medium-size: As Medium-size creatures, Bothans have no special bonuses or penalties due to their size.
- Bothan base speed is 10 meters.
- +2 species bonus on Gather Information and Spot checks: Bothans display a natural superiority when it comes to matters of gathering intelligence.
- Automatic Languages: Speak and Read/Write Bothese and Basic.



CEREAN

Cereans

Cereans come from a remote utopian world. Most Cereans are peaceful, following farming traditions that date back thousands of years. The species includes more females than males, and Cerean society is matriarchal. Their high-domed heads hold binary brains, and two hearts beat in a Cerean's chest. With a nonaggressive heritage, it is only rarely that a Cerean develops the desire to adventure, and even more rare that one takes up the robes of a Jedi Knight.

Personality: Cereans tend to be calm, rational, and extremely logical.

Physical Description: Cereans average about 2 meters tall, with elongated craniums. They have a maturity rate and life span similar to that of Humans.

Cerean Homeworld: The blissful planet Cerea.

Language: Cereans speak and read Cerean and Basic.

Example Names: Ki-Adi, So Leet, Sylvn, Ti-Dal, Maj-Odo.

Adventurers: Cereans who become adventurers do so in direct contradiction to their traditions and beliefs. Even so, when a cause or situation turns a Cerean to this path, he or she tries to approach life with as many of the Cerean beliefs intact as possible. Aggression should be the last resort after all peaceful solutions are attempted, for example. The binary brain allows a Cerean to constantly weigh both sides in any disagreement and give two points of view equal consideration. This ability extends even to issues surrounding the Force, and a Cerean Force-user often contemplates the light side and the dark side simultaneously.

Cerean Species Traits

- +2 Intelligence, +2 Wisdom, –2 Dexterity: Cereans are very bright and intuitive. They are less coordinated than most other species, however.
- Medium-size: As Medium-size creatures, Cereans have no special bonuses or penalties due to their size.
- Cerean base speed is 10 meters.
- +2 species bonus on Initiative checks: Despite their general lack of coordination, Cereans' reaction speed is superior to that of most other species. Some have theorized that this is a low-level form of precognition, perhaps due to their binary brains, but no hard evidence exists to support this.
- Automatic Languages: Speak and Read/Write Cerean and Basic.

Duros

The Duros originate in the Duro star system, located at the extreme edge of the Core region of space. With an almost innate affinity for space travel, the Duros were among the first to leave their world and spread to the stars. Whatever the reason for their wanderlust, the Duros tend to gravitate toward the space lanes for income and adventure. Their home system is governed by vast starship engineering corporations, and most Duros learn to pilot a ship or rebuild a hyperdrive shortly after they begin to walk and talk.

Personality: A Duros tends to be intense and adventurous, always seeking to learn what's at the end of the next hyperspace jump. They are a proud, self-sufficient, fun-loving people who also have a tendency toward gregariousness.


DUROS

Physical Description: Duros average about 1.8 meters tall. They are hairless, with large eyes and wide, lipless mouths. Skin color ranges from blue-gray to deep azure.

Duros Homeworld: The orbiting cities of the Duro system.

Language: Duros speak and are literate in Durese and Basic.

Example Names: Baniss Keeg, Ellor, Kadlo, Kir Vantai, Lai Nootka, Monnda Tebbo.

Adventurers: Duros adventurers include hyperspace explorers, star charters, and spacers of all descriptions. They also tend to gravitate toward the sciences, including engineering and astrogation. Some Duros shun exploration in favor of smuggling and trading, and a small number go into diplomatic professions.

Duros Species Traits

- +2 Dexterity, +2 Intelligence, –2 Strength, –2 Constitution: Duros are agile in mind and body, but they aren't a physically hardy people.
- Medium-size: As Medium-size creatures, Duros have no special bonuses or penalties due to their size.
- Duros base speed is 10 meters.
- Duros receive the Spacer feat as a bonus feat at 1st level.
- Automatic Languages: Speak and Read/Write Durese and Basic.

Ewoks

Ewoks hail from the forest moon of Endor, where they maintain a primitive hunter/gatherer society. Prior to the Battle of Endor (four years after Episode IV), Ewoks were almost entirely unknown to the galaxy at large. Some traders and explorers visited Endor's moon, but with no form of space travel, Ewoks never left their homeworld. Although primitive by galactic standards, the tribal Ewoks are resourceful and highly adaptable.

The tribal Ewoks may be technologically primitive when compared to most of galactic society, but they are also clever and inventive. While they tend to initially be wary around machinery, it isn't long before their natural curiosity wins out and they plunge into wild and exuberant experimentation.

Personality: Ewoks tend to be curious, superstitious, and courageous, though they can be fearful around things that are strange and new.

Physical Description: Ewoks average about 1 meter tall. Their thick fur varies widely in color and pattern. They often wear hoods, decorative feathers, and animal bones.

Ewok Homeworld: The forest moon of Endor.

Language: Ewoks speak Ewokese. They have no written form of their language. They can learn to speak Basic.

Example Names: Asha, Chirpa, Deej, Kneesaa, Latara, Logray, Malani, Nippet, Paploo, Shodu, Teebo, Wicket, Wiley.

Adventurers: An Ewok adventurer may be motivated by a love of excitement, a natural inquisitiveness, or a warrior's quest. Usually, an Ewok hero joins up with a scout or other hero who has access to a starship. Collecting powerful "magic" items from fallen opponents, such as a stormtrooper's helmet or a range finder from a blaster rifle, is a sure way for an Ewok to earn the respect of his tribe.



EWOK

Ewok Species Traits

- +2 Dexterity, –2 Strength: Ewoks are very agile and good with ranged weapons, but their small size makes them weaker than Medium-size species.
- Small: As Small creatures, Ewoks gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Ewok base speed is 6 meters.
- Primitive: An Ewok receives the bonus feat Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) at 1st level instead of the usual Weapon Group Proficiency feats available to whatever class the character selects.
- Ewoks receive the Alertness feat as a bonus feat at 1st level to account for their heightened senses.
- Automatic Language: Speak Ewokese.

QUOTE

"WHY DO I SENSE WE'VE PICKED UP ANOTHER PATHETIC LIFE FORM"

-OBI-WAN KENOBI

Gamorreans

Brutish and violent, the porcine Gamorreans come from the Outer Rim world of Gamorr. Green-skinned with piglike snouts, tusks, and small horns, Gamorreans are respected for their great strength and short tempers. The history of Gamorr is marked by an almost constant state of warfare. Males train for and fight wars, while the females farm, hunt, and handle trade.

Since their world was discovered, a number of Gamorreans have found their way into galactic society. The technologically poor homeworld has a savage, primitive culture that resembles the preindustrial periods that human civilizations experienced more than 25,000 years ago. Even so, the physically imposing Gamorreans make good laborers, bodyguards, and mercenaries. While they prefer primitive melee weapons, they have no problem learning to use powered weapons and even blasters.

Personality: Gamorreans are brutish, violent, and proud. They respect physical prowess and have no problem facing death against a foe they feel they are on at least equal footing with. They do display fear in the face of obviously superior opponents, however, considering such a display to be prudent and even rational.

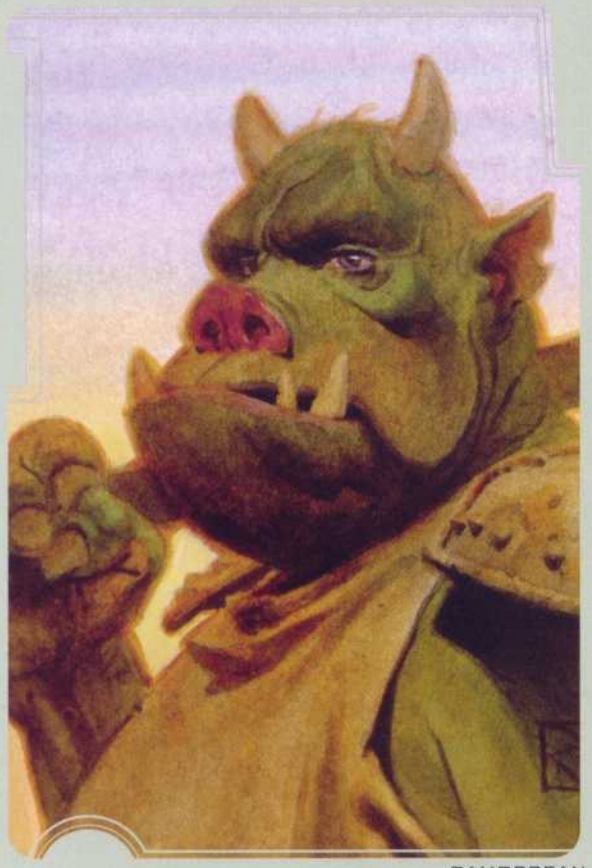
Physical Description: Gamorreans average about 1.8 meters tall, with thick green skin covering powerful muscles. Close-set eyes, a thick snout, tusks, and small horns lend a distinct look to every Gamorrean.

Gamorrean Homeworld: The preindustrial agricultural world of Gamorr.

Language: Gamorreans speak Gamorrean. They have no written version of the language. They can learn to understand other languages, but Gamorreans lack the mechanism to speak any tongue but their own.

Example Names: Gartogg, Jubnuk, Ortugg, Ugmush, Venorra, Warlug.

Adventurers: Gamorreans leave their homeworld for a variety of reasons. Some are taken as slaves and later escape or buy out their contracts. Others sell their contracts on the open market, finding employment as bodyguards, mercenaries, and professional soldiers. A Gamorrean is constantly at war, no matter where he or she resides in the galaxy; it's often only a matter of figuring out who the enemy is. Gamorrean heroes tend to select the fringer or soldier classes. To date, there are no known examples of Gamorrean Force-users.



GAMORREAN

Gamorrean Species Traits

- +2 Strength, –2 Dexterity, –2 Intelligence: Gamorreans possess greater physical power, but have limited agility and intelligence.
- Medium-size: As Medium-size creatures, Gamorreans have no special bonuses or penalties due to their size.
- Gamorrean base speed is 10 meters.
- Primitive: A Gamorrean receives the bonus feat Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) at 1st level instead of the usual Weapon Group Proficiency feats available to whatever class the character selects.
- +2 species bonus on Fortitude saves: Gamorreans have great physical resistance.
- Gamorreans receive the bonus feat Power Attack at 1st level.
- Automatic Language: Speak Gamorrean.

Gungans

From the watery depths of Naboo, the Gungans are an ancient species with a warlike tradition. Gungans can hold their breath for extended periods, and they live within underwater cities. Their bubble dwellings contain a breathable atmosphere. The most common Gungan race is the Otolla Gungan, characterized by taller, leaner frames and extended eyestalks. The rare Ankura Gungan has recessed eyes, green skin, and a heavier, shorter frame. Except for the physical characteristics, there are no genetic differences between the two Gungan races. Usually distrustful of strangers and slow to accept aid, Gungans are nevertheless brave, strong, and confident of their own traditions.

Personality: Gungans tend to be inquisitive, cautious, and suspicious.

Physical Description: Gungans range from 1.6 to 2 meters tall, with two eyestalks, floppy ears, and long tongues.

Gungan Homeworld: Naboo (with colonies on the Ohma-D'un moon).

Language: Gungans speak Gungan and Basic.

Example Names: Fassa, Jar Jar, Rugor, Tarpals, Toba, Tobler Ceel, Yoss.

Adventurers: Gungan adventurers have a strong warrior tradition. Many leave the underwater cities to explore the ancient swamps and shorelines. Since the treaty with the Humans of Naboo, some Gungans have



GUNGAN

taken a larger step into galactic society. These brave individuals are driven by an impulse to explore and regain the warrior spirit of old. There are no examples of Gungan Jedi as yet, though there have been legends of Force adepts among these people.

Gungan Species Traits

- +2 Constitution, –2 Wisdom: Gungans are a hardy species but aren't particularly strong-willed or perceptive.
- Medium-size: As Medium-size creatures, Gungans have no special bonuses or penalties due to their size.
- Gungan base speed is 10 meters.
- Hold Breath: Gungans are at home either in air or water. When under water, their nostrils seal, and they can stay submerged for much longer than members of other species. A Gungan can hold his breath for a number of rounds equal to 25 times his Constitution score before he needs to make checks against drowning. Gungans also have a +4 species bonus on Swim checks.
- Low-Light Vision: Gungans can see twice as far as Humans in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- +2 species bonus on Listen checks: Despite their low Wisdom, Gungans have extraordinary hearing.
- +1 species bonus on Reflex saves: Gungans have an uncanny ability to avoid danger.
- Automatic Languages: Speak and Read/Write Gungan and Basic.

Ithorians

Ithorians come from the jungle world of Ithor or one of its many spaceworthy "herd" ships. Also known as Hammerheads by the galaxy at large, Ithorians are a peaceful people. Ithorians dedicate themselves to ecological endeavors, especially on their homeworld, where they seek to preserve the pastoral beauty of the great tropical jungle—the Mother Jungle. A gentle people, Ithorians have a great love of art. Many travel the galaxy in giant hyperdrive herd ships designed to serve as ecological replicas of the Ithorian homeworld, bringing the beauty of Ithor wherever they go.

Personality: Ithorians tend to be calm, peaceful, tranquil, and gentle.

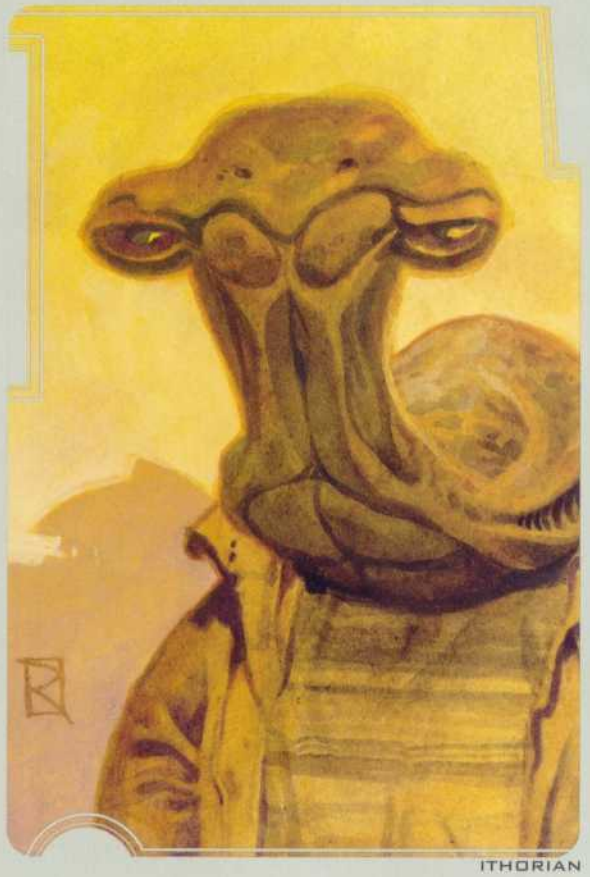
Physical Description: Ithorians are humanoid, ranging in height from 1.8 to 2.3 meters tall, with long necks that curl forward and end in dome-shaped heads. They have two mouths, one on each side of their neck, producing a stereo effect when they talk.

Ithorian Homeworld: Ithor, or a specific herd ship.

Language: Ithorians speak stereophonic Ithorese and Basic.

Example Names: Fandomar, Momaw, Oraltor, Tomla, Trangle, Umwaw.

Adventurers: Ithorians tend to concentrate on peaceful professions. They love to meet new beings and see new places. They enjoy negotiating deals and finding peaceful solutions to conflict. They have a spiritual nature tied to their devotion to the Mother Jungle of their homeworld. Often, wanderlust leads them to explore the greater galaxy for a time before they eventually return to Ithor or the herd ship that spawned them.



ITHORIAN

Ithorian Species Traits

- +2 Wisdom, +2 Charisma, –2 Dexterity: Ithorians are wise and deliberate thinkers whose personable nature allows them to get along well with others. However, they are also relatively slow to react, with below-average coordination.
- Medium-size: As Medium-size creatures, Ithorians have no special bonuses or penalties due to their size.
- Ithorian base speed is 10 meters.
- +2 species bonus on Knowledge (wilderness lore) checks: Ithorians study the natural environment.
- +4 species bonus on Survival checks: Ithorians are in tune with natural surroundings.
- +1 species bonus on Will saves: Ithorians have above-average willpower.
- Automatic Languages: Speak and Read/Write Ithorese and Basic.

Kel Dor

The Kel Dor originate on the planet Dorin, where they developed in an atmosphere of helium and a gas unique to their world. Consequently, more common atmospheres, including those that consist of oxygen, nitrogen, and carbon dioxide, are deadly to the Kel Dor. Those Kel Dor that operate beyond the confines of their homeworld must wear breath masks and protective goggles.

The Kel Dor have a long and proud Force tradition, though they have adapted it to the Jedi tradition since joining the Republic over six thousand years ago. Kind-hearted, the Kel Dor nevertheless believe in swift justice.



KEL DOR

Personality: Even-tempered and kind-hearted, the Kel Dor never turn away a being in need. At the same time, the average Kel Dor believes in quick, simple justice and isn't averse to taking the law into his or her own hands.

Physical Description: The average Kel Dor stands between 1.4 and 2 meters tall. Their skin ranges in color from peach to deep red. Most have black eyes, though a few are born with silver irises that some believe mark them as strong in the Force.

Kel Dor Homeworld: The technological planet of Dorin.

Language: The Kel Dor speak Kel Dor and Basic.

Example Names: Dorn Tlo, Plo Koon, Torin Dol.

Adventurers: Kel Dor who decide to brave the dangers of living outside their homeworld tend to be nobles such as diplomats and traders, bounty hunters, and Jedi. Their willingness to help others often mixes with their innate sense of justice, leading many into some form of law enforcement.

Kel Dor Species Traits

- +2 Dexterity, +2 Wisdom, –2 Constitution: Kel Dor are quick and wise, but they suffer from somewhat weaker constitutions than other species.
- Medium-size: As Medium-size creatures, Kel Dor have no special bonuses or penalties due to their size.
- Kel Dor base speed is 10 meters.
- Gas Breather: Kel Dor require their native atmosphere to survive. Without protective goggles outside their homeworld, Kel Dor are considered blind. Without a breath mask, a Kel Dor begins to suffocate (see the Suffocation and Drowning rules in Chapter Twelve).
- Low-Light Vision: Kel Dor can see twice as far as a Human in dim light (such as moonlight) when not in their native atmosphere. They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Speak and Read/Write Kel Dor and Basic.

Mon Calamari

Soft-spoken but forceful, the Mon Calamari are great starship engineers. They see everything they create as a work of art, not just as a tool or weapon. They are a lawful, organized people who have little tolerance for those who operate outside the status quo. They come from a water-covered world and can breathe both air and water.

Recognized for their analytical and organizational skills, Mon Calamari also have a keen love of flying among the stars. They believe in order and the greater good, sometimes going so far as to support the good of society over the good of the individual.

Personality: Creative, quiet, and inquisitive, the Mon Calamari are dreamers who cherish peace but aren't afraid to wage war for the causes they believe in.

Physical Description: The average Mon Calamari stands between 1.3 and 1.8 meters tall. They smell of salt and the sea, with high-domed heads, large eyes, and smooth, mottled skin.

Mon Calamari Homeworld: The watery, technological planet Mon Calamari.

Language: The Mon Calamari speak Mon Calamarian and Basic. They tend to learn Quarrenese.

Example Names: Ackbar, Bant, Cilghal, Ibtisam, Jesmin, Oro, Perit, Rekara.



MON CALAMARI

Adventurers: Mon Calamari seek their dreams among the stars. They are idealistic and daring, often attaching themselves to causes that seem hopeless or lost right from the start. An individual Mon Calamari has great spirit and an enthusiasm that often remains hidden behind a quiet, orderly exterior. They strive to prove that even thinkers and dreamers can be brave and daring when the need arises.

Mon Calamari Species Traits

- +2 Intelligence, –2 Constitution: Mon Calamari are very bright but have relatively frail physiques.
- Medium-size: As Medium-size creatures, Mon Calamari have no special bonuses or penalties due to their size.
- Mon Calamari base speed is 10 meters.
- Breathe Underwater: As amphibious creatures, Mon Calamari can't drown in water. They also have a +4 species bonus on Swim checks.
- Low-Light Vision: Mon Calamari can see twice as far as a Human in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- +4 species bonus on Craft checks (select one Craft skill for each individual), due to their artistic nature.
- +1 species bonus on Will saving throws when in moist or watery environments: Mon Calamari are most comfortable in wet surroundings.
- –1 species penalty on Will saving throws in dry or arid environments: Mon Calamari are extremely uncomfortable in dry environments.
- Automatic Languages: Speak and Read/Write Mon Calamarian and Basic.

Quarren

The humanoid Quarren share the watery world of Mon Calamari with the Mon Calamari. While the Mon Calamari live on the surface, the Quarren dwell in air-filled underwater cities. Where the Mon Calamari are curious and optimistic, the Quarren tend to be staid and pessimistic. They consider the Mon Calamari idealism to be the result of foolish, even dangerous, dreaming that only leads to trouble. Many Quarren tend to be pragmatic, unwilling to trust or accept new ideas.

Personality: Practical and conservative, Quarren tend to hate change and distrust anyone who displays overt optimism and idealism.

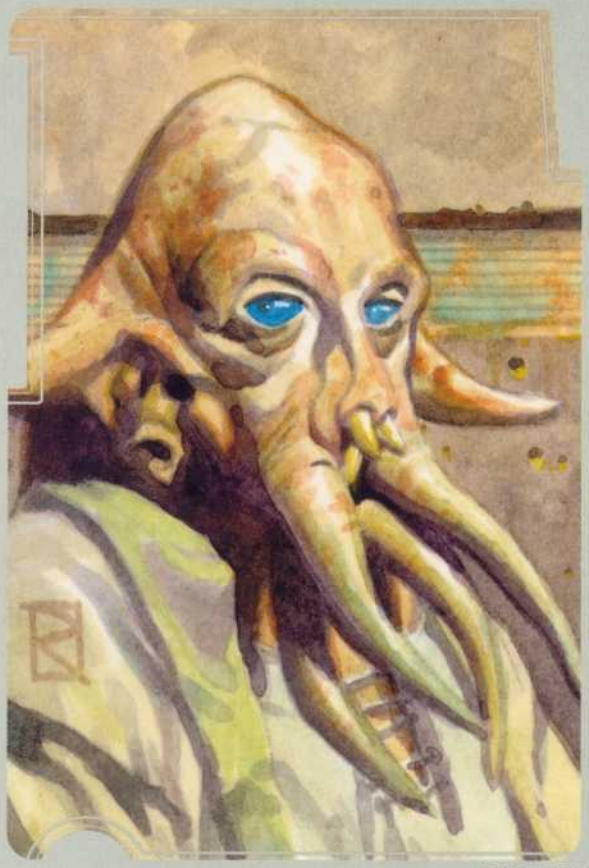
Physical Description: The average Quarren stands between 1.4 and 1.9 meters tall. They have heads that resemble four-tentacled squids, hence the name "squid head" that has followed them to other worlds. They have leathery skin and suction-cupped fingers.

Quarren Homeworld: The watery, technological planet Mon Calamari.

Language: Quarren speak Quarrenese and Basic. They tend to learn Mon Calamarian.

Example Names: Kelmut, Seggor, Tessek, Tsillin, Vekker, Vuhlg.

Adventurers: Quarren leave their homeworld to escape their dependency on the Mon Calamari. They tend to seek out the fringes of society, operating as scoundrels or nobles in criminal organizations or with mercenary groups, pirates, outlaw bands, or smugglers.



QUARREN

Quarren Species Traits

- +2 Constitution, –2 Wisdom, –2 Charisma: Quarren are extremely resilient and physically tough, though they tend toward deficiencies in wisdom and social graces.
- Medium-size: As Medium-size creatures, Quarren have no special bonuses or penalties due to their size.
- Quarren base speed is 10 meters.
- Breathe Underwater: As amphibious creatures, Quarren can't drown in water. They also have a +4 species bonus on Swim checks.
- Automatic Languages: Speak and Read/Write Quarrenese and Basic.

Rodians

Rodians grow up in a culture based on hunting and tracking. They consider bounty hunting to be an art form. They romanticize death and the hunt, revering gladiatorial games and violence. They come from a tightly controlled society on an industrial world where the greatest aspiration is to become the best hunter in the galaxy.

Personality: Rodians tend to be violent, tenacious, and dedicated.

Physical Description: Humanoid, with multifaceted eyes, a tapered snout, and deep green skin, the average Rodian stands between 1.5 and 1.7 meters tall.

Rodian Homeworld: Rodians come from the industrial world Rodia.

Language: Rodians speak Rodese and Basic, but many learn to speak Huttese as well.

Example Names: Andoorni, Beedo, Chido, Doda, Greedo, Greeata, Kelko, Navik, Neela, Neesh, Wald.



RODIAN

Adventurers: Rodian adventurers leave their homeworld to improve their skills, hoping to one day return and claim the title of Hunt Master. To this end, they take on roles that allow them to flex their hunting skills, increase their battle prowess, and ultimately gain experience to someday earn the prestigious profession of "bounty hunter." Few Rodians have anything to do with the Force, so Rodian Force-users are extremely rare.

Rodian Species Traits

- +2 Dexterity, –2 Wisdom, –2 Charisma: Rodians are quick and well coordinated but often act before thinking things through and are often rude and try to bully others.
- Medium-size: As Medium-size creatures, Rodians have no special bonuses or penalties due to their size.
- Rodian base speed is 10 meters.
- Rodians receive the Track feat as a bonus feat at 1st level. All Rodians are taught how to track from a very young age.
- +2 species bonus on Listen, Search, and Spot checks: Despite their low Wisdom, Rodians are very perceptive.
- Automatic Languages: Speak and Read/Write Rodese and Basic.

Sullustans

Sullustans live in a series of complex city-caves beneath the surface of Sullust, a harsh, volcanic world covered in thick clouds of noxious gas. Their planet hosts the headquarters for the mighty SoroSuub Corporation, and visitors from all over the galaxy come to see its underground cities. Living underground has allowed the Sullustans to develop acute senses, and they are renowned for their navigational and piloting skills.

Friendly and outgoing, Sullustans enjoy interacting with unusual and interesting beings of other species. They have a corporate mindset and a knack for business, as well as a love of space travel and exploration.

Personality: Sullustans tend to be pragmatic, pleasant, and fond of practical jokes.

Physical Description: Humanoid with large round eyes, big ears, and jowls, the average Sullustan stands between 1.3 and 1.8 meters tall.

Sullustan Homeworld: The volcanic, technological world Sullust.

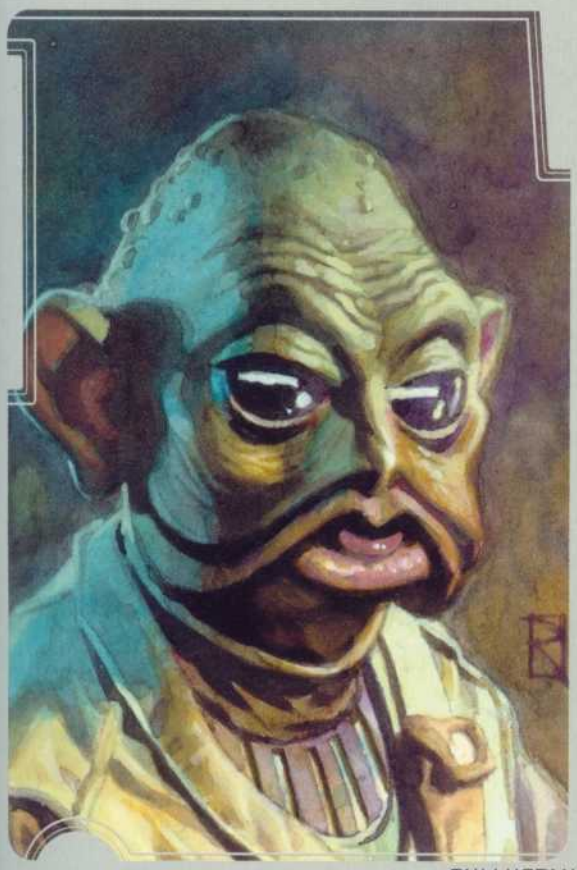
Language: Sullustans speak Sullustese and Basic.

Example Names: Aril Nunb, Dllr Nep, Nien Nunb, Sian Tevv, Syub Snunb.

Adventurers: Sullustan adventurers enjoy exploring the galaxy, conducting business, and pulling pranks to see how others react. They are inquisitive and love to discover things through personal experience. At times they can even be a bit reckless. Though some Sullustans hear the call of the Force, few attempt to follow its path.

Sullustan Species Traits

- +2 Dexterity, –2 Constitution: Sullustans are quick, agile, and good with ranged weapons, but they are not as hardy as other species.



SULLUSTAN

- Medium-size: As Medium-size creatures, Sullustans have no special bonuses or penalties due to their size.
- Sullustan base speed is 10 meters.
- Darkvision: Sullustans can see in the dark up to 20 meters. Darkvision is black and white only, but it is otherwise like normal sight, and Sullustans can function just fine with no light at all.
- +2 species bonus on Climb and Listen checks: As a subterranean species, Sullustans are particularly adept at climbing around in their underground homes. They also have a strong sense of hearing.
- Automatic Languages: Speak and Read/Write Sullustese and Basic.

Trandoshans

The reptilian Trandoshans are known for their great strength and warlike natures. Many of these beings dedicate themselves to martial training, and some follow the path of the hunter on their native world. A few have even become renowned (or infamous) bounty hunters in galactic society, taking what they learned on Trandosha and utilizing it beyond their home star system. These reptilian humanoids make good scouts and soldiers, but all of the non-Force-using classes appear throughout their society. (Force-using Trandoshans are extremely rare.) A feud has developed between some Trandoshans and some Wookiees (their homeworlds are in close proximity), but there are as many or more examples of Trandoshans and Wookiees working together and cooperating as there are instances of problems between the two cultures.

Personality: Violent, brutal, and driven, Trandoshans love to compete, but can show compassion and mercy as the situation warrants.

Physical Description: Trandoshans range from 1.5 to 2.1 meters tall. Their scaly hides offer additional defense against attacks.

Trandoshan Homeworld: Trandosha (also known as Dosha).

Language: Trandoshans speak Dosh and Basic.

Example Names: Bossk, Fusset, Krussk, Ssuurg, Tusserk.

Adventurers: A Trandoshan adventurer craves the thrill of battle. Some leave Dosha to become bodyguards or mercenaries. Others set out to find new places to hunt and explore. A few use their warrior traditions to become soldiers, some even developing into bounty hunters as time goes by. They may appear gruff and unpleasant at first, but if given the chance they become valuable members of any mission team.

Trandoshan Species Traits

- +2 Strength, –2 Dexterity: Trandoshans are strong and powerful but lack agility and grace.
- Medium-size: As Medium-size creatures, Trandoshans have no special bonuses or penalties due to their size.
- Trandoshan base speed is 10 meters.
- +1 natural armor bonus to Defense: Trandoshans have a natural body armor that enhances their Defense.
- Darkvision: Trandoshans can see in the dark up to 20 meters. Darkvision is black and white only, but it is otherwise like normal sight, and Trandoshans can function just fine with no light at all.
- Automatic Languages: Speak and Read/Write Dosh and Basic.



TRANDOSHAN

Twi'leks

From the dry, rocky world of Ryloth, Twi'leks have made a place for themselves along the galactic rim. These exotic beings, known for their beautiful head-tails (called lekku), can also be found on planets such as Tatooine and Malastare. Sly, calculating beings, Twi'leks prefer to avoid trouble and stick to the shadows until an opportunity to act without undue danger to themselves presents itself. They like to observe, plan, and prepare—rarely does an individual Twi'lek rush into anything. Some can be vain, but most keep an eye out for a way to profit from any situation.

Personality: Twi'leks tend to be cunning, charismatic, and profit-oriented.

Physical Description: Humanoid, with long, tapered head-tails, the average Twi'lek stands between 1.6 and 2.1 meters tall. Skin tones include shades of blue, white, and green.

Twi'lek Homeworld: Twi'leks come from the planet Ryloth.

Language: Twi'leks speak Ryl and Basic. Some also learn Huttese.

Example Names: Bib Fortuna, Deel Surool, Firith Olan, Koyi Komad, Lyn Me, Oola, Tott Doneeta.

Adventurers: Twi'lek adventurers leave their storm-swept planet to explore the Outer Rim and seek fame and fortune. They prefer to work behind the scenes, letting others stand in the full light of day. Few Twi'leks can stand the regimented lifestyle of the soldier, but many wind up in business (whether legal or illegal), performing as entertainers, or even serving as diplomats. The Force is strong in this species, and some Twi'leks gravitate toward Jedi studies.



TWI'LEK

Twi'lek Species Traits

- +2 Charisma, –2 Wisdom: Twi'leks make convincing diplomats but are relatively weak-willed.
- Medium-size: As Medium-size creatures, Twi'leks have no special bonuses or penalties due to their size.
- Twi'lek base speed is 10 meters.
- Low-Light Vision: Twi'leks can see twice as far as a Human in dim light (such as moonlight). They retain the ability to distinguish color and detail under these conditions.
- +1 species bonus on Fortitude saves: Twi'leks are generally very healthy, with a natural resistance to toxins and illness.
- Automatic Languages: Speak and Read/Write Ryl and Basic.
- Bonus Language: Lekku (the head-tail language).

Wookiees

Known for their battle skills, Wookiees are long-lived and very strong, with an aptitude for mechanical endeavors. They may appear to be primitive, but they are quite adept with high technology. While Wookiees have a reputation for hostility (such as pulling arms off droids), they also possess a great capacity for kindness. They make loyal friends. Wookiees have a great many customs and traditions that revolve around honor and loyalty, including the special bond of friendship called the honor family, and the sacred pledge of honor called the life debt. Though arboreal, a Wookiee never uses its climbing claws in combat. Doing this is considered dishonorable and a sign of madness.

Personality: Wookiees tend to be honorable, rash, loyal, and short-tempered.

Physical Description: Large, arboreal humanoids covered in thick fur, Wookiees range in height from 2 to 2.3 meters.

Wookiee Homeworld: Wookiees come from the jungle world of Kashyyyk.

Language: Wookiees speak Shyriiwook, which consists of grunts and growls. They can understand Basic, but they can't speak anything other than Shyriiwook due to vocal limitations.

Example Names: Chewbacca, Gorwooken, Groznik, Lowbacca, Ralrra, Rorworr, Salporin.

Adventurers: Wookiee adventurers usually start out as wanderers or explorers. They tend to bond with fellow adventurers, forming extended honor families. Some even pledge life debts to individuals who perform a great service (equivalent to saving a Wookiee's life). There are Force adepts among the giant trees of Kashyyyk, and a few Wookiees have even taken up the traditions of the Jedi.

Wookiee Species Traits

- +4 Strength, –2 Dexterity, –2 Wisdom, –2 Charisma: Wookiees are exceptionally powerful but tend to be impulsive and have little patience for diplomatic matters.
- Medium-size: As Medium-size creatures, Wookiees have no special bonuses or penalties due to their size.
- Wookiee base speed is 10 meters.
- +2 species bonus on Climb checks: Wookiees have claws that allow them to climb particularly well.



WOOKIEE

- +4 species bonus on Intimidate checks: Their reputation makes intimidation the Wookiees' primary form of diplomacy.
- Wookiee Rage: When necessary, the Wookiee can fly into a frenzy. In a rage, a Wookiee gains phenomenal strength (even for a Wookiee) and durability, but becomes reckless and less able to defend himself. He temporarily gains +4 Strength, +2 vitality points per level, and a +2 rage bonus on Fortitude and Will saves, but suffers a –2 penalty to Defense.

  While raging, a Wookiee cannot use skills that require patience and concentration, such as Move Silently, Combat Expertise, or any Force-based skill. A fit of rage lasts for a number of rounds equal to 5 + the character's Constitution modifier. At the end of this duration, the Wookiee loses the bonus vitality points gained from the rage and is fatigued (–2 penalty to effective Strength and Dexterity, can't run or charge) for a number of rounds equal to the rage's duration.
- Extraordinary Recuperation: A Wookiee regains vitality and wound points at twice the normal rate (2 vitality points per character level per hour, 2 wound points per day of rest).
- Automatic Languages: Read/Write Shyriiwook and Basic, Speak Shyriiwook, understand Basic.

Zabrak

The Zabrak took to the stars early in galactic history and have a vast number of colony worlds. (Many Zabrak identify themselves by the colony they hail from.) The Zabrak have an iron will and a survival instinct second to none. They are explorers and warriors without peer, with instincts forged by the harshness of the original Zabrak homeworld and the pioneer spirit that led to the settlement of the Zabrak colonies.

Zabrak possess a great amount of confidence, and they believe that there is nothing they can't accomplish. While this innate attitude could lead to feelings of superiority, most Zabrak don't look down upon other species. They believe in themselves and are proud and strong, but they rarely project any negativity toward those of other species. Each Zabrak is extremely proud of his or her home colony.

Personality: Zabrak tend to be dedicated, intense, and focused. They are sometimes considered singleminded.

Physical Description: Humanoid, Zabrak are distinguished by patterns of vestigial horns atop their heads. The average Zabrak stands between 1.6 and 2.1 meters tall.

Zabrak Homeworld: Iridonia or one of eight colonies in the Mid Rim region of space.

Language: Zabrak speak Zabrak and Basic.

Example Names: Aagh Odok, Eeth Koth, Kooth Aan.

Adventurers: Zabrak adventurers love to explore the galaxy. No challenge is too big to deter a Zabrak. Zabrak adventurers range from fringers from distant colony worlds, to noble diplomats and merchants, to scouts, soldiers, and even Jedi.

Zabrak Species Traits

- Zabrak have no ability score adjustments.
- Medium-size: As Medium-size creatures, Zabrak have no special bonuses or penalties due to their size.
- Zabrak base speed is 10 meters.
- +2 species bonus on Fortitude and Will saving throws: Zabrak are hardy and possess above-average willpower.
- Automatic Languages: Speak and Read/Write Zabrak and Basic.



ZABRAK



CHAPTER THREE

CLASSES | 3

[20th Level] [Defense Bonus = +11]

Star Wars heroes seek credits, glory, justice, fame, influence, and knowledge, among other goals. Some of these goals are honorable, some base. Each character chooses a different way to achieve these goals, from brutal combat power to subtle skills to mastery of the Force. Some adventurers prevail and grow in experience, wealth, and power. Others die.

A character class is the frame upon which you build your hero. It isn't meant to be rigid or confining. Instead, a class provides a starting point which you can develop in any direction you see fit. Don't think of a class as restrictive; instead, a class is defining. When you choose a class for your character, you're laying the foundation of a concept that will grow and expand as you play. A class provides structure. How you develop your character is entirely up to you. You get to choose skills and feats as you advance—and you can take levels in other classes as you go along if that better serves the concept at the core of your hero.

The Classes

Nine main classes, known as heroic classes, are available in the *Star Wars Roleplaying Game*. Characters with levels in heroic classes are called heroic characters. Unlike ordinary characters, heroic characters have vitality points as well as wound points. (Ordinary characters have only wound points.) Vitality points have the effect of making heroic characters harder to defeat—which means they can perform dangerous or heroic acts without risking their lives unnecessarily. The nine heroic classes are:

Fringer: A jack-of-all-trades with little formal education who picks up skills and technical knowledge through life experience and improvisation. Fringers are more prevalent the farther you get from the Core.

Noble: A master of bargaining and negotiation who inspires confidence and makes a great leader.

Scoundrel: A tricky, skillful rogue who succeeds by stealth instead of brute force.

Scout: A cunning, skilled explorer trained to operate in the vast wilderness of space and backwater worlds.

Soldier: A warrior with exceptional combat capability and unequaled skill with weapons.

Tech Specialist: A skilled high-tech wizard who focuses on a specific application of technology, such as surgery, starship mechanics, or droid programming.

Force Adept: A Force-user trained in a tradition different from that of the Jedi, or a wild talent who has developed Force abilities without any formal training.

Jedi Consular: A Jedi who combines diplomacy and scholarly pursuits with mastery of the Force.

Jedi Guardian: A Jedi who combines physical and mental training with mastery of the Force.

The Multiclass Character

As your character advances in level, he or she may add new classes. Adding a new class gives the character a broader range of abilities, but all advancement in the new class is at the expense of advancement in the character's other class or classes. A noble, for example, might become a noble/soldier.

Adding the soldier class would give her proficiency in more weapons, better Fortitude saves, and so on, but it would also mean that she doesn't gain new noble abilities and thus is not as powerful a noble as she otherwise would have become. Rules for creating and advancing multiclass characters can be found at the end of this chapter.

Class and Level Bonuses

An attack roll or saving throw is a combination of three numbers, each representing a different factor: a random factor (the number you roll on the d20), a number representing the character's innate abilities (the ability modifier), and a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarizes the figures for this third factor.

Base Attack Bonus

Check the table for your character's class. On an attack roll, apply the bonus from the Base Attack Bonus column to the 1d20 die roll. Use the bonus that corresponds to the character's class level. Numbers after a slash indicate additional attacks at reduced bonuses: "+12/+7/+2" means three attacks per round, with a base attack bonus of +12 for the first attack, +7 for the second, and +2 for the third. Ability modifiers apply to all these attacks normally, but other bonuses do not grant extra attacks.

For example, a 6th-level noble has a base attack bonus of +4. With a blaster or other ranged weapon, she adds her Dexterity modifier. Even if this would increase her attack bonus to +6 or higher, she doesn't gain an additional attack.

If a character has more than one class, add the base attack bonuses for each class together to determine the character's base attack bonus. (See Multiclass Characters, page 63, for an example.)

Table 3-1:
Experience and Level-Dependent Benefits

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Increases
1st	0	4	2	1st	—
2nd	1,000	5	2 1/2	—	—
3rd	3,000	6	3	2nd	—
4th	6,000	7	3 1/2	—	1st
5th	10,000	8	4	—	—
6th	15,000	9	4 1/2	3rd	—
7th	21,000	10	5	—	—
8th	28,000	11	5 1/2	—	2nd
9th	36,000	12	6	4th	—
10th	45,000	13	6 1/2	—	—
11th	55,000	14	7	—	—
12th	66,000	15	7 1/2	5th	3rd
13th	78,000	16	8	—	—
14th	91,000	17	8 1/2	—	—
15th	105,000	18	9	6th	—
16th	120,000	19	9 1/2	—	4th
17th	136,000	20	10	—	—
18th	153,000	21	10 1/2	7th	—
19th	171,000	22	11	—	—
20th	190,000	23	11 1/2	—	5th



Base Save Bonuses

Check the table for your character's class. You'll see the base saving throw bonuses for the three types of saves: Fortitude, Reflex, and Will. Use the bonuses that correspond to the character's class level. If a character has more than one class, add the base save bonuses for each class together to determine the character's base save bonuses. (See Multiclass Characters, page 63, for an example.)

Level-Dependent Benefits

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. Table 3-1: Experience and Level-Dependent Benefits summarizes these additional benefits.

XP: This column shows the experience point total needed to achieve a given character level. For multiclass characters, XP determines overall character level, not individual class levels.

Class Skill Max Ranks: The maximum number of skill ranks a character can have in a class skill is equal to his or her character level +3. A class skill is a skill frequently associated with a particular class. Class skills are listed under each class description in this chapter.

Cross-Class Skill Max Ranks: For cross-class skills (skills not associated with the character's class), the maximum ranks are one-half the maximum for a class skill. Maxing out a cross-class skill costs the same amount of points as buying the maximum rank in a class skill. (For example, at 1st level, a character can pay 4 points for 4 ranks in a class skill, or spend the same 4 points for 2 ranks of a cross-class skill.) The half ranks (1/2) indicated on the table don't improve skill checks; they simply represent partial purchase of the next skill rank and indicate the character is training to improve that skill.

Feats: This column indicates the levels at which a character gains feats. These feats are in addition to any bonus feats granted in the class descriptions and the bonus feat granted to Humans at 1st level.

Ability Increases: This column indicates the levels at which a character gains ability score increases. Upon gaining 4th, 8th, 12th, 16th, and 20th level, a character increases one of his or her ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent.

For example, a noble with a starting Charisma of 16 might improve to Cha 17 at 4th level. At 8th level, the same character might improve Charisma again (from 17 to 18) or could choose to improve some other ability instead.

For multiclass characters, feats and ability increases are gained according to overall character level, not class level. Thus, a 3rd-level noble/1st-level soldier is a 4th-level character overall and eligible for her first ability score boost.

Class Descriptions

The rest of this chapter, up to the section on multiclass characters, describes each class. These descriptions are general. Individual members of a class may differ in their attitudes, outlooks, and other aspects.

Game Rule Information

Game rule information follows the general class description. Not all of the following categories apply to every class.

Abilities

This entry tells you which abilities are most important for a character of that class. Players can "play against type," but a typical character of a class puts his or her highest ability scores where they'll do the most good. (Or, in game-world terms, the character is attracted to the class that most suits his or her talents, or for which he or she is best qualified.)

Vitality

The type of die used by characters of the class to determine the number of vitality points gained per level.

Die Type	Class
1d6	Noble, scoundrel, tech specialist
1d8	Force adept, Jedi consular, fringer, scout
1d10	Jedi guardian, soldier

A player rolls one die of the listed type each time his or her character gains a new level. The character's Constitution modifier is applied to the roll. Add the result to the character's vitality point total. Even if the result is 0 or lower, the character always gets at least 1 new vitality point. A 1st-level character gets the maximum vitality points rather than rolling (although you still apply your Constitution modifier).

For example, Rorworr the Wookiee scout gets 1d8 vitality points per level, plus his Constitution modifier. At 1st level, he gets 10 vitality points instead of rolling (8, the maximum for the die, plus his Constitution modifier, which is +2).

Class Table

This table details how a character improves as he or she gains levels. Class tables include the following information:

Level: The character's level in the class.

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.

Ref Save: The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.

Will Save: The base save bonus for Will saving throws. The character's Wisdom modifier also applies.

Special: Level-dependent class abilities, each explained in the Class Features section that follows.

Defense Bonus: The character's bonus to Defense. The character's Dexterity modifier also applies.

Reputation Bonus: The character's base Reputation bonus. See Reputation in Chapter Six: Heroic Characteristics for more information.

Class Skills

This section of a class description gives the number of skill points the character starts with at 1st level, the number of skill points gained each level thereafter, and the list of class skills. In each case, the character gets some number of skill points each level, such as 4 for a soldier or 6 for a noble. To this number, add the character's Intelligence modifier to determine the total points

GAINING EXPERIENCE AND LEVELS

[20TH LEVEL] [DEFENSE BONUS = +11]

Experience points (XP) measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating opponents and successfully completing adventures. The Gamemaster assigns XP to the heroes at the end of each adventure based on what they have accomplished. Heroes accumulate XP from adventure to adventure. When a character earns enough XP, he or she attains a new character level (see Table 3–1: Experience and Level-Dependent Benefits).

Advancing a Level

When your character's XP total reaches at least the minimum XP needed to advance a new character level (see Table 3–1: Experience and Level-Dependent Benefits), he or she goes up a level. For example, when Deel the 1st-level scoundrel obtains 1,000 or more XP, he becomes a 2nd-level character. After that, once he accumulates 3,000 or more XP, he reaches 3rd level.

Going up a level provides a character with several immediate benefits (see below).

A character can only advance one level at a time. If, for some extraordinary reason, a character gains enough XP to advance two or more levels at once, he or she instead advances one level and gains just enough XP to be 1 XP short of the next level. For example, if Deel has 5,000 XP (1,000 points short of 4th level) and gains 6,000 more, normally that would put him at 11,000—enough for 5th level. Instead, he only attains 4th level, and his XP total becomes 9,999.

Training and Practice

Heroes spend time between adventures training, studying, or otherwise practicing their skills. This work consolidates what they learn on adventures and keeps them in top form.

Level Advancement

Each character class has a table that shows how the class features and statistics increase as a member of that class advances in level. When your character achieves a new level, make these changes:

1. Choose Class

When a character qualifies for a new level, decide if you're going to take that new level in the character's existing class or in a new class. For example, from 1st to 4th level, Michele advanced her character as a soldier. Upon attaining 5th level, she can decide to add another level of soldier or add a level in a different class. So, Michele's character could become a 5th-level soldier or a 4th-level soldier/1st-level tech specialist, for example. (See Multiclass Characters, page 63.)

2. Base Attack Bonus

The base attack bonus for soldiers and Jedi guardians increases by +1 every level. The base attack bonuses for other classes increase at a slower rate. If your character's base attack bonus changes, record it on your character sheet.

3. Base Save Bonuses

Like base attack bonuses, base save bonuses improve at varying rates for different classes as characters increase in level. Check your character's new class level's base save bonuses to see if any of them increase by +1.

4. Special Class Features

Check the table for your class for new capabilities you may receive. Many characters gain special attacks or new special abilities as they advance in levels.

5. Defense Bonus

Like base attack bonuses and save bonuses, a character's bonus to Defense improves at varying rates as he or she increases in level.

6. Reputation Bonus

Each class has a Reputation bonus that increases as a character gains levels. See Chapter Six: Heroic Characteristics for the uses of Reputation.

7. Skill Points

Each character gains skill points to spend on skills, as detailed in the section describing the character's class.

For class skills, each skill point buys 1 rank. A character's maximum rank in a class skill is his or her character level + 3.

For cross-class skills, each skill point buys a half rank. A character's maximum rank in a cross-class skill is one-half that of a class skill (don't round up or down). See Table 3–1: Experience and Level-Dependent Benefits.

If you have been maxing out a skill (putting as many skill points into it as possible), you don't have to worry about calculating your maximum rank with it. At each new level, you can always assign 1 skill point—and just 1—to any skill that you're maxing out. (If it's a cross-class skill, this point buys half a rank.)

Your character's Intelligence modifier affects the number of skill points he or she gets at each level (see Table 1–1: Ability Modifiers). This rule represents an intelligent character's ability to learn faster over time (or slower for dim-witted heroes), so use the Intelligence score that your character had during his or her previous level.

8. Ability Score

If your hero has just attained 4th, 8th, 12th, 16th, or 20th level, raise one of his or her ability scores by 1 point. (It's okay to go above 18.) For a multiclass hero, it is the overall character level, not the class level, that counts.

If your character's Constitution increases, increase his or her wound point total to match. If the Constitution modifier increases, the new bonus only applies to vitality points from this level forward.

9. Vitality Points

Roll the appropriate die (1d6, 1d8, or 1d10, depending on the character's class), add the character's Constitution modifier, and add the total to your character's vitality points.

10. Feats

Upon reaching 3rd level and every third level thereafter (6th, 9th, 12th, 15th, and 18th), you gain one feat of your choice (see Table 5–1: Feats and Table 5–2: Force Feats). As with ability score increases, for multiclass heroes it is the overall character level, not the class level, that determines when a character gets a new feat.

11. Force Points

A character gains 1 Force Point each time he or she gains a level. Characters without the Force-Sensitive feat cannot have more than 5 Force Points.

gained each level (but always at least 1 skill point per level, even for a character with an Intelligence penalty).

Remember that a 1st-level character starts with 4 times this number of skill points. The maximum rank in a class skill is the character's level + 3, so at 1st level you can buy up to 4 ranks in any class skill, at a cost of 1 skill point per rank.

For example, a noble gets 6 skill points per level. If she has a +1 Intelligence modifier, her total becomes 7 skill points per level. At 1st level, she gets 4 times this amount, or 28 skill points. Her maximum rank for a class skill is 4, so she could, for example, divvy up her 28 points among seven class skills with 4 ranks each (it's more useful to have a high score in a few skills than a low score in many skills).

You can also buy skills from other classes' skill lists. Each skill point buys half a rank in these cross-class skills, and you can only buy up to half the maximum ranks of a class skill. Thus, the maximum rank at 1st level for a cross-class skill is 2.

Note, however, that Force skills can't be purchased as cross-class skills unless the character has the prerequisite feats associated with the skills. See Chapter Four: Skills for more information.

Class Features

This entry details special characteristics of the class, including which weapon groups the character is proficient with. Characters can become proficient with other weapons by acquiring the various Weapon Group Proficiency feats. Each class also has certain unique capabilities, ranging from bonus feats to special abilities, which are described here.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we changed in this chapter for the new edition.

In this chapter, we added a new class, the tech specialist, bringing the number of hero classes up to nine. We've also made adjustments to each class to correct problems and to enhance game balance. Every class gained new special abilities. We made adjustments to each class's bonus to Defense to bring the Defense progression more into line with the attack bonus progression. We increased the starting credits for each class, and we made some adjustments to class skills and bonus feats to account for new skills and feats added to the game. Reputation has been changed to a bonus instead of a score to reflect a new mechanic that we believe makes Reputation more useful in the game. For the Force-using classes, instead of gaining the Alter, Control, and Sense feats in a specified order, we've provided the Force training class feature that allows a Force-user to select these important feats in any order. Jedi characters now start play proficient with their lightsabers. We've also listened to your feedback and turned Jedi Master into a prestige class (see Chapter Twelve for prestige classes).

Class Level and Character Level

Class level pertains to a character's level in a particular class. Character level pertains to a character's total experience. So, a character who has only one class has a character level and a class level that are the same. (A 7th-level Jedi guardian has a character level of 7th and a class level of 7th.) But for a character with more than one class, class level and character level are different. A 4th-level fringer/3rd-level scoundrel has a character level of 7th, with a fringer class level of 4th and a scoundrel class level of 3rd.



Fringer

Fringers come from outside society, replacing a formal education with skills and knowledge gained from experience. Usually, a fringer hails from a world that lies outside the "civilized" regions of space, but fringers can come from the fringe of galactic society—wherever that may be. They use their dexterity, wisdom, and strength to survive whatever the galaxy throws at them. A fringer isn't necessarily unfamiliar with technology, but he certainly doesn't have access to the conveniences available to those of higher status on worlds such as Coruscant and Corellia. The fringer is hardy, robust, independent, and an expert at survival due to learning the lessons of "frontier" regions, be they in the Outer Rim or in the dankest levels of Coruscant.

Some fringers might be from primitive, low-tech societies, but most have a basic understanding of high-tech equipment—they just come from a world or a part of society where such equipment is in extremely short supply.

Exploits

Most fringers who become heroes do so because of circumstances. They are farmers whose families were killed by stormtroopers, colonists whose planets were overrun by marauders, aliens from backwater worlds, streetwise toughs from the lawless levels of Coruscant, or spacers working the hyperspace lanes far from the galactic centers of power. Fringers usually have a dream they wish to fulfill or an idealistic view of the galaxy. Many hope to find their fame and fortune closer to where the action is, viewing their homeworld as insignificant and well off the beaten path.

Characteristics

The fringer is a jack-of-all-trades, learning a little bit of everything to increase his or her chances of surviving. Often, a fringer can keep even the oldest, most beat-up piece of equipment running. Where a scout or a soldier has extensive training in repair skills, a fringer is better at keeping equipment jury-rigged than fixing it completely. This means the fringer is faster at making slapdash repairs, even in extreme situations, but less likely to fully repair an item. The fringer is at home in the hinterlands of space, able to get by without the conveniences of civilization. Of all the classes, fringers are best able to deal with whatever troubles the galaxy throws their way. They have excellent survival instincts and an enthusiasm that gets them through difficult circumstances.

Background

Fringers come to their profession by seeking a better life, searching for excitement, escaping the situation on their planet of origin, or avenging an imagined wrong done by the Republic, Empire, Imperial Remnant, New Republic, or some other power group (depending on the era of play). Some seek wealth and power, others adventure. Others still are motivated by revenge. They may be lured from their home world by the promise of riches. They may be escaping from slavery or servitude. They could be recruited to a cause they believe is worth following, or driven from their home by invaders. They usually think of themselves not as fringers but as whatever career they aspire to, such as spacer, mechanic, pilot, or colonist.

Examples of Fringers in *Star Wars*

Luke Skywalker (at the beginning of Episode IV: *A New Hope*), Anakin Skywalker (in Episode I: *The Phantom Menace*), Biggs Darklighter (in Episode IV: *A New Hope*).

Game Rule Information

Fringers have the following game statistics.

Abilities

Dexterity, Wisdom, and Strength are the most important ability scores for the fringer class.

Table 3-2: The Fringer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+0	Bonus feat, bonus class skill	+3	+0
2nd	+1	+3	+2	+0	Barter	+4	+0
3rd	+2	+3	+2	+1	Jury-rig +2	+4	+0
4th	+3	+4	+2	+1	Bonus class skill	+4	+0
5th	+3	+4	+3	+1	Survival +2	+5	+1
6th	+4	+5	+3	+2	Jury-rig +4	+5	+1
7th	+5	+5	+4	+2	Bonus feat	+6	+1
8th	+6/+1	+6	+4	+2	Bonus class skill	+6	+1
9th	+6/+1	+6	+4	+3	Jury-rig +6	+6	+2
10th	+7/+2	+7	+5	+3	Survival +4	+7	+2
11th	+8/+3	+7	+5	+3		+7	+2
12th	+9/+4	+8	+6	+4	Bonus class skill	+8	+2
13th	+9/+4	+8	+6	+4	Jury-rig +8	+8	+3
14th	+10/+5	+9	+6	+4	Bonus feat	+8	+3
15th	+11/+6/+1	+9	+7	+5		+9	+3
16th	+12/+7/+2	+10	+7	+5	Bonus class skill	+9	+3
17th	+12/+7/+2	+10	+8	+5		+10	+4
18th	+13/+8/+3	+11	+8	+6	Survival +6	+10	+4
19th	+14/+9/+4	+11	+8	+6		+10	+4
20th	+15/+10/+5	+12	+9	+6	Bonus feat	+11	+4

Vitality
Fringers gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills
The fringer's class skills, and the key ability for each, are as follows (see Chapter Four: Skills for skill descriptions).

Climb (Str), Craft* (Int), Gamble (Wis), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge* (Int), Listen (Wis), Pilot (Dex), Profession* (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features
All of the following are class features of the fringer.

Starting Feats
The fringer begins play with the following feats:
Weapon Group Proficiency (primitive weapons)
Weapon Group Proficiency (simple weapons)

Bonus Feats
At 1st, 7th, 14th, and 20th level, the fringer gains a bonus feat. This feat must be selected from the following list, and the fringer must meet any prerequisites.

Alertness, Armor Proficiency (light), Endurance, Gearhead, Run, Spacer, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (slugthrowers).

Bonus Class Skills
At 1st, 4th, 8th, 12th, and 16th level, the fringer may designate a cross-class skill (except Force skills) as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of fringer. The skill must be one relatively common to the campaign. For instance, if the campaign is limited to a single star system, Astrogate would be an inappropriate choice. The GM is free to rule that a specific skill is off limits as a bonus class skill.

Barter
Beginning at 2nd level, the fringer gains a +5 competence bonus on Diplomacy checks made to buy or sell equipment.

Jury-Rig
Beginning at 3rd level, a fringer gains a +2 competence bonus on Repair checks made to attempt temporary or jury-rigged repairs. (See the Repair skill description for details.) This bonus increases by +2 at 6th, 9th, and 13th level.

Survival
Beginning at 5th level, a fringer gains a +2 competence bonus on any Survival checks made. This bonus increases by +2 at 10th and 18th level.

Credits
A 1st-level fringer starts play with 1d4 × 500 credits.



KELKO,
RODIAN FRINGER

Noble

Members of the noble class use their intelligence and natural charisma to make their way in the galaxy. From true royalty to elected officials, military commanders to crime lords, traders, merchants, ambassadors, holovid stars, and influential corporate magnates, character types who appear in the noble class are varied and numerous. Some bring honor to the name. Others are sly, treacherous, and dishonorable to the core. With a winning smile, a golden tongue, a powerful message, or a knack for making compromises, the noble commands respect, makes friends, and inevitably influences people.

Exploits

Most nobles wind up in dangerous situations because of something they believe in or because their job calls for it. Others hope to use their negotiating talents to navigate a course through the troubles around them, or seek to find profit in the troubles of others. Whatever their initial motivations, nobles usually wind up taking to a cause and a goal that sustains them through the roughest missions. An adventuring noble might be a senator's aide, a free trader, a diplomat, a true prince or princess, or an outlaw's lieutenant. Nobles often feel responsible for others, though some consider themselves to be better than those around them.

Characteristics

The noble fosters feelings of good will and honesty, or at least the illusion of such, to succeed. Where other classes shoot first, the noble starts out asking questions and hopes to finish by negotiating a deal. The noble believes she can be more effective with words and deeds than with violence, though some draw a blaster when push comes to shove. The noble is more comfortable in civilized regions of space, where law and order have some meaning. Of all the classes, nobles have the best diplomatic and bargaining skills. They're good talkers, negotiators, and bluffers. They have a knack for inspiring others, and they make good leaders.

Background

Nobles come to their profession in a variety of ways. Altruistic nobles believe it is their duty and responsibility to serve and lead. More selfish nobles seek the fame, wealth, and power often associated with the positions they aspire to. Power-hungry nobles take advantage of the system and wind up helping others only to help themselves. The halls of power are calling. How the noble answers can make all the difference.

Examples of Nobles in *Star Wars*

Leia Organa, Padmé Amidala, Talon Karrde, the vile gangster Jabba the Hutt, Chancellor Valorum, Supreme Chancellor Palpatine.

Game Rule Information

Nobles have the following game statistics.

Abilities

Charisma is undoubtedly a noble's most important ability score, as the noble's skill at interacting with others and projecting a sense of confidence are crucial for his or her success. Wisdom and Intelligence form the basis of other important skills, so these ability scores are also significant.

Vitality

Nobles gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The noble's class skills, and the key ability for each, are as follows (see Chapter Four: Skills for skill descriptions).

Appraise (Int), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Disguise (Cha), Entertain* (Cha), Knowledge* (Int),

Table 3-3: The Noble

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Bonus class skill, favor +1	+2	+1
2nd	+1	+0	+2	+3	Inspire confidence	+3	+1
3rd	+2	+1	+2	+3	Favor +2, resource access	+3	+1
4th	+3	+1	+2	+4	Coordinate +1	+3	+2
5th	+3	+1	+3	+4		+4	+2
6th	+4	+2	+3	+5	Bonus feat	+4	+2
7th	+5	+2	+4	+5	Favor +3	+5	+2
8th	+6/+1	+2	+4	+6	Coordinate +2	+5	+3
9th	+6/+1	+3	+4	+6	Bonus feat	+5	+3
10th	+7/+2	+3	+5	+7		+6	+3
11th	+8/+3	+3	+5	+7	Inspire greatness	+6	+3
12th	+9/+4	+4	+6	+8	Favor +4	+7	+4
13th	+9/+4	+4	+6	+8	Coordinate +3	+7	+4
14th	+10/+5	+4	+6	+9	Bonus feat	+7	+4
15th	+11/+6/+1	+5	+7	+9		+8	+4
16th	+12/+7/+2	+5	+7	+10	Favor +5	+8	+5
17th	+12/+7/+2	+5	+8	+10		+9	+5
18th	+13/+8/+3	+6	+8	+11	Coordinate +4	+9	+5
19th	+14/+9/+4	+6	+8	+11	Bonus feat	+9	+5
20th	+15/+10/+5	+6	+9	+12	Coordinate +5	+10	+6

Profession* (Wis), Read/Write Language (none), Ride (Dex), Sense Motive (Wis), Speak Language (none).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Entertain (kloo horn), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the noble.

Starting Feats

The noble begins play with the following feats:
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (simple weapons)

Bonus Class Skill

At 1st level, a noble may designate any one cross-class skill (except for a Force-related skill) as a class skill. This represents an area of expertise the noble picks up outside his or her normal training.

Favor

The noble has the ability to call in favors from those she knows. By making a favor check, the noble can call upon contacts to gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents from influential acquaintances.

To call in a favor, the noble makes a favor check. Roll a d20 and add the character's favor bonus (+1 at 1st level, +2 at 3rd level, and so on). The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The noble can't take 10 or take 20 on this check, nor can she retry the check for the same (or virtually the same) favor. (See Chapter Four: Skills for information on taking 10 and taking 20.) Note that favors should help advance the plot of an adventure. A favor that would enable a character to circumvent an adventure should always be unavailable to the character, regardless of the results of a favor check.

A noble can try to call in a favor a number of times in a week of game time that's equal to half her noble levels, rounded down (minimum one). So, as a 1st-level noble, Arani can attempt to call in a single favor, while as a 7th-level noble she can attempt to call in favors as many as three times from different contacts.

The GM should carefully monitor the noble's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game. See Chapter Twelve: Gamemastering for additional information on favors and contacts.

Inspire Confidence

Beginning at 2nd level, a noble can use oratory to inspire confidence in allies, bolstering them and improving their chances of success. An ally must listen to and observe the



ARANI KARDEN,
HUMAN NOBLE

noble for a full round for the inspiration to take hold. The effect lasts for 5 rounds. The noble can inspire a number of allies equal to half her noble levels, rounded up. She can inspire confidence once per day for every four levels of noble she possesses (once per day from 1st to 4th level, twice per day from 5th to 8th level, and so on).

An ally inspired with confidence gains a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls.

The noble can't inspire confidence in herself. The ability only aids her allies.

Resource Access

Beginning at 3rd level, a noble has access to an array of resources (usually from family, influential friends, or patrons). Once per day, the noble can make a Charisma check to use those resources during the adventure.

The value of resources gained equals the noble's class level multiplied by the result of the Charisma check multiplied by 20. Thus, a 3rd-level noble who gets a result of 16 on her Charisma check would gain 960 credits' worth of resources to use in the adventure ($3 \times 16 \times 20 = 960$).

These resources can take almost any form the noble chooses (within reason) and are hers to do with as she pleases. She can keep them, use them, give them away, or sell them as she sees fit. The resources gained arrive in the noble's possession 1d8 hours after she makes the check. These resources must be reasonably available when and where she chooses to make the check. For instance, a noble treking through the wilderness of Endor's forest moon won't have access to many resources.

Resource access tends to be monetary, whereas favors tend to be benefits that can't necessarily be measured in credits.

Coordinate

A noble has a knack for getting people to work together. When the noble can aid others and give directions, she provides a bonus to the task at hand by making an aid another check. This bonus is in addition to the normal aid another bonus of +2 (see page 165), and it increases as the noble gains levels. So, the noble provides a total +3 bonus at 4th level (+2 aid another bonus, +1 cooperation bonus), a +4 bonus at 8th level, etc.

This ability can't be used to assist in combat.

Bonus Feats

At 6th, 9th, 14th, and 19th level, the noble gains a bonus feat. This feat must be selected from the following list, and the noble must meet any prerequisites.

Fame, Frightful Presence, Influence, Mimic, Persuasive, Sharp-Eyed, Trustworthy.

Inspire Greatness

Beginning at 11th level, a noble can inspire greatness in an ally, granting extra fighting capability. This works similar to inspire confidence, except it affects but a single ally. An ally inspired with greatness gains +2d6 temporary vitality points, a +2 competence bonus on attacks, and a +2 morale bonus to saving throws. The effect lasts for 5 rounds. The noble can inspire greatness once per day. For every three noble levels attained beyond 11th level, the noble can inspire greatness in one additional ally.



PADMÉ AMIDALA IS AN EXAMPLE OF A NOBLE HERO.

The noble can't inspire greatness in herself. The ability only aids her allies.

Credits
A 1st-level noble starts play with 1d4 × 1,000 credits.

Scoundrel
Scoundrels are rogues—good, bad, and neutral—who either live outside the law or fight against it in order to get the upper hand. They can come from any world or region of the galaxy. Most use their intelligence and dexterity to accomplish tasks, and many rely on charisma as a fallback when all else fails. The scoundrel gets by with bravado, cunning, duplicity, and trickery. They live by their wits, lying, cheating, stealing, and even fighting when the need arises.

Exploits
Many scoundrels live a life of adventure for the excitement it provides. Others go adventuring to advance their illicit careers. Some are good-hearted rogues in it for the thrill or to right a wrong done to them or those they love. Others are despicable knaves who serve only one master—the greed that swells inside them. More often, a adventurous scoundrel falls somewhere in the middle, changing allegiance and attitudes as the political climate changes, until something larger than himself sets him on a particular course through the galaxy. Adventurous scoundrels call themselves smugglers, pirates, outlaws, gamblers, slicers, con artists, thieves, rogues, and spies.

Characteristics
Scoundrels have a knack for getting into and out of trouble. They have an instinct for self-preservation that keeps them alive, but it's usually tempered with a need to experience the thrills that their profession has to offer, and many adventurous scoundrels are also saddled with a sense of honor that sometimes makes them go against their natural inclinations.

Background
Scoundrels don't often start out seeking to defy authority and break the law. Some are thrust into the profession as a means of rebellion. Others wind up on the wrong side of the law due to bad luck, poor decisions, or circumstances beyond their control. The skills they pick up along the way make them great members of any mission team.

Examples of Scoundrels in *Star Wars*
Han Solo, Lando Calrissian, Dash Rendar, Dexter Jettster.

Game Rule Information
Scoundrels have the following game statistics.

Abilities
Dexterity and Intelligence are a scoundrel's most important ability scores, because he must have quick reflexes and a sharp wit to survive. Charisma is important for talking one's way out of trouble, and Wisdom is useful for spotting trouble before it finds the scoundrel.



DEEL SUROOL,
TWI'LEK SCOUNDREL

Vitality
Scoundrels gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills
The scoundrel's class skills, and the key ability for each, are as follows (see Chapter Four: Skills for skill descriptions).

Appraise (Int), Astrogate (Int), Balance (Dex), Bluff (Cha), Computer Use (Int), Craft* (Int), Demolitions (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession* (Wis), Repair (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specifiic category must also be chosen. Examples include Craf (droids), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (8 + Int modifier) × 4.
Skill Points at Each Additional Level: 8 + Int modifier.

Class Features
All of the following are class features of the scoundrel.

Starting Feats
The scoundrel begins play with the following feats:
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (simple weapons)

Illicit Barter
Beginning at 1st level, the scoundrel gains a +5 competence bonus on any Diplomacy checks made to buy or sell illicit or illegal goods.

Lucky
The scoundrel is often as lucky as he is good at something. Therefore, starting at 2nd level, the scoundrel can reroll any failed ability check, skill check, attack roll, or saving throw. (In other words, any task resolution die roll, which are die rolls using a d20.) The second result must be used, regardless of whether it is better or worse than the first. The scoundrel can use this ability a number of times per day, depending on his level, but only once in any given encounter. At 2nd level, the scoundrel can use lucky once per day; at 18th level, he can use it up to four times in a day (but only once in any encounter).

Precise Attack
Every round, the scoundrel can add this bonus either to one attack roll or one damage roll using a Dexterity-based attack, but not to both. (A Dexterity-based attack is an attack made with either a ranged weapon or a melee weapon using the Weapon Finesse feat.) You must declare where the bonus applies at the start of the attack action.

Skill Emphasis
At 4th, 8th, 12th, 16th, and 20th level, the scoundrel gains the bonus feat Skill Emphasis. This feat may be applied to any class skill. The scoundrel may not select the same skill twice.

Bonus Feats
At 5th, 10th, and 15th level, the scoundrel gains a bonus feat. This feat must be selected from the following list, and the scoundrel must meet any prerequisites.

Alertness, Dodge, Headstrong, Heroic Surge, Improved Initiative, Fame, Infamy, Low Profile, Weapon Finesse, Weapon Focus.

Credits
A 1st-level scoundrel starts play with 1d6 × 500 credits.

Table 3-4: The Scoundrel

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Illicit barter	+2	+0
2nd	+1	+0	+3	+0	Lucky (1/day)	+2	+0
3rd	+2	+1	+3	+1	Precise attack +1	+3	+1
4th	+3	+1	+4	+1	Skill Emphasis	+3	+1
5th	+3	+1	+4	+1	Bonus feat	+4	+1
6th	+4	+2	+5	+2	Lucky (2/day)	+4	+1
7th	+5	+2	+5	+2		+5	+2
8th	+6/+1	+2	+6	+2	Skill Emphasis	+5	+2
9th	+6/+1	+3	+6	+3	Precise attack +2	+6	+2
10th	+7/+2	+3	+7	+3	Bonus feat	+6	+2
11th	+8/+3	+3	+7	+3		+7	+3
12th	+9/+4	+4	+8	+4	Skill Emphasis	+7	+3
13th	+9/+4	+4	+8	+4	Lucky (3/day)	+8	+3
14th	+10/+5	+4	+9	+4	Precise attack +3	+8	+3
15th	+11/+6/+1	+5	+9	+5	Bonus feat	+9	+4
16th	+12/+7/+2	+5	+10	+5	Skill Emphasis	+9	+4
17th	+12/+7/+2	+5	+10	+5		+10	+4
18th	+13/+8/+3	+6	+11	+6	Lucky (4/day)	+10	+4
19th	+14/+9/+4	+6	+11	+6		+11	+5
20th	+15/+10/+5	+6	+12	+6	Skill Emphasis	+11	+5

Scout

Scouts are natural explorers and adventurers, full of curiosity and trained to handle the out-of-the-way locations where they often operate. Scouts tend to be independent, signing on when the credits are good and their skills are best utilized and tested. Scouts understand the lay of the land and the orbit of the stars. They know how to recognize danger and locate the basic necessities for survival. Unlike the fringer, who is born to the frontier and often wants to escape from it, the scout consciously embraces the wild regions and understands the skills he or she possesses instead of coming to them by innate ability and happenstance. The scout seeks knowledge, tries to solve mysteries, and wants to be the first to see something new and different. The scout learns to find a path through the wild regions, often becoming a decent pilot along the way, and usually learns how to protect himself from whatever hides over the next hill or beyond the most distant nebula.

Exploits

Many scouts become adventurers to see what's in the next star system. They pick up skills that make them excellent members of any team. They are usually the best trackers, trailblazers, and survivalists the galaxy has to offer. Some scouts are scientists and researchers who learn the skills of the profession so they don't have to rely on others. Some sell their services to the highest bidder. More often, the adventurous scout has a good heart, a sense of honor, and a burning desire to embrace the wild regions of the galaxy and learn to conquer them—either figuratively or literally. Adventurous scouts call themselves rangers, outriders, hunters, explorers, guides, adventurous scholars, and vanguards.

Characteristics

Scouts temper insatiable curiosity with excellent survival instincts. They make use of dexterity and intelligence, as well as wisdom, to spot and avoid dangers. The scout has an undying faith in himself and his abilities that sometimes allows the scout to call upon reserves and an inner strength to get out of tough situations. Scouts like to be the first to reach any location, although they also want to reach it in one piece. They can be gruff or silent, jovial or talkative. They are confident and brave, and they often appreciate the wonders that the galaxy has to offer.

Background

Scouts come to their profession in search of something, usually knowledge or secrets or the answers to the mysteries of the ages. Scholars, while possibly associated with an institute of learning or a particular government, often forsake the halls of academe for the pure research of working in the field. Pathfinders and explorers may work for a government or a military institution, or they may take on freelance contracts from anyone willing to pay for their services. Many scouts develop into bounty hunters, especially those who combine military skills with their tracking and searching abilities. Every group of adventurers benefits from having a scout in the party.

Examples of Scouts in *Star Wars*

Chewbacca, Wicket the Ewok, Jar Jar Binks.



Table 3-5: The Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Bonus feat	+2	+0
2nd	+1	+2	+2	+2	Trailblazing	+2	+0
3rd	+2	+2	+2	+2	Heart +1	+3	+0
4th	+3	+2	+2	+2	Uncanny dodge (Dex bonus to Defense)	+3	+1
5th	+3	+3	+3	+3	Skill mastery, extreme effort	+4	+1
6th	+4	+3	+3	+3	Evasion	+4	+1
7th	+5	+4	+4	+4	Uncanny dodge (can't be flanked)	+5	+1
8th	+6/+1	+4	+4	+4	Bonus feat	+5	+2
9th	+6/+1	+4	+4	+4		+6	+2
10th	+7/+2	+5	+5	+5	Skill mastery	+6	+2
11th	+8/+3	+5	+5	+5	Heart +2	+7	+2
12th	+9/+4	+6	+6	+6	Bonus feat	+7	+3
13th	+9/+4	+6	+6	+6		+8	+3
14th	+10/+5	+6	+6	+6	Heart +3	+8	+3
15th	+11/+6/+1	+7	+7	+7	Skill mastery	+9	+3
16th	+12/+7/+2	+7	+7	+7	Bonus feat	+9	+4
17th	+12/+7/+2	+8	+8	+8		+10	+4
18th	+13/+8/+3	+8	+8	+8	Heart +4	+10	+4
19th	+14/+9/+4	+8	+8	+8		+11	+4
20th	+15/+10/+5	+9	+9	+9	Skill mastery	+11	+5

Game Rule Information

Scouts have the following game statistics.

Abilities

Most of the scout's key skills rely on Dexterity, Intelligence, and Wisdom. Strength is also useful for the scout who uses athletic skills.

Vitality

Scouts gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The scout's class skills, and the key ability for each, are as follows (see Chapter Four: Skills for skill descriptions).

Astrogate (Int), Climb (Dex), Computer Use (Int), Craft* (Int), Demolition (Int), Disguise (Cha), Hide (Dex), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession* (Wis), Read/Write Language (none), Repair (Int), Ride (Dex), Search (Int), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the scout.

Starting Feats

The scout begins play with the following feats:

Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)
Weapon Group Proficiency (simple weapons)

Bonus Feats

At 1st, 8th, 12th, and 16th level, the scout gains a bonus feat. This feat must be selected from the following list, and the scout must meet any prerequisites.

Cautious, Endurance, Great Fortitude, Rugged, Sharp-Eyed, Skill Emphasis (Survival), Starship Operation (space transport), Starship Operation (starfighter), Track.

Trailblazing

Beginning at 2nd level, the scout becomes particularly skilled at finding the best route through unfamiliar or obstructed areas. When traveling in poor conditions or difficult terrain, the scout may make a Survival check to reduce travel time.

With a check result of 15 or better, the scout reduces the total travel time by 25%. With a 25 or better, the time is reduced by 50%.

The scout can guide a group of up to three individuals at no penalty. However, for each additional three in the group being guided, apply a –2 penalty to the trailblazing check.

The scout can take 10 on this check, but he can't take 20. (See Chapter Four: Skills for information on taking 10 and taking 20.) This ability does not apply to tactical movement or local movement, as described in Chapter Six: Heroic Characteristics.

Heart

The scout possesses a great deal of self-confidence and courage. Because of this, once per day the scout can focus his will and gain a circumstance bonus based on his innate belief in himself and his abilities. The bonus ranges from +1 at 3rd level to +4 at 18th level. The bonus can be applied to any skill check, ability check, or attack roll. You can decide to use this class feature after making a die roll but before the GM reveals the result of the check or attack roll.

Uncanny Dodge

Starting at 4th level, the scout gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 4th level and above, the scout retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if immobilized.) This aspect of uncanny dodge does not negate flank attacks.

At 7th level, the scout can no longer be flanked, since he can react to opponents on opposite sides of himself as easily as he can react to a single attacker.

Skill Mastery

At 5th level, the scout designates a skill. When making a skill check with this skill, the scout may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in the use of this skill that he can use it reliably even under adverse conditions. (See Checks without Rolls on page 72 for more information on taking 10.) He designates an additional skill at 10th, 15th, and 20th level.

Evasion

At 6th level, a scout gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a grenade blast), the scout suffers no damage with a successful saving throw. Evasion can only be used if the scout is wearing light armor or no armor.

Extreme Effort

The scout can push himself to make an extreme effort a number of times per day based on the character's scout level (but only once in any encounter). The effort must relate to either a Strength check, a Strength-based skill check, or a melee attack. You can decide to use this class feature after making a die roll but before the GM reveals the result of the check or attack roll. The effort provides a circumstance bonus based on the character's scout level. Making an extreme effort also hinders the scout with a penalty to Defense for 1 round.

Scout Level	Circumstance Bonus	Penalty to Defense	Uses
5–7	+3	–2	1/day
8–11	+4	–3	2/day
12–15	+5	–4	3/day
16–18	+6	–5	4/day
19–20	+7	–6	5/day

After making an extreme effort, the scout becomes fatigued until the end of the current encounter.

Credits

A 1st-level scout starts play with 1d6 × 500 credits.



RORWORR, WOOKIEE SCOUT

Soldier

Soldiers combine discipline with martial skills to become the best pure warriors in the galaxy. Soldiers can be stalwart defenders of those in need, cruel marauders, or brave adventurers. They can be hired guns, noble champions, or cold-hearted killers. They fight for glory, for honor, to right wrongs, to gain power, to acquire wealth, or simply for the thrill of battle.

Exploits

Many soldiers see adventures, raids on enemy strongholds, and dangerous missions as their jobs. Some want to defend those who can't defend themselves; others seek to use their muscle to carve their own place of importance in the galaxy. Whatever their initial motivation, most soldiers wind up living for the thrill of combat and the excitement of adventure. Adventuring soldiers call themselves guards, bodyguards, champions, enforcers, mercenaries, warriors, soldiers of fortune, or simply adventurers.

Characteristics

Soldiers have the best all-around fighting abilities, and an individual soldier develops styles and techniques that set him apart from his peers. A given soldier might be especially capable with certain weapons, another trained to execute specific combat maneuvers. As soldiers gain experience, they get more opportunities to develop their fighting skills.

Background

Most soldiers come to the profession after receiving at least some amount of formal training from a military organization, local militia, or private army. Some attend formal academies; others are self-taught and well tested. A soldier may have taken up his weapon to escape a mundane life. Another may be following a proud family tradition. Soldiers in a particular unit share a certain camaraderie, but most have nothing in common except battle prowess and the desire to apply it to a given situation.

Examples of Soldiers in *Star Wars*

Admiral Ackbar, Corran Horn, Captain Panaka, Captain Typho, Lt. Page, General Madine, Zam Wesell.

Table 3-6: The Soldier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Starting feats	+3	+0
2nd	+2	+3	+0	+0	Bonus feat	+3	+1
3rd	+3	+3	+1	+1	Bonus feat	+4	+1
4th	+4	+4	+1	+1	Bonus feat	+4	+1
5th	+5	+4	+1	+1		+5	+1
6th	+6/+1	+5	+2	+2	Bonus feat	+5	+2
7th	+7/+2	+5	+2	+2		+6	+2
8th	+8/+3	+6	+2	+2	Bonus feat	+6	+2
9th	+9/+4	+6	+3	+3		+7	+2
10th	+10/+5	+7	+3	+3	Bonus feat	+7	+3
11th	+11/+6/+1	+7	+3	+3		+8	+3
12th	+12/+7/+2	+8	+4	+4	Bonus feat	+8	+3
13th	+13/+8/+3	+8	+4	+4		+9	+3
14th	+14/+9/+4	+9	+4	+4	Bonus feat	+9	+4
15th	+15/+10/+5	+9	+5	+5		+10	+4
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat	+10	+4
17th	+17/+12/+7/+2	+10	+5	+5		+11	+4
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat	+11	+5
19th	+19/+14/+9/+4	+11	+6	+6		+12	+5
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat	+12	+5

"YOUR FRIEND IS QUITE A MERCENARY. I WONDER IF HE REALLY CARES ABOUT ANYTHING ... OR ANYBODY."

QUOTE

-LEIA ORGANA

Game Rule Information

Soldiers have the following game statistics.

Abilities

Since most combat in the *Star Wars* universe uses blasters and other ranged weapons, Dexterity is the soldier's most important ability score, followed closely by Constitution and Strength. Don't underestimate the importance of Intelligence and Wisdom, however, since many of a soldier's useful skills are based on these abilities.

Vitality

Soldiers gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The soldier's class skills, and the key ability for each, are as follows (see Chapter Four: Skills for skill descriptions).

Astrogate (Int), Computer Use (Int), Craft* (Int), Demolitions (Int), Intimidate (Cha), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Repair (Int), Treat Injury (Wis).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specifiic category must also be chosen. Examples include Craf (droids), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (4 + Int modifier) × 4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the soldier.

Starting Feats

The soldier begins play with the following feats:

Armor Proficiency (light)
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)
Weapon Group Proficiency (heavy weapons)
Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (vibro weapons)

Bonus Feats

At 2nd, 3rd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th level the soldier gets a bonus feat. This feat must be drawn from the following list, and the soldier must meet any prerequisites.

Ambidexterity, Armor Proficiency (medium), Armor Proficiency (heavy), Blind-Fight, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Combat Expertise, Far Shot, Great Cleave, Heroic Surge, Improved Critical, Improved Initiative, Improved Martial Arts, Improved Two-Weapon Fighting, Martial Arts, Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Spring Attack, Starship Dodge, Starship Operation*, Two-Weapon Fighting, Weapon Finesse*, Weapon Focus*, Whirlwind Attack.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different aspect of starship operation or a different weapon each time.

Credits

A 1st-level soldier starts play with 1d6 × 500 credits.



VOR'EN KURN,
HUMAN SOLDIER

Tech Specialist

Tech specialists combine expert training with natural genius to reach the top of their chosen field. Tech specialists can be dedicated physicians, curious scientists, brilliant technicians, or computer geniuses. They seek to help people or gain knowledge, to create technical gadgets or develop new scientific theories. Every adventuring team benefits from the talents of a tech specialist.

Exploits

Some tech specialists become adventurers for the credits and the glory. Others see the field as the best place to test their skills and add to their body of knowledge and training. Some believe it is their duty to provide the kind of help that is available nowhere else. A tech specialist might be a doctor or a xenobiologist, a starship mechanic or a weaponsmith, a computer programmer or a droid engineer.

Characteristics

Tech specialists have the best all-around technical abilities, and an individual specialist develops skills and techniques that set him apart from his peers. A given tech specialist might be especially capable in a certain field of study, another trained to use a specific set of tools. As tech specialists gain experience, they get more opportunities to develop their technical proficiencies.

Background

Most tech specialists start out in decidedly unheroic careers. They train to reach the top of their chosen field, eventually offering their services to an adventuring party. Unlike most of the other examples of the heroic classes, the average tech specialist can't wait to get back to his workshop or laboratory. He does what is necessary while it is necessary, but the call of research and development make the tech specialist long to return to his primary profession.

Examples of Tech Specialists in *Star Wars*

Watto, Ghent, Lobot, Danni Quee.

Game Rule Information

Tech specialists have the following game statistics.

Abilities

Intelligence, by far, is the most important ability for a tech specialist. Wisdom and Dexterity serve the tech specialist well, providing the ability to better perceive the world around him and to interact with it at an advanced level.

Vitality

Tech specialists gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The tech specialist's class skills, and the key ability for each, are as follows (see Chapter Four: Skills for skill descriptions).

Astrogate (Int), Computer Use (Int), Craft* (Int), Demolitions (Int), Disable Device (Int), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Read/Write Language (none), Repair (Int), Search (Int), Treat Injury (Wis).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (4 + Int modifier) × 4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the tech specialist.

Starting Feat

The tech specialist begins play with the following feat.

Weapon Group Proficiency (simple weapons)

Table 3-7: The Tech Specialist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Skill Emphasis	+2	+0
2nd	+1	+0	+1	+1	Research	+3	+0
3rd	+2	+0	+1	+2	Instant mastery	+3	+1
4th	+3	+1	+2	+2	Tech specialty	+3	+1
5th	+3	+1	+2	+2	Expert	+4	+1
6th	+4	+2	+3	+3		+4	+1
7th	+5	+2	+3	+3		+5	+2
8th	+6/+1	+3	+3	+4	Tech specialty	+5	+2
9th	+6/+1	+3	+4	+4		+5	+2
10th	+7/+2	+4	+4	+4	Expert	+6	+2
11th	+8/+3	+4	+5	+5	Tech specialty	+6	+3
12th	+9/+4	+5	+5	+5		+7	+3
13th	+9/+4	+5	+5	+6		+7	+3
14th	+10/+5	+6	+6	+6	Tech specialty	+7	+3
15th	+11/+6/+1	+6	+6	+6	Expert	+8	+4
16th	+12/+7/+2	+7	+7	+7	Instant mastery	+8	+4
17th	+12/+7/+2	+7	+7	+7	Tech specialty	+9	+4
18th	+13/+8/+3	+8	+7	+8		+9	+4
19th	+14/+9/+4	+8	+8	+8	Tech specialty	+9	+5
20th	+15/+10/+5	+9	+8	+8	Expert	+10	+5

Skill Emphasis

At 1st level, the tech specialist gains the Skill Emphasis feat. This feat must be applied to a skill from the following list, thus setting the direction for your tech specialty.

Computer Use, Craft (select one), Treat Injury, or Repair.

Research

The tech specialist has a knack for finding technical information of all types. Starting at 2nd level, he gets to add his tech specialist level to any Knowledge check whenever he searches through databases and other sources when seeking technical information.

Instant Mastery

At 3rd and 16th level, the tech specialist gains 4 ranks in any Intelligence-based skill (including cross-class skills, but not Force skills) that he currently has no ranks in.

Tech Specialty

At 4th, 8th, 11th, 14th, 17th, and 19th level, the tech specialist gains a tech specialty. Each time, the tech specialist selects a specialty from among those described below. It can be a different specialty each time, or the tech specialist can choose the same specialty as many as three times over the course of the six selections.

Computer Specialist: Receive a +1 bonus on Computer Use checks. Additional selections of this tech specialty can improve the bonus to +2 and +3.

Mastercrafter: Applying this specialty to a specific Craft skill allows you to build mastercraft items using that skill. The types of items that can be mastercrafted, and the relevant Craft skill for each type, are as follows.

Weapons	Craft (specific weapon group)
Armor	Craft (armor)
Datapad	Craft (electronic devices)
Medpac	Craft (medpacs)
Security kit	Craft (electronic devices)
Sensor pack	Craft (electronic devices)

On average, it takes twice as long to construct a mastercraft item as it does to create an ordinary item of the same sort: You must pay double the cost for raw materials (2/3 of the item's normal price rather than 1/3), and the result of every daily Craft check you make is halved (round down). You can add the mastercraft feature to an existing ordinary item by paying the raw material cost and then making daily Craft checks as though you were constructing the item itself.

In addition to the cost of raw materials, the tech specialist also must pay a number of experience points equal to one-half the price of an ordinary item (for instance, 250 XP for a blaster pistol priced at 500 credits). These experience points must be paid along with the raw materials cost, before the character makes any daily Craft checks to create the mastercraft item. If the expenditure of these XP would drop the character's total to below the minimum needed for his or her current level, then the XP cannot be paid (and the mastercraft work cannot be begun) until the character gains enough additional XP to remain at his current level after the expenditure is made.

Creating a mastercraft item is a task of extreme complexity; as such, the DC of the final Craft check to complete the item is 20.



KAZ LO,
ZABRAK TECH
SPECIALIST

When successfully completed, a mastercraft item provides a +1 bonus to the quality of an ordinary item of the same type. For more information, see Mastercraft Items, page 136.

Additional selections of this tech specialty can give a character the ability to make items with +2 and +3 bonuses. To make a +2 item, a tech specialist needs to start with a +1 item, paying the monetary and XP costs appropriate to that item. Similarly, to make a +3 item, the character needs to start with a +2 item.

Mechanic: Receive a +1 bonus on Repair checks. Additional selections of this tech specialty can improve the bonus to +2 and +3.

Medical Specialist: Receive a +1 bonus on Treat Injury checks. Additional selections of this tech specialty can improve the bonus to +2 and +3.

Surgical Specialist: Improve the number of wounds you can restore using the Treat Injury skill and the Surgery feat by +1. Additional selections of this tech specialty can improve the number of wounds restored to +2 and +3.

Expert

At 5th, 10th, 15th, and 20th level, the tech specialist selects a specific Craft, Knowledge, or Profession skill. Each time, he must select a different skill. For example, a tech specialist might select Craft (blaster pistols and rifles) at 5th level, Profession (weaponsmith) at 10th level, and Knowledge (engineering) at 15th level.

You receive a +2 expert bonus on checks made using the selected skill. Note that expert bonuses do not stack.

Credits

A 1st-level tech specialist starts play with 1d6 × 500 credits.



JANGO FETT'S GEAR WAS MODIFIED BY A TECH SPECIALIST.

Force Adept

The Force adept is strong in the Force, but follows a different path from that of the Jedi. To the Force adept, the Force is more mysterious and more supernatural, and the aid it provides has a magical quality. A Force adept comes from a different tradition, with different beliefs and codes of conduct from those of the Jedi. There are precious few Force adepts, and the number who become adventurers is even smaller. Some call the Force by its familiar name, while others refer to it by some other term that reflects their own traditions.

If you select the Force adept class, you need to determine how your character views the Force. It's important to decide what your hero believes in. Is your Force adept an alien student of the Force? A shaman from a primitive culture? A follower of one specific aspect of the Force (such as the ecological priests of Ithor)? A Force mage from an isolated planet (such as the witches of Dathomir)? A lightsider? A darksider? The choice is yours, and it will affect the way your character interacts with the campaign.

Exploits

Some Force adepts become adventurers as part of a quest to learn more about the Force (or whatever they call it). Others do so out of necessity. They are forced from their world, hunted by unscrupulous agents, or are interested in what the galaxy might have to offer them. Force adepts might be called wizards, shamans, witches, or prophets, depending on where they come from and what traditions they follow. Most Force adepts follow the light side (or at least their version of it), but some fully embrace the dark side.

Characteristics

The Force adept masters the ability to affect the external world, as typified by the Alter feat, and usually starts her Force training with this discipline. The adept might be a shaman, an alien from an out-of-the-way world, or a Force-sensitive hero who never received the benefit of Jedi training. Because the adept's training is less formalized, she must depend on more mundane skills to complement her Force powers.

Background

Force adepts discover a power inside themselves that they don't fully understand. Much of their training is haphazard, since few traditions exist to help them achieve mastery. Some come from primitive cultures where they were looked upon as godlike or holy by the people they served. Others just follow a different path from the Jedi—it isn't better or worse, it's just a different tradition. Force adepts have grown accustomed to being either revered or hated, depending on when and where their Force powers came to prominence. Others have learned to keep their powers secret, both because they do not fully understand their powers and because they are afraid of how others might treat them.

Examples of Force Adepts in *Star Wars*

Teneniel Djo of the witches of Dathomir, Rokur Gepta the Sorcerer of Tund, and the *Jensaarai*.

Game Rule Information

Force adepts have the following game statistics.

Abilities

The Force adept's most important ability scores are Intelligence and Wisdom, since these control her most important Force skills (those of the Alter and Sense feats), as well as many other class skills. Charisma can also be significant for a variety of interpersonal skills.

Vitality

Force adepts gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Force adept's class skills, and the key ability for each, are as follows (see Chapter Four: Skills for skill descriptions).

Climb (Str), Craft* (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge* (Int), Listen (Wis), Profession* (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Force adept.

Starting Feats

The Force adept begins play with the following feats:

Force-Sensitive*
Weapon Group Proficiency (primitive weapons)
Weapon Group Proficiency (simple weapons)

**This feat has associated Force skills. These associated Force skills are class skills for this character class due to the possession of this feat.*

Force Training

The Force adept gains a bonus Force feat at 1st, 2nd, and 4th level. This bonus Force feat is selected from the following list.

Alter, Control, Sense.

Once one of these Force feats is selected, its associated Force skills become class skills for the character.

Bonus Feats

At 3rd, 9th, 14th, and 20th level, the Force adept gains a bonus feat. This feat must be selected from the following list, and the Force adept must meet any prerequisites.

Alertness, Animal Affinity, Endurance, Frightful Presence, Link, Mind Trick, Mimic, Stealthy, Track.

Force Weapon

At 5th level, a Force adept can imbue a nonpowered melee weapon (such as a club, a knife, or a quarterstaff) with the Force. This must be a weapon that the Force adept wields personally. It takes a full-round action to imbue the weapon with the Force, and costs 3 vitality points. The benefit the weapon gains lasts for a number of rounds equal to the character's Force adept level. At 5th level, the weapon's



VALARA SAAR,
HUMAN FORCE ADEPT

ERA NOTES: FORCE ADEPT

[20TH LEVEL] [DEFENSE BONUS = +11]

The Force adept is the only Force-using class available in any era with no restrictions. In the Rise of the Empire era, Force adepts appear occasionally, but members of the Jedi Order seriously outnumber them. During the Rebellion era, on the other hand, the Jedi have been all but destroyed, and only the rare Force adept appears on a backwater world or hiding in the wilderness. In fact, in the Rebellion era, the Force adept is the only class of Force-user that can start as a 1st-level character. By the time of The New Jedi Order era, most Force-users are being recruited into Luke Skywalker's Jedi academy, but Force adepts remain viable as characters who have not yet been introduced to the academy or who have decided to keep their own traditions instead of following the path of the Jedi.

damage increases by +1d8. (So, a Force-imbued quarterstaff deals 1d6 + 1d8 damage.) At 13th level, the weapon's damage increases by an additional +1d8 (for a total of +2d8).

A Force-imbued weapon gains another benefit when used against a lightsaber. If the wielder of a lightsaber attempts to strike a Force-imbued weapon wielded by an opponent (see Attack an Object, page 166), the lightsaber does not ignore the damage reduction of the Force-imbued weapon.

Skill Emphasis

At 6th, 12th, and 18th level, the Force adept gains a Skill Emphasis bonus feat. Each time the Force adept gains this bonus feat, it may be applied to a different skill that the Force adept already has ranks in, including Force skills.

Comprehend Speech

At 7th level, a Force adept gains the Force ability to comprehend any spoken language. The Force adept can't speak any languages through this ability, only understand them.

Force Talisman

At 8th level, a Force adept gains the ability to imbue a small item of personal significance with the Force. It takes a full day to imbue the item, as well as the expenditure of 1 Force Point. Once imbued, the item becomes a Force talisman, providing the Force adept with a +2 Force bonus on saving throws made to defend against Force skills or Force feats. At 15th level, the same process can increase the power of the Force talisman; it then provides a +4 Force bonus.

Force Secret

The Force adept discovers a Force secret at 11th and 16th level. Each time, the Force adept may select the same or a different secret.

Improve Battlemind: Increase the bonus on attack rolls provided by the skill by +1.

Improve Force Defense: Increase the bonus on saving throws provided by the skill by +1.

Improve Force Strike: Increase the damage dealt by the skill by +1.

Improve Heal Another: Increase the amount of healing by +1.

Improve Heal Self: Increase the amount of healing by +1.

Improve Force Skill: Add a +1 Force bonus to any one Force skill the character has ranks in.

Credits

A 1st-level Force adept starts play with 1d4 × 500 credits.

Table 3-8: The Force Adept

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+2	Force training	+3	+0
2nd	+1	+2	+2	+3	Force training	+4	+0
3rd	+2	+2	+2	+3	Bonus feat	+4	+0
4th	+3	+2	+2	+4	Force training	+4	+0
5th	+3	+3	+3	+4	Force weapon +1d8	+5	+1
6th	+4	+3	+3	+5	Skill emphasis	+5	+1
7th	+5	+4	+4	+5	Comprehend speech	+6	+1
8th	+6/+1	+4	+4	+6	Force talisman +2	+6	+1
9th	+6/+1	+4	+4	+6	Bonus feat	+6	+2
10th	+7/+2	+5	+5	+7		+7	+2
11th	+8/+3	+5	+5	+7	Force secret	+7	+2
12th	+9/+4	+6	+6	+8	Skill emphasis	+8	+2
13th	+9/+4	+6	+6	+8	Force weapon +2d8	+8	+3
14th	+10/+5	+6	+6	+9	Bonus feat	+8	+3
15th	+11/+6/+1	+7	+7	+9	Force talisman +4	+9	+3
16th	+12/+7/+2	+7	+7	+10	Force secret	+9	+3
17th	+12/+7/+2	+8	+8	+10		+10	+4
18th	+13/+8/+3	+8	+8	+11	Skill emphasis	+10	+4
19th	+14/+9/+4	+8	+8	+11		+10	+4
20th	+15/+10/+5	+9	+9	+12	Bonus feat	+11	+4

Jedi Consular

The Jedi consular uses the Force for knowledge and negotiation, seeking the most peaceful solutions to every problem. As Force-users trained in the Jedi tradition, characters of this class concentrate more on diplomacy, scholarly pursuits, and the spiritual side of the Force than on more physical activities. Healers and researchers seek to better understand the nature of the Force and their connection to it. Mentors and teachers hope to instruct others and pass on what they have learned. Negotiators and mediators are skilled at bargaining and striking compromises. Consulars train themselves to be versatile, able to handle many situations without reaching for a weapon.

Exploits

Some Jedi consulars explore the galaxy to further their own knowledge and mastery of the Force. Others continually seek to learn or discover more of the Force's secrets. Still others see their role as mediators and councilors, using their position and skills to help those in need. Most Jedi consulars follow the light side, but some become darksiders and use the Force for evil or selfish intent. Those imbued with the light side refrain from using the Force for every task, preferring to find other solutions and save the Force for when it is truly needed. Those who succumb to the dark side use every advantage at their disposal, wielding the Force against challenges as a noble would spend a small fortune to be rid of a minor inconvenience.

Characteristics

The Jedi consular often starts out by mastering the ability to feel the living Force in the world around him, as typified by the Sense feat. Wisdom and Charisma are the most important abilities for the Jedi consular, followed closely by Intelligence.

Background

A Jedi consular typically starts out as a Padawan learner attached to a higher-ranking Jedi Master. (Prior to 1st level, the character trained as a student with the Jedi council. He begins his heroic career at 1st level when he is selected as a Padawan learner.) The Jedi consular has a genuine love of scholarly pursuits and diplomatic endeavors. Some consulars want to teach, others want to learn. A Jedi consular has a deep connection to his mentor and the Jedi Order but often operates with only tangential contact with either master or order.

Examples of Jedi Consulars in *Star Wars*

Yoda, Jocasta the Jedi librarian, Tionne of Luke Skywalker's Jedi academy.

Game Rule Information

Jedi consulars have the following game statistics.

Abilities

A Jedi consular should be gifted in all abilities, but Wisdom, Charisma, and Intelligence are the most important. Those who expect to fall back on their combat prowess should also have high Strength and Constitution scores.

Vitality

Jedi consulars gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Jedi consular's class skills, and the key ability for each, are as follows (see Chapter Four: Skills for skill descriptions).

Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Treat Injury (Wis).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Jedi consular.

Starting Feats

Jedi consulars begin play with the following feats:

Exotic Weapon Proficiency (lightsaber)
Force-Sensitive*
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (simple weapons)

**This feat has associated Force skills. These associated Force skills are class skills for this character class due to the possession of this feat.*

Equipment

A Jedi starts play with a lightsaber provided by his master. Later, the Jedi can build his own lightsaber.

Force Training

The Jedi consular gains a bonus Force feat at 1st, 3rd, and 4th level. This bonus Force feat must be selected from the following list.

Alter, Control, Sense.

Once one of these Force feats is selected, its associated Force skills become class skills for the character.

Deflect (Defense)

A Jedi learns to deflect blaster bolts and other projectiles with his lightsaber, thereby providing a dodge bonus to Defense against such attacks. You must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate



COUNT DOOKU'S LIGHTSABER

that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at him in the round.

For example, if Sen Udo-Mal uses his activated lightsaber to deflect any number of blaster attacks in round three of combat, in round four Sen Udo-Mal loses a move action to account for the effort expended to deflect the attacks in round three.

Each time the Jedi gains deflect (defense), it provides a +1 dodge bonus to Defense when he uses his lightsaber to block ranged attacks. So, at 1st level the dodge bonus to Defense is +1, at 10th level it increases to +2, and at 15th level it increases to +3.

Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the dodge bonus for deflecting the attack and the +4 dodge bonus granted by using total defense. In this case, deflect (defense) isn't a reaction; it's an attack action used in a round when the Jedi expects to come under heavy fire. See page 154 for more information on total defense.

Bonus Feats

At 2nd, 11th, and 16th level, the Jedi consular gains a bonus feat. This feat must be selected from the following list, and the Jedi consular must meet any prerequisites.

Alertness, Aware, Cautious, Compassion, Combat Expertise, Fame, Persuasive, Sharp-eyed, Trustworthy.

Deflect (Attack)

A Jedi learns to deflect blaster bolts with his lightsaber to redirect the attack toward a target within one range increment of the Jedi's position. (The type of blaster determines the range increment.) You must be carrying an activated lightsaber to use this special ability.

ERA NOTES: JEDI CONSULAR

[20TH LEVEL] [DEFENSE BONUS = +11]

The Jedi consular makes a fine character class choice for the Rise of the Empire era and The New Jedi Order period. In the earlier time frame, all versions of the Jedi exist and the Jedi council remains active. In the latter period, Luke Skywalker's Jedi academy has once again opened the door to 1st-level Jedi consular characters.

The Jedi consular is not available as a character class in the Rebellion era. During that volatile time, the few remnants of the Jedi Order still in existence were hiding or on the run. Higher-level characters from an earlier era (such as Yoda) may still be around, but no one is available to train a new generation of 1st-level Jedi consular characters while the war against tyranny rages on.

Deflecting and redirecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using deflect (attack) when an opponent declares an attack against him but before any attack rolls are made. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi can decide not to use the defense if he wants a better chance at redirecting the incoming attack).

The Jedi can deflect and redirect a number of attacks equal to one-half his Jedi level, rounded up. The redirected attack must miss the Jedi by 5 or less; any attack that hits the Jedi or misses by 6 or more points can't be redirected.

If the Jedi can redirect the attack, the Jedi immediately rolls an attack using his lightsaber attack bonus and applying a –4 penalty as described below. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the type of blaster determines the damage dealt by a redirected attack).

Table 3-9: The Jedi Consular

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	+2	+1	+2	Force training, deflect (defense +1)	+3	+1
2nd	+1	+3	+2	+3	Bonus feat	+4	+1
3rd	+2	+3	+2	+3	Force training, deflect (attack –4)	+4	+1
4th	+3	+4	+2	+4	Force training	+4	+2
5th	+3	+4	+3	+4	Deflect (extend defense and attack)	+5	+2
6th	+4	+5	+3	+5	Increase lightsaber damage (3d8)	+5	+2
7th	+5	+5	+4	+5	Jedi Knight	+6	+2
8th	+6/+1	+6	+4	+6	Healing	+6	+3
9th	+6/+1	+6	+4	+6	Skill Emphasis	+6	+3
10th	+7/+2	+7	+5	+7	Deflect (defense +2), block	+7	+3
11th	+8/+3	+7	+5	+7	Bonus feat	+7	+3
12th	+9/+4	+8	+6	+8	Increase lightsaber damage (4d8)	+8	+4
13th	+9/+4	+8	+6	+8	Deflect (attack –3)	+8	+4
14th	+10/+5	+9	+6	+9	Skill Emphasis	+8	+4
15th	+11/+6/+1	+9	+7	+9	Deflect (defense +3)	+9	+4
16th	+12/+7/+2	+10	+7	+10	Bonus feat	+9	+5
17th	+12/+7/+2	+10	+8	+10	Deflect (attack –2)	+10	+5
18th	+13/+8/+3	+11	+8	+11	Increase lightsaber damage (5d8)	+10	+5
19th	+14/+9/+4	+11	+8	+11	Skill Emphasis	+10	+5
20th	+15/+10/+5	+12	+9	+12		+11	+6



SEN UDO-MAL, CEREAN JEDI CONSULAR

Each time the Jedi gains deflect (attack), the penalty associated with the redirected attack is lessened by 1. So, at 3rd level the penalty is –4, at 13th level –3, and at 17th level –2.

Deflect (Extend Defense and Attack)

At 5th level, a Jedi consular learns to extend his defensive and offensive deflection skills to others within 2 meters of the Jedi's position. You must be carrying an activated lightsaber to use this special ability.

Now the Jedi can provide a dodge bonus to anyone within 2 meters of his position, and he can deflect and redirect ranged attacks made against anyone within 2 meters of his position. All rules associated with deflect (defense) and deflect (attack) apply; the only difference is that now the Jedi can extend this ability to help those nearby.

Increase Lightsaber Damage

As a Jedi consular gains levels, the amount of damage he can deal with his lightsaber increases.

Each time the Jedi gains increase lightsaber damage, the weapon's damage increases by +1d8. So, at 6th level his lightsaber deals 3d8, at 12th level it deals 4d8, and at 18th level it deals 5d8 points of damage.

Jedi Knight

At 7th level, the Jedi consular graduates from Padawan learner to Jedi Knight and gets a bonus knight feat. This bonus knight feat must be drawn from the following list, and the Jedi consular must meet any prerequisites.

Burst of Speed, Knight Speed, Dissipate Energy, Lightsaber Defense, Knight Defense, Force Mastery, Force Mind, Knight Mind, Weapon Focus (lightsaber).

Healing

Beginning at 8th level, a Jedi consular may spend vitality points to increase the effect of Heal Self or Heal Another when he uses these Force skills. For every 2 vitality points he gives up, he can add 1 to the number of vitality points he heals. For every 3 vitality points he spends, he can add 1 to the number of wound points or ability points he heals.

Skill Emphasis

At 9th, 14th, and 19th level, the Jedi consular gains a Skill Emphasis bonus feat. Each time the Jedi consular gains this bonus feat, it must be applied to a different skill that the Jedi consular already has ranks in, including Force skills.

Block

This is a modified version of deflect (defense) that allows the Jedi to deflect a ranged attack without the use of a lightsaber. The Jedi must have some form of protective gear (such as armored gauntlets) or an item that can withstand the ranged attack. The dodge bonus provided by deflect (defense) is used when a Jedi blocks a ranged attack without a lightsaber. Block doesn't allow a Jedi to redirect the attack or to extend the defense beyond the Jedi's position, and all other rules concerning deflect (defense) apply.

Credits

A 1st-level Jedi consular starts play with 1d4 × 250 credits.

Jedi Guardian

Force-users trained in the Jedi tradition, Jedi guardians combine physical training with mastery of the Force. Jedi guardians concentrate on battle prowess, defense, lightsaber training, and physical activities. If Jedi consulars are the ambassadors of the Jedi Order, guardians are the defenders, protecting the Republic from all dangers. Few are strong enough in the Force and have the devotion to walk the Jedi's path, but those few are awarded with a powerful ally. They walk in a larger world than those who neither feel nor heed the Force.



SIA-LAN WEZZ, HUMAN JEDI GUARDIAN

Exploits

All Jedi guardians journey into the galaxy at large to further their own knowledge and to help those in need. They take their responsibility seriously, considering even mundane missions to be personal tests. Most Jedi guardians follow the light side, but some become dark-siders and use the Force for evil or selfish intent. Those imbued with the light side refrain from using the Force for every task, preferring to find other solutions and save the Force for when it is truly needed. Those who succumb to the dark side use every advantage at their disposal, wielding the Force to solve problems as a soldier would use a blaster to destroy a stingfly.

Characteristics

The Jedi guardian's strength flows from the Force, granting her special powers. This character often masters the ability to feel the living Force in the world within her, as typified by the Control feat. Constitution and Strength are the most important abilities for the Jedi guardian, followed by Intelligence.

Background

A Jedi guardian typically starts out as a Padawan learner attached to a Jedi Master. (Prior to 1st level, the character trained as a student with the Jedi council. She begins her heroic career at 1st level when she is selected as a Padawan learner.) The Jedi guardian has a genuine desire to use the Force to help the people of the galaxy. A guardian has a deep connection to her mentor and the Jedi Order but often operates with only tangential contact with either master or order.

Examples of Jedi Guardians in *Star Wars*

Luke Skywalker (after training under Obi-Wan Kenobi and Yoda), Obi-Wan Kenobi (in Episode I: *The Phantom Menace* and in Episode II: *Attack of the Clones*), Anakin Skywalker (in Episode II: *Attack of the Clones*).

Game Rule Information

Jedi guardians have the following game statistics.

Abilities

A Jedi guardian should be gifted in all abilities, but Constitution and Strength are most important. Dexterity is also useful. Wisdom and Intelligence are the backbone of many important Force skills.

Vitality

Jedi guardians gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Jedi guardian's class skills, and the key ability for each, are as follows (see Chapter Four: Skills for skill descriptions).

Balance (Dex), Climb (Str), Computer Use (Int), Craft* (Int), Intimidate (Cha), Jump (Str), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Tumble (Dex).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (4 + Int modifier) × 4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are features of the Jedi guardian class.

Starting Feats

Jedi guardians begin play with the following feats:

Exotic Weapon Proficiency (lightsaber)
Force-Sensitive*
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (simple weapons)

**This feat has associated Force skills. These associated Force skills are class skills for this character class due to the possession of this feat.*

Equipment

A Jedi starts play with a lightsaber provided by her master. Later, the Jedi can build her own lightsaber.

Force Training

The Jedi guardian gains a bonus Force feat at 1st, 3rd, and 4th level. This bonus Force feat is selected from the following list:

Alter, Control, Sense.

Once one of these Force feats is selected, its associated Force skills become class skills for the character.

Deflect (Defense)

A Jedi learns to deflect blaster bolts and other projectiles with her lightsaber, thereby providing a dodge bonus to Defense against such attacks. You must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Jedi a move action in her next round. The Jedi must indicate that she is using deflect (defense) when an opponent declares an attack against her but before any attack rolls are made. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at her in the round.

For example, if Sia-Lan Wezz uses her activated lightsaber to deflect any number of blaster attacks in round two of combat, in round three Sia-Lan loses a move action to account for the effort expended to deflect the attacks in round two.

Each time the Jedi gains deflect (defense), it provides a +1 dodge bonus to Defense when she uses her lightsaber to block ranged attacks. So, at 1st level the dodge bonus to Defense is +1, at 9th level it increases to +2, at 13th level it increases to +3, and at 17th level it increases to +4.

DARK AND FALLEN JEDI

[20TH LEVEL] [DEFENSE BONUS = +11]

A Jedi who turns to the dark side of the Force gains certain bonuses and penalties in the use of his or her Force skills. See Dark Side Characters in Chapter Nine: The Force for more information.

Some Jedi may turn away from the Force entirely, even going so far as to gain levels in a non-Jedi class. While these Jedi may have discarded the Jedi code, they aren't necessarily dark side characters.

Finally, certain characters are completely opposed to the Jedi Code, yet have been trained in Jedi techniques and skills. These "Dark Jedi" should be treated the same as Jedi consulars and Jedi guardians in terms of class skills and features.

Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the dodge bonus for deflecting the attack and the +4 dodge bonus granted by using total defense. In this case, deflect (defense) isn't a reaction; it's an attack action used in a round when the Jedi expects to come under heavy fire. See page 154 for more information on total defense.

Bonus Feats

At 2nd, 8th, 12th, and 18th level, the Jedi guardian gains a bonus feat. This feat must be selected from the following list, and the Jedi guardian must meet any prerequisites.

Acrobatic, Athletic, Attuned, Combat Reflexes, Mettle, Power Attack, Quickness, Toughness, Weapon Finesse.

Deflect (Attack)

A Jedi learns to deflect blaster bolts with her lightsaber, redirecting the attack toward a target within one range increment of the Jedi's position. (The type of blaster determines the range increment.) You must be carrying an activated lightsaber to use this special ability.

Deflecting and redirecting an attack is a reaction that costs the Jedi a move action in her next round. The Jedi must indicate that she is using deflect (attack) when an opponent declares an attack against her but before any attack rolls are made. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi can decide not to use the defense if she wants a better chance at redirecting the incoming attack).

The Jedi can deflect and redirect a number of attacks equal to one-half her Jedi level, rounded up. The redirected attack must miss the Jedi by 5 or less; any attack that hits the Jedi or misses by 6 or more points can't be redirected.

If the Jedi can redirect the attack, the Jedi immediately rolls an attack using her lightsaber attack bonus and applying a –4 penalty as described below. If this roll is high enough to hit the target, the redirected attack

QUOTE

"MY ALLY IS THE FORCE, AND A POWERFUL ALLY IT IS."

-JEDI MASTER YODA

deals damage to the target (the type of blaster determines the damage dealt by a redirected attack).

Each time the Jedi gains deflect (attack), the penalty associated with the redirected attack is lessened by 1. So, at 3rd level the penalty is –4, at 11th level –3, at 16th level –2, and at 19th level –1.

Increase Lightsaber Damage

As a Jedi guardian gains levels, the amount of damage she can deal with her lightsaber increases.

Each time the Jedi gains increase lightsaber damage, the weapon's damage increases by +1d8. So, at 5th level her lightsaber deals 3d8, at 10th level it deals 4d8, at 15th level it deals 5d8, and at 20th level it deals 6d8 points of damage.

Deflect (Extend Defense and Attack)

At 6th level, a Jedi guardian learns to extend her defensive and offensive deflection skills to others within 2 meters of the Jedi's position. You must be carrying an activated lightsaber to use this special ability.

Now the Jedi can provide a dodge bonus to anyone within 2 meters of his position, and he can deflect and redirect ranged attacks made against anyone within 2 meters of her position. All rules associated with deflect (defense) and deflect (attack) apply; the only difference is that now the Jedi can extend this ability to help those nearby.

Jedi Knight

At 7th level, the Jedi guardian graduates from Padawan learner to Jedi Knight and gets a bonus knight feat. This bonus knight feat must be drawn from the following list, and the Jedi guardian must meet any prerequisites.

Burst of Speed, Knight Speed, Dissipate Energy, Lightsaber Defense, Knight Defense, Force Mastery, Force Mind, Knight Mind, Weapon Focus (lightsaber).

ERA NOTES: JEDI GUARDIAN

[20TH LEVEL] [DEFENSE BONUS = +11]

The Jedi guardian is available as a character class in all eras, but anyone playing in the Rebellion time frame must adhere to certain restrictions. During the time of the Rise of the Empire, all versions of the Jedi exist and the Jedi council remains active, so guardian characters are abundant—at least for Jedi. In The New Jedi Order period, Luke Skywalker's Jedi academy has once again opened the door to characters who want to start as 1st-level Jedi guardians.

In the Rebellion era, higher-level characters from an earlier era may still be around (such as Ben Kenobi), but no hero may begin play as a Jedi guardian during this time of turmoil. A hero who wishes to become a Jedi guardian must begin as a member of some other class. At any time after attaining his 2nd character level, the hero may (if he has the Force-Sensitive feat) choose to gain a level of Jedi guardian.

For example, a fringer selects Force-Sensitive as his 1st-level feat. Upon reaching 3rd level, he decides to become a 2nd-level fringer/1st-level Jedi guardian.

Block

This is a modified version of deflect (defense) that allows the Jedi to deflect a ranged attack without the use of a lightsaber. The Jedi must have some form of protective gear (such as armored gauntlets) or an item that can withstand the ranged attack. The dodge bonus provided by deflect (defense) is used when a Jedi blocks a ranged attack without a lightsaber. Block doesn't allow a Jedi to redirect the attack or to extend the defense beyond the Jedi's position, and all other rules concerning deflect (defense) apply.

Credits

A 1st-level Jedi guardian starts play with 1d4 × 250 credits.

Table 3-9: The Jedi Guardian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+2	+1	Force training, deflect (defense +1)	+3	+1
2nd	+2	+3	+3	+2	Bonus feat	+3	+1
3rd	+3	+3	+3	+2	Force training, deflect (attack –4)	+4	+1
4th	+4	+4	+4	+2	Force training	+4	+1
5th	+5	+4	+4	+3	Increase lightsaber damage (3d8)	+5	+2
6th	+6/+1	+5	+5	+3	Deflect (extend defense and attack)	+5	+2
7th	+7/+2	+5	+5	+4	Jedi Knight	+6	+2
8th	+8/+3	+6	+6	+4	Bonus feat	+6	+2
9th	+9/+4	+6	+6	+4	Deflect (defense +2), block	+7	+3
10th	+10/+5	+7	+7	+5	Increase lightsaber damage (4d8)	+7	+3
11th	+11/+6/+1	+7	+7	+5	Deflect (attack –3)	+8	+3
12th	+12/+7/+2	+8	+8	+6	Bonus feat	+8	+3
13th	+13/+8/+3	+8	+8	+6	Deflect (defense +3)	+9	+4
14th	+14/+9/+4	+9	+9	+6		+9	+4
15th	+15/+10/+5	+9	+9	+7	Increase lightsaber damage (5d8)	+10	+4
16th	+16/+11/+6/+1	+10	+10	+7	Deflect (attack –2)	+10	+4
17th	+17/+12/+7/+2	+10	+10	+8	Deflect (defense +4)	+11	+5
18th	+18/+13/+8/+3	+11	+11	+8	Bonus feat	+11	+5
19th	+19/+14/+9/+4	+11	+11	+8	Deflect (attack –1)	+12	+5
20th	+20/+15/+10/+5	+12	+12	+9	Increase lightsaber damage (6d8)	+12	+5



DORN TAVERS, HUMAN JEDI GUARDIAN

Multiclass Characters

A character may add new classes as he or she progresses in levels. The class abilities from a character's different classes combine to determine the multiclass character's total abilities. Multiclassing improves a character's versatility at the expense of focus.

Class and Level Features

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level

"Character level" is a character's total number of levels. It derives from overall XP earned and is used to determine when feats and ability score boosts are gained, as per Table 3–1: Experience and Level-Dependent Benefits. "Class level" is the character's level in a particular class, as per the individual class tables. For the single-class hero, character level and class level are the same.

Vitality Points

The hero gains vitality points from each class as each class level increases, with the resulting vitality points added together. For example, Arani is a 4th-level noble/2nd-level soldier. Her total number of vitality points would be 1d6 + 1d6 + 1d6 + 1d6 + 1d10 + 1d10. Her Constitution modifier applies to each vitality point die roll.

Base Attack Bonus

Add the base attack bonuses for each class to get the hero's base attack bonus. If the resulting value is +6 or higher, the hero gets multiple attacks. For instance, a 6th-level noble/2nd-level soldier has a base attack bonus of +6 (+4 for noble and +2 for soldier). A base attack bonus of +6 allows a second attack with a bonus of +1, even though neither the +4 from the noble nor the +2 from the soldier normally allows an additional attack.

Base Attack Bonus	Additional Attacks at
+6	+1
+7	+2
+8	+3
+9	+4
+10	+5
+11	+6/+1
+12	+7/+2
+13	+8/+3
+14	+9/+4
+15	+10/+5
+16	+11/+6/+1
+17	+12/+7/+2
+18	+13/+8/+3
+19	+14/+9/+4
+20	+15/+10/+5

Note that to use multiple attacks in the same round, you must use a full attack, which is a full-round action.



Saving Throws
Add the base save bonuses for each class together. A 7th-level noble/4th-level soldier gets +5 on Reflex saving throws (+4 for noble and +1 for soldier), +6 on Fortitude saving throws (+2 and +4), and +6 on Will saving throws (+5 and +1).

Defense Bonus
Add the bonuses to Defense for each class together, then apply a –2 multiclass penalty for each class after the first. A 4th-level noble/1st-level soldier has a bonus to Defense of +3 plus +3 plus –2 (the multiclass penalty), for a total of +4. If the same hero then picked up a level of scout, she would add +2 (for the scout level) plus –2 (for the second multiclass penalty); her bonus to Defense would stay at +4, but she would gain other benefits for taking a level of scout.

Reputation Bonus
A multiclass hero's Reputation bonus is equal to the total of the bonuses provided by all of the classes he has levels in. So, a 4th-level noble/4th-level scout has a +2 Reputation bonus for being a noble and a +1 Reputation bonus for being a scout. The hero's total Reputation bonus is +3.

Skills
The multiclass hero uses his character level to determine the maximum ranks he can have in a skill. If a skill is a class skill for any of the multiclass hero's classes, then use the character level to determine a skill's maximum number of ranks. (Remember that the maximum rank for a class skill is 3 + the character level.)

The exception to this is Force skills. In the case of Force skills, use the hero's Force-user level to determine a Force skill's maximum number of ranks.

When a multiclass hero gains a level in a class, he spends that level's skill points as a member of that class. Only that class's class skills may be purchased as class skills. All other skills, including skills for another class the hero has levels in, are considered cross-class skills when purchased at this level. For a cross-class skill, the maximum rank is half the maximum for a class skill.

Class Features
The character gets all class features of all classes for the levels he possesses.

Feats
For multiclass characters, feats are received every three character levels, regardless of individual class level (see Table 3–1: Experience and Level-Dependent Benefits).

Ability Increases
For multiclass characters, abilities are increased every four character levels, regardless of individual class level (see Table 3–1: Experience and Level-Dependent Benefits).

Adding a Second Class

When a single-class character gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. The GM may restrict the choices available according to how he or she handles classes, skills, experience, and training. For instance, the character may need to find a teacher to instruct him in the ways of the new class. Additionally, the GM may require the player to declare what class his or her hero is "working on" before he or she makes the jump to the next level, so the character has time to practice new skills. In this way, gaining the new class is the result of previous effort rather than a sudden development. (There are also restrictions on adding a Jedi class as an additional class; see below.)

The character gains all the 1st-level base attack bonuses, base save bonuses, class skills, and other class features of the new class, as well as vitality points of the appropriate die type. In addition, the character gets the new class's per-level skill points.

Picking up a new class is not exactly the same as starting a character in that class. Some of the benefits for a 1st-level hero represent the advantage of training while young and fresh, with lots of time to practice. When picking up a new class, a hero does not receive the following starting bonuses given to characters that begin their careers in that class.

- Maximum vitality points from the first die
- Quadruple the per-level skill points
- Starting equipment
- Starting credits

To add a Force-using class (Force adept, Jedi consular, or Jedi guardian), a character must purchase the Force-Sensitive feat, rather than acquiring it for free as a starting feat (only new 1st-level Force-using characters gain the Force-Sensitive feat as a free starting feat). A character with one Jedi class may not add another Jedi class in a multiclass process. (Thus, a character who has at least one level of Jedi guardian can never add a level of Jedi consular.) A Force adept can add levels of one or the other Jedi class, if the character desires, and a Jedi who abandons the order could progress as a Force adept.

Advancing a Level

Each time a multiclass character achieves a new level, he either increases one of his current class levels by one or picks up a new class at 1st level.

When a multiclass character increases one of his classes by one level, he gets all the standard benefits that characters get for achieving that level in that class: more vitality points, possible bonuses on attack rolls, Defense, and saving throws (depending on the class and the new level), possible new class features (as defined by the class), and new skill points.

Skill points are spent according to the class that the multiclass character just advanced in (see Table 4–1: Skill Points per Level). Skills purchased from Table 4–2: Skills and Table 4–3: Force Skills are purchased at the cost appropriate for that class.

How Multiclassing Works

Arani, a 4th-level noble, decides she wants to expand her repertoire by learning some soldiering. When Arani achieves 10,000 XP, she becomes a 5th-level character. Instead of becoming a 5th-level noble, however, she becomes a 4th-level noble/1st-level soldier. (How exactly she picked up this new area of focus isn't critical to the campaign, though the player and Gamemaster are encouraged to create an in-game reason and opportunity for the hero to do so.)

Now, instead of gaining the benefits of a new level of noble, she gains the benefits of becoming a 1st-level soldier. She gains a 1st-level soldier's vitality points (1d10 plus her Constitution modifier), a 1st-level soldier's +1 base attack bonus, a 1st-level soldier's +2 Fortitude save bonus, and a soldier's skill points (4 + her Intelligence modifier). When purchasing skills for this new level, Arani uses the soldier's class skills; if she wants to add ranks to a noble skill, it is considered a cross-class skill for this level.

The benefits described above are added to the scores Arani already had as a noble. Her Defense gets a +1 bonus (+3 for a 1st-level soldier, reduced to +1 by the multiclass penalty; see Defense Bonus, below). Her Reflex save bonus, Will save bonus, and Reputation bonus do not increase because these numbers are +0 for a 1st-level soldier. She gets all of the soldier's starting feats. She doesn't gain any of the benefits a 5th-level noble gains. She could spend some of her new skill points to improve her noble skills, but since they would be treated as cross-class skills for this purpose, these skill points would each buy only half a rank.

On achieving 15,000 XP, she becomes a 6th-level hero. She decides she'd like to continue along the soldier path, so she increases her soldier level instead of her noble level. Again she gains the soldier's benefits for attaining a new level rather than the noble's. At this point, Arani is a 6th-level hero: a 4th-level noble/2nd-level soldier. Her combat skill is a little better than a 4th-level noble's would be because she has learned something about fighting during her time as a soldier. Her base attack bonus is +5 (+3 from her noble class and +2 from her soldier class). Her Fortitude save is +4 (+1 from noble and +3 from soldier), better than a 6th-level noble's but not as good as a 6th-level soldier's. Her Reflex save is +2 (all from her noble class), and her Will save is +4 (again, all from her noble class). Her bonus to Defense is +5 (+3 from her noble levels and +2 from her soldier levels, after applying the multiclass penalty).

At each new level, Arani decides whether to increase her noble level or her soldier level. Of course, if she wants to have even more diverse abilities, she could acquire a third class, such as scoundrel. In general, a character can multiclass as many times as there are classes available, except that no character may possess levels in both Jedi consular and Jedi guardian; once a level in one Jedi class is taken, the other cannot be added.



CHAPTER FOUR

SKILLS | 4

Fringer [6 + Int Modifier] x 4

Deel Surool, a scoundrel, can walk quietly up to a door, put his ear to it, and hear a battle droid commander barking orders to its troops. If Vor'en Kurn, a soldier, were to try the same thing, he'd probably make so much noise that the battle droids would hear him. He, however, could set an explosive to blow out the door and incapacitate the droids behind it. These actions and many more are determined by the skills that characters have (in this case, Move Silently, Listen, and Demolitions).

Skills Summary

Your character's skills represent a variety of abilities, and you get better at them as you go up in level.

Getting Skills

At each level, you get 4, 6, or 8 skill points that you use to buy skills. (Your Intelligence modifier adds to this number. Humans get 1 extra skill point at each level above 1st.) A 1st-level character gets four times this number. (Humans get 4 extra skill points at 1st level in addition to the standard initial amount for their class and Intelligence. These are added on at 1st level, not multiplied in.)

If you buy a class skill (such as Move Silently for a scoundrel or Pilot for a scout), you get 1 rank (equal to a +1 bonus) for each skill point. If you buy other classes' skills (cross-class skills), you get a half rank per skill point. Your maximum rank in a class skill is your level plus 3. Your maximum rank in a cross-class skill is half of this number (do not round up or down).

Using Skills

To make a skill check, roll:

1d20 + skill modifier
(Skill modifier = skill rank + ability modifier + miscellaneous modifiers)

This roll is made just like an attack roll or a saving throw. The higher the roll, the better. You're either trying to get a result that equals or exceeds a certain Difficulty Class (DC), or you're trying to beat another character's check result. For instance, to sneak quietly past a guard, Deel needs to beat the guard's Listen check with his Move Silently check.

Skill rank is based on the amount of skill points a character has invested in a skill. Some skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

The ability modifier used in the skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of a skill is noted in its description and on Table 4–4: Skills and Table 4–5: Force Skills.

Miscellaneous modifiers include species bonuses, armor check penalties, and bonuses provided by feats, among others.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we changed in this chapter for the new edition.

In this chapter, we did a lot of work to clarify each skill and its uses in play. Every skill description was reworked from the ground up to improve comprehension and to adjust rules where appropriate. We've added a few new skills to the game, such as Balance and Illusion. We've also simplified the idea of synergy bonuses, making them more based on situations than setting them up as automatic additions to skill modifiers. Finally, we reorganized the chapter so that all the skills are presented in alphabetical order. The chapter isn't divided into skills and Force skills anymore, though the Force skills are still called out so you can spot them easily throughout the text.

How Do Skills Work?

This extended example shows how skills work. Detailed rules follow the example.

Skills at 1st Level

Rorworr, a Wookiee scout, gets 6 skill points per level. Since his Intelligence score is 12, he gets +1 point per level, for a total of 7 skill points. As a 1st-level hero, Rorworr gets four times this number, or 28 skill points. At 1st level, his maximum rank in a skill is his level (which is 1) + 3, for a maximum rank of 4. With 28 points, he can select seven class skills and increase each to its maximum of 4 ranks.

Rorworr chooses the skills Astrogate, Climb, Computer Use, Hide, Pilot, Repair, and Search (all class skills), at 4 ranks each. The skills section on his character sheet looks like this:

Class Skill?	Skills	Key Ability	Ability Mod	+	Ranks	+	Misc Mod	=	Skill Modifier
Yes	Astrogate	Int	+1	+	4	+	+0	=	+5
Yes	Climb	Str	+3	+	4	+	+2	=	+9
Yes	Computer Use	Int	+1	+	4	+	+0	=	+5
Yes	Hide	Dex	+1	+	4	+	+0	=	+5
Yes	Pilot	Dex	+1	+	4	+	+0	=	+5
Yes	Repair	Int	+1	+	4	+	+0	=	+5
Yes	Search	Int	+1	+	4	+	+0	=	+5

Climb is a Strength-based skill, so when Rorworr makes a Climb check, he adds his 4 ranks and his Strength modifier (+3) together with his +2 species bonus, for a skill modifier of +9. Both Hide and Pilot are Dexterity-based skills, so when he makes a Hide or Pilot check, he adds 4 for his rank and +1 for his Dexterity bonus, for a skill modifier of +5. The other skills are all based on Intelligence, so he gets his 4 ranks and his +1 Intelligence bonus, for skill modifiers of +5.

Skills at 2nd Level

When Rorworr reaches 2nd level, he gets another 7 skill points, as he will for each level after that (unless his Intelligence score goes up by enough to increase his Intelligence bonus). He decides to use 3 skill points to increase his Astrogate, Pilot, and Computer Use skills by 1 rank each, raising his ranks to 5 and his skill modifiers up to +6 for these three skills. He can't have more than 5 ranks in a class skill at 2nd level, so he can't raise these skills any higher. He uses the remaining 4 skill points to buy 2 ranks of Bluff. (Bluff is a cross-class skill for scouts, so his 4 skill points only buy 2 ranks.) Bluff is a Charisma skill, but since our scout has no Charisma modifier, the skill modifier is +2.

These skills on his character sheet now look like this:

Class Skill?	Skills	Key Ability	Ability Mod	+	Ranks	+	Misc Mod	=	Skill Modifier
Yes	Astrogate	Int	+1	+	5	+	+0	=	+6
No	Bluff	Cha	+0	+	2	+	+0	=	+2
Yes	Computer Use	Int	+1	+	5	+	+0	=	+6
Yes	Pilot	Dex	+1	+	5	+	+0	=	+6

Skill Check

When Rorworr makes a skill check at 2nd level, his player rolls 1d20 and adds his skill modifier (rank + ability modifier + any miscellaneous modifier). The higher the result, the better Rorworr does. On average, Rorworr will roll a 10 or 11 on 1d20, so he will usually get a check result of 16 or 17 with his Pilot checks. It's this total check result that matters, not the original roll. A result of 17 by an average spacer with no plusses or minuses who rolls it naturally is the same as a result of 17 by Rorworr (11 on 1d20 with +6 for his skill rank and Intelligence modifier).

Opposed Check

Rorworr meets a bounty hunter (a GM character) in a cantina and tries to bluff his way out of trouble. ("No, I'm not the Wookiee you're looking for.") Rorworr's player rolls 1d20+2 for his Bluff check and gets a result of 16. The GM secretly makes a Sense Motive check for the bounty hunter (since Bluff is opposed by Sense Motive), and the result is 14. Since Rorworr's Bluff result is higher than the bounty hunter's Sense Motive result, the GM tells Rorworr's player that the bounty hunter looked suspicious for a moment, then turned and walked out of the cantina.

Check Against a Difficulty Class (DC)

Later, Rorworr decides to climb to the top of the cantina to watch for signs of the bounty hunter and any minions he may have in the area. The GM checks the description for the Climb skill and determines that climbing to the roof of this three-story building has a DC of 20. Rorworr's player rolls an 8 on 1d20 and adds Rorworr's +9 Climb skill modifier for a result of 17. This result is not high enough for Rorworr to climb the building, but it's not so low that the scout risks a fall. The GM tells the player that Rorworr needs to find a different building to climb, or try a different approach to watch for his enemies.

Untrained Checks

Unsuccessful at climbing to the roof of the cantina, Rorworr instead tries to ask the locals about the bounty hunter and anyone seen in his company. Rorworr doesn't have the Gather Information skill (he has 0 ranks in Gather Information), and he doesn't have a Charisma modifier. The GM secretly sets the DC at 15, and Rorworr's player rolls an 18 on 1d20. After asking around for a while, Rorworr determines that the bounty hunter and a gang of Trandoshan thugs have been seen coming and going from the Royal Hutt Hotel a few blocks east of the cantina.

Acquiring Skill Ranks

Ranks indicate how much training or experience your character has with a given skill. Each of your skills has a rank, from 0 (for a skill in which your character has no training at all) to 23 (for a 20th-level character who has increased a skill to its maximum rank). When making a skill check, you add your skill ranks to the roll as part of the skill modifier, so the more ranks you have, the higher your skill check result will be.

Acquiring Skills at 1st Level

Use the following steps when picking skills for your 1st-level character:

1. Determine the number of skill points you get. The number of skill points depends on your class and Intelligence modifier, as shown on Table 4–1: Skill Points per Level. For example, Deel Surool is a 1st-level scoundrel with an Intelligence score of 14 (+2 Intelligence bonus). At the start of play, he has 40 skill points (8 + 2 = 10, 10 × 4 = 40).

- A character gets at least 4 skill points (1 × 4 = 4) even if he has an Intelligence penalty.
- A Human gets 4 extra skill points as a 1st-level hero. A Human hero with the same class and Intelligence modifier as Deel Surool would have 44 skill points at the start of play.

2. Spend the skill points. Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list.

Each skill point you spend on a cross-class skill gets your character a half rank in that skill. Cross-class skills are skills not found on your character's class skill list. (Half ranks do not improve your skill modifier, but two half ranks make 1 rank.)

Your maximum rank in a class skill at 1st level is 4. In a cross-class skill, it's 2.

Force skills associated with the primary Force feats (Alter, Control, and Sense) can only be selected by a character with a Force-using class.

- Table 4–4: Skills lists all the skills and indicates which are class skills, which are cross-class skills, and which can be used untrained.
- Spend all your skill points. You can't save them to spend them later.

Table 4–1: Skill Points per Level

Class	1st-Level Skill Points [a]	Higher-Level Skill Points [b]
Fringer	(6 + Int modifier) × 4	6 + Int modifier
Noble	(6 + Int modifier) × 4	6 + Int modifier
Scoundrel	(8 + Int modifier) × 4	8 + Int modifier
Scout	(6 + Int modifier) × 4	6 + Int modifier
Soldier	(4 + Int modifier) × 4	4 + Int modifier
Tech specialist	(4 + Int modifier) × 4	4 + Int modifier
Force adept	(6 + Int modifier) × 4	6 + Int modifier
Jedi consular	(6 + Int modifier) × 4	6 + Int modifier
Jedi guardian	(4 + Int modifier) × 4	4 + Int modifier

[a] *Humans add +4 to this total at 1st level.*
[b] *Humans add +1 to this total at each level after 1st.*

Skills at Higher Levels

When you attain a new experience level, follow these steps to gain new skills and improve those you already have:

1. Determine the number of skill points you get. See Table 4–1: Skill Points per Level.

- A character gets at least 1 skill point even if he has an Intelligence penalty.
- A Human gets 1 extra skill point per level.

2. You can improve any class skill that you've previously maxed out by 1 rank or any cross-class skill that you've previously maxed out by a half rank.

3. If you have not maxed out a skill, you can spend extra skill points on it and increase its rank to its maximum.

First, find out what your maximum rank with the skill is. If it's a class skill, your maximum rank is your new level plus 3. If it's a cross-class skill, your maximum rank is one-half that number (do not round up or down).

CHARACTER SKILLS

FRINGER (6 + INT MODIFIER) X 4

Characters have many more skills than what they can buy with their skill points or what is recorded on their character sheets. We don't track the various life experiences that a character had prior to becoming a 1st-level hero. Skills are not an exhaustive map of every bit of knowledge and training a character possesses. Instead, think of skills that a character has ranks in as the training that helps elevate the character to heroic status. They represent areas of knowledge and discipline in which a character has become better than average. These are the character's "heroic" skills, the skills the character can utilize in dramatic situations. (A character may also try to use a skill untrained in a dramatic situation, but in such a case the chance is slim of the character succeeding at any task more difficult than a challenging one; see Table 4–2: Difficulty Class Examples.)

Remember that not every use of a skill requires a skill check. Performing routine tasks in normal situations is easy, and it's what most characters are trained to do. In dramatic situations, when the fate of the galaxy rests squarely on the characters' shoulders, then skill checks are called for.

ACCESS TO SKILLS

FRINGER [6 + INT MODIFIER] X 4

The rules assume that a character can find a way to learn any skill. For instance, if Rorworr wants to have the Astrogate skill, nothing in the rules prevents him from doing so. However, the GM is in charge of the game, including decisions about where one can learn certain skills and where one can't. While Rorworr is living on a primitive planet without starships, for example, the GM can decide that Rorworr has no way of learning astrogation. It's up to the GM to decide whether a character can learn a given skill in a given situation.

You may spend as many skill points as it takes to max out the skill (provided you have that many skill points to spend).

4. If you want to pick up a new skill, you can spend up to your level plus 3 skill points on it. These skill points buy 1 rank each if the new skill is a class skill or a half rank each if it's a cross-class skill.

Using Skills

When you use a skill, you make a skill check to see how well you do. The higher the result on your skill check, the better you do. Based on the circumstances, your result must equal or exceed a particular number (a DC or the result of an opposed skill check) for you to use the skill successfully. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. If you're free to work without distractions, you can make a careful attempt and avoid simple mistakes. If you have lots of time, you can try over and over again, assuring that you eventually succeed. If others help you, you may succeed where otherwise you would fail.



Skill Checks

A skill check takes into account your training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account your species' knack for certain skills (species bonus) or what armor you are wearing (armor check penalty), among other things.

To make a skill check, roll 1d20 and add your skill modifier for that skill. The skill modifier incorporates your rank with that skill, your ability modifier for that skill's key ability, and any other miscellaneous modifiers you have, including species bonuses and any armor check penalty. The higher the result, the better. Unlike in the combat rules, a natural 20 is not an automatic success when making a skill check, and a natural 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that you must score as a result on your skill check to succeed. For example, climbing the outer wall of a ruined warehouse may have a DC of 15. To climb the wall, you must get a result of 15 or better on a Climb check. A Climb check is 1d20 plus Climb ranks (if any) plus Strength modifier plus any other modifiers. Table 4–2: Difficulty Class Examples shows example DCs for skill checks.

GM NOTES: DEGREES OF SUCCESS

FRINGER [6 + INT MODIFIER] X 4

Simply determining success may not be enough. Sometimes the degree of success is important to a task. For example, a stealthy scoundrel sneaks up on a noble in the dead of night. The noble makes an opposed Listen check against the scoundrel's Move Silently check, and is successful. The GM might say:

1. You heard a noise and you know something's out there, but you don't see anything.
2. You heard a noise. It sounded like a person moving, and it came from over there.
3. You heard a noise. There's someone moving toward you, currently about 6 meters northeast of you and getting closer. You can target the intruder with an attack.

You can handle this situation by comparing the check results (or for unopposed checks, the check result and the DC). In the example above, success means that the GM gives answer #1. If the noble beats the bounty hunter's result by 10 or more, she gets answer #2. If she exceeds the bounty hunter's result by 20, she gets all the information—answer #3.

In general, this means:

Result	Degree of Success
DC or higher	Success
DC+10 or higher	Greater success
DC+20 or higher	Perfect success

Remember that degrees of success only apply when it's important. Most of the time, it only matters whether a character succeeds or fails.

Table 4–2: Difficulty Class Examples

Situation Difficulty	DC	Example	Skill (Key Ability)	Who Could Do It [a]
Very easy	0	Notice something large in plain sight	Spot (Wis)	A nearsighted Gungan fleeing from battle droids
Easy	5	Climb a knotted rope	Climb (Str)	A weak merchant carrying a heavy satchel
Average	10	Hear a stormtrooper patrol walking 10 meters away	Listen (Wis)	Anyone
Tough	15	Disarm an explosive	Demolitions (Int)	A smart 1st-level soldier
Challenging	20	Plot a course through hyperspace using data more than a week old	Astrogate (Int)	A smart 5th-level scout
Formidable	25	Break into a secure computer system	Computer Use (Int)	A smart 10th-level scoundrel
Heroic	30	Leap across a 10-meter chasm	Jump (Str)	A strong 15th-level fringer
Super heroic	35	Convince the guards that even though you're not wearing a uniform and don't know the password, you're actually Senator Farson's personal assistant (and yes, you know that the senator is actually away from Coruscant right now)	Bluff (Cha)	A charismatic 20th-level noble
Nearly impossible	40	Track a Wookiee through the forests of Kashyyyk on a moonless night after 12 days of rainfall	Survival (Wis)	A very wise 20th-level scout who has taken the Skill Emphasis (Survival) feat

[a] *This column identifies a character who would have about a 50% chance to succeed. When this entry names a character by class, it assumes that the character has the skill in question. (Other characters might have a better or worse chance to succeed.)*

Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result. For example, to sneak up on a guard, you need to beat the guard's Listen check result with your Move Silently check result. You make a Move Silently check, and the GM makes a Listen check for the guard. Whoever scores the higher result wins the contest.

Table 4–3: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Sneak up behind someone	Move Silently (Dex)	Listen (Wis)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Hide from someone	Hide (Dex)	Spot (Wis)
Win a Podrace	Pilot (Dex)	Pilot (Dex)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Steal a key cylinder	Sleight of Hand (Dex)	Spot (Wis)
Create a false map	Forgery (Int)	Forgery (Int)

For ties on opposed checks, the character with the higher key ability score wins. For instance, in a Move Silently against Listen check that results in a tie, the sneaker's Dexterity would be compared to the listener's Wisdom. If those scores are the same, roll again.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task. For most skills, when a character has succeeded at a given task, additional successes are meaningless.

For example, if Deel Surool (a scoundrel) misses a Disable Device check to open a mechanical lock, he can try again and keep trying. If however, an alarm sounds if the Disable Device check is missed by 5 or more, then failing has its own penalty.

Similarly, if Rorworr (a scout) misses a Climb check, he can keep trying, but if he misses by 5 or more, he falls (after which he can get up and try again if the fall wasn't too far or too lethal).

If a skill carries no penalty for failure, you can take 20 and assume that you keep trying until you eventually succeed (see Checks without Rolls, page 72).

Untrained Skill Checks

Generally, if you attempt to use a skill you don't possess, you make a skill check as described. Your skill modifier doesn't include skill ranks because you don't have any ranks in the skill. You do get other modifiers, though, such as the ability modifier for the skill's key ability.

Some skills can be used only if you are trained in the skill. If you don't have Astrogate, for example, regardless of your class, ability scores, and experience level, you just don't know enough about astrogation even to attempt to plot a course through space. Skills that can't be used untrained are marked with a "No" in the "Untrained" column on Table 4–4: Skills and Table 4–5: Force Skills.

For example, Rorworr's 4 ranks in Climb make his Climb check results 4 points higher than they otherwise would be, but even a character with no ranks in Climb can make a Climb check. Another character might even have a penalty

for low Strength or equipment carried, but she can give it a try. The same character's ranks in Astrogate, however, let her do something that she otherwise couldn't do at all, such as plot a course through hyperspace. A character with no ranks in the skill can't make an Astrogate check, even at a penalty.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for the skill check, or a change to the skill check's DC. It's one thing for Kelko, a Rodian fringer with the Survival skill, to hunt down enough food to eat while he's camping for the day on the forest moon of Endor. Foraging for food while crossing 100 kilometers of Tatooine's Jundland Wastes is an entirely different matter.

The GM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts, page 73), or possessing unusually accurate information.
2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or performing work that doesn't have to be perfect.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having a hostile audience or performing work that must be flawless.

Conditions that affect your ability to perform the skill change your skill modifier. Conditions that modify how well you have to perform the skill to succeed change the DC. A bonus on your skill modifier and a reduction in the check's DC have the same result—they create a better chance that you will succeed. But they represent different circumstances, and sometimes that difference is important.

For example, Deel Surool the Twi'lek scoundrel wants to entertain a group of Trandoshan thugs drinking at the bar in the Royal Hutt Hotel. Before beginning his performance, Deel listens to the Trandoshans so that he can judge their mood. Doing so improves his performance, giving him a +2 bonus to the skill modifier for his Entertain check. The GM sets the DC at 15. The Trandoshans are in a good mood because they recently received a sizable payoff, so the GM reduces the DC to 13. (Deel's performance isn't better just because the Trandoshans are in a good mood, so he does not get a bonus to add into his skill modifier. Instead, the DC goes down.)

However, the leader of the gang, a Human bounty hunter, has been unable to locate the Wookiee he's tracking, and he's suspicious of Deel. (Didn't the datafile suggest the Wookiee was often seen in the company of a Twi'lek?) The DC to entertain him is higher than normal: 17 instead of 15.

Deel rolls a 6 and adds +8 for his skill modifier (4 ranks, +2 Charisma modifier, and +2 for his impromptu research). His result is 14.

The scoundrel's skill check result (14) is high enough to entertain the Trandoshans (DC 13) but not their leader (DC 17). The Trandoshans applaud Deel Surool and offer to buy him drinks, but their leader eyes him suspiciously.

Time and Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform (see Action Types, page 78). The Action Type column on Table 4–4 and Table 4–5 indicates whether the use of a skill is a move action, an attack action, a full-round action, or a reaction. In some cases (for skills marked with **), the skill description specifies how long a skill takes to use.

In general, using a skill that requires concentration (and thus distracts you from being fully aware of what's going on around you) provokes an attack of opportunity from an opponent if you are within that opponent's threatened area when you attempt the skill check. See Attacks of Opportunity, page 157, for more information.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually in the face of some sort of time pressure or distraction. Sometimes, though, you can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10

When you're not in a rush and not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success.

Distractions, threats, and danger make it impossible for a character to take 10. You also can't take 10 when using a skill untrained, though the GM may allow exceptions for truly routine activities.

For example, Rorworr the Wookiee has a Climb skill modifier of +9 (4 ranks, +3 Strength modifier, +2 species modifier). The steep, rocky slope he's climbing has a DC of 15. With a little care, he can take 10 and succeed automatically. But partway up the slope, a bounty hunter begins taking blaster shots at him from up above. Rorworr needs to make a Climb check to reach the bounty hunter, and this time he can't take 10. He must make the skill check normally while under attack.

Taking 20

When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round), and when the skill being attempted carries no penalty for failure, you can take 20. Taking 20 represents making multiple rolls, assuming that eventually you will roll a 20. Instead of rolling 1d20 for the skill check, calculate the result as if you had rolled a 20. Taking 20 means you keep trying until you get it right. Taking 20 takes twenty times as long as making a single check.

For example, Rorworr comes to a cliff face. He takes 10 to

make the climb, for a result of 19 (10 plus his +9 skill modifier). However, the DC is 20, and the GM tells him that he fails to make progress up the cliff. (His check result is at least high enough that he doesn't fall.) Rorworr can't take 20 because there is a penalty associated with failure (falling, in this case).

Later, Rorworr finds a small bunker in the cliffside and searches it. The GM notes in the Search skill description that each 2-meter-square area takes a full-round action to search (and she secretly assigns a DC of 15 to the attempt). She estimates that the floors, walls, and ceiling of the bunker make up about twenty 2-meter squares, so she tells Rorworr's player that it takes 2 minutes to search the whole bunker. Rorworr rolls 1d20 and adds his +5 skill modifier. The result of 11 fails. Now Rorworr declares that he is going to search the bunker high and low, for as long as it takes. The GM takes the original time of 2 minutes and multiplies it by 20, for 40 minutes. That's how long it takes Rorworr to search the whole bunker in exacting detail. Now Rorworr's player treats his roll as if it were 20, for a result of 25. That's more than enough to beat the DC of 15, and Rorworr finds a datapad discarded in a waste disposal unit.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events

Often, several characters attempt some action, and each succeeds or fails on his or her own.

For example, Rorworr and each of his companions need to climb a slope to get to the top. Regardless of Rorworr's result, the other characters need successful checks, too. Every character makes a skill check.

Cooperation

Sometimes the individual heroes react to the same situation, and they can work together to help each other out. In this case, one hero is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (You can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits cooperation as she sees fit for the conditions.

For instance, if Rorworr has been badly wounded, Vor'en Kurn can try a Treat Injury check to keep him from dying. One other character can help Vor'en. If the other hero makes a Treat Injury check against DC 10, then Vor'en gets +2 on the Treat Injury check he makes to help Rorworr. The GM rules that two characters can't help Vor'en at the same time because a third person would just get in the way.

Skill Synergy

Sometimes, the GM may decide that having one skill provides a synergy bonus when a character uses another skill in certain situations. The character must have at least 5 ranks in the related skill to gain the synergy bonus, and the GM must agree that the two skills can aid each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check.



Table 4–4: Skills

Skill (Key Ability)	Use Untrained	Fringer	Noble	Scoundrel	Scout	Soldier	Tech Spec	Force Adept	Jedi Consular	Jedi Guardian	Action Type
Appraise (Int)	Yes	X	C	C	X	X	X	X	X	X	**
Astrogate (Int)	No	X	X	C	C	C	C	X	X	X	**
Balance (Dex)	Yes	X	X	C	X	X	X	X	X	C	Move
Bluff (Cha)	Yes	X	X	C	X	X	X	X	C	X	**
Climb (Str) [a]	Yes	C	X	X	C	X	X	C	X	C	Full-round or move
Computer Use (Int)	Yes	X	C	C	C	C	C	X	C	C	Full-round**
Craft (Int)	Yes	C	C	C	C	C	C	C	C	C	**
Demolitions (Int)	No	X	X	C	C	C	C	X	X	X	Full-round**
Diplomacy (Cha)	Yes	X	C	X	X	X	X	X	C	X	Full-round
Disable Device (Int)	No	X	X	C	X	X	C	X	X	X	Full-round**
Disguise (Cha)	Yes	X	C	C	C	X	X	X	X	X	**
Entertain (Cha)	Yes	X	C	X	X	X	X	X	X	X	**
Escape Artist (Dex) [a]	Yes	X	X	C	X	X	X	X	X	X	Full-round**
Forgery (Int)	Yes	X	X	C	X	X	X	X	X	X	**
Gamble (Wis)	Yes	C	X	C	X	X	X	X	X	X	**
Gather Information (Cha)	Yes	X	X	C	X	X	X	X	C	X	**
Handle Animal (Cha)	No	C	X	X	X	X	X	C	X	X	**
Hide (Dex) [a]	Yes	C	X	C	C	X	X	C	X	X	Attack
Intimidate (Cha)	Yes	X	X	X	X	C	X	X	C	C	Full-round
Jump (Str) [a]	Yes	C	X	X	C	X	X	C	X	C	Attack
Knowledge (Int)	No	C	C	C	C	C	C	C	C	C	Reaction or full-round
Listen (Wis)	Yes	C	X	C	C	X	X	C	X	X	Reaction or full-round
Move Silently (Dex) [a]	Yes	X	X	C	C	X	X	X	X	X	Move
Pilot (Dex)	No	C	X	C	C	C	C	X	C	C	Move
Profession (Wis)	No	C	C	C	C	C	C	C	C	C	Full-round**
Read/Write Language (None)	No	X	C	X	C	X	C	X	C	X	—
Repair (Int)	No	X	X	C	C	C	C	X	X	X	Full-round**
Ride (Dex)	Yes	C	C	X	C	X	X	X	X	X	Move**
Search (Int)	Yes	C	X	C	C	X	C	X	X	X	Full-round
Sense Motive (Wis)	Yes	X	C	X	X	X	X	C	C	X	**
Sleight of Hand (Dex) [a]	No	X	X	C	X	X	X	X	X	X	Attack
Speak Language (None)	No	X	C	X	C	X	X	X	C	X	—
Spot (Wis)	Yes	C	X	C	C	X	X	C	X	X	Reaction or full-round
Survival (Wis)	Yes	C	X	X	C	X	X	C	X	X	**
Swim (Str)	Yes	C	X	X	C	X	X	C	X	X	Move or full-round
Treat Injury (Wis)	Yes	X	X	X	X	C	C	C	C	X	**
Tumble (Dex) [a]	No	X	X	C	X	X	X	X	X	C	Reaction or move

C *Class skill.* X *Cross-class skill.* [a] *Your armor check penalty, if any, also applies.* ** *See skill description for details.*

Use Untrained: Yes: *The skill can be used untrained. That is, a hero can have 0 ranks in this skill but can make skill checks normally.* No: *You can't use the skill unless you have at least 1 rank in it.*

Examples of when skill synergy might come into play include when a specific Knowledge or Profession skill might aid in the practical use of a related skill, using Disable Device to help disarm an explosive with the Demolitions skill, being in a situation where Bluff or Sense Motive could aid a Diplomacy check, allowing Computer Use to benefit a Disable Device check against an electronic security system, or using Tumble to assist with a Jump check.

Ability Checks

Sometimes you try to do something to which no specific skill applies. In these cases, you make an ability check: Roll 1d20 and apply the appropriate ability modifier. Essentially, you're making an untrained skill check. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. The initiative check in combat, for exam-

ple, is essentially a Dexterity check. The character who rolls highest acts first.

In some cases, a test of one's ability doesn't involve luck. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, then make opposed Strength checks.

Example Ability Check	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Remembering to lock a door	Wisdom
Getting yourself noticed in a crowd	Charisma

Force Skills

Force skills are different from the rest of the skills available to characters in the *Star Wars Roleplaying Game*. A character may not take any ranks in these skills unless he has the proper prerequisite feat or feats and is at least 1st level in a Force-using class (for skills associated with the primary Force feats—Alter, Control, and Sense).

Many Force skills have a variety of applications. In some cases, an attempt to use a Force skill is "all or nothing." That is, a single DC is set and if the skill check fails, no effect occurs. Other uses may have varying DCs for different effects achieved depending on the check result. See the specific skill descriptions for more details.

Unless otherwise stated, a Force-using character must be within 10 meters of a target and have the target in line of sight to use a Force skill upon it. Also, a Force skill's effect is immediate unless the description states otherwise.

Most Force skills have a vitality point cost associated with using them. This means that a character attempting a Force skill check must pay (temporarily lose) a certain number of vitality points as he or she makes the check. In most cases, the cost is paid regardless of whether the skill check succeeds. The cost must be paid every time you retry a skill check as well. If a character doesn't have enough vitality points, she can't draw on the Force until her vitality is restored (but see the Control feat in Chapter Five: Feats).

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for other purposes than those listed here. For example, you might be able to impress the members of a starfighter squadron by making a Pilot check.

Skills are presented in alphabetical order. Force skills are indicated by a different headline color from non-Force skills.

Here is the format for skill descriptions. Headings that do not apply to a particular skill are omitted in that skill's description.

Skill Name (Key Ability)

Trained Only; Armor Check Penalty

The skill name line and the line beneath it include the following information.

Table 4–5: Force Skills

Skill (Key Ability)	Feat[a]	Use Untrained	Action Type
Affect Mind (Cha)	Alter	Yes	Full-round
Battlemind (Con)	Control	No	Move
† Drain Energy (Con)	Alter	Yes	Full-round
Empathy (Wis)	Force	Yes	Attack
Enhance Ability (Con)	Force	Yes	Attack
Enhance Senses (Wis)	Sense	Yes	Attack
Farseeing (Wis)	Sense	No	**
† Fear (Wis)	Sense	Yes	Attack
Force Defense (Cha)	Control	Yes	Full-round
† Force Grip (Int)	Alter	Yes	Attack
† Force Lightning (Int)	Alter	Yes	Attack
Force Stealth (Cha)	Control	Yes	Full-round
Force Strike (Int)	Alter	Yes	Attack
Friendship (Cha)	Force	No	Full-round
†† Heal Another (Wis)	Alter	Yes	Full-round
Heal Self (Cha)	Control	Yes	Full-round
Illusion (Cha)	Alter	No	Attack
Move Object (Int)	Alter	Yes	Move
See Force (Wis)	Sense	Yes	Full-round
Telepathy (Wis)	Sense	Yes	Move

[a] *The prerequisite feat that a character must have to use or purchase ranks in the skill (Force = Force-Sensitive).*

***See skill description for details.*

All Alter-based, Control-based, and Sense-based Force skills are exclusive to Force-using classes (Force adept, Jedi consular, Jedi guardian). Once one of these Force feats is selected, its associated Force skills become class skills for the character. The Force-Sensitive-based Force skills are class skills for a character of any class who has the Force-Sensitive feat.

Use Untrained: Yes: *The skill can be used untrained. That is, a hero can have 0 ranks in this skill but can make skill checks normally.* No: *You can't use the skill unless you have at least 1 rank in it.*

†*Use of this skill gives the character a Dark Side Point.*

††*This skill is a light side Force skill.*

Key Ability: The abbreviation for the ability whose modifier applies to the skill check. *Exception:* Speak Language and Read/Write Language have "None" listed as their key ability because the use of these skills never requires a check.

Trained Only: If "Trained Only" appears on the line beneath the skill name, you must have at least 1 rank in the skill to use it. If "Trained Only" is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Check Penalty: If "Armor Check Penalty" appears on the line beneath the skill name, apply any armor check penalty to skill checks for this skill. If it is omitted, there are no penalties to use this skill while wearing armor.

Check: What you can do with a successful skill check and the check's DC.

Retry: Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill check can be tried again without any inherent penalty other than consuming additional time.

Special: Any special notes that apply, such as rules regarding untrained use and whether or not you can take 10 or take 20 when using the skill.

Time: How much time it takes to make a check with this skill.

Vitality Point Cost: For Force skills only, the number of vitality points a character must lose in order to use the skill.

Affect Mind (Cha)

Force Skill; Requires the Force-Sensitive and Alter feats

You can use the Force to alter a target's perceptions or make a telepathic suggestion in another character's mind.

Check: The result of an Affect Mind check sets the DC for the target's Will save. (Note that this skill works best on weak-willed characters. Those with good Will save bonuses are harder to fool with "Jedi mind tricks.")

Result	Will Saving Throw DC
Up to 4	5
5–14	10
15–24	15
25–34	20
35+	25

Declare whether you're attempting to alter perceptions or make a suggestion when you make your Affect Mind check. If the target's saving throw fails, you can do one of the following things.

Alter Perceptions: This creates a simple false stimulus, such as a brief sound or a fleeting image, detected by a single person and lasting no more than a single round. It is generally used to distract an opponent, which can also have the effect of a feint (see Bluff, page 77). Note that the targets receive a +2 circumstance bonus on their saving throws for every additional person beyond the first that you want to detect the false stimulus.

Obi-Wan Kenobi uses this application of the skill in *A New Hope* to distract the stormtroopers aboard the Death Star.

Suggestion: This is the classic "Jedi mind trick," allowing you to make an otherwise unpalatable suggestion seem completely acceptable to the target. You must be able to communicate with the target, and the suggestion can't obviously threaten the target's life. The target won't realize later that what he did was unreasonable.

Obi-Wan Kenobi successfully uses this application of the skill to get past the stormtrooper checkpoint in *A New Hope*. Jabba the Hutt and Watto both make their Will saves against this application of the skill in *Return of the Jedi* and *The Phantom Menace*, respectively.

Retry: No. You can attempt to affect the mind of the same character in another situation after time has passed, but not in the same encounter or scene.

Special: You can take 10 when making an Affect Mind check, but you can't take 20.

A character with the Mind Trick feat gets a +2 aptitude bonus on Affect Mind checks.

The range for Affect Mind is 10 meters.

Time: Affect Mind is a full-round action.

Vitality Point Cost: 2 (alter perceptions); 4 (suggestion)

Appraise (Int)

Use this skill to estimate the value of an object, from an old blaster to an Alderaanian heirloom.

Check: You can appraise common or well-known objects within 10% of their value (DC 12). Failure means you estimate the value at 50% to 150% of actual value. The GM secretly rolls 2d6+3, multiplies by 10%, multiplies the actual value by that percentage, and tells you what you think the value of the item is. (For a common or well-known item, your chance of estimating the value within 10% is fairly high, even if you fail the check—in such a case, consider it a lucky guess.)

For example, a beat-up droid is offered for sale by a Jawa trader and you want to determine the droid's approximate value before getting into a haggling session. If you fail the check (which the GM might decide to make in secret for you so you don't know), the GM rolls 2d6+3 and gets a result of 12. She multiplies this by 10% for a result of 120%. The actual value of the old droid is 2,000 credits. Multiplying 2,000 by 120%, the GM tells you that you gauge the value of the droid to be about 2,400 credits. Since you failed the check, you believe that the droid is worth more than it actually is.

Rare or exotic items require a check against DC 15, 20, or higher. If successful, you estimate the value at 70% to 130% of its actual value. The GM secretly rolls 2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells you what you believe the value of the item is. Failure means you can't estimate the item's value.

The result of an Appraise check should have an effect on the story, as in the case of the Jawa trader above, who might end up making some extra money off you. On the other hand, with a successful Appraise check, you might determine that the offer a starship dealer gives you is just too good to pass up.

Retry: Not on the same object, regardless of success.

Special: When making the check untrained, for common items failure means you make no estimate (you can take a wild guess if you want), and for rare items success means an estimate of 50% to 150% (2d6+3 times 10%).

You can take 10 when making an Appraise check, but you can't take 20.

Time: Appraising an item takes 1 minute.

Astrogate (Int)

Trained Only

Use this skill to plot a course through hyperspace from one star system to another.

Check: You can plot a safe course through hyperspace between two star systems. The result of an Astrogate check determines whether a particular trip occurs without incident and how much time the trip takes; a failed check indicates either a delayed journey or the possibility of a hyperspace mishap that can ruin the journey. For information on moving through hyperspace, see Astrogation on page 205 in Chapter Eleven: Starships.

You can also use this skill to determine your position in space without the use of a nav computer by checking the constellations—provided you are traveling through an area of space you are familiar with.

Special: You can take 10 when making an Astrogate check, but you can't take 20 since there is a possible penalty for failing.

A character with the Spacer feat and at least 1 rank in this skill gets a +2 aptitude bonus on Astrogate checks.

Time: Astrogating a course takes 1 minute.

Balance (Dex)

You can keep your balance while walking on a tightrope, a narrow beam, a ledge, or an uneven floor.

Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface. A failure indicates that you can't move for that round. A failure by 5 or more indicates that you fall. The difficulty varies with the surface.

Surface	DC
17.5–30 cm wide	10
5–15 cm wide	15
Less than 5 cm wide	20
Uneven floor	10
Angled surface	+5*
Slippery surface	+5*

*Cumulative; if both apply, use both.

Being Attacked While Balancing: Attacks against you while you are balancing gain a +2 bonus on the attack roll, and you lose your Dexterity bonus to Defense (if any). If you have 5 or more ranks in this skill, you retain your Dexterity bonus to Defense when attacked while balancing. If an attack deals damage to you, you must immediately make a Balance check or fall.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. You can move your full speed, but you take a –5 penalty.

Special: You can take 10 when making a Balance check, but you can't take 20.

A character with the Steady feat and at least 1 rank in this skill gets a +2 aptitude bonus on Balance checks.

Time: Balance is a move action.

Battlemind (Con)

Force Skill; Trained Only; Requires the Force-Sensitive and Control feats

You can increase your prowess in combat, using the Force to enhance your concentration and commitment in battle.

Check: A Battlemind check grants a Force bonus on attack rolls as shown on the table below. You can decide to select a bonus that's less than the result you achieve.

Result	Force Bonus to Attack
Up to 4	+1
5–14	+2
15–24	+3
25–34	+4
35+	+5

Special: You can take 10 when making a Battlemind check, but you can't take 20.

A character with the Mettle feat and at least 1 rank in this skill gets a +2 aptitude bonus on Battlemind checks.

Time: Activating Battlemind is a move action. The Force bonus lasts for 10 rounds (1 minute).

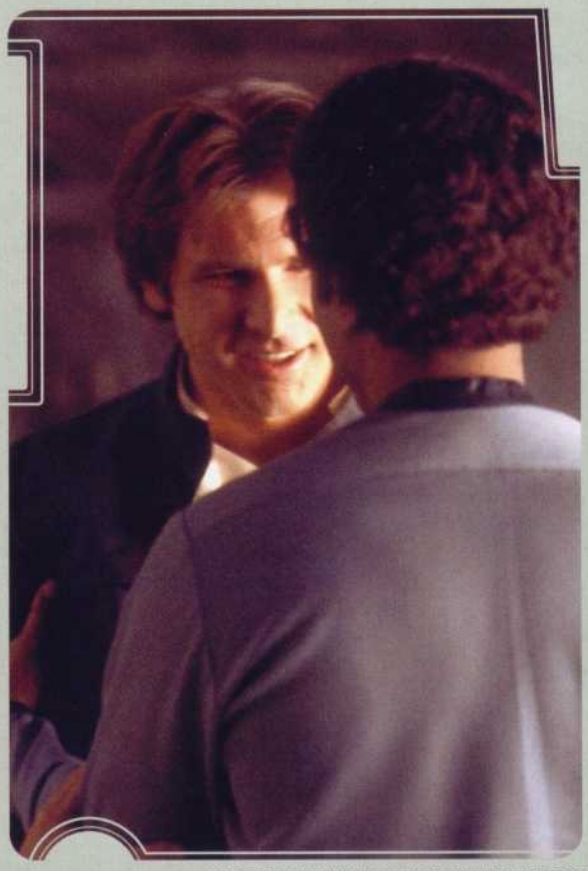
Vitality Point Cost: 2 plus vitality points equal to the bonus achieved. So, if the result provides a +2 Force bonus, the vitality point cost is 4.

Bluff (Cha)

You can make the outrageous or the untrue seem plausible. The skill encompasses conning, fast-talking, misdirection, prevarication, and misleading through body language. Use a bluff to sow temporary confusion, get someone to turn his head in the direction you point, or simply to look innocuous.

Check: A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not placed any demand on him).



WHO'S RUNNING THE BLUFF HERE?

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	–5
"These droids aren't stolen. I'm just desperate for credits right now, so I'm offering them to you cheap."	
The bluff is believable and doesn't affect the target much one way or the other.	+0
"I don't know what you're talking about, sir. I'm just a simple trader here for the fair."	
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
"You want to fight? I'll take you all on myself. I don't need my friends' help. Just don't die on my deck plating."	
The bluff is hard to believe or entails a large risk for the target.	+10
"This shuttle doesn't belong to the Emperor. It just looks like his. Trust me, I wouldn't sell you a ship that would get you terminated, would I?"	
The bluff is way out there; it's almost too incredible to consider.	+20
"You might find this hard to believe, but I'm actually a Jedi Master who's been sold into slavery by a dark lord of the Sith. You know that we Jedi are trustworthy, so you can believe me."	

ACTION TYPES

FRINGER [6 + INT MODIFIER] X 4

The following types of actions define the time frame for how long certain activities take to complete.

Reactions

Some skills checks are instantaneous. They are reactions to an event, such as making a Ride check to stay on a tauntaun when the tauntaun rears unexpectedly. Some are tests of what a character notices or recognizes, such as a Listen check to notice a bounty hunter sneaking up from behind. You can make as many of these checks in a round as the situation calls for. In game terms, they take no time and are not considered actions.

Free Action

Free actions consume almost no time or effort, and over the span of a round their impact is so minor that they are considered to be free. You can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what you can really do for free. Calling out to your friends for help, for example, is free. Reciting the epic history of the Rodian hunter clans takes several minutes (or more).

Attack Action

An attack action allows you to do something. You can make an attack, use a skill or feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, you can perform an attack action and a move action. You can use a move action before or after performing an attack action.

Move Action

A move action allows you to move your speed in a round or perform a similar action. You can move your speed, climb, draw a weapon, reload a weapon, sheathe a weapon, pick up an item, control a mount, or move a heavy object as a move action.

In a combat round, you can perform an attack action and a move action, in any order. You can also perform two move actions in a round and no attack actions, using the second move action in place of an attack action.

If the action you take during a round results in your moving no actual distance, you can take a 2-meter step as a free action.

Full-Round Action

A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 2-meter step before, during, or after the action. Attacking more than once (if you are of sufficient level to do so) or using a skill or feat that requires a full round to accomplish, such as using Search to examine a 2-meter-by-2-meter area, is considered a full-round action.

Longer than a Round

Some skills take more than a round to perform. The skill descriptions specify how long each skill takes to use. Using Handle Animal to calm an excited vornskr or Appraise to assess the market price of a jeweled necklace takes 1 minute (10 rounds). Crafting an item and riding across rough terrain can be handled by skill checks, but the time involved is beyond the scope of round-by-round or even minute-by-minute timing.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less), or the target believes something that you want him to believe. For example, you could use a bluff to put someone off guard by telling him someone was behind him. At best, such a bluff would make the target glance over his shoulder. It would not cause the target to ignore you and completely turn around.

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

Feinting in Combat: You can also use Bluff to mislead an opponent in combat so that he can't dodge your attack effectively. If you succeed, the next attack you make against the target ignores his Dexterity bonus to Defense (if any), thus lowering the Defense score. Feinting in this way against a target of a different species from you is difficult because it's harder to read an alien's body language; you take a –4 penalty. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a –8 penalty. Against a nonintelligent creature, it's impossible.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. (See the Hide skill, page 92.)

Retry: Generally, a failed Bluff check makes the target too suspicious for you to try another bluff in the same circumstances. For feinting in combat, you may retry freely.

Special: You can take 10 when making a bluff (except for feinting in combat), but you can't take 20.

A character with the Trick feat gets a +2 aptitude bonus on Bluff checks.

Time: A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if you try something elaborate.

Using Bluff as a feint in combat is an attack action.

Climb (Str)

Armor Check Penalty

Use this skill to scale a cliff, to get to a window on the second story of a building, or to climb up an antenna array after falling out of an airway at the bottom of a floating city.

Check: With each successful Climb check, you can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds).

A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check indicates that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained.

The DC of the check depends on the conditions of the climb.

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against or a knotted rope, but not both.
10	A surface with ledges to hold on to and stand on, such as a very rough wall.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds.
25	A rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
–	A perfectly smooth, flat, vertical surface cannot be climbed.
–10[a]	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5[a]	Climbing a corner where you can brace against perpendicular walls (reduces normal DC by 5).
+5[a]	Surface is slippery (increases normal DC by 5).

[a] *These modifiers are cumulative; use any that apply.*

Since you can't move to avoid an attack while climbing, opponents get a +2 bonus on attack rolls against you, and you lose any Dexterity bonus to Defense.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage. (See Falling Damage in Chapter Eight: Combat.)

Accelerated Climbing: You try to climb more quickly than normal, attempting to cover your full speed in climbing distance, but you take a –5 penalty on Climb checks.

Making Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with an ice axe or similar implement can cut handholds or footholds in an ice wall.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is relatively easier to catch yourself on (DC = slope's DC + 10).

Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use double your maximum load (see Carrying Capacity in Chapter Six: Heroic Characteristics) to determine how much weight a character can lift.

You can take 10 while climbing, but you can't take 20.

A character with the Athletic feat gets a +2 aptitude bonus on Climb checks.

Time: Climb at one-half of your speed as a full-round action. You can move half that far, one-fourth of your speed, as a move action.

Accelerated climbing allows you to climb at your full speed as a full-round action. You can move half that far, one-half of your speed, as a move action.

Computer Use (Int)

Use this skill to access computer systems and write or modify computer programs, to reprogram droids, and to override or bypass computer-controlled devices.

Check: Most normal computer operations (such as running a program) don't require a skill check. However, conducting a complex search through numerous databases, writing computer programs to make complex calculations or manipulate data in specific ways, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Conduct Complex Search: Researching a topic on the HoloNet (or its equivalent in different eras) with a combination of search engines and a lot of site hits takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available. In some cases, the GM might require that the character must break into a secure site before conducting a search to obtain certain kinds of information.

Information ranges from general to protected. For example, locating general information about a senator is easier than gathering specific information (such as the senator's date of birth), which is easier than finding restricted information (such as the senator's private comm channel code), which is easier than uncovering protected information (such as the senator's cred stick code).

Type of Information	DC
General	10
Specific	15
Restricted[a]	20
Protected[a]	25

[a] *Usually requires a check to break into a site before a search can be made.*

Write Program: The DC depends on the nature of the program and its purpose, ranging from 15 for simple

programs (such as databases or accounting applications) to 30 for complex programs (such as maintenance analysis applications or security protocol systems).

Alter Programs: It's generally easier to alter an existing program than to create a new one from scratch. The DC depends on what the alteration sets out to accomplish and whether or not the user wants his "tampering" to be readily obvious.

Type of Alteration	DC	Time
Degrade program (apply a –4 penalty to skill checks using the system) [a]	10	1 minute
Upgrade program (apply a +2 circumstance bonus to skill checks for using the system; costs 200 credits)	15	1 hour
Reprogram droid [b]	10 + droid's Int score	10 minutes
Wipe droid's memory [b]	10	Special
Change passcodes	20	1 minute
Hide evidence of alteration	+10	1 minute
Undo previous changes	+5	1 hour

[a] *Multiple alterations of the same type are not cumulative.*

[b] *See Chapter Fifteen: Droids for details.*

Break Computer Security: Also called "slicing," this application of Computer Use can't be used untrained. In cases where the other user is actively combating the slicer's efforts, a slicer has to beat an opposing computer user's check result. In general, though, the DC is determined by the quality of the security program installed to defend the system. If the check fails by 10 or more, the security system immediately alerts its administrator that there has been an unauthorized entry.

Level of Security	DC
Minimum	15
Average	25
Exceptional	30
Maximum	35

Operate Remote: Many devices—security cameras, communications arrays, door locks, sentry guns, alarms, and so forth—are computer-operated via remote links. A slicer can access these various systems and either shut them off, or change their operating parameters (to make Corporate Sector cameras identify CSA agents as enemies, for example, or to set an automated Imperial sentry gun to attack stormtroopers). If the check fails by 10 or more, the security system immediately alerts its administrator that there has been an unauthorized entry.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	15	1 round per remote
Shut down active remote (including sentry guns and alarms)	20	1 round per remote
Reset parameters	25	1 minute per remote
Change passcodes	20	1 minute
Hide evidence of alteration	+10	1 minute

Ship Systems: On ships that require more than one operator, a character's Computer Use skill is employed to determine the success of using sensors, weapons, and shields. Opposed checks are needed to overcome sensor or communications jamming. The better the check when operating sensors, the more detailed the information discovered. Note that sensors in the *Star Wars* universe are not miraculous divination machines. At best, they provide detection and identification assistance based on what can be seen, measured, and analyzed: the number of enemy vessels, the type of enemy vessels, the basic makeup of a planetary atmosphere, any visible obstacles or dangers in the immediate vicinity, and so forth.

Special: You can take 10 when using the Computer Use skill. In cases that don't involve a penalty for failure, you can take 20.

A character with the Gearhead feat gets a +2 aptitude bonus on Computer Use checks.

Time: Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Craft (Int)

You are trained in a craft, trade, or art such as electronics, sculpture, mechanics, weaponmaking, starship construction, carpentry, computer technology, droid construction, or some other endeavor that actually creates a finished product. A Craft skill is specifically focused on creating something; if a skill is not of this sort, it is a Profession skill (see page 96).

Craft is actually a number of separate skills. You can have several Craft skills, each with its own ranks, each purchased as a separate skill. For instance, you could have the skill Craft (electronic devices). Your ranks in that skill don't affect any checks you happen to make for different Craft skills, such as Craft (blaster pistols and rifles) or Craft (droids), for example.

Examples of Craft skills include the following. Your GM may allow other Craft skills, depending on the campaign.

- airspeeders
- armor
- blaster pistols and rifles
- capital ships
- computers
- costumes
- droids
- electronic devices
- exotic weapon (pick one)*
- heavy weapons
- holoart
- hyperdrives
- landspeeders
- medpacs
- repulsorlift engines
- sculpture
- simple and primitive weapons
- slugthrowers
- space transports
- starfighters
- starship weapons
- sublight drives
- tools
- vibro weapons
- walker vehicles
- wheeled and tracked vehicles

**This category of the Craft skill applies to only one kind of exotic weapon; to create two different kinds of exotic weapons, you must purchase this Craft skill separately for each weapon. Craft (lightsaber) is a skill only available to Force-users; special rules for this use of the Craft skill are given on page 175.*

Before you can use a Craft skill, you must purchase a set of basic tools. The cost of these tools varies according to the complexity of the item you want to build (see the accompanying table). The tools to make an item of a certain complexity can also be used to make any item of

lower complexity. To upgrade your basic tools and thus be able to make items of higher complexity, you only need to spend the difference in cost between the tools you have and the tools you are acquiring. For example, if you spend 150 credits on basic tools to make items of high complexity, you can also make items of medium or low complexity using those same tools. If you later decide you want to make items of extreme complexity, you must spend another 850 credits (1,000 minus 150) to acquire the necessary tools.

Having the ideal tools for the job creates a condition of favorable circumstances, giving you a +2 circumstance bonus on all your Craft checks. The cost to acquire ideal tools for items of a certain complexity is 10 times the cost of the basic tools. For example, the cost of ideal tools to make items of high complexity is 1,500 credits.

Check: The basic function of the Craft skill is to allow you to make an item of the appropriate type. The price of the item and your check results determine how long it takes to make the item. The item's price also determines the cost of raw materials (the parts and components necessary to build the item).

To determine how much time and money it takes to make an item:

1. Find the item's price in Chapter Seven: Equipment, or have the GM set the price for an item not listed.
2. Pay one-third the item's price in raw materials.
3. Make a skill check that represents one day's work.

Multiply the check result by your skill modifier (your skill ranks + your Intelligence modifier + miscellaneous modifiers). If that number equals or exceeds the item's price, then you have completed the item.

If your check result × your skill modifier is less than the item's price, then that number represents progress you've made this day toward completing the item. Subtract the amount of progress from the item's price and record the new reduced value. At the end of the next day of work, make another check. Each day, you make more progress until the day when your check result × your skill modifier equals or exceeds the item's remaining value. At that point, you have completed the item.

You can hand an unfinished item over to someone else to complete, or, if the item is sufficiently large, multiple craftsmen can work on the item simultaneously. In either case, use the total results of all the Craft checks applied to the item to determine when the item is finished.

Upon the item's completion, make another Craft check to determine whether the item actually functions as intended. If you fail the check, subtract 10% of the item's full price from the Craft results that have been applied. If the resulting number is still high enough for the item to be finished, then the item functions normally. If not, the item merely looks finished, but is not. The craftsman can elect either to spend more time to finish the project (by making more day-by-day Craft checks) or to pass the item off as fully functional. The user of an unfinished or defective item takes a –2 penalty on skill checks, attack rolls, or saving throws made when the performance of the item is tested—when a weapon is wielded in combat, when a vehicle is piloted or driven, when armor is subjected to an attack, and so forth.

If you fail this final check by 5 or more, you ruin half the raw materials and have to pay half the original raw-material cost again.

The DC for this check is based on the complexity of the item, as given on the accompanying table.

Example: Kaz decides that he will construct a comlink for his friend Spin. The price of a comlink is 200 credits, so he pays 67 credits for the components: an energy cell, a circuit board, a power switch, some diodes, magnets, and a housing. He then makes his first Craft (electronic devices) check. His skill modifier is +8, and he rolls a 14, for a total of 22. Kaz then multiplies 22 (his result) times 8 (his skill modifier), for a total of 176. The comlink is mostly finished, but Kaz will need at least one more day.

Unfortunately, Kaz is injured on the morning of the second day, and must rest rather than work. Spin decides to take over, because he needs the comlink in a hurry. Spin uses Craft (electronic devices) untrained, since he has no ranks, though he has an Intelligence modifier of +2. He rolls his Craft check and gets a 16, for a total of 18. Spin multiples 18 by 2, for a total of 36. With Kaz's 176, that's 212—more than enough to complete the comlink.

Now comes the tricky part. Kaz recovers and checks Spin's work on the comlink, thus making the final skill check to make sure that the comlink functions properly. The complexity of a nonencrypted comlink is medium, so Kaz has to beat a DC of 10 on this check. But Kaz rolls a 1, for a total of 9—not enough! The GM now deducts 10% of the comlink's cost (20) from the total of the Craft results (212), for a result of 192.

Item Complexity	Cost of Basic Tools	DC	Examples
Low	5	5	Common tools/utensils, simple and primitive weapons, light armor, common clothing, glow rod, nonpowered vehicles
Medium	50	10	Advanced tools/utensils, vibro weapons, medium armor, all-temperature cloak, breath mask, comlink, datapad, macrobinoculars, medpacs, speeder bikes, fifth-degree droids
High	150	15	Blaster pistols and rifles, heavy armor, code cylinder, sensor pack, encrypted comlinks and datapads, third- and fourth-degree droids, speeders, starfighter-class starships
Extreme	1,000	20	Most exotic weapons, powered armor, security kits, walkers, second-degree droids, space transport-class starships
Astronomical	3,000	30+	Unusual exotic weapons, data holocrons, first-degree droids, hazardous-environment vehicles, capital ship-class starships, space stations

Kaz now has the option of spending another day working on the comlink or passing it off as "finished." Kaz cannily opts for the latter, and gives Spin his new comlink. Because there is no check or roll involved with using a comlink, though, the –2 penalty doesn't apply; instead, the GM decides that the comlink will occasionally cut out in the middle of a conversation.

Retry: For the final check in constructing an item, yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again. You may not retry a roll on the daily progress check.

Special: You can take 10 on a Craft skill check, but you can't take 20.

Time: Craft checks are made by the day, as described above.

Demolitions (Int)

Trained Only

Use this skill to create and set explosive devices for maximum impact.

Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but any attempt to build an explosive device or set an explosive to cause a specific damage effect does.

Set Explosive Device: Placing an explosive in the optimum location for maximum blast efficiency takes skill and patience. The GM makes the check (so that you don't know exactly how well you've done), compares it to the list of DCs on the table below, and applies the result for the highest DC that's equal to or less than the check result. For example, a result of 19 produces a blast that does double damage and provides a –2 penalty to the Reflex save of anyone caught in the blast area. A failed check (a result of 9 or lower) reduces the explosive power by half, provides a +4 circumstance bonus on Reflex saves to avoid damage, and has a 15% chance of causing the device to explode prematurely. This application of the skill is used to set an explosive device that includes a timer or detonator.

DC	Damage Multiplier	Penalty to Save
10	×1	0
15	×2	–2
20	×3	–4
30	×4	–6

Build Explosive Device from Scratch: Creating a scratch-built explosive device requires the appropriate materials and time. In combat, the best that could be accomplished, regardless of the materials or the skill check result, would be an improvised explosive device that's the equivalent of a Molotov cocktail (damage 1d6). In general, building explosive devices happens apart from combat or some other dramatic situation. When building an explosive device from scratch, the character decides what kind of result he or she is after, pays the cost in credits for the raw materials, and tries to achieve the required DC. Adding a trap increases the DC but doesn't affect the cost (see below).

If the check fails, the device is ruined and the raw materials are wasted. There is a 25% chance that the explosive detonates during construction, dealing one-half of its intended damage to the builder and anyone else in the blast radius.

Type (and Damage) of Scratch-Built Explosive	Radius	DC	Cost
Improvised (1d6)	2m	5	10
Simple (2d6)	2m	10	100
Moderate (4d6+1)	4m	15	175
Complex (5d6+2)	6m	20	250
Powerful (6d6+4)	6m	25	500
Devastating (8d6+6)	8m	30	750
Add trap to disable attempts		+5, +10, or +15	

Special: You can take 10 when using the Demolitions skill, but you can't take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 aptitude bonus on Demolitions checks.

Disarming an explosive device requires the use of the Disable Device skill (see that description for details).

Time: Setting an explosive device for maximum blast efficiency takes 1 minute or more, depending on the scope of the job. You can set a simple explosive as a full-round action.

Building an explosive from scratch, which includes fashioning the raw materials and combining the chemicals inside a housing of some kind, requires a check that takes one of the following amounts of time: improvised, full-round action; simple, 1 hour; moderate, 12 hours; complex, one day; powerful, three days; devastating, one week.

Diplomacy (Cha)

Use this skill to persuade the Twi'lek chamberlain to let you see his master, to negotiate peace between feuding Ewok tribes, to haggle a good price for a droid, or to convince the Rodians who captured you that they should ransom you back to your friends instead of delivering you to Jabba the Hutt. Diplomacy includes etiquette, social grace, tact, subtlety, and a way with words. A skilled character knows the formal and informal rules of conduct, social expectations, proper forms of address, and so on. This skill represents the ability to give the right impression, to negotiate effectively, and to influence others.

Check: You can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Diplomacy can be used to influence a GM character's attitude. The GM chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given on the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. You don't declare a specific outcome you are trying for; instead, make the check and compare the result to the table below. For example, attempting to change the attitude of a hostile clone trooper fails on a result of 19 or lower; on a result of 20 or higher, the trooper's attitude changes.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	less than 1	1	15	25
Friendly	—	—	less than 1	1	15

When using Diplomacy to haggle a price, each side makes a Diplomacy check. For every 5 points that you beat your opponent's check result by, you can adjust the sale price by 5% up or down (your choice) from the market value (from Chapter Seven: Equipment or established by the Gamemaster). A GM character almost always agrees to the new price, but a player's character is never required to buy or sell at a specific price, even if he or she fails the opposed Diplomacy check.

A Note on Haggling: The prices for standard items given in Chapter Seven: Equipment represent the result of a reasonable negotiation. You shouldn't haggle over mundane items. You should only haggle over prices when it's significant to the mission—if you're arguing over the price of every meal, your GM can and should ask you to move on to more interesting things.

Retry: Generally, retries don't work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Charisma checks to influence GM characters are generally untrained Diplomacy checks.

You can take 10 when making a Diplomacy check, but you can't take 20.

A character with the Trustworthy feat gets a +2 aptitude bonus on Diplomacy checks.

Time: Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

Disable Device (Int)

Trained Only

Use this skill to disarm a security device, defeat a mechanical lock or trap, or rig a device to fail when it is used. You can examine a simple or fairly small mechanical or electronic device and disable it. The effort requires at least a simple tool of the appropriate sort (a pick, electronic lead, wire, file, pry bar, hydrospanner, and so on).

Check: The GM makes the Disable Device check so that you don't necessarily know whether you've succeeded. The DC for the check depends on how tricky the device is.

Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices (particularly those that are electronic) have a higher DC. The GM rolls the check. If the check succeeds, you disable the device. If the check fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If it's a trap, you spring it. If it's some sort of sabotage, you think the device is disabled, but it still works normally.

Disarm Explosive Device: A character can use the Disable Device skill to attempt to disarm a set explosive. The DC is 10 for a simple explosive device, 15 for a moderate explosive device, 20 for a complex explosive device, and so on. If the builder was successful in adding a trap, increase the DC by +10, +15, or +20.

Device	Time	DC[a]	Example
Simple	1 round	10	Sabotage a mechanical device
Tricky	1d4 rounds	15	Sabotage an electronic device, jam a blaster
Difficult	2d4 rounds	20	Disarm or reset a mechanical trap, open a mechanical lock
Wicked	2d4 rounds	25 to 40	Disarm an electronic security system

[a] *If you attempt to leave behind no trace of the tampering, add +5 to the DC.*

Retry: Yes, though you must be aware that you have failed in order to try again.

Special: You can take 10 when making a Disable Device check, but you can't take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 aptitude bonus on Disable Device checks.

Time: Disabling a simple mechanical device takes 1 round (and is a full-round action). Intricate or complex devices require 2d4 rounds. You also can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Disguise (Cha)

Use this skill to change your appearance or someone else's. The effort requires at least a few props, some makeup, and 1d4×10 minutes of work. A disguise can include an apparent change of height or weight of no more than one-tenth the original unless specially crafted prosthetics or costumes are utilized.

You can also impersonate people, either individuals or types. For example, you might make yourself seem like a local, even if you're a spacer, with little or no actual disguise.

Check: Your Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes your Disguise check secretly so that you're not sure how well your disguise holds up to scrutiny.

If you don't draw any attention to yourself, however, others don't get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard checking travelers entering a spaceport), the GM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

Disguise	Modifier
Minor details only	+5
Disguised as different gender	−2
Disguised as different species	−2 to −6 [a]
Disguised as different age category	−2 [b]
Disguised as specific class	−2

[a] *Based on how different the species is from your species in size and body type.*

[b] *Per step of difference between your age category and the disguised age category (young [younger than your age], adulthood, middle age, old, venerable).*

If you're impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically suspicious of you, so your opposed checks are always invoked).

Familiarity	Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting you and each hour thereafter. If you casually meet many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group. For example, if a character is trying to pass for a droid merchant at a spaceport bazaar, the GM can make one Spot check per hour for the people the character encounters. The GM uses a +1 modifier on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Special: You can take 10 or take 20 when establishing a disguise.

A character with the Mimic feat gets a +2 aptitude bonus on Disguise checks.

Time: The GM makes one Disguise check for you when you establish the disguise. The GM makes Spot checks for those who encounter you immediately upon meeting you and again each hour or day thereafter, depending on circumstances.

Drain Energy (Con)

Dark Side Force Skill; Requires the Force-Sensitive and Alter feats

You can deplete power packs, energy cells, and similar power sources of energy, rendering electronic devices and powered weaponry useless until the power source is replaced or recharged.

Check: Your Drain Energy check sets the DC for the target's Will save. Unattended items are automatically drained, as they don't get to make a saving throw. A character gets to make the Will save for an item that he or she grasps, wears, carries, or is using when the Drain Energy check is made. Droids are considered to be unattended items for the purposes of the check.

Result	Will Saving Throw DC
14 or less	10
15–24	15
25+	20

On a successful save, the target item is unaffected. On a failed save, the item's power source is drained and the item can't be used until the power source is replaced or recharged.

The vitality point cost depends on the item being drained.

Power Source	Example	VP Cost
Simple device	Datapad, comlink	2
Power pack	Blaster, ion gun	4
Energy cell	Lightsaber, vibro weapons	8
Portable generator	E-Web repeating blaster, droid	12

Power generators larger than portable units, such as a standard fusion generator like those found in power droids, vehicles, and ships, are too large to be affected by this skill.

Special: You can take 10 when making a Drain Energy check, but you can't take 20.

A character who uses this skill receives a Dark Side Point since it employs dark side power to siphon energy.

Time: Drain Energy is a full-round action.

Vitality Point Cost: Depends on target item; see above.

Empathy (Wis)

Force skill; Requires the Force-Sensitive feat

You can reach into the Force to read a target's surface emotions, getting a sense of the target's general state of mind.

Check: An Empathy check allows you to sense a target's general mood, attitude, and emotional state. You can tell if the target is happy or sad, angry or indifferent. The target gets to make a Will save (DC 10 + your Force-using level) to resist your empathic probe. This save is a reaction that the target isn't even aware of. The target doesn't know his emotions are being read.

If the target's save fails, you get a sense of the target's mood. Determining the target's mood grants a Force bonus on the next skill check you make against the target within the next 10 rounds (1 minute) using one of the following interaction skills: Bluff, Diplomacy, Handle Animal, Intimidate, Entertain, or Sense Motive.

Result	Force Bonus to Interaction Skills
4 or less	+1
5–14	+2
15–24	+3
25–34	+4
35+	+5

Retry: You can't use Empathy on the same target again until after 24 hours have passed.

Special: You can take 10 when making an Empathy check, but you can't take 20.

A character with the Compassion feat gets a +2 aptitude bonus on Empathy checks.

Time: Empathy is an attack action. The Force bonus lasts for 10 rounds (1 minute) or until you make a skill check against the target using one of the interaction skills listed above.

Vitality Point Cost: 2.

Enhance Ability (Con)

Force Skill; Requires the Force-Sensitive feat

You can call on the Force to enhance your Strength or Dexterity for a short period of time.

Check: An Enhance Ability check grants a Force bonus to either your Strength or Dexterity, but not both. The result of the skill check determines the bonus.

Result	Force Bonus
15–19	+2
20–24	+4
25–29	+6
30+	+8

Special: You can take 10 or take 20 when making an Enhance Ability check.

A character with the Attuned feat gets a +2 aptitude bonus on Enhance Ability checks.

Time: The Force bonus lasts for 10 rounds (1 minute). Enhance Ability is an attack action. If you take 20 when making this check, you spend 2 minutes and 60 vitality points to attain the best result possible.

Vitality Point Cost: 3.

Enhance Senses (Wis)

Force Skill; Requires the Force-Sensitive and Sense feats

You can use the Force to enhance your normal sensory capabilities.

Check: An Enhance Senses check adds a Force bonus to any Listen, Search, Sense Motive, or Spot checks. It also adds to Survival checks made to find or follow tracks. The result of the Enhance Senses check indicates the bonus.

Result	Force Bonus
10–14	+2
15–19	+4
20–24	+6
25+	+8

Special: You can take 10 or take 20 when making an Enhance Senses check.

A character with the Aware feat gets a +2 aptitude bonus on Enhance Senses checks.

Time: The Force bonus lasts for 10 minutes. Enhance Senses is an attack action. If you take 20 when making this check, you spend 2 minutes and 60 vitality points to attain the best result possible.

Vitality Point Cost: 3.



Entertain (Cha)

You are skilled in some type of artistic expression and know how to put on a performance. Each rank you possess in this skill makes you capable at one form of entertainment. Possible Entertain types include ballad, chant, comedy, dance, drama, drums, epic, flute, harp, impersonation, kloo horn, mime, ode, song, storytelling, and trumpet. (The GM may authorize other types.)

Check: You can impress audiences with your talent and skill.

Retry: Yes, but not for the same performance and audience.

Special: You can take 10 when making an Entertain check, but you can't take 20.

A character with the Mimic feat gets a +2 aptitude bonus on Entertain checks pertaining to comedy, drama, impersonation, or storytelling.

Time: Entertain usually requires several minutes to an hour or more to enthrall an audience.

DC	Performance
10	Routine performance. Trying to earn credits by playing in public is essentially begging. You earn 1d10×10 credits/day.
15	Enjoyable performance. In a prosperous locale, you can earn 2d10×10 credits/day.
20	Great performance. In a prosperous locale, you can earn 2d10×20 credits/day. With time, you may be invited to join a professional troupe or band.
25	Memorable performance. In a prosperous locale, you can earn 2d10×50 credits/day. With time, you may come to the attention of wealthy patrons.
30	Extraordinary performance. In a prosperous locale, you can earn 2d10×100 credits/day. With time, you may draw attention from distant potential patrons.

Escape Artist (Dex)

Armor Check Penalty

Use this skill to slip binders or manacles, wriggle through tight spaces, or escape the grip of an angry Wookiee.

Check: Make a check to escape from restraints or to squeeze through a tight space.

Restraint	DC
Ropes	Opponent's Dex check +10
Net	20
Binders	30
Manacles	35
Tight space	30
Grappler	Grappler's grapple check

Ropes: Your Escape Artist check is opposed by your opponent's Dexterity check used to tie the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a special +10 bonus on her check.

Net: Getting out of the tangle of a net is tricky.

Binders and Manacles: These confine wrists or ankles and may be secured to stationary objects.

Tight Space: This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in an air shaft, the GM may call for multiple checks. You can't fit through a space that your head doesn't fit through.

Grappler: You can make an Escape Artist check opposed by your opponent's grapple check to get out of a grapple or out of a pinned condition (so that you're just being grappled). Doing so is an attack action, so if you escape the grapple you can move in the same round. See Grappling in Chapter Eight: Combat.

Retry: You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks as long as you're not being actively opposed.

Special: You can take 10 on an Escape Artist check. You can take 20 if you're not being actively opposed.

A character with the Nimble feat gets a +2 aptitude bonus on Escape Artist checks.

Time: Making a check to escape from being bound by ropes, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

Farseeing (Wis)

Force Skill; Trained Only; Requires the Force-Sensitive and Sense feats

You can use the Force to gain vague impressions of events happening in other places or times. These are impressions only and usually focus on strong imagery and emotions. The past and present can't change, so viewing such events relies on your getting the correct perceptions. The future is fluid, however, always in motion, and therefore subject to change. With the Farseeing skill, you can detect when your friends are in danger, examine significant details of a past event, or determine the probable outcome of a stated course of action.

Check: The DC of the Farseeing check is based on what you want to view. You must declare what kind of vision you seek to experience—the time, place, and/or person of the vision. Luke Skywalker, for example, concentrated on seeing his friends when he used this skill in *The Empire Strikes Back*.

Seeing another place is DC 15, seeing events of the past is DC 20, and seeing events of a possible future is DC 25. Since the future is mutable, the accuracy of such visions can be far from perfect. The higher the result, the more details you glean.

You can also use Farseeing to gain a reroll after you fail an attack roll, saving throw, or skill check. The DC for this application of the skill is 25. If successful, and if you haven't used the skill within the time listed below, you can check to gain a reroll to use immediately. Consider that the Force-user had an earlier vision that he or she is now taking advantage of to change the course of events. Though the vision took place earlier, you spend the vitality point cost (9) when you make the check.

Special: In addition to entering a trance and seeking your own vision, the GM can use this skill to provide clues and visions to progress the campaign. As long as you have at least 1 rank in the skill, the GM can aid your character in

this way. Of course, the more ranks you have in the skill, the better the quality of the vision.

You can take 10 when making a Farseeing check, but you can't take 20.

A character with the Link feat and at least 1 rank in this skill gets a +2 aptitude bonus on Farseeing checks.

Time: A Farseeing check takes 1 hour. You can only make one Farseeing check in any given week.

Vitality Point Cost: 3 (person or place, present), 6 (past), 9 (future).

Fear (Wis)

Dark Side Force Skill; Requires the Force-Sensitive and Sense feats

Fear is the path to the dark side of the Force. You can manipulate the Force to learn what frightens others and use that against them, making them more susceptible to the lure of the dark side.

Check: A Fear check provides a Force penalty to a target's skill checks and attack rolls. The result of the Fear check determines the target's penalty. The target can negate the penalty by accepting a Dark Side Point.

Result	Penalty
10–14	–2
15–19	–4
20–24	–6
25–29	–8
30+	–10

Special: You can take 10 when making a Fear check, but you can't take 20.

Using this skill gives a character a Dark Side Point.

Multiple uses of this skill against the same target are not cumulative.

A character with the Malevolent feat gets a +2 aptitude bonus on Fear checks.

Time: Fear is an attack action.

Vitality Point Cost: 2.

Force Defense (Cha)

Force Skill; Requires the Force-Sensitive and Control feats

You can use the Force to improve your resistance to Force-based attacks, wrapping yourself in the Force's protective embrace.

Check: A Force Defense check adds a Force bonus to any saving throw made against a Force-based attack (including skills and feats). The result of the check indicates the amount of the bonus.

Result	Force Bonus
10–14	+2
15–19	+4
20–24	+6
25–29	+8
30+	+10

Special: You can take 10 when making a Force Defense check, but you can't take 20.

A character with the Mettle feat gets a +2 aptitude bonus on Force Defense checks.

Time: Force Defense is a full-round action. The Force bonus lasts for 10 rounds (1 minute). It can also be used as a reaction against a specific Force attack (also lasting for 10 rounds), but in this case the Force bonus is half that given on the table above.

Vitality Point Cost: 3.

Force Grip (Int)

Dark Side Force Skill; Requires the Force-Sensitive and Alter feats

You can use the Force to injure a single opponent by finding the lines of energy that connect all things together and using them to grip an organ or crush a larynx.

Check: A Force Grip check sets the DC for the target's Will saving throw. On a failed save, the target takes 3d6 points of physical damage. On a successful save, the target takes half damage.

Result	DC
9 or less	10
10–19	15
20+	20

Special: As long as you can see your target, you can use this Force skill. Distance doesn't matter.

You can take 10 when making a Force Grip check, but you can't take 20.

Using this skill gives the character a Dark Side Point.

A character with the Malevolent feat gets a +2 aptitude bonus on Force Grip checks.

Time: Force Grip is an attack action.

Vitality Point Cost: 4.

Force Lightning (Int)

Dark Side Force Skill; Requires the Force-Sensitive and Alter feats

You can draw upon the dark side of the Force to blast one or more targets with deadly bolts of energy.

Check: A Force Lightning check sets the DC for the target's Reflex saving throw. On a failed save, a target takes 3d8 points of energy damage. On a successful save, a target takes half damage.

Result	DC
9 or less	10
10–14	15
15–19	20
20+	25

Any target with at least one-half cover (such as one standing behind another target) is protected from the effect and takes no damage.

Special: Force Lightning has a range of 10 meters. The effect covers an area 6 meters wide extending out from you in the direction you are facing, and can therefore affect more than one target at a time.

You can take 10 when making a Force Lightning check, but you can't take 20.

Using this skill gives the character a Dark Side Point.

Time: Force Lightning is an attack action.

Vitality Point Cost: 6.

Force Stealth (Cha)

Force Skill; Requires the Force-Sensitive and Control feats
With this skill, your character can meditate and lose himself in the Force, avoiding Force-based detection.

Check: Use Force Stealth to avoid detection by means of the Force or to mask your presence from other Force-users. Your Force Stealth check is opposed by the See Force check of another Force-user. Whenever a Force-user wants to mask his presence in the Force, for whatever reason, he gathers the Force around him, meditates, and attempts to hide his connection to the Force.

No check is made until another character attempts to use the See Force skill (or the Sense feat in some cases), but you must declare that you have activated the skill prior to that attempt, pay the vitality point cost, and still be within the time limit of the skill's usefulness.

Special: You can take 10 when making a Force Stealth check, but you can't take 20.

A character with the Focus feat gets a +2 aptitude bonus on Force Stealth checks.

Time: Force Stealth is a full-round action. It lasts for 10 minutes. Once activated, Force Stealth remains in place to counter See Force checks until the time limit expires or until you use any Force skill. Using another Force skill solidifies your connection to the Force and makes masking your presence impossible.

Vitality Point Cost: 2.

Force Strike (Int)

Force Skill; Requires the Force-Sensitive and Alter feats
You can attack one or more opponents using the Force.

Check: A Force Strike check sets the DC for the target's Reflex saving throw. On a failed save, the target takes 3d4 points of physical damage. On a successful save, the target takes half damage.

Result	DC
9 or less	10
10–19	15
20+	20

Special: Force Strike has a range of 10 meters. It can affect up to four targets standing adjacent to one another.

You can take 10 when making a Force Strike check, but you can't take 20.

Using this skill against a living target gives the character a Dark Side Point.



A character with the Focus feat gets a +2 aptitude bonus on Force Strike checks.

Time: Force Strike is an attack action.

Vitality Point Cost: 2.

Forgery (Int)

Use this skill to fake an electronic document from the Grand Moff instructing an Imperial warden to release prisoners, to create an authentic-looking star chart to a newly discovered planet, to falsify a starship permit or transponder code, or to detect forgeries that others try to pass off on you.

Check: Forgery requires materials appropriate to the document being forged (a computer or datapad, plasti-sheets, datacards, etc.), and some time. To forge a document such as military orders, a government decree, a business ledger, a merchandise order form, or the like, you need to have seen a similar document before. You can't forge something you haven't seen. Your degree of familiarity with the document provides a modifier to your Forgery check, as shown below.

Familiarity	Check Modifier
Unfamiliar: Document seen once for less than a minute	–4
Fairly familiar: Document seen for several minutes	+0
Quite familiar: Document has been studied at leisure	+4
Intimately familiar: Forger has produced other documents of the same type	+8

Some documents require security or authorization codes, whether authentic ones or additional forgeries. The GM makes your check secretly so you're not sure how good your forgery is.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties to his or her check as given in the table below.

Condition	Examiner's Check Modifier
Type of document unknown to examiner	–4
Type of document somewhat known to examiner	–2
Type of document well known to examiner	+0
Document is put through additional tests (computer, droid, analyzer)*	+4
Examiner only casually reviews the document[a]	–2

[a] *Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.*

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).

Retry: No, since the forger isn't sure of the quality of the original forgery.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question.

(The skill is language-dependent.)

You can take 10 when making a Forgery check, but you can't take 20.

Time: Forging a short and simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or screen.

Friendship (Cha)

Force Skill; Trained Only; Requires the Force-Sensitive feat

You can use the Force to calm a hostile or unfriendly person or animal.

Check: A Friendship check alters the attitude of a hostile or unfriendly target, changing it to something more amiable. You don't need to be able to communicate with the target. Instead of using words, you employ calming emotions through the use of the Force. Make the check, compare it to the list of DCs on the table below, and apply the result for the highest DC that's equal to or less than the check result. For example, a result of 19 changes a hostile character's attitude to unfriendly.

	Current Attitude	
New Attitude	**Hostile**	**Unfriendly**
Unfriendly	15	—
Indifferent	20	10
Friendly	25	15
Helpful	35	25

If the check fails (a result of 14 or less against a hostile character, or a result of 9 or less against an unfriendly character), the target's attitude becomes worse, with unfriendly targets turning hostile and hostile targets turning combative. If the check succeeds, the target maintains the new attitude toward the Force-user until a situation occurs to alter that state.

When the Force-user ends contact with the target (by leaving the target's immediate vicinity), the target can immediately make a Will saving throw (DC 20) to shake off the effects of Friendship. Otherwise, the Force-induced attitude fades in 1 hour.

Retry: You can make only one successful check involving a specific target per hour. (If your use of Friendship on a target turns him from hostile to unfriendly, you can't then follow that with a second check to try to improve the attitude of the now-unfriendly character.) If the check fails, you can't use Friendship on this target again until 24 hours have passed.

Special: You can take 10 when making a Friendship check, but you can't take 20.

Time: Friendship is a full-round action. Its effects last until something occurs to change the target's attitude, or until 1 hour has passed.

Vitality Point Cost: 2.

Gamble (Wis)

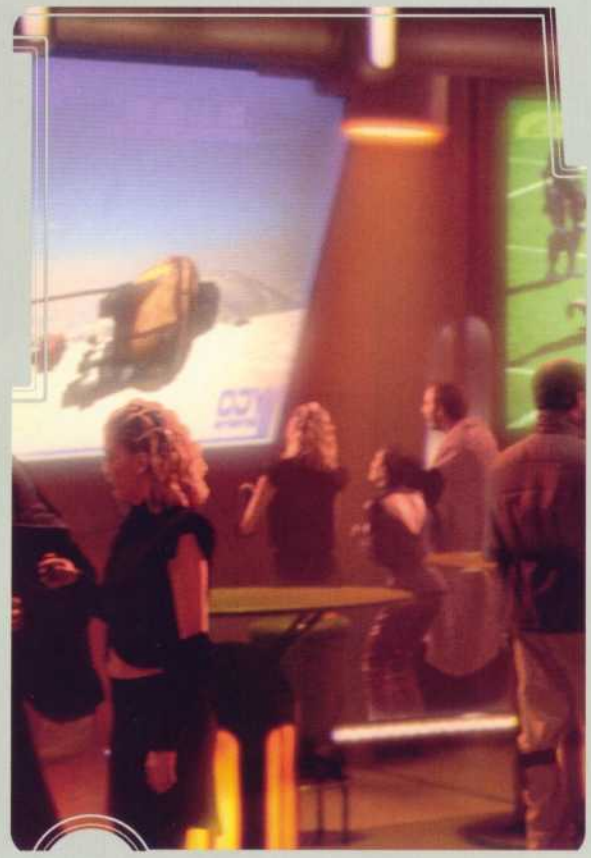
Use this skill to earn credits through games of chance, including sabacc, jubilee, and betting on swoop races.

Check: The amount of your wager and the result of your skill check determine how much money you win or lose during an evening of gambling. You can either gamble against the house or against an opponent (or group of opponents).

When gambling against the house—such as when playing the jubilee wheel or betting on the outcome of a race—you must declare how many credits you want to wager as your stake for the evening of gambling. Your skill check determines whether you win or lose and by how much after an entire evening of gambling.

Result	**Wins or Losses**
1–4	Lose entire stake
5–9	Walk away with 25% of stake
10–14	Walk away with 50% of stake
15–19	Break even, keep entire stake
20–24	Win stake × 1.5
25–29	Win stake × 2
30–34	Win stake × 3
35–39	Win stake × 5
40+	Win stake × 10

When gambling against other opponents—such as major GM characters or other heroes—each character declares an amount to wager for the evening and makes a skill check. The character with the highest result is considered the overall winner after an evening of gambling. (If two or more characters are tied for highest result, they split the winnings.) Each participant, other than the winner, checks his result against the winner's result, using the difference in the scores to determine how much money is deducted from his stake and added to the winner's take, as shown on the table on the next page.



Difference	Change in Winnings
1–4	Break even; keep your entire stake
5–9	Give 1/10th of stake to winner
10–14	Give 1/4 of stake to winner
15–19	Give 1/3 of stake to winner
20–24	Give 1/2 of stake to winner
25–29	Give 2/3 of stake to winner
30–34	Give 3/4 of stake to winner
35+	Lose it all; give entire stake to winner

You can also use the play-against-the-house system (the previous table) when you gamble with multiple GM characters, if the GM wants to reduce the number of skill checks.

Retry: No, unless you want to put up another stake.

Special: You can't take 10 or take 20 when making a Gamble check.

A character with the Trick feat gets a +2 aptitude bonus on Gamble checks.

Time: A Gamble check assumes an entire evening of play, with the result indicating how much you increase or decrease your stake.

Gather Information (Cha)

Use this skill to make contacts in an area, find out local gossip, spread rumors, and collect general information.

Check: By succeeding at a skill check (DC 10) and spending an evening passing out credits and buying drinks, you can get a feel for the major news items in a city or spaceport. This result assumes that no obvious reasons exist why information would be withheld (such as if you can't speak the local language). The higher the check result, the better the information.

Information ranges from general to protected, and the cost and DC increases accordingly for the type of information you seek to gather, as given on the table below.

Type of Information	DC	Cost
General	10	50 credits
Specific	15	100 credits
Restricted	20	250 credits
Protected	25	500 credits

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a specific question, such as "Which way to Mos Espa?" or "What can you tell me about the mysterious woman who always stands behind the senator?" Restricted information includes facts that aren't generally known and requires that you locate someone who has access to such information. Protected information is even harder to come by and might include some danger, either to the one asking the questions or the one providing the answer. In the case of both restricted and protected information, there's a chance that someone will take note of anyone asking about information that falls into one of these categories.

You can also increase the amount of credits you use to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra credits). Pay one-half of the cost for each +1 circumstance bonus you want to add to your check. For example, Deel Surool is looking for restricted information about a star system that doesn't appear on any public astrogation charts. He really wants to get this information, so he spends 250 credits, plus an additional 125 credits for every +1 bonus he wants to apply to the check. In this case, he can afford an additional 250 credits, granting him a +2 bonus on the check.

Retry: Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special: You can take 10 when making a Gather Information check. You can also take 20, but you must spend twenty times the amount of credits, and it takes twenty evenings to gather the information.

A character with the Trustworthy feat gets a +2 aptitude bonus on Gather Information checks.

Time: You must spend anywhere from a few hours to an entire evening when making a Gather Information check.

Handle Animal (Cha)

Trained Only

Use this skill to drive a team of dewbacks pulling a wagon over rough terrain, to teach a vornskr to guard, to raise a morrt as a devoted pet, or to teach a rancor to "speak" on your command.

Check: The time required to get an effect and the DC depend on what you are trying to do.

Task	Time	DC
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + level
Rear a deadly animal	1 year	20 + level
Train a wild animal	2 months	20 + level
Train a deadly animal	2 months	25 + level

Handle a Domestic Animal: A character with this skill can drive beasts of burden, command a trained vornskr, tend tired tauntauns, and so forth.

"Push" a Domestic Animal: An animal handler who "pushes" a domestic animal can get more out of it than it usually gives. For example, the handler could drive draft animals for extra effort, encouraging them to pull more weight or work longer.

Teach an Animal Tasks: With this skill, you can teach a domestic animal a few tricks. You can train one type of animal per rank (specified when the ranks are purchased) to obey commands and perform simple tricks. You can work with up to three animals of the same type at one time, and can teach them general tasks such as guarding, attacking, carrying riders, performing heavy labor, hunting and tracking, or fighting beside troops. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This use of the skill is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a bantha to be a war mount. Alternatively, you can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a ronto to rear

on command or to come when whistled for, or teaching a falcon to pluck objects from someone's grasp.

Rear a Wild or Deadly Animal: Rearing a wild or deadly animal involves raising a wild creature from infancy so that it is domesticated. The creature's level (see Chapter Fourteen: Allies and Opponents) is added to the DC. A handler can rear up to three creatures of the same type at once. A successfully domesticated wild or deadly animal can be taught tricks at the same time that it's being raised, or can be taught them as a domesticated animal later.

Train a Wild or Deadly Animal: The character can train a wild or deadly creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable. Add the creature's level to the DC.

Retry: For handling and pushing domestic animals, yes. For training and rearing, no.

Special: You can take 10 and take 20 when handling and pushing domestic animals. You can take 10 but you can't take 20 when training or rearing an animal.

An untrained character uses Charisma checks to handle and push animals.

A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 aptitude bonus on Handle Animal checks.

Time: See the table above for information on how long it takes to make a Handle Animal check.

Heal Another (Wis)

Light Side Force Skill; Requires the Force-Sensitive and Alter feats

You can use the Force to heal damage taken by another person.

Check: This skill can restore vitality points, wound points, or ability score points lost by someone other than yourself. The result of the Heal Another check indicates the damage that is healed.

The table below indicates the amount of healing possible for the result you achieve, as well as the associated vitality point cost to you. You can always decide to heal fewer points than indicated by your check result and thus incur a lower vitality point cost.

Result	Type/Amount of Healing	Vitality Point Cost
10–14	Stabilize a dying character	1
15–19	Restore 1d4+1 vitality points	1
20–24	Restore 1d6+2 vitality points or 1d4+1 wound points or 1d2 ability points	2
25–29	Restore 1d8+4 vitality points or 1d6+2 wound points or 1d4+1 ability points	4
30+	Restore 2d6+6 vitality points or 1d8+4 wound points or 1d6+2 ability points	6

You must touch the target that you want to heal. Your target can't receive healing that would increase her vitality points, wound points, or any of her ability scores beyond her full normal total. Any excess points restored are lost.



Retry: You can't attempt to heal vitality damage to the same person a second time until 1 hour has passed. You can't attempt to heal wound damage or ability score damage to the same person a second time until 24 hours have passed.

Special: You can only restore ability score points lost to temporary effects such as poison or disease; permanent effects such as aging can't be reversed with this skill.

You can take 10 when making a Heal Another check, but you can't take 20.

A character with the Compassion feat gets a +2 aptitude bonus on Heal Another checks.

Time: Heal Another is a full-round action.

Vitality Point Cost: At least 1 (for a failure or a minimal success), but see above.

Heal Self (Cha)

Force Skill; Requires the Force-Sensitive and Control feats

You can use the Force to heal damage you have taken.

Check: This skill can restore vitality, wound, or ability score points you have lost. The result of the Heal Self check indicates the damage that is healed.

The table on the following page indicates the amount of healing possible for the result you achieve, as well as the associated vitality point cost to you. You can always decide to heal at a category less than your result for a lower vitality cost.

Result	Amount Healed	Vitality Point Cost
10–14	Restore 1d4+1 vitality points	0
15–19	Restore 1d6+2 vitality points or 1d4+1 wound points or 1d2 ability points	0 or 1
20–24	Restore 1d8+4 vitality points or 1d6+2 wound points or 1d4+1 ability points	0 or 2
25+	Restore 2d6+6 vitality points or 1d8+4 wound points or 1d6+2 ability points	0 or 4

You can't increase your vitality points, wound points, or any of your ability scores beyond your full normal total. Any excess points restored are lost.

Retry: You may only attempt a Heal Self check once per hour (for vitality points) or once per day (for wound points or ability score points).

Special: You can only restore ability score points lost to temporary effects such as poison or disease; permanent effects such as aging can't be reversed with this skill.

You can take 10 when making a Heal Self check, but you can't take 20.

A character with the Attuned feat gets a +2 aptitude bonus on Heal Self checks.

Time: Heal Self is a full-round action.

Vitality Point Cost: 1 for a failure, 0 for for restoring vitality points, and either 1, 2, or 4 (see above) for restoring wound points or ability score points.

Hide (Dex)

Armor Check Penalty

Use this skill to sink back into the shadows and proceed unseen, approach an Imperial guard post under cover of trees and brush, or tail someone through the speeder lanes of busy Coruscant without being noticed.

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. At more than one-half and up to your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to hide while running or charging.

For example, Deel Surool has a speed of 10 meters. If he doesn't want to take a penalty on his Hide check, he can move 5 meters as a move action in the same round when he is trying to hide.

Your check is also modified by your size:

Size	Modifier
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium-size	+0
Large	–4
Huge	–8
Gargantuan	–12
Colossal	–16

If people are observing you, even casually, you can't hide. You can run around a corner so that you're out of sight and then hide, but the others then know at least where you went.

Creating a Diversion to Hide: You can use the Bluff skill (see page 77) to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you. While the others turn their attention from you, you can make a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 meter for every 3 ranks you have in Hide.) This check, however, is at a –10 penalty because you have to move fast.

Special: You can take 10 when making a Hide check, but you can't take 20.

A character with the Stealthy feat gets a +2 aptitude bonus on Hide checks.

Time: Hide is an attack action.

Illusion (Cha)

Force Skill; Requires the Force-Sensitive and Alter feats

You can use the Force to manifest false visual and auditory images that seem completely real to those who perceive them.

Check: This skill creates illusions to trick, distract, or even harm those who perceive them. (Though these illusions can't cause physical harm, they can provoke fatal mistakes by those who don't recognize them as unreal.)

Your Illusion check result sets the DC for the target's Will saving throw.

Result	Will Saving Throw DC
4 or less	10
5–14	15
15–24	20
25–34	25
35+	30

The maximum range for this skill is 1,000 kilometers from the Force-user. The distance of the illusion from the Force-user modifies the vitality point cost.

Distance	Vitality Point Cost/Round
10 meters	3
10 kilometers	5
100 kilometers	8
1,000 kilometers	10

Maintaining an illusion for more than a single round requires an attack action (but no additional skill check) and the vitality point expenditure, as well as a level of concentration. A Force-user can't maintain an illusion while using other Force skills or engaging in distracting activity.

Special: Each person who perceives the illusion perceives the same event. Characters encountering an illusion can't attempt a saving throw to recognize it as illusory until they study it carefully or interact with it in a significant fashion.

A successful saving throw against a Force illusion reveals it to be false and dispels the illusion.

A failed saving throw indicates that a character doesn't

notice anything amiss. A character provided with incontrovertible proof that an illusion isn't real doesn't need to make a saving throw.

If a character makes a successful save against an illusion and communicates this knowledge to others in the area, each of these others immediately makes a Will saving throw with a +4 circumstance bonus to identify the illusion as false.

Using Illusion to perform a deadly act against a living target gives the Force-user a Dark Side Point.

You can take 10 when making an Illusion check, but you can't take 20.

A character with the Mind Trick feat gets a +2 aptitude bonus on Illusion checks.

Time: Illusion is an attack action.

Vitality Point Cost: Pay the cost given above for the appropriate distance during every round in which you maintain the illusion.

Intimidate (Cha)

Use this skill to get someone to do something he doesn't want to do by means of verbal threats, force of will, and imposing body language.

Check: With a successful check, you can forcibly persuade another character to perform some task or behave in a certain way. The DC is typically 10 + the target's level. Any bonuses that a target may have on saving throws against fear increase the DC.

There are limits to what a successful Intimidate check can do. You can, for example, cause an adversary to back down from a confrontation, surrender one of his possessions, reveal a piece of secret information, or flee from you for a short time. You can't force someone to obey your every command or do something that endangers that person's life.

Retry: Generally, retries don't work. Even if the initial check succeeds, the other character can only be intimidated so much, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: You can take 10 when making an Intimidate check, but you can't take 20.

A character with the Headstrong feat gets a +2 aptitude bonus on Intimidate checks.

Time: Intimidate requires a full-round action.

Jump (Str)

Armor Check Penalty

Use this skill to leap over pits, vault low fences, or reach a tree's lowest branches.

Check: You jump a minimum distance plus an additional distance depending on the amount by which your Jump check result exceeds 10. The maximum distance of any jump is a function of your height.

The distances given on the table below are for characters with speeds of 10 meters. If you have a lower speed (because of armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally.

For example, Rorworr the Wookiee has a Jump skill modifier of +3 (no ranks, +3 Strength bonus) and a base speed of 10 meters. He attempts a running jump across a 4-meter-wide chasm, and his player rolls a 13 for a result of 16 (13 + 3 = 16). That's 6 more than 10, so he clears 2 meters (6 × 1/3 = 2) more than the minimum distance, or 4 meters. Rorworr just makes it.

Type of Jump	Minimum Distance	Additional Distance	Maximum Distance
Running jump [a]	2 m	+ 1/3 m per 1 point above 10	Height × 6
Standing jump	1 m	+ 1/3 m per 2 points above 10	Height × 2
Running high jump [a]	1 m	+ 1/3 m per 4 points above 10	Height × 1.5
Standing high jump	1 m	+ 1/3 m per 8 points above 10	Height
Jump back	1/3 m	+ 1/3 m per 8 points above 10	Height

[a] *You must move 6 meters before jumping. A character can't take a running jump in heavy armor.*

Distance moved by jumping is counted against maximum movement in a round normally.

If you intentionally jump down from a height, you might take less damage than if you just fall. If you succeed at a Jump check (DC 15), you take damage as if you had fallen 4 meters less than you actually did.

Special: You can take 10 when making a Jump check. If there is no danger associated with failing, you can take 20. For example, you are free to take 20 to keep trying until you jump high enough to catch a low-hanging branch. You can't take 20 when attempting to leap across a gaping access shaft inside the Death Star, since any failure results in a long fall and massive damage to your character.

A character who has the Run feat and makes a running jump increases the distance or height he clears by 25%, but not past the maximum.

A character with the Acrobatic feat gets a +2 aptitude bonus on Jump checks.

Time: Jump is an attack action.

Knowledge (Int)

Trained Only

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are typical fields of study.

- Alien species (customs, societies, attributes of species other than your own)
- Archeology (the scientific study of material remains)
- Architecture (the art and science of building structures)
- Astronomy (the study of celestial bodies)
- Biology (the scientific study of living organisms and their vital processes)
- Bureaucracy (knowledge of bureaucratic procedures)
- Business (knowledge of business procedures, profit and loss, supply and demand)
- Chemistry (the scientific study of the composition, structure, and properties of substances)
- Engineering (the scientific study of the application of matter and energy)

- Forensics (knowledge of applying the scientific method to solve problems)
- Genetics (the scientific study of the genetic makeup of an organism)
- Geography (the scientific study of the physical features of a planet)
- History (knowledge of past events that have been important to the development of galactic society)
- Jedi lore (knowledge of the traditions and powers of the Jedi)
- Medicine (the scientific study of the maintenance of health and the prevention, alleviation, or cure of disease)
- Physics (the scientific study of the interaction of matter and energy)
- Politics (knowledge of governmental institutions, processes, and policies)
- Streetwise (knowledge necessary to survive and successfully interact in an urban environment)
- Tactics (the scientific study of disposing and maneuvering forces in combat)
- Technology (knowledge of cutting-edge devices and electronic systems)
- Wilderness lore (knowledge of surviving in a wild, untamed area)
- World lore (knowledge of the cultures, life, and physical makeup of specific planets in the galaxy)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The roll represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

You can take 10 when making a Knowledge check, but you can't take 20.

The GM may alter the DC of a Knowledge check, or apply a modifier to the check, to reflect a character's familiarity (or lack thereof) with a specific aspect of the skill category. For example, a GM may allow a character with the Knowledge (Corellia) skill to recall information about other worlds in the Corellian sector with a +2 or +5 modifier to the skill check DC.

Also, the GM may decide that having 5 or more ranks in a specific Knowledge skill provides you with a +2 synergy bonus when making a related skill check. For example, a character with 5 or more ranks in Knowledge (medicine) could get a +2 synergy bonus when making a Treat Injury check in certain situations.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

Listen (Wis)

Use this skill to hear approaching enemies, detect someone sneaking up on you from behind, or eavesdrop on a conversation.

Check: Make a Listen check against a DC that reflects how quiet the noise is that you might hear or against an opposed Move Silently check.

The GM may call for a Listen check by a character who is in a position to hear something. You can also make a Listen check voluntarily if you want to try to hear something in your vicinity.

The GM may make the Listen check in secret so that you don't know whether not hearing anything means that nothing is there or that you rolled low.

A successful Listen check when there isn't anything to hear results in you hearing nothing.

DC	Sound
0	People talking
5	A person in medium armor walking at a slow pace trying not to make noise
10	An unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level scoundrel using Move Silently within 3 meters of the listener
25	A katarn stalking prey
30	A velker swooping in for a kill
+1	Per 4 meters from the listener
+5	Through a door
+15	Through a wall

Retry: You can make a Listen check every time you have the opportunity to hear something in a reactive manner. As a full-round action, you may attempt to hear something that you failed (or believe you failed) to hear previously.

Special: When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

You can take 10 or take 20 when making a Listen check. Taking 20 means you spend 2 minutes attempting to hear something that may or may not be there to hear.

A character with the Alertness feat gets a +2 aptitude bonus on Listen checks.

Time: A Listen check is either a reaction (if called for by the GM) or a full-round action (if you actively take the time to try to hear something).

Move Object (Int)

Force Skill; Requires the Force-Sensitive and Alter feats

You can move objects and living beings using the Force.

Check: A Move Object check allows you to pick up and move an object or creature from a distance using the Force. You must be able to see the target object or creature to be moved, and it must be within 10 meters of your position to initially gather it up in the Force.

Moving an Object: Lifting or moving an object of up to 5 kilograms is a simple task, requiring a check against DC 10 and costing 1 vitality point. For each additional order of magnitude (50 kg, 500 kg, and so on) of the object, the DC increases by 5 and the vitality point cost doubles.

Weight	DC	Vitality Point Cost
0.1–5 kg	10	1
6–50 kg	15	2
51–500 kg	20	4
501–5,000 kg	25	8
5,001–50,000 kg	30	16
etc.	etc.	etc.

You can lift an object as a move action and move it a number of meters equal to 4 × your Force-user level by making a check against the appropriate DC. You can continue to move the object in subsequent rounds by continuing to make successful checks and spending vitality points. If you fail a check in any subsequent round while attempting to move an object, the object falls to the ground.

If two Force-users are contesting control of an object, use opposed Move Object checks. The Force-user who rolls the higher result gains control for that round. If the target object is physically held by a resisting individual, the individual makes a Will saving throw (DC 10 + your Force-user level) to retain possession. In the case of a physical obstruction, such as a ship stuck in the mud or caught under a fallen tree, the GM increases the DC of the Move Object check using these guidelines: +5 for a slight obstruction, +10 for a moderate obstruction, and +15 for a severe obstruction.

Moving a Living Being: Using the Move Object skill on a living being allows it a Will saving throw (DC 10 + your Force-user level) to resist. If the target fails its save, treat it as an object for purposes of determining distance moved (see above). If the target succeeds, the skill has no effect and you still expend the vitality point cost. A target can willingly forgo its saving throw.

Hurling Objects: Move Object isn't designed as a mode of attack. Its normal function allows a Force-user to call objects to his hand or to employ the Force to move larger objects when no physical means are available. You can use this skill to lift and hurl a Small or Medium-size object or living being (50 kg or less), but not with any speed or power. To hit a target, you use your ranged attack bonus and try to get a result that equals or exceeds the target's Defense. Hurled objects and beings up to 5 kg deal no damage but daze the target for 1 round. (Some targets, such as droids and other objects, can't be dazed.) Objects and living beings weighing between 5 and 50 kg deal 1d4 points of damage in addition to the daze effect.

The Move Object skill can also be used to lift an object or being and drop it on a target. The target gets a Reflex saving throw to avoid the dropped object or being (see Table 12–22: Damage from Falling Objects for Reflex save DCs). A dropped object or being deals damage based on its size and the distance fallen, as discussed under Falling Objects in Chapter Twelve: Gamemastering. If the target succeeds at the Reflex save, it takes no damage.

Time: Move Object is a move action. If you try to employ it as an attack, it is a full-round action.

Vitality Point Cost: 1 or more (see above).

HOW MUCH DOES IT WEIGH?

FRINGER (6 + INT MODIFIER) X 4

A comprehensive weight listing for everything in the *Star Wars* universe would be beyond even Yoda's abilities. For most applications of Move Object, it's fairly intuitive what the weight—and therefore the DC and vitality point cost—of a given object will be. The ranges given are fairly broad, after all.

But for those of you who can only guess at what 5,000 kg actually looks like, we offer the following guidelines:

Weight	Examples
up to 5 kg	Beings and droids of Tiny size or smaller, most handheld weapons and objects, portable appliances, and smaller components of large machines
5–50 kg	Small and Medium-size beings, Small droids, heavy weapons, objects requiring two hands to carry
51–500 kg	Large beings, Medium-size droids, shipboard weapons, objects requiring repulsorlift-assists to hand-carry
501–5,000 kg	Huge beings, Large droids, landspeeders, heavy freight
5,001–50,000 kg	Gargantuan beings, Huge droids, starfighters
50,001–500,000 kg	Colossal beings, Gargantuan droids, space transports
500,001–5,000,000 kg	Colossal droids, small capital ships (for example, the Rebel Blockade Runner *Tantive IV*)
5,000,001 kg and up	Massive capital ships (Trade Federation Battleship, Mon Calamari Star Cruiser, or Super Star Destroyer, for example)

Move Silently (Dex)

Armor Check Penalty

You can use this skill to sneak up behind an enemy or slink away without being noticed.

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. At more than one-half and up to your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to move silently while running or charging.

Special: You can take 10 when making a Move Silently check, but you can't take 20.

A character with the Stealthy feat gets a +2 aptitude bonus on Move Silently checks.

Time: Move Silently is a move action.

Pilot (Dex)

Trained Only

Use this skill to operate a vehicle, whether it performs in land, sea, air, or space.

Check: Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances or when the pilot wants to attempt something outside the normal parameters of the vehicle.

As a rule of thumb, easy vehicle maneuvers—including low-speed turns and loops—do not require a check; they only require movement. Stunts—actions in which the pilot or driver attempts to do something complex very quickly or in a limited space—require Pilot checks. Using a ship's afterburners to increase speed has a DC of 10, and using braking thrusters to slow a ship down rapidly has a DC of 15. Performing a tight loop is somewhat more challenging (DC 25), and the DC for avoiding

hazards ranges from very easy (DC 0) to nearly impossible (DC 40).

Each vehicle's description includes a maneuver modifier that applies to all Pilot checks made when operating the vehicle. (For starships, this modifier derives directly from the size of the ship.)

For descriptions of vehicle and starship maneuvers and combat, see Chapter Ten: Vehicles and Chapter Eleven: Starships.



Special: Any Pilot check made to operate a starship has a –4 penalty unless you have the appropriate Starship Operation feat.

You can take 10 when making a Pilot check, but you can't take 20.

A character with the Spacer feat and at least 1 rank in this skill gets a +2 aptitude bonus on Pilot checks.

Time: Using the Pilot skill is a move action.

Profession (Wis)

Trained Only

You are trained in a livelihood or a professional role, such as bartender, cook, moisture farmer, herbalist, spacehand, trader, doctor, slicer, engineer, mechanic, lawyer, law officer, computer programmer, droid programmer, military officer, gambler, or entertainer.

Like Craft and Knowledge, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. For instance, you could have the skill Profession (cook). Your ranks in that skill don't affect any checks you happen to make for Profession (gambler) or Profession (moisture farmer), for example.

While a Craft skill represents skill in creating an item, a Profession skill represents the ability to deal with the business aspects of a chosen vocation. If your job produces a tangible product or fits into the manufacturing sector, then it's represented by a Craft skill. If your job provides a service, it's represented by a Profession skill.

Check: You can practice your profession and make a decent living, earning your check result times 100 in credits for one week of dedicated work (this is under normal conditions and in a location where the work is needed). So, a check result of 22 would earn you 2,200 credits during the upcoming week.

You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a spacehand knows how to perform basic starship maintenance and the basic tasks of spacefaring. The GM sets DCs for specialized tasks.

Retry: An attempt to use a Profession skill to earn an income can't be retried. You're stuck with whatever wage for the coming week your check result brought you. (Another check may be made after a week to determine a new income for the next period of time.)

Special: You can take 10 when making a Profession check, but you can't take 20.

The GM may decide that having 5 or more ranks in a specific Profession skill provides you with a +2 synergy bonus when making a related skill check. For example, a character with 5 or more ranks in Profession (computer programmer) could get a +2 synergy bonus when making a Computer Use check in certain situations.

Time: When you're using Profession to make a living, the check requires a week of dedicated work. A check to accomplish a specific task is usually a full-round action.

Read/Write Language (None)

Trained Only

The Read/Write Language skill doesn't work like a standard skill.

- You start at 1st level knowing how to read and write your primary language. (See Chapter Two: Species.) You also select a number of additional languages to speak or read and write equal to your Intelligence bonus.
- Instead of buying a rank in Read/Write Language, you choose a new language that you can read and write.
- You don't make Read/Write Language checks. You either know how to read and write a specific language or you don't.
- To be able to speak a language that you can read and write, you must take the Speak Language skill for the appropriate language.
- Possible languages to choose from when you want to buy new Read/Write Language skills include Basic, Bothese, Cerean, Dosh, Dug, Durese, Geonosian, Gungan, Huttese, Ithorese, Jawa Trade Language, Kaminoan, Kel Dor, Mon Calamarian, Neimoidian, Quarrenese, Rodese, Ryl, Shyriiwook, Sith, Sullustese, Yuuzhan Vong, and Zabrak. Your GM might determine that you can't learn a specific language due to the circumstances of your campaign.

Some languages, such as Gamorrean, Ewokese, and Lekku (the head-tail language of the Twi'leks), don't have written forms. You can't take the Read/Write Language skill for an unwritten language.

Repair (Int)

Trained Only

You can repair damaged machinery or electronic devices.

Check: Most Repair checks are made to fix complex electronic or computerized devices, such as vehicles, droids, or computer systems. The DC is set by the GM, using the guidelines suggested below. Making repairs also involves paying a monetary cost, as shown on the table below.

Task	DC	Cost
Simple repair (tools, simple weapon)	10	1/5 price
Moderate repair (high-tech weapon, mechanical or electronic component)	15	1/5 price
Complex (lightsaber, droid, vehicle, computer)	20	1/5 price
Very complex (starship component)	25	1/10 price

If you don't have the proper tools for a Repair check, you have a –5 penalty on the check. Also, working with alien or unfamiliar technology increases the DC by 5.

Jury-Rig: You can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the DC by 5 and allows you to make the check in as little as a full-round action. However, a jury-rig repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter. This application of the Repair skill can be used untrained, and the bonus provided by the Gearhead feat applies to untrained jury-rig attempts.

Retry: There are no restrictions on repeated Repair checks. In some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: You can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, you can't take 20.

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 aptitude bonus on all Repair checks.

Time: Simple repairs take a few minutes to accomplish. Complex repairs can take hours or even days. You can make a jury-rig repair as a full-round action, but the work only lasts until the end of the scene.

Ride (Dex)

Use this skill to ride any kind of mount, including tauntauns, dewbacks, and banthas, among others.

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Riding Task	DC
Guide with knees	5
Stay in saddle	5
Cover	15
Soft fall	15
Leap	15
Control mount in battle	20
Fast mount or dismount	20 [a]
Unfamiliar mount	+5

[a] *Armor check penalty applies.*

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage.

Cover: You can react instantly to drop down and hang alongside your mount, using it as one-half cover. You can't attack while using your mount as cover. If you fail, you don't get the cover benefit.

Soft Fall: You react instantly when you fall off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If you fail, you take 1d6 points of falling damage (see Falling Damage in Chapter Eight: Combat).

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump (using the Jump skill, page 93). You check against DC 15 to stay on the mount when it leaps.

Control Mount in Battle: As a move action, you can attempt to control a mount while in combat. If you fail, you can do nothing else that round. You do not need to roll for war mounts (riding animals specifically trained for battle).

Fast Mount or Dismount: You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a move action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.)

Special: If you are riding bareback, you take a –5 penalty on Ride checks.

You can take 10 when making a Ride check, but you can't take 20.

A character with the Animal Affinity feat gets a +2 aptitude bonus on Ride checks.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Search (Int)

You can make a detailed examination of a specific area, looking for lost items, hidden compartments, and traps, or to discern other details that aren't readily apparent at a casual glance. The Search skill lets a character detect some small detail or irregularity through active effort, whereas the Spot skill lets you notice something with a quick scan.

Check: You generally must be within 4 meters of the object or surface to be examined. You can examine up to a 2-meter-by-2-meter area or a volume of goods 2 meters on a side with a single check.

DC	Task
10	Ransack an area to find a certain item
20	Notice a typical secret compartment, a simple trap, or an obscure clue
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue

Special: You can take 10 when making a Search check. You can take 20, but it takes 2 minutes to do so.

A character with the Sharp-Eyed feat gets a +2 aptitude bonus on Search checks.

Time: A Search check is a full-round action.

See Force (Wis)

Force Skill; Requires the Force-Sensitive and Sense feats

You can detect the presence of the Force in a person or locate someone strong in the Force by examining the emanations and currents in the Force.

Check: See Force detects the relative strength of the Force in a place or person, or reveals the presence of other Force-users. Your See Force check is opposed by the Force Stealth check of another Force-user. If there is someone or something to detect, you spot a glowing line of energy in the Force, more brilliant than the presence of non-Force-users, and mentally follow it to its source.

You can use this skill on a specific target within your sphere of influence (a radius in meters equal to 100 × your Force-user level). On a successful check, the GM reveals whether or not the target is a Force-user (if the target has the Force-Sensitive feat, the target is a Force-user) and, if so, the relative strength of the target's Force-using ability compared to your own. (If the target has more levels in a Force-using class than you do, the target is more powerful than you are.) You don't have to be able to see your target, but you should have a general idea that someone's there. (For instance, you could use See Force on an enemy pilot, even if you couldn't see him, as long as he was within range.)

You can also use See Force to examine the currents and emanations in the Force to reveal the presence of other Force-users within your sphere of influence (which is 100 meters × your Force-user level). Darth Vader used this application to sense Obi-Wan Kenobi on the Death Star in *A New Hope*.

If there is no Force Stealth check to oppose your See Force check, the DC is 25 minus the Force-user level of the target that could be sensed (you sense the closest target with the first check, and subsequent checks reveal other targets, if there are any, ranging out from there).

Special: You can take 10 when making a See Force check, but you can't take 20.

A character with the Aware feat gets a +2 aptitude bonus on See Force checks.

Time: See Force is a full-round action.

Vitality Point Cost: 3.

Sense Motive (Wis)

Use this skill to tell when someone is bluffing you. This skill represents sensitivity to the body language, speech habits, and mannerisms of others.

Check: A successful check allows you to avoid being bluffed (see the Bluff skill, page 77). You can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness.

In addition, you can use this skill to make a gut assessment of a social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy and honorable. The DC for such a hunch is 20.

Retry: No, though you may make a Sense Motive check for each bluff made on you.

Special: You can take 10 when making a Sense Motive check, but you can't take 20.

A character with the Sharp-Eyed feat gets a +2 aptitude bonus on Sense Motive checks.

Time: Trying to gain information with this skill takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Sleight of Hand (Dex)

Trained Only; Armor Check Penalty

You can lift a purse and hide it on your person, palm an unattended object, or perform some feat of adroitness with an object no larger than a hat or a loaf of bread.

Check: A check against DC 10 lets you palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, are also DC 10 unless an observer is concentrating on noticing where the item went.

When performing this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's check doesn't prevent you from performing the action, just from doing it unnoticed.

When you try to take something from another person, your opponent makes a Spot check to detect the attempt. To attain the item, you must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if her check result beats your check result, whether or not you take the item.

Retry: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first skill check if the first check failed or if the attempt was noticed.

Special: You can take 10 when making a Sleight of Hand check, but you can't take 20.

A character with the Nimble feat and at least 1 rank in this skill gets a +2 aptitude bonus on Sleight of Hand checks.

Time: Sleight of Hand is an attack action.

Speak Language (None)

Trained Only

The Speak Language skill doesn't work like a standard skill.

- You start at 1st level knowing how to speak your primary language, and perhaps an additional language. (See Chapter Two: Species.) You also select a number of additional languages to speak or read and write equal to your Intelligence bonus. (Remember that Speak Language and Read/Write Language are different skills.)
- Instead of buying a rank in Speak Language, you choose a new language that you can speak.
- You don't make Speak Language checks. You either know how to speak and understand a specific language or you don't.
- To be able to read and write a language that you can speak, you must take the Read/Write Language skill for the appropriate language.
- Possible languages to choose from when you want to buy new Speak Language skills include Basic, Bothese, Cerean, Dosh, Dug, Durese, Ewokese, Gamorrean, Geonosian, Gungan, Huttese, Ithorese, Jawa Trade Language, Kaminoan, Kel Dor, Mon Calamarian, Neimoidian, Quarrenese, Rodese, Ryl, Sith, Sullustese,

Yuuzhan Vong, and Zabrak. Your GM might determine that you can't learn a specific language due to the circumstances of your campaign.

Basic, the common language of the galaxy, is spoken (or at least understood) by most civilized species in the galaxy. Even species such as Wookiees (who physically can't pronounce words in Basic) learn to understand it in order to get along with other species.

Some languages are unique to a species and generally can't be spoken by those of other species. For instance, Shyriiwook (the language of Wookiees) can be understood readily by Humans who take the time to learn it, but the the Human vocal apparatus is incapable of reproducing the sounds of the language.

Lekku, the head-tail language of the Twi'leks, is an example of a nonverbal or body language. Even if a non-Twi'lek learns to understand the language, without the unique Twi'lek head-tail protrusions, such a "speaker" would find it next to impossible to communicate using that language.

Retry: Not applicable. (There are no Speak Language checks to fail.)

Spot (Wis)

Use this skill to notice opponents waiting in ambush, to see a scoundrel lurking in the shadows, or to discern a wampa hiding in a snowbank by making a quick scan of your surroundings.

Check: The Spot skill is used primarily to detect characters or creatures that are hiding. Typically, Spot is opposed by the Hide check of the character trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

Spot is also used to detect someone in disguise (see the Disguise skill, page 83), or to notice an incongruity or a clue that can be seen at a glance.

The GM may call for a Spot check by a character who is in a position to notice something. You can also make a Spot check voluntarily if you want to try to notice something in your vicinity.

The GM may make the Spot check in secret so that you don't know whether not noticing anything means that nothing is there or that you rolled low.

A successful Spot check when there isn't anything to notice results in you noticing nothing.

Your Spot check is modified by a –1 penalty for every 4 meters of distance between you and the creature or object you are trying to discern. The check carries a further –5 penalty if you are in the midst of activity (a combat scene, a crowded street, a bustling cantina, and so forth).

Retry: You can make a Spot check every time you have the opportunity to notice something in a reactive manner. As a full-round action, you may attempt to notice something that you failed (or believe you failed) to notice previously.

Special: You can take 10 or take 20 when making a Spot check. Taking 20 means you spend 2 minutes attempting to notice something that may or may not be there to notice.

A character with the Alertness feat gets a +2 aptitude bonus on Spot checks.

Time: A Spot check is either a reaction (if called for by the GM) or a full-round action (if you actively take the time to try to notice something).

Survival (Wis)

Use this skill to hunt wild game, guide a party safely through frozen wastelands, identify signs that wampas live nearby, or avoid quicksand and other natural hazards.

Check: You can keep yourself and others safe and fed in the wild.

DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 circumstance bonus if stationary. You may grant the same bonus to one other character for every 1 point by which your check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

With the Track feat, you can also use Survival checks to track a character or animal across various terrain types (see Track, page 116).

Special: You can take 10 when making a Survival check. You can take 20 if there is no danger or penalty for failure, but it takes twenty times as long as usual to do so.

A character with the Rugged feat gets a +2 aptitude bonus on Survival checks.

Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat, page 116.

Swim (Str)

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

Check: A successful Swim check allows you to swim one-quarter your speed as a move action or one-half your speed as a full-round action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater and start to drown (see Drowning in Chapter Twelve: Gamemastering).

If you are underwater (whether drowning or swimming underwater intentionally), you take a cumulative –1 penalty to your Swim check for each consecutive round you've been underwater.

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that you swim, make a Swim check against DC 20 or take 1d6 points of vitality damage from weariness.

Retry: A new check is allowed the round after a check is failed.

Special: Instead of an armor check penalty, you suffer a penalty of –1 for each 2 kilograms of gear you carry.

You can take 10 when making a Swim check, but you can't take 20.

A character with the Athletic feat gets a +2 aptitude bonus on Swim checks.

Time: A Swim check is either a move action or a full-round action, as described above.

Telepathy (Wis)

Force Skill; Requires the Force-Sensitive and Sense feats

You can use the Force to establish a mental link with a specific target. Through the link, you can exchange emotions and a single thought, such as "Go!", "Help!", or "Danger!"

Check: A Telepathy check establishes a mental link with a specific target. For a friendly target, the check is against DC 10 (modified by distance, as shown below). For hostile targets, the check must exceed the target's Will saving throw or DC 15, whichever is higher. (Add the distance modifier to the save result or the DC as appropriate.) The maximum range for this skill depends on whether the target you want to contact is Force-sensitive (has the Force-Sensitive feat).

Max Range (Non-Force)	Max Range (Force)	Distance Modifier
10 m	10 k	+0
100 m	100 k	+10
1,000 m	1,000 k	+20

Special: You can take 10 or take 20 when making a Telepathy check.

A character with the Link feat gets a +2 aptitude bonus on Telepathy checks.

Time: A Telepathy check is a move action.

Vitality Point Cost: 3.

Treat Injury (Wis)

Use this skill to help characters that have been hurt by damage, poison, or disease.

Check: The DC and effect depend on the task you attempt.

Task	DC
Long-term care	15
Treat daze	10
Treat disease	See below
Treat knockout	15
Treat poison	See below
Treat stun	15
Use medical kit	15
Use medpac	15
Use bacta tank	20

Long-Term Care: Some injuries require treatment that stretches over a number of days. The successful application of this skill allows a patient to recover wound points and ability points lost to temporary damage at twice the normal rate (2 wound points or 2 ability points restored per day, instead of the normal 1 per day). A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.



You can tend up to as many patients as you have ranks in the skill. You need medical supplies, and the patients need to spend all their time resting. You need to devote at least 1 hour of the day to each patient you are caring for.

Treat Daze: You can tend to a dazed character. As an attack action, a successful Treat Injury check removes the dazed condition from another character. You must have a medical kit to treat a dazed character.

Treat Disease: You can tend to a diseased character. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), you make a Treat Injury check to help the character fend off secondary damage. The diseased character uses your result instead of his own saving throw if your result is higher.

Treat Knockout: You can tend to a knocked-out character. As an attack action, a successful Treat Injury check removes the knocked-out condition from another character. You must have a medical kit to treat a knocked-out character.

Treat Poison: You can tend to a poisoned character. Every time the poisoned character makes a saving throw against poison effects (after the initial introduction of the poison to his or her system), you make a Treat Injury check to help the character avoid secondary damage. The poisoned character uses your result instead of his own saving throw if your result is higher.

Treat Stun: You can tend to a stunned character. As an attack action, a successful Treat Injury check removes the stunned condition from another character. You must have a medical kit to treat a stunned character.

Use Medical Kit: With a medical kit and a little skill you can keep a badly wounded character from dying or restore vitality points. This check is an attack action.

If a character has negative wound points and is losing wound points (at 1 per round, 1 per hour, or 1 per day), you can stabilize the character. The character regains no wound points, but he or she does stop losing them. A character can be stabilized as often as necessary.

If a character has lost vitality points, you can restore some of them by giving the character's system a boost. A successful check restores a number of vitality points equal to the number of ranks you possess in the skill. The number restored can never exceed the character's full normal total of vitality points. This application can only be used successfully on a character once in a 24-hour period.

Use Medpac: A medpac is a simple medical device that is applied to a wounded character and activated. A medpac restores 1d2 wound points to any wounded character (up to the character's full normal total of wound points) with a successful skill check as an attack action. This application can only be used successfully on a character once in a 24-hour period.

Use Bacta Tank: A specialized medical tank filled with the miraculous liquid, bacta, promotes rapid healing and acts as a powerful disinfectant. When a character is disabled or dying, bacta tank treatment is the best way to restore wound points to such a grievously injured being. With a successful Treat Injury check and a bacta tank, a character recovers vitality points at a rate of 3 per level per hour, and wound points at a rate of 1 per hour. So, over the course of a 12-hour bacta tank treatment, a character recovers up to 36 vitality points and 12 wound points.



Special: The Surgery feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character recover faster by means of an operation.

You can take 10 when making a Treat Injury check, but you can't take 20.

You can use the Treat Injury skill on yourself only if you are using a medical kit or a medpac. In either case, you take a –5 penalty on your check.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

Tumble (Dex)

Trained Only; Armor Check Penalty

You can dive, roll, somersault, flip, and so on. You can't use this skill if your speed has been reduced by armor or by excess equipment (see Lifting and Dragging, page 127).

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as with the Entertain skill).

DC	Task
15	Treat a fall as if it were 4 meters shorter when determining damage.
15	Tumble up to 6 meters (as part of normal movement), risking no attacks of opportunity. Failure means you tumble 6 meters but risk attacks of opportunity normally.
25	Tumble up to 6 meters (as part of normal movement), risking no attacks of opportunity while doing so and moving through areas occupied by opponents (over, under, or around them as if they weren't there). Failure means you tumble 6 meters and can move through enemy-occupied areas but risk attacks of opportunity normally.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defense when executing the fight defensively attack action instead of the normal +2 dodge bonus to Defense (see Fighting Defensively in Chapter Eight: Combat).

A character with 5 or more ranks in Tumble gains a +6 dodge bonus to Defense when executing the total defense attack action instead of the normal +4 dodge bonus to Defense (see Total Defense in Chapter Eight: Combat).

You can take 10 when making a Tumble check, but you can't take 20.

A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 aptitude bonus on Tumble checks.

Time: You can try to reduce damage from a fall as a reaction once per fall. You can attempt to tumble as part of movement once per round. Tumble is either a reaction (when used to avoid falling damage) or a move action.



CHAPTER FIVE

FEATS 5

[Dex 13 = Pilot 6 + Starship Operation]

A feat is a special feature that either gives your character a new capability or improves one he or she already has. For example, Kelko, a Rodian fringer, chooses to start with the Improved Initiative feat at 1st level. That feat adds a +4 circumstance bonus to his initiative checks. He gains a new feat at 3rd level and chooses Dodge. This feat allows Kelko to avoid the attacks of an opponent he selects, improving his Defense against that opponent.

Unlike a skill, a feat has no ranks. A character either has the feat or doesn't have it.

Acquiring Feats

Unlike skills, feats are not bought with points. You simply choose them for your character. Each character gets one feat when the character is created (at 1st level). At 3rd, 6th, 9th, 12th, 15th, and 18th level, he or she gains another feat (see Table 3–1: Experience and Level-Dependent Benefits, page 36). For multiclass characters, feats are gained according to total character level, not by individual class levels.

Additionally, many classes get extra class-related feats chosen from special lists (see the class descriptions in Chapter Three: Classes). Humans also get a bonus feat at 1st level, chosen from any feat the character qualifies for.

Prerequisites

Some feats have prerequisites. A character must have the listed ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A prerequisite that contains a numerical value is a minimum; any value higher than the one given also meets the prerequisite. For instance, the prerequisite for the Frightful Presence feat is Cha 15, Intimidate 9 ranks. Any character with a Charisma score of 15 or higher and at least 9 ranks in Intimidate meets the prerequisite.

You can't use a feat if you've lost a prerequisite. For example, if your Strength drops below 13 because you are fatigued, you can't use the Power Attack feat until your Strength returns to 13 or higher.

Types of Feats

Most feats are general, meaning that no special rules govern them. Force feats, on the other hand, give characters access to Force skills or allow them to access the Force to accomplish amazing actions.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we changed in this chapter for the new edition.

In this chapter, we did some work to clarify each feat and its uses in play. We made some adjustments to the rules where appropriate, based on feedback and playtesting. We added new feats to work with the new attack of opportu-

Table 5-1: Feats

Feat	Prerequisite
Acrobatic	–
Alertness	–
Ambidexterity	Dex 15
Animal Affinity	–
Armor Proficiency (light)	–
Armor Proficiency (medium)	Armor Proficiency (light)
Armor Proficiency (heavy)	Armor Proficiency (light), Armor Proficiency (medium)
Armor Proficiency (powered)	Armor Proficiency (light), Armor Proficiency (medium)
Athletic	–
Blind-Fight	–
Cautious	–
Combat Expertise	Int 13
Improved Disarm	Int 13, Combat Expertise
Improved Trip	Int 13, Combat Expertise
Whirlwind Attack	Dex 13, Int 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4
Combat Reflexes	–
Dodge	Dex 13
Mobility	Dex 13, Dodge
Spring Attack	Dex 13, Dodge, Mobility, base attack bonus +4
Endurance	–
Exotic Weapon Proficiency [a]	Base attack bonus +1
Fame	–
Force-Sensitive	–
Frightful Presence	Cha 15, Intimidate 9 ranks
Gearhead	–
Great Fortitude	–
Headstrong	–
Heroic Surge	–
Improved Critical [a]	Proficient with weapon, base attack bonus +8
Improved Initiative	–
Infamy	–
Influence	–
Iron Will	–
Lightning Reflexes	–
Low Profile	–
Martial Arts	–
Defensive Martial Arts	Martial Arts
Improved Martial Arts	Martial Arts, base attack bonus +4
Advanced Martial Arts	Martial Arts, Improved Martial Arts, base attack bonus +8
Mimic	–
Nimble	–
Persuasive	–
Point Blank Shot	–
Far Shot	Point Blank Shot
Precise Shot	Point Blank Shot
Rapid Shot	Dex 13, Point Blank Shot
Multishot	Dex 13, Point Blank Shot, Rapid Shot
Shot on the Run	Dex 13, Point Blank Shot, Dodge, Mobility
Power Attack	Str 13
Cleave	Str 13, Power Attack
Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4
Improved Bantha Rush	Str 13, Power Attack
Sunder	Str 13, Power Attack
Quick Draw	Base attack bonus +1
Quickness [b]	–
Rugged	–
Run	–
Skill Emphasis [a]	–
Sharp-Eyed	–
Spacer	–
Stamina	Con 13
Starship Dodge [a]	Dex 13, Pilot 6 ranks, Starship Operation (starfighter or space transport)
Starship Operation [a]	Pilot 2 ranks
Steady	–
Stealthy	–
Surgery	Treat Injury 4 ranks
Toughness [b]	–
Track	–
Trick	–
Trustworthy	–
Two-Weapon Fighting	–
Improved Two-Weapon Fighting	Two-Weapon Fighting, Ambidexterity, base attack bonus +9
Weapon Finesse [a]	Proficient with weapon, base attack bonus +1
Weapon Focus [a]	Proficient with weapon, base attack bonus +1
Weapon Group Proficiency [a]	–
Zero-G Training	Dex 13, Tumble 4 ranks

[a] *You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill, starship, weapon, or weapon group.*

[b] *You can gain this feat multiple times. Its effects stack.*

nity rules, expanded the scope and uses of martial arts feats, and included a few new noncombat feats to round out options and opportunities. We reworked the Force feats a bit, added some new ones, and moved others into other places in the game. For example, Force Lightning is now a skill instead of a feat. Finally, we reorganized the chapter so that all feats are presented in alphabetical order. Force feats are called out, though, for easy identification.

Feat Descriptions

Here is the format for feat descriptions.

Feat Name

Description of what the feat does or represents in plain language, with no game mechanics.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, the minimum rank in a skill, and/or a minimum level in a class that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

Table 5-2: Force Feats

Feat	Prerequisite
Alter	Force-Sensitive[a], Force level 1st
Compassion	Alter
Focus	Alter, Control
Force Flight	Alter, Move Object 6 ranks, Force level 7th
Force Whirlwind	Int 13, Alter, Move Object 5 ranks, Force level 6th
Mind Trick	Alter
Control	Force-Sensitive[a], Force level 1st
Attuned	Control
Burst of Speed	Control, Force level 3rd
Force Speed	Control, Burst of Speed, Force level 7th
Knight Speed	Control, Burst of Speed, Jedi level 7th
Master Speed	Dex 13, Control, Burst of Speed, Jedi level 11th
Dissipate Energy	Control, Force level 4th
Lightsaber Defense	Dex 13, Control, Exotic Weapon Proficiency (lightsaber), Force level 3rd
Knight Defense	Dex 13, Control, Exotic Weapon Proficiency (lightsaber), Lightsaber Defense, Jedi level 7th
Master Defense	Dex 13, Control, Exotic Weapon Proficiency (lightsaber), Lightsaber Defense, Jedi level 11th
Mettle	Control
Rage	Control, 2 Dark Side Points
Force Mastery	Wis 15, Force-Sensitive[a], Force level 7th
High Force Mastery	Wis 17, Force Mastery, Force level 11th
Sense	Force-Sensitive*, Force level 1st
Aware	Sense
Force Mind	Wis 15, Sense, Force level 3rd
Improved Force Mind	Wis 15, Sense, Force level 5th
Knight Mind	Wis 15, Sense, Force Mind, Jedi level 7th
Master Mind	Wis 15, Sense, Force Mind, Jedi level 11th
Link	Sense
Malevolent	Sense, Alter

[a] Force-Sensitive is a prerequisite for all Force Feats. The prerequisite "Force level" indicates levels in any of the three Force-using classes (Force adept, Jedi consular, and Jedi guardian). "Jedi level" indicates levels in a Jedi class (consular or guardian).

Benefit: What the feat enables you (the character) to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Acrobatic

You are very agile.

Benefit: You get a +2 aptitude bonus on all Jump checks and Tumble checks. Remember that the Tumble skill can't be used untrained.

Advanced Martial Arts

You are a master of unarmed combat due to your advanced training.

Prerequisite: Martial Arts, Improved Martial Arts, base attack bonus +8.

Benefit: A Medium-size character deals 3d4 damage with an unarmed strike. Strength modifiers apply. Also, you threaten a critical hit on a natural 18, 19, or 20 when making an unarmed attack.

Small characters deal 3d3 damage and Large characters deal 3d6 damage with an unarmed strike and this feat.

Alertness

You are keenly aware of your surroundings.

Benefit: You get a +2 aptitude bonus on all Listen checks and Spot checks.

Alter (Force Feat)

You can change the distribution and nature of the Force in your environment.

Prerequisite: Force-Sensitive, Force level 1st.

Benefit: You may learn Alter-based Force skills. Once this feat is selected, Alter-based Force skills are considered to be class skills for you.

With this feat, you can use the following skills untrained: Affect Mind, Drain Energy, Force Grip, Force Lightning, Force Strike, Heal Another, and Move Object. If the use of a particular skill has a Dark Side Point penalty, you gain a Dark Side Point even though you used the skill untrained.

Normal: Without this feat, you can't learn Alter-based Force skills.

Special: A character from any of the Force-using classes can select the feat for free with the Force training class feature, or a Force-user can select this feat earlier at the expense of some other feat. If Alter is selected earlier, then no bonus feat is gained when the character reaches the level at which Force training would provide Alter for free.

Ambidexterity

You are equally adept at using either hand.

Prerequisite: Dexterity 15.

Benefit: You ignore all penalties for using an off hand. You are neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand takes a –4 penalty on attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand takes a –4 penalty on attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons. See the Two-Weapon Fighting feat, page 117, and Table 8–3: Two-Weapon Fighting Penalties.

Animal Affinity

You are good with animals.

Benefit: You get a +2 aptitude bonus on all Handle Animal checks and Ride checks. Remember that the Handle Animal skill can't be used untrained.



Armor Proficiency (heavy)
You are proficient with heavy armor (see Table 7–3: Armor).

Prerequisite: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Armor Proficiency (light)
You are proficient with light armor (see Table 7–3: Armor).

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty applies only to Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who wears armor with which she is not proficient takes an armor check penalty on attack rolls and on all skill checks that involve moving, including Ride and Pilot.

Special: Soldiers get this feat for free.

Armor Proficiency (medium)
You are proficient with medium armor (see Table 7–3: Armor).

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Armor Proficiency (powered)
You understand how to fully utilize the various features of powered armor.

Prerequisite: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light). In addition, a character who wears powered armor without this feat does not receive any bonuses to ability checks or skill checks provided by the armor.

Athletic
You have a knack for athletic endeavors.

Benefit: You get a +2 aptitude bonus on all Climb checks and Swim checks.

Attuned (Force Feat)
You are in harmony with yourself through your connection to the Force.

Prerequisite: Force-Sensitive, Control.

Benefit: You get a +2 aptitude bonus on all Enhance Ability checks and Heal Self checks.

Aware (Force Feat)
You are in harmony with your surroundings through your connection to the Force.

Prerequisite: Force-Sensitive, Sense.

Benefit: You get a +2 aptitude bonus on all Enhance Senses checks and See Force checks.

Blind-Fight
You know how to fight in melee without being able to see your foes.

Benefit: In melee combat, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit (see Table 8–9: Concealment, page 163).

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half (see Table 6–8: Hampered Movement, page 126).

Burst of Speed (Force Feat)
The Force allows you to move exceptionally fast for a brief period of time.

Prerequisite: Force-Sensitive, Control, Force level 3rd.

Benefit: You may increase your base speed to 10 times normal for 1 round. This increase has the side effect of multiplying your jump distance by 5 during this time period. Using this feat requires a full-round action and an expenditure of 5 vitality points.

Cautious
You are especially careful with tasks that may yield catastrophic results.

Benefit: You get a +2 aptitude bonus on all Demolitions checks and Disable Device checks. You must have at least 1 rank in the skill to use the aptitude bonus, since neither skill can be used untrained.

Cleave
You can follow through with a powerful melee attack.

Prerequisite: Strength 13, Power Attack.

Benefit: If you deal an opponent enough damage to reduce his wound points to below 0, you get an immediate extra melee attack against another opponent in the area. You cannot take a 2-meter step before making this extra

attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. You can use this ability once per round.

Combat Expertise

You are trained at using your combat skill for defense as well as offense.

Prerequisite: Intelligence 13.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of up to –5 on your attack and add the same number (up to +5) to your Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Defense last until your next action. The bonus to your Defense is a dodge bonus (and as such it stacks with other dodge bonuses you may have).

Normal: A character not capable of the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attacks and gain a +2 dodge bonus to Defense.

Combat Reflexes

You can respond quickly and repeatedly to opponents who let their guard down.

Benefit: When opponents leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier. For example, a character with a Dexterity of 15 can make a total of three attacks of opportunity in a round: the one attack of opportunity every character is entitled to, plus two more attacks because of his +2 Dexterity bonus. If four stormtroopers move through the character's threatened area, he can make attacks of opportunity against three of the four. You still only make one attack of opportunity on a single opponent.

With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Compassion (Force Feat)

You are concerned with the welfare of others and connected to them through the Force.

Prerequisite: Force-Sensitive, Alter.

Benefit: You get a +2 aptitude bonus on all Empathy checks and Heal Another checks.

Control (Force Feat)

You can access your inner Force, using it to better utilize the powers of your own body.

Prerequisite: Force-Sensitive, Force level 1st.

Benefit: You may learn Control-based Force skills. Once this feat is selected, Control-based Force skills are considered to be class skills for you.

With this feat, you can use the following skills untrained: Force Defense, Force Stealth, and Heal Self.

Force Trance: Also, you may enter a Force trance that slows your metabolism, allowing you to survive for extended periods of time with very little air, water, or food. You may enter a trance at will; doing this requires a full-round action. It also takes a full round to awaken from the trance. While in a trance, your heartbeat slows, your breathing all but ceases, and you appear to be dead. (Use of the Sense-based skill See Force will identify the target as being in a trance, though the DC is increased by 5.) A character in a Force trance uses only 10% as much air as a sleeping person and needs no food or water for an extended period of time. For purposes of natural healing, a Force trance is the equivalent of assisted healing (see Healing, page 160).

When entering a trance, the character must declare the circumstances under which the trance will end. Examples include a time limit or a certain stimulus (such as being touched). A character in a trance is not conscious of his or her surroundings and may not use any skills or abilities.

A character can remain in a trance for up to one week in a dry climate or up to one month in a wet climate before succumbing to thirst. If a character can stay hydrated (via an intravenous drip, for example), he could remain in a trance for up to three months before dying of starvation.

Prolong Force: Also, you may continue to use Force skills after you run out of vitality points by powering them with wound points. You must be reduced to 0 vitality points to use this option. A wound point provides twice the power of a vitality point, so all costs are halved (round up, minimum of 1). For example, a Force skill that costs 5 vitality points to use can be powered with 3 wound points, provided you are totally out of vitality points.

Normal: Without this feat, you can't learn Control-based Force skills.

Special: A character from any of the Force-using classes can select this feat for free with the Force training class feature, or a Force-user can select this feat earlier at the expense of some other feat. If Control is selected earlier, then no bonus feat is gained when the character reaches the level at which Force training would provide Control for free.

Defensive Martial Arts

You are skilled at avoiding harm due to your improved martial arts training.

Prerequisite: Martial Arts.

Benefit: You get a +2 dodge bonus to Defense.

Dissipate Energy (Force Feat)

You can resist and sometimes absorb energy damage and turn it to your advantage.

Prerequisite: Force-Sensitive, Control, Force level 4th.

Benefit: You may dissipate or perhaps absorb energy damage you would otherwise take because of your environment or because of an attack. To do so, you make a Fortitude saving throw against a DC equal to 10 + the amount of damage inflicted. If the save is successful, you don't take any damage and you gain 1 vitality point for every 2 points of wound damage you would have taken (but you can't gain vitality points in excess of your full normal total). If the saving throw fails, you take the full damage.

Dissipate Energy is used as a reaction, and costs no vitality points.

Dodge

You are adept at dodging attacks.

Prerequisite: Dexterity 13.



Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Defense against any subsequent attacks from that opponent. You can select a new opponent on any action.

Special: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Endurance

You are capable of amazing feats of endurance.

Benefit: You gain a +4 bonus to the following checks and saves: Swim checks to stave off weariness, Constitution checks to continue running, Constitution checks to hold your breath, Constitution checks to avoid damage from starvation or thirst, Fortitude checks to avoid damage from hot or cold environments, and Fortitude checks to resist damage from oxygen deprivation.

Exotic Weapon Proficiency

Choose an exotic weapon, such as bowcaster or lightsaber (see Table 7–2: Weapons for a list of exotic weapons). You understand how to use that type of exotic weapon in combat.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls. Some weapons (such as lightsabers) may have additional penalties or drawbacks when used by a character who is not proficient (see Chapter Seven: Equipment).

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon. Proficiency with the lightsaber has a prerequisite of Dexterity 11.

Fame

You are particularly well known.

Benefit: Your Reputation bonus increases by +3.

Special: You can't select both the Fame feat and the Infamy feat. You're either famous or infamous, not both.

Far Shot

You can get greater distance out of a ranged weapon.

Prerequisite: Point Blank Shot.

Benefit: When you use a blaster or a projectile weapon (such as a bow), its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon (such as a grenade), its range increment is doubled.

Focus (Force Feat)

You have a knack for using the Force in focused and specific ways.

Prerequisite: Force-Sensitive, Alter, Control.

Benefit: You get a +2 aptitude bonus on all Force Stealth checks and Force Strike checks.

Force Flight (Force Feat)

You can wrap yourself in the Force and move yourself toward a specific destination.

Prerequisite: Force-Sensitive, Alter, Move Object 6 ranks, Force level 7th.

Benefit: You gain the ability to control the Force to a greater degree and can use it to move yourself from one spot to another. Doing this requires a successful Move Object check and a vitality point cost of 4. You can take 10 but you can't take 20 on this check. The distance you travel either horizontally or vertically as a move action is determined by the check result.

Result	Distance
19 or less	10 meters
20–24	15 meters
25+	20 meters

Force Mastery (Force Feat)

You can accomplish Force-related tasks with less concentration than normal.

Prerequisite: Wisdom 15, Force-Sensitive, Force level 7th.

Benefit: Once per round, you may accomplish a Force-related task that normally requires an attack or move action as a free action. The vitality point cost for this action is double the normal cost (or 1 point if no cost is given).

Special: This feat is not cumulative with the effects of High Force Mastery. That is, you cannot use both feats to reduce a full-round action to a free action.

Force Mind (Force Feat)

You can grant a Force bonus to a single ability score of your allies.

Prerequisite: Wisdom 15, Force-Sensitive, Sense, Force level 3rd.

Benefit: The targets of this feat each gain a +2 Force bonus to a single ability score of your choice (all those affected gain the bonus to the same ability score). This benefit requires a full-round action to initiate and lasts for a number of rounds equal to your Force-user level. Using the Force Mind feat costs 4 vitality points plus 1 vitality point per target included. The individual using Force Mind may not be one of the targets.

Force-Sensitive

You are sensitive to the ebb and flow of the Force. Though not necessarily a Jedi or a Force-user, you are capable of learning some basic Force skills.

Benefit: You may learn Force-Sensitive-based Force skills as class skills. If you have any Force-user levels (levels in any of the Force-using classes), you may select other Force-based feats when the opportunity arises.

You gain one bonus Force Point when this feat is selected. There is no limit to the number of Force Points a character with this feat may possess.

You are more adept at calling upon the Force to use a Force Point (see Chapter Nine: The Force).

A Force-sensitive character (one who has the Force-Sensitive feat) can make a Wisdom check (DC 20) to avoid being surprised. A successful check allows you to act during the surprise round, even if you would otherwise be surprised.

This feat also allows characters to begin the training necessary to eventually take up the mantle of a Force-user. With this feat and a qualified teacher, a character can start to learn the fundamentals of the primary Force feats (Alter, Control, and Sense) without actually gaining any of the formidable powers associated with them. All of the children learning at the Jedi temple, for example, use this feat to help them through their various studies (including lightsaber training) until they are selected by a single master to serve as a Padawan learner (and thus gain their status as a 1st-level Jedi consular or Jedi guardian).

Normal: Without this feat, you cannot gain any ranks in Force skills or select other Force-based feats. Also, your maximum allowed total of Force Points is 5 (any points gained beyond this maximum are lost).

Special: Not everyone who selects this feat believes in the Force. A character can gain the benefits of this feat and its associated skills without understanding that he or she is calling upon the Force. Such characters instead attribute their success to luck, a special knack, or some other reason when they take advantage of this feat.

Force adepts, Jedi consulars, and Jedi guardians gain this feat for free at 1st level. A character who decides to pick up a Force-user level later in his or her career must adhere to the rules for multiclassing and starting feats (see page 63).

Force Speed (Force Feat)

The Force allows you to move extremely fast for a brief period of time.

Prerequisite: Force-Sensitive, Control, Burst of Speed, Force level 7th.

Benefit: Your base speed becomes 20 times normal for 1 round. This benefit has the side effect of multiplying your jump distance by 10 during this time period. Using this feat requires a full-round action and an expenditure of 8 vitality points.



Force Whirlwind (Force Feat)

You can use the Force to create a whirlwind of small objects that hampers concentration and deals damage.

Prerequisite: Intelligence 13, Force-Sensitive, Alter, Move Object 5 ranks, Force level 6th.

Benefit: You can use this specialized application of Move Object to deal damage. With this feat, you wrap a swarm of small objects in the Force and whip them into a whirlwind that has a 4-meter radius. Doing this requires a Move Object check (DC 20), an expenditure of 6 vitality points, and a full-round action. You can take 10 when making this check, but you can't take 20.

All targets within the whirlwind take a –4 penalty on all attack rolls, skill checks, and ability checks as they are struck repeatedly by small objects (rocks, tools, scrap metal, or whatever else is in the area) and buffeted by a Force-generated wind. The whirlwind deals 3d4 points of damage per round. A target may attempt a Reflex save (DC 20) to reduce the damage by half every round. The swarm lasts for 3 rounds.

You can create a whirlwind up to 50 meters away from your location.

Frightful Presence

Your mere presence can terrify those around you.

Prerequisite: Charisma 15, Intimidate 9 ranks.

Benefit: Once per round you can, as a free action, use your Frightful Presence. All opponents within 10 meters who have fewer levels than you must make a Will saving throw (DC 10 + one-half your level + your Charisma modifier). An opponent who fails his save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + your Charisma modifier.

A successful save indicates that the opponent is immune to your Frightful Presence for one day. This ability can't affect creatures with an Intelligence of 3 or lower.

If you have the Infamy feat, the Will saving throw's DC increases by 5.

Normal: A character without this feat can use the Intimidate skill (or a Charisma check if untrained) to threaten someone (see Chapter Four: Skills).

Gearhead

You have a way with machines.

Benefit: You get a +2 aptitude bonus on all Repair checks and Computer Use checks.

If you don't have any ranks in Repair, this aptitude bonus can only be applied to jury-rig attempts.

If you don't have any ranks in Computer Use, this aptitude bonus can't be applied to the break computer security use of the skill.

Great Cleave

You can wield a melee weapon with such power that you can strike multiple times when you drop your opponents.

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.

Great Fortitude

You are tougher than normal.

Benefit: You get a +2 synergy bonus on all Fortitude saving throws.

Headstrong

You are obstinate and unwilling to yield.

Benefit: You get a +1 synergy bonus on all Will saving throws and a +2 synergy bonus on all Intimidate checks.

Heroic Surge

You can perform an additional action in a round.

Benefit: You may take an extra move action or attack action, either before or after your regular actions. You may use Heroic Surge a number of times per day depending on your character level (as shown below), but never more than once per round.

Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

High Force Mastery (Force Feat)

You can accomplish Force-related tasks with much less concentration than normal.

Prerequisite: Wisdom 17, Force-Sensitive, Force Mastery, Force level 11th.

Benefit: Once per round, you may accomplish a Force-related task that normally requires a full-round action as an attack action. The vitality point cost for this action is double the normal cost (or 1 point if no cost is given).

Special: This feat is not cumulative with the effects of Force Mastery. That is, you cannot use both feats to reduce a full-round action to a free action.

Improved Bantha Rush

You know how to push opponents back.

Prerequisites: Strength 13, Power Attack.

Benefit: When you perform a bantha rush (see page 169), you do not draw an attack of opportunity from the defender.

Improved Critical

Choose one type of weapon, such as a blaster pistol or a vibroblade. With that weapon, you know how to strike more effectively and have a better chance of dealing wound damage.

Prerequisites: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range increases by 1. For example, a blaster pistol usually threatens a critical hit on a natural roll of 20. If a character using a blaster pistol has Improved Critical (blaster pistol), the threat range becomes 19–20.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different weapon.

Improved Disarm
You know how to disarm opponents in melee combat.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You do not draw an attack of opportunity when you attempt to disarm an opponent, nor does the opponent get a chance to disarm you.

Normal: See the normal disarm rules in Chapter Eight: Combat, page 169.

Improved Force Mind (Force Feat)
You can grant a Force bonus to a single ability score of your allies.

Prerequisite: Wisdom 15, Force-Sensitive, Sense, Force level 5th.

Benefit: The targets of this feat each gain a +4 Force bonus to a single ability score of your choice (all those affected gain the bonus to the same ability score). This benefit requires a full-round action to initiate and lasts for a number of rounds equal to your Force-user level. Using the Improved Force Mind feat costs 8 vitality points plus 1 vitality point per target included. The individual using Improved Force Mind may not be one of the targets.

Improved Initiative
You can react more quickly than normal in a fight.

Benefit: You get +4 circumstance bonus on initiative checks.

Improved Martial Arts
You are more skilled at unarmed attacks due to your improved training.

Prerequisite: Martial Arts, base attack bonus +4.

Benefit: A Medium-size character deals 2d4 damage with an unarmed strike. Strength modifiers apply. Also, you threaten a critical hit on a natural 19 or 20 when making an unarmed attack.

Small characters deal 2d3 points of damage and Large characters deal 2d6 points of damage with an unarmed strike and this feat.

Improved Trip
You are trained in tripping opponents in melee combat and following through with an attack.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: If you trip an opponent in melee combat, you immediately get to make a melee attack against that opponent as if you had not used your attack action for the trip attempt.

Normal: See the normal trip rules in Chapter Eight: Combat, page 171.

Improved Two-Weapon Fighting
You are an expert in fighting two-handed.

Prerequisite: Two-Weapon Fighting, Ambidexterity, base attack bonus +9.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with the off-hand weapon, albeit at a –5 penalty (see Table 8-3: Two-Weapon Fighting Penalties, page 157).

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Infamy
You are known for crimes or evil deeds (whether you actually committed these crimes and evil deeds or not).

Benefit: Your Reputation bonus increases by +3.

Special: You can't select both the Fame feat and the Infamy feat. You're either famous or infamous, not both.

Influence
You have a knack for getting the desired result and swaying opinions.

Benefit: You get a +2 synergy bonus on all Reputation checks (see page 122) and favor checks (see the noble class description, page 42).

Iron Will
You have a stronger will than normal.

Benefit: You get a +2 synergy bonus on all Will saving throws.

Knight Defense (Force Feat)
You are adept at defending yourself with your lightsaber.

Prerequisite: Dexterity 13, Force-Sensitive, Control, Lightsaber Defense, Exotic Weapon Proficiency (lightsaber), Jedi level 7th.

Benefit: When wielding a lightsaber, you gain a +2 dodge bonus to your Defense.

Special: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.



When you take this feat, your dodge bonus to Defense improves from +2 (because of Lightsaber Defense) to +4. If you also take Master Defense either before or after taking this feat, your Dodge bonus to Defense improves to +6.

Knight Mind (Force Feat)

You can grant a Force bonus to a single ability score of your allies.

Prerequisite: Wisdom 15, Force-Sensitive, Sense, Force Mind, Jedi level 7th.

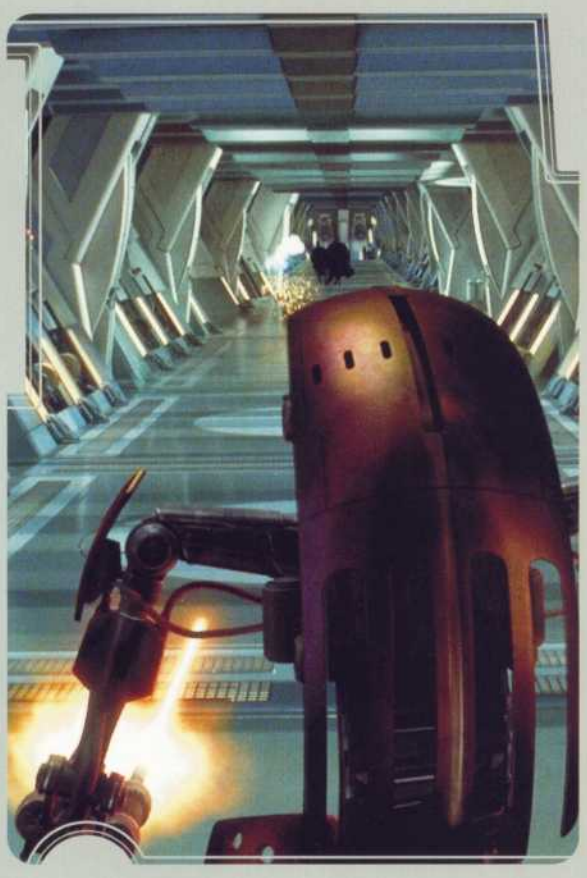
Benefit: The targets of this feat each gain a +6 Force bonus to a single ability score of your choice (all those affected gain the bonus to the same ability score). This benefit requires a full-round action to initiate and lasts for a number of rounds equal to your Force-user level. Using the Knight Mind feat costs 12 vitality points plus 1 vitality point per target included. The individual using Knight Mind may not be one of the targets.

Knight Speed (Force Feat)

The Force allows you to move extremely fast for a brief period of time.

Prerequisite: Force-Sensitive, Control, Burst of Speed, Jedi level 7th.

Benefit: You may increase your base speed to 20 times normal for 1 round. This increase has the side effect of multiplying your jump distance by 10 during this time period. Using this feat requires a full-round action and an expenditure of 8 vitality points.



Lightning Reflexes

You have faster than normal reflexes.

Benefit: You get a +2 synergy bonus on all Reflex saving throws.

Lightsaber Defense (Force Feat)

You are adept at defending yourself with your lightsaber.

Prerequisite: Dexterity 13, Force-Sensitive, Control, Exotic Weapon Proficiency (lightsaber), Force level 3rd.

Benefit: When wielding a lightsaber, you gain a +2 dodge bonus to your Defense.

Special: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Link (Force Feat)

You have a knack for communicating through the Force.

Prerequisite: Force-Sensitive, Sense.

Benefit: You get a +2 aptitude bonus on all Farseeing checks and Telepathy checks. Remember that the Farseeing skill can't be used untrained.

Low Profile

You are less famous than others of your class and level, or you wish to maintain a less visible presence than others of your station.

Benefit: You take a –2 penalty on all Reputation checks.

Malevolent (Force Feat)

You have an innate connection to the dark side of the Force.

Prerequisite: Force-Sensitive, Sense, Alter.

Benefit: You get a +2 aptitude bonus on all Fear checks and Force Grip checks.

Martial Arts

You are skilled at fighting while unarmed and can deal more damage with unarmed strikes. You are also capable of inflicting critical hits with unarmed attacks.

Benefit: A Medium-size character deals 1d4 points of damage with an unarmed strike. Strength modifiers apply. Also, you threaten a critical hit on a natural 20 when making an unarmed attack.

Small characters deal 1d3 points of damage and Large characters deal 1d6 points of damage with an unarmed strike and this feat.

A character with the Martial Arts feat does not provoke an attack of opportunity when making an unarmed attack against an armed opponent, but an opponent does provoke an attack of opportunity when making an unarmed attack against a character with the Martial Arts feat.

Normal: Without this feat, a Medium-size character deals only 1d3 points of damage (1d2 for a Small character and 1d4 for a Large character) and can't inflict a critical hit with an unarmed attack.

Master Defense (Force Feat)

You are adept at defending yourself with your lightsaber.

Prerequisite: Dexterity 13, Force-Sensitive, Control, Exotic Weapon Proficiency (lightsaber), Lightsaber Defense, Jedi level 11th.

Benefit: When wielding a lightsaber, you gain a +2 dodge bonus to Defense.

Special: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

When you take this feat, your dodge bonus to Defense improves from +2 (because of Lightsaber Defense) to +4. If you also take Knight Defense either before or after taking this feat, your Dodge bonus to Defense improves to +6.

Master Mind (Force Feat)

You can grant a Force bonus to a single ability score of your allies.

Prerequisite: Wisdom 15, Force-Sensitive, Sense, Force Mind, Jedi level 11th.

Benefit: The targets of this feat each gain a +8 Force bonus to a single ability score of your choice (all those affected gain the bonus to the same ability score). This benefit requires a full-round action to initiate and lasts for a number of rounds equal to your Force-user level. Using the Master Mind feat costs 16 vitality points plus 1 vitality point per target included. The individual using Master Mind may not be one of the targets.

Master Speed (Force Feat)

You can move at lightning speed for a brief period of time.

Prerequisite: Dexterity 13, Force-Sensitive, Control, Burst of Speed, Jedi level 11th.

Benefit: You may increase your base speed to 30 times normal for 1 round. This increase has the side effect of multipying your jump distance by 15 during this time period. Using this feat requires a full-round action and the expenditure of 12 vitality points.

Mettle (Force Feat)

You have courage and the ability to face any threat through your connection to the Force.

Prerequisite: Force-Sensitive, Control.

Benefit: You get a +2 aptitude bonus on all Battlemind checks and Force Defense checks. Remember that the Battlemind skill can't be used untrained.

Mimic

You have a gift for impersonation.

Benefit: You get a +2 aptitude bonus on all Disguise checks and on all Entertain checks pertaining to comedy, drama, impersonation, and storytelling.

Mind Trick (Force Feat)

You have a knack for using the Force to fool those with weak wills.

Prerequisite: Force-Sensitive, Alter.

Benefit: You get a +2 aptitude bonus on all Affect Mind checks and Illusion checks. Remember that the Illusion skill can't be used untrained.

Mobility

You are skilled at dodging past opponents and avoiding attacks they make against you.

Prerequisite: Dexterity 13, Dodge.



Benefit: You get a +4 dodge bonus to Defense against attacks of opportunity caused when you move out of, through, or within a threatened area.

Special: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Multishot

You can use the multifire and autofire option on blaster weapons with exceptional accuracy.

Prerequisite: Dexterity 13, Point Blank Shot, Rapid Shot.

Benefit: When using the multifire or autofire option on a blaster weapon, you reduce the penalty for each attack to –2 (for multifire) or –4 (for autofire).

Normal: See the multifire and autofire rules in Chapter Eight: Combat, page 165.

Nimble

You have exceptional flexibility and manual dexterity.

Benefit: You get a +2 aptitude bonus on all Escape Artist checks and Sleight of Hand checks. Remember that the Sleight of Hand skill can't be used untrained.

Persuasive

You have a way with words and body language.

Benefit: You get a +2 aptitude bonus on all Bluff checks and Intimidate checks.



Point Blank Shot
You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You get a +1 competence bonus on attack and damage rolls with ranged weapons against opponents within 10 meters of your position.

Normal: Without this feat, only ranged attacks at targets within 2 meters of your position are considered to be made at point blank range.

Power Attack
You can make exceptionally powerful melee attacks.

Prerequisite: Strength 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

Precise Shot
You are skilled at timing and aiming ranged attacks.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty (see Shooting or Throwing into a Melee, page 155).

Quick Draw
You can draw weapons with startling quickness.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action.

Quickness
You are good at turning attacks that might deal damage to you into near misses and glancing blows.

Benefit: You gain +3 vitality points.

Special: You may gain this feat multiple times.

Rage (Force Feat)
You can channel your anger into a berserker fury, increasing your battle prowess as you let the dark side flow through you.

Prerequisite: Force-Sensitive, Control, 2 Dark Side Points.

Benefit: You temporarily gain +4 Strength, +2 vitality points per Force-user level, and a +2 Force bonus on Fortitude and Will saves, but you also take a –2 penalty to Defense.

While raging, you can't use skills, feats, or special abilities that require patience and concentration, such as Move Silently, Expertise, Affect Mind, or any light-side Force skill.

Rage lasts for a number of rounds equal to 5 + your Constitution modifier. At the end of this duration, you lose the bonus vitality points and become fatigued (–2 penalty to effective Strength and Dexterity, can't run or charge) for a number of rounds equal to the duration of the rage.

Special: Whenever you use this feat, you gain a Dark Side Point. The effects of Rage can't be combined with a Wookiee rage (see page 33).

Rapid Shot
You can use ranged weapons with exceptional quickness.
Prerequisite: Dexterity 13, Point Blank Shot.
Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) has a –2 penalty. You must use a full-round action to use this feat.

Rugged
You are physically tough and vigorous.
Benefit: You get a +1 synergy bonus on all Fortitude saving throws and a +2 synergy bonus on all Survival checks.

Run
You are fleet of foot.
Benefit: When running, you move a maximum of five times your normal speed instead of four times (see Run under Modes of Movement, page 125). If you are in heavy armor, you can move four times your speed rather than three times. If you make a running jump (see the Jump skill, page 93), increase the distance or height you clear by 25%, but not past the maximum.

Sense (Force Feat)
You can sense the Force that binds and connects all things.
Prerequisite: Force-Sensitive, Force level 1st.
Benefit: You may learn Sense-based Force skills. Once this feat is selected, Sense-based Force skills are considered to be class skills for you.
With this feat, you can use the following skills untrained: Enhance Senses, Fear, See Force, and Telepathy.
Sense Force: A character with this feat sometimes receives vague impressions of the Force. The character might feel uneasy due to an unseen situation or sense the presence of powerful emanations of the dark side. For example, a character might feel a sense of cold from a place that is strong in the dark side of the Force, or he might experience foreboding when an entire planet is destroyed and all the life forms on it are extinguished. If two characters with this feat have a close relationship (they are siblings, lovers, or lifelong friends, for example), one of them can sense if the other one is injured or in distress. These sensations are not felt through conscious effort; the GM provides the impressions when appropriate.
Normal: Without this feat, you can't learn Sense-based Force skills.
Special: A character from any of the Force-using classes can select the feat for free with the Force training class feature, or a Force-user can select this feat earlier at the expense of some other feat. If Sense is selected earlier, then no bonus feat is gained when the character reaches the level at which Force training would provide Sense for free.

Sharp-Eyed
You have an eye for detail.
Benefit: You get a +2 aptitude bonus on all Search checks and Sense Motive checks.

Shot on the Run
You are highly trained in skirmish ranged weapon tactics.
Prerequisite: Dexterity 13, Point Blank Shot, Dodge, Mobility.
Benefit: When using an attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you are attacking.

Skill Emphasis
Choose a skill, such as Repair. You have a special knack with that skill.
Benefit: You get a +3 competence bonus on all skill checks with that skill.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill. This bonus does not allow you to make checks for a trained-only skill if you have no ranks in the skill.

Spacer
You have a special affinity for space travel.
Benefit: You get a +2 aptitude bonus on all Astrogate checks and Pilot checks. Remember that these skills can't be used untrained.

Spring Attack
You are trained in fast melee attacks and fancy footwork.
Prerequisite: Dexterity 13, Dodge, Mobility, base attack bonus +4.
Benefit: When using an attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you are attacking. You can't use this feat if you are carrying a heavy load or wearing heavy armor.

Stamina
You have an amazing amount of stamina.
Prerequisite: Constitution 13.
Benefit: You recover vitality points twice as fast as normal. So, if you would normally recover 1 vitality point per level per hour, with this feat you recover 2 vitality points per level per hour. A Wookiee character with this feat recovers 4 vitality points per level per hour.

Starship Dodge
Select a class of starship (starfighter or space transport). You are adept at dodging attacks while piloting that class of starship.
Prerequisite: Dexterity 13, Pilot 6 ranks, Starship Operation (starfighter) or Starship Operation (space transport).
Benefit: When piloting a starfighter or a space transport (depending on which class of starship you selected), during your action you designate an opposing starship and receive a +1 dodge bonus to Defense against attacks from that opponent. You can select a new opponent on any action.
Special: You can gain this feat twice. Each time you take the feat, it applies to a different class of starship.

Starship Operation
Select a class of starship (starfighter, space transport, or capital ship). You are proficient at operating that class of starship.

Prerequisite: Pilot 2 ranks.

Benefit: You take no penalty on Pilot checks or attack rolls made when operating a starship of the selected class.

Normal: Characters without this feat take a –4 penalty on Pilot checks made to operate a starship and on attacks made with starship weapons.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different class of starship.

Steady
You are sure in movement.

Benefit: You get a +1 synergy bonus on all Reflex saving throws and a +2 synergy bonus on all Balance checks.

Stealthy
You are particularly good at avoiding notice.

Benefit: You get a +2 aptitude bonus on all Hide checks and Move Silently checks.

Sunder
You are skilled at attacking an opponent's weapon.

Prerequisite: Strength 13, Power Attack.

Benefit: When you strike an opponent's weapon in melee combat, you do not provoke an attack of opportunity (see page 157).

Surgery
You are trained to perform surgical procedures to heal wounds.

Prerequisite: Treat Injury 4 ranks.

Benefit: You can make a Treat Injury check to heal a wounded character. You must have the proper surgical tools. You can't take 10 or take 20 when attempting to heal wounds. You can't perform surgery during a combat situation. You can't restore more wound points than the character's full normal total.

Surgery takes time; it requires 1 hour per wound point lost to perform surgery on a patient.

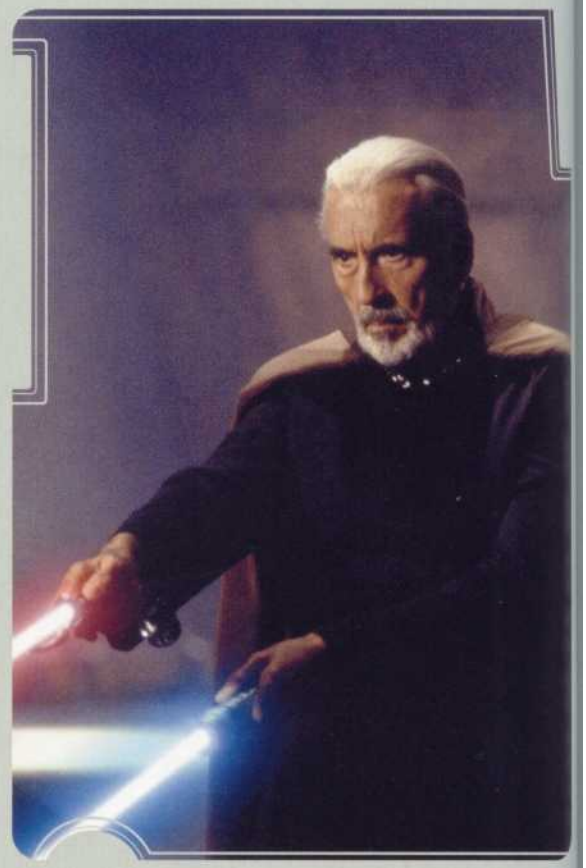
The result of the check determines the number of wound points restored. A character who has his wounds healed through surgery is fatigued for a number of hours equal to the number of wound points restored.

Result	Wounds Restored
5–9	1
10–14	2
15–19	3
20–24	4
25–29	5
30–34	6
35+	7

Toughness
You are tougher than normal.

Benefit: You gain +3 wound points.

Special: A character may gain this feat multiple times.



Track
You can follow the trails of creatures and characters across most types of terrain.

Benefit: To find tracks or to follow them for 1 kilometer requires a Survival check. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	DC
Very soft	10
Soft	15
Firm	20
Hard	30

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The quarry might leave some traces of its passage (broken branches, tufts of hair) but only occasional or partial footprints can be found.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Condition	DC Modifier
Every 3 targets in the group being tracked	–1
Size of targets being tracked: [a]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: [b]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5

[a] *For a group of mixed sizes, apply only the modifier for the largest size category represented.*

[b] *Apply only the largest modifier from this category.*

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 15 or lower.

Trick

You are cunning and deceptive.

Benefit: You get a +2 aptitude bonus on all Bluff checks and Gamble checks.

Trustworthy

You have a friendly demeanor.

Benefit: You get a +2 aptitude bonus on all Diplomacy checks and Gather Information checks.

Two-Weapon Fighting

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. Both weapons must make the same kind of attacks, either both ranged attacks or both melee attacks.

Benefit: Your penalties for fighting with two weapons are lessened by 2.

Normal: See Attacking with Two Weapons, page 156, and Table 8–3: Two-Weapon Fighting Penalties.

Special: The Ambidexterity feat lessens the attack penalty for the second weapon by 4.

Weapon Finesse

You are especially skilled at using a certain weapon, one that can benefit as much from Dexterity as from Strength. Choose one weapon from this list: cesta, combat glove, double-bladed lightsaber, force pike, knife, lightsaber, unarmed strike, vibroblade, vibrodagger.

Prerequisite: Proficient with weapon, base attack bonus +1.

Benefit: With the selected weapon, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon.

Weapon Focus

Choose a specific weapon, such as blaster pistol or a lightsaber. You are especially good at using this weapon. You can choose unarmed strike or grapple for your weapon for purposes of this feat.

Prerequisite: Proficient with weapon, base attack bonus +1.

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different weapon.

Weapon Group Proficiency

Choose a group of weapons from the following list of types: blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, slugthrowers, vehicle weapons, or vibro weapons. You understand how to use all weapons of that group in combat.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon group.

You cannot take exotic weapons as a weapon group; instead, you must select the Exotic Weapon Proficiency feat to gain proficiency with a specific exotic weapon (such as the lightsaber or the bowcaster).

Whirlwind Attack

You can strike nearby opponents in an amazing, spinning melee attack.

Prerequisite: Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

Benefit: When you perform a full-round action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within 2 meters of your position.

Zero-G Training

You can function normally in low gravity or zero gravity.

Prerequisite: Dexterity 13, Tumble 4 ranks.

Benefit: You take no penalty to actions in low gravity or zero gravity.

Normal: Without this feat, most actions in zero gravity have a –4 penalty, and actions in low-gravity environments have a –2 penalty.



CHAPTER SIX

HEROIC CHARACTERISTICS 6

[1.2 Meters + 2d4 55 kg x (1d8 +1)]

What does your character look like? How old is he (or she)? What sort of first impression does he make? What led him to become a hero?

This chapter covers a miscellany of topics that apply to your character. It helps you establish your character's identity and place in the *Star Wars* universe and make him or her more lifelike—like a main character in a *Star Wars* movie or novel. For many players, this is the true expression of roleplaying: defining the character that you are going to play.

When you first play a character, it's fine to leave some of the details sketchy. Over time, as adventures play out, you'll get a better sense of who you want your character to be. You'll develop your character's details much the way an author develops a character over several chapters in a novel or over several novels in a series.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we changed in this chapter for the new edition.

We've included all of the new species from Chapter Two into the tables for determining a character's age and height and weight. We've added a new section that links age to character level for those of you who want to run campaigns that start out at a higher level than 1st. We've made minor adjustments throughout. The Reputation mechanic has been overhauled to make it more integral to play.

Details

This section offers advice as you determine details about your character, including his or her name, age, appearance, and personality. Start with some idea about your character's background and personality, and use that idea to develop the details that bring your character to life.

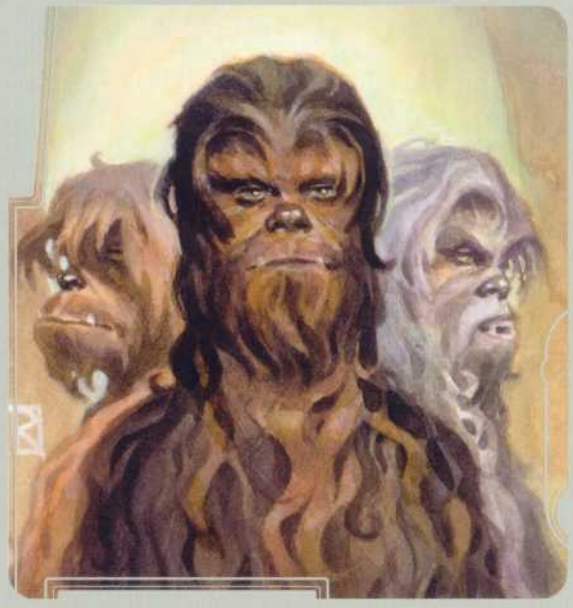
Name

Invent or choose a name that fits your character's species and class. Chapter Two: Species contains some examples of alien names. A name is a great way for you to start thinking about your character's background. For instance, a Rodian scout might be named after a great Rodian hunter of the past, and the Rodian may be striving to live up to that heritage. Alternatively, the name could be that of an infamous traitor, and the hero could be bent on proving that she's not like her namesake.

A name can also tell a lot about a character and help establish an image in your mind and the minds of the other players. It doesn't have to be descriptive, but you want it to fit the type of character you're going to play. Use the sample names to help you make up a name that has the appropriate *Star Wars* feel.

Age

How old is your character? That's pretty much up to you and your Gamemaster. A character reaches 1st level in a hero class at the point when he or she steps out of mundane life and into the dramatic existence of the story,



either by choice or through circumstances beyond the character's control. That could be as a young adult for a Padawan learner, as a 20-year-old adult (such as in the case of Luke Skywalker in *A New Hope*), or as an even older character, depending on your character concept.

There are other types of characters besides heroes. It's presumed that your character was just like one of them before making that leap to the hero path. At that point, the character becomes a 1st-level soldier or noble or Jedi guardian, for example. Once you start onto the hero path, there's no getting off it. For good or bad, you're now the center of the action (at least in your GM's campaign) and important things happen around you—whether you want them to or not.

As your hero ages, his or her physical ability scores (Strength, Dexterity, and Constitution) decrease and his or her mental ability scores (Intelligence, Wisdom, and Charisma) increase (see Table 6–1: Aging Effects). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

Table 6–1: Aging Effects

Child	–3 to Str and Con; –1 to Dex, Int, Wis, and Cha
Young adult	–1 to Str, Dex, Con, Int, Wis, and Cha
Adult	no modifier
Middle age	–1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Old	–2 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Venerable	–3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

First generate your ability scores as defined in Chapter One. Then, once your starting age is determined, apply the modifiers shown on Table 6–1: Aging Effects. Note that the methods described for determining ability scores yield the scores of an adult character. For example, when a character reaches middle age, her Strength, Dexterity, and Constitution scores each drop 1 point, while her Intelligence, Wisdom, and Charisma scores each increase by 1 point. When she becomes old, her physical ability scores all drop an additional 2 points, while her mental ability scores increase by 1 again. So far she has lost a total of 3 points from her Strength, Constitution, and Dexterity scores and gained a total of 2 points to her Wisdom, Intelligence, and Charisma scores due to aging.

On the other hand, a child would start with a total penalty of –4 to Strength and Constitution and a –2 penalty to all other abilities (adjustments are cumulative for both the child and young adult categories). As he advances to young adulthood, these penalties would be reduced to –1 for each ability score. He would thus "gain" 3 points to both his Strength and Constitution and 1 point to each of his other ability scores. When he later becomes an adult, he would gain 1 point to each of his ability scores.

Note: Jedi live longer than the average member of their species. While a typical Human lives well into his or her 80s, a Human Jedi might live well into his or her 100s. The upper limit for a character powerful in the Force can be twice as much or more than a typical member of a species.

If you don't have a clear character concept in mind, you might want to use Table 6–3: Random Starting Ages to generate the age of your 1st-level character. Just find your character's class and roll the die shown under the "Young Adult +" column. Add the die roll result to the highest number under "Young Adult" for your character's species, as shown in Table 6–2: Ages by Species. So, if you roll 1d6 for your Human fringer character and get a 4 on the die roll, the character's starting age is 19 (15 + 4 = 19).

Table 6–2: Ages by Species

Species	Child	Young Adult	Adult	Middle Age	Old	Venerable
Human	1–11	12–15	16–40	41–59	60–79	80+
Bothan	1–11	12–16	17–45	46–65	66–84	85+
Cerean	1–10	11–15	16–35	36–53	54–64	65+
Duros	1–9	10–14	15–35	36–49	50–69	70+
Ewok	1–9	10–13	14–29	30–44	45–59	60+
Gamorrean	1–6	7–12	13–29	30–39	40–44	45+
Gungan	1–12	13–15	16–35	36–54	55–64	65+
Ithorian	1–13	14–17	18–44	45–69	70–84	85+
Kel Dor	1–11	12–15	16–44	45–59	60–69	70+
Mon Calamari	1–11	12–16	17–40	41–57	58–79	80+
Quarren	1–11	12–16	17–40	41–57	58–79	80+
Rodian	1–12	13–15	16–35	36–49	50–59	60+
Sullustan	1–9	10–14	15–39	40–55	56–69	70+
Trandoshan	1–11	12–14	15–34	35–49	50–59	60+
Twi'lek	1–12	13–15	16–44	45–59	60–79	80+
Wookiee	1–12	13–17	18–300	301–350	351–399	400+
Zabrak	1–8	9–14	15–44	45–55	56–69	70+

For those who want to start a campaign with more experienced characters, use Table 6–4: Starting Levels and Ages as a guide. Remember that these tables are offered only as guidelines. You and your GM are free (and encouraged) to decide these details however you choose to fit the campaign and characters you have in mind.

Table 6–3: Random Starting Ages

Class	Young Adult +
Fringer	1d6
Noble	1d8
Scoundrel	1d4
Scout	1d4
Soldier	1d6
Tech specialist	1d8
Force adept	1d4
Jedi consular	1d4
Jedi guardian	1d4

Table 6–4: Starting Levels and Ages

Age Category	Level
Young adult	1st
Adult	1st
Adult (limited experience)	3rd
Adult (moderate experience)	5th
Adult (high experience)	7th
Middle age (moderate experience)	6th
Middle age (high experience)	8th
Old	9th

Appearance

Decide what your character looks like using the descriptions of the various species in Chapter Two: Species as a starting point. Characters with high Charisma scores tend to be better looking than those with low Charisma scores, though a character with high Charisma could have strange looks, giving him or her a sort of exotic beauty.

Your character can be right-handed or left-handed. (The Ambidexterity feat in Chapter Five: Feats allows her to use both hands equally well.)

You can use your hero's looks to tell something about his personality and background. For example:

- Deel Surool, the Twi'lek scoundrel, always has a smirk on his lips, no matter what situation he finds himself in. He treats life as a joke where only he knows the punch line. He wears the latest fashions and comes off as being mildly superior to everyone around him.
- Vor'en Kurn, the Human soldier, has a rough, dark look that speaks of the life he has led. His mercenary nature shows through in the way he moves, the way he wears his armor, and the way his twin blasters hang at his sides. His eyes are cold, dead, uncaring. You know he means business and that he's dangerous just by looking at him.
- Sia-Lan Wezz, the Human Jedi guardian, appears confident and in control. She wears her Jedi robes and lightsaber proudly, and her fresh, young face glows with enthusiasm and hope. You know you can trust her, and you know she takes her role very seriously. Perhaps even a bit too seriously.

Height and Weight

Determine your character's height and weight using the ranges shown on Table 6–5: Height and Weight for Heroic Characters. Think about what your character's abilities might say about her height and weight. If she is weak but agile, she may be thin. If she is strong and tough, she may be tall or just heavy. Feel free to select an appropriate height and weight for your character, or roll dice for random results.

The die roll given for the height modifier increases the character's height by tenths of meters (decimeters) beyond the base height. The weight modifier is a die roll multiplied by 10 kilograms, which is then added to the base weight.

For example, Rorworr (a male Wookiee) stands 1.8 meters tall plus 1d6 decimeters. Penny rolls 1d6 and gets a 4, which translates to +0.4 meters, so Rorworr stands 2.2 meters tall. Then Penny rolls 2d4+1 for a result of 7. She multiplies that by 10 kilograms and adds that to Rorworr's base weight for a total of 140 kilograms (70 + 70 = 140).

Table 6–5: Height and Weight for Heroic Characters

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	1.2 meters	+2d4	55 kilograms	+2d4 × 10 kg
Human, female	1.0 meters	+2d4	39 kilograms	+1d4+1 × 10 kg
Bothan	1.0 meters	+2d4+1	40 kilograms	+1d6 × 10 kg
Cerean, male	1.4 meters	+1d6	58 kilograms	+2d4 × 10 kg
Cerean, female	1.2 meters	+1d6	42 kilograms	+1d4+1 × 10 kg
Duros	1.4 meters	+2d4	45 kilograms	+1d4+1 × 10 kg
Ewok	0.8 meters	+1d4	35 kilograms	+1d4 × 10 kg
Gamorrean	1.2 meters	+1d8	70 kilograms	+1d4+3 × 10 kg
Gungan	1.2 meters	+2d4+2	48 kilograms	+1d4 × 10 kg
Ithorian	1.5 meters	+2d4+1	58 kilograms	+1d6+1 × 10 kg
Kel Dor	1.2 meters	+2d4	50 kilograms	+1d4+1 × 10 kg
Mon Calamari	1.2 meters	+1d6	42 kilograms	+1d2+2 × 10 kg
Quarren	1.1 meters	+1d8	42 kilograms	+1d2+2 × 10 kg
Rodian	1.4 meters	+1d6	40 kilograms	+1d4+2 × 10 kg
Sullustan	1.0 meters	+2d4	42 kilograms	+1d4 × 10 kg
Trandoshan	1.4 meters	+2d4	60 kilograms	+1d4+4 × 10 kg
Twi'lek, male	1.2 meters	+2d4+1	60 kilograms	+1d2+1 × 10 kg
Twi'lek, female	1.0 meters	+2d4+1	40 kilograms	+1d4 × 10 kg
Wookiee, male	1.8 meters	+1d6	70 kilograms	+2d4+1 × 10 kg
Wookiee, female	1.6 meters	+1d6	57 kilograms	+2d4+1 × 10 kg
Zabrak	1.4 meters	+2d4	50 kilograms	+2d4+1 × 10 kg

Personality

Decide how your character acts, what she likes, what she wants out of life, what scares her, and what makes her angry. Your character's species is a good place to start when thinking about personality, but it's a bad place to stop. Make your Wookiee (or whatever) different from every other Wookiee.

Personality is a summary of how your character usually acts. Make sure it's interesting and fun for you to play. Give your character good points and bad points. Think about his code of ethics. Will your character do anything for the right price, or is there a line he just won't cross? Is your character cheerful or dour, optimistic or pessimistic, honorable or dishonorable? These are just some of the factors that could go into your character's personality.

A handy trick for making an interesting personality for your character is including some sort of conflict in his nature. For example, Deel the scoundrel is generally self-centered, but he looks out for his close friends. He may be tempted to help them, even if it goes against his best interests, so long as he can justify doing so.

Your character's personality can change over time. Just because you've written some personality notes on your character sheet doesn't mean you can't let your character grow and develop the way real people do.

Background

Decide what your character's life has been like up until now. Here are a few questions to get you thinking:

How did she decide to become a hero?

How did she acquire her class? A soldier, for example, might have been in a planetary militia, she may come from a family of soldiers, she may have trained in a martial school, or she may be a self-taught mercenary.

Where did she get her starting equipment from? Did she assemble it piece by piece over time? Was it a parting gift from a parent or mentor? Do any items have special significance to her?

What's the worst thing that's ever happened to her?

What's the best thing that's ever happened to her?

Does she stay in contact with her family? What do they think of her?

Only your GM needs to know all the details of your background. You can tell the other players as much or as little as you see fit. You can get as complex as you like, or keep your character's background simple. Has she traveled around the galaxy a lot? What's her home planet like? What does she think of the Republic (or Rebellion, or Empire, or whatever)? Does she know any of the other players' characters from before the campaign started? If not, what's her connection to the rest of the team?

Goals

Your character might have a number of objectives that he or she hopes to accomplish. These are the things that motivate your character. Does he seek wealth or love? Revenge or power? That's up to you and your GM.

Goals can be immediate or long-term. They can also change during play, and new goals can be added all the time. Think of goals as what's motivating your character right now, though some long-term goals might fade to the background until circumstances warrant.

Reputation

Every character has a reputation of one sort or another. As a character advances in levels, he or she gains a Reputation bonus that the Gamemaster sometimes allows the character to use with certain Charisma-based skills in certain situations. There are a number of ways and situations in which Reputation comes into play.

In general, a high Reputation bonus benefits a character. Those who recognize the character are more likely to help him (or do what he asks). However, a high Reputation bonus also makes it difficult for the character to mask his identity, which can be a hindrance if someone is looking for him or he's trying to go unnoticed.

In general, a character doesn't get a choice of whether or not to apply a Reputation bonus. When the GM decides that a character's Reputation can be relevant to a scene or encounter, the character's player must apply the Reputation bonus to the check. Roll the appropriate skill check and add the character's Reputation bonus.

Fame and Infamy

Most characters with a high Reputation bonus (+4 or higher) are considered "famous." That is, their reputation is generally positive. The Fame feat adds to this positive reputation.

However, some characters are infamous, which results in different reactions. As a general rule, a character with the Infamy feat is considered infamous. (No character can select both the Fame feat and the Infamy feat.) Also, at the GM's option, a character might be considered infamous in certain situations due to events that have transpired in the campaign. For example, if your character got into trouble with the Hutts on Tatooine, he or she would be considered infamous when attempting to interact with those close to the Hutts of Tatooine.

Using the Reputation Bonus

Whenever the Gamemaster decides that a character's reputation can be a factor in an encounter, the character's Reputation bonus is added to the following skill checks: Bluff, Diplomacy, Entertain, Gather Information, and Intimidate.

In situations where the character's positive reputation or fame can help sway another character's reaction, the bonus adds to the skill check. For example, when Senator Padmé Amidala stops by Merchant's Row in the city of Theed to ask some questions about a mysterious stranger who recently visited all the shops, her fame and positive reputation grants her a Reputation bonus to her Gather Information check.

In situations where the character's negative reputation or infamy can help sway another character's reaction, the bonus adds to the skill check. For example, when Jango Fett confronts a petty thief in a seedy nightclub deep in the bowels of Coruscant and demands to know who's been asking about him, his notoriety and reputation as a dangerous bounty hunter grants him a Reputation bonus on his Intimidate check.

In situations where the character's negative reputation or infamy makes another character react poorly toward him,



the Reputation bonus is subtracted from the skill check (it becomes a penalty instead of a bonus). For example, when Jango Fett tries to Bluff Obi-Wan Kenobi on Kamino, the negative feelings that Obi-Wan already has toward Jango turn Jango's Reputation bonus into a penalty when he makes his Bluff check.

Remember that the GM must determine that a character's fame or infamy can come into play in a given situation for the Reputation bonus to apply. A character who doesn't know you from Han Solo can't be influenced by your reputation. Other notes regarding Reputation bonuses and these Charisma-based skills follow.

Bluff: In general, being either famous or infamous aids Bluff checks. However, any Bluff check made to deny or hide your identity ("No, I'm not *that* smuggler. You must be thinking of someone else.") automatically turns the character's Reputation bonus into a penalty for that check.

Diplomacy: Infamous characters use their Reputation bonus as a penalty when making Diplomacy checks (it's tough to negotiate a peace treaty when they think you're a killer).

Entertain: A famous individual generally gets a better reception for his performances than an infamous one.

Gather Information: People are more willing to help someone they know, whether happily (for a famous individual) or fearfully (for an infamous individual).

Intimidate: A famous character can use his reputation to "throw his weight around," but he gets to use only half of his Reputation bonus (round down). An infamous character, on the other hand, uses his full Reputation bonus when making an Intimidate check.

Followers

In addition to the normal benefits of a high Reputation bonus, a character can make a Reputation check to attract followers to her cause. These followers may be troops, minions, personal servants, accomplices, trainees, acolytes, or whatever other type of dedicated follower the player chooses. (If a character stands for some cause, she may win followers to the cause as well as personal followers, but that should be handled on a case-by-case basis.)

Beginning at 10th level and at each level thereafter, a hero may make a special Reputation check (DC 20) to see if she attracts one or more followers to her cause. (This check isn't mandatory; if the character doesn't want followers, she doesn't have to roll.) If the roll succeeds, the hero attracts a number of followers, who arrive in the next few weeks. If the roll fails, the hero can't try again until she gains another level.

The maximum total levels of a hero's followers can't exceed her Reputation bonus. (For purposes of this total, professional characters count as one-half their level, and commoners count as one-half of a 1st-level character.)

Example: Arani Korden, a 10th-level noble with a Reputation bonus of +6 (+3 for her class, +3 for the Fame feat), decides it's time to build a power base of loyal protectors and servants. Her player rolls an 18 on 1d20, which is modified to 24—a success. Going for a mix of quality and quantity, Arani decides that she wants a single 2nd-level soldier (as a personal bodyguard), two 1st-level thugs (as a private retinue), a 2nd-level diplomat (as her major-domo), and a 2nd-level scoundrel (as a general troubleshooter). The 2nd-level soldier is "worth" two levels, the two 1st-level

GOOD, EVIL, OR SOMEWHERE IN BETWEEN

[1 2 METERS + 2D4 55 KG X (1D8 +1)]

The *Star Wars Roleplaying Game* doesn't care what moral spin you want to give to your character. Most of the adventures we produce assume that you're playing the good guys, but that doesn't mean you have to do that. It all depends on the type of character you want to play and the type of campaign your Gamemaster wants to run.

If you're playing in the Rise of the Empire era (circa Episode I and II), we're going to assume that your team works for the Supreme Chancellor of the Senate. If there are Jedi characters in the group, then the team works for both the Chancellor and the Jedi Council (much like Qui-Gon and Obi-Wan did for their mission to Naboo, and Obi-Wan and Anakin do while protecting Padmé). If you want to play morally neutral or evil characters, then you could be part of a freelance mercenary unit, operatives at the beck and call of a crime lord, or part-owners in a ship that makes legitimate cargo hauls as well as the occasional smuggling run as it travels the galaxy (and finds various adventures along the way). Of course, if any of the players are running Jedi characters, only the first option is really viable. Dark Jedi and Force adepts fit into any of the other profiles, however.

If the campaign is set during the Rebellion era (circa Episodes IV, V, and VI), then the assumption is that your team works for the Rebel Alliance. Your GM might focus the campaign on the other side and let you play Imperials working to crush the Rebellion. You can also wind up in the middle, playing smugglers, pirates, or mercenaries willing to take on missions for both sides if the pay is good and the dangers are reasonable.

In The New Jedi Order time frame (about 21 years after the Battle of Endor), you're presumed to be part of the New Republic, with allegiances to Leia Organa Solo and Luke Skywalker's Jedi academy. Conversely, you might work for Councilor Borsk Fey'lya's government, refusing to believe the full extent of the invasion and sure that Leia is simply trying to regain power. You might be on the side of the Jedi Knights or working against them because you agree that they have become too powerful and pose a threat to the galaxy. Or you might be a Jedi who adheres to Kyp Durron's views, seeing Luke Skywalker as old-fashioned and out of touch with the problems of the day. You can also be part of the Imperial remnants or the criminal sector, taking care of your own business until either the Jedi problem or the Yuuzhan Vong get too close for comfort.

With your GM's permission, you can also play against type. Maybe you're a Dark Jedi working with a group of the Supreme Chancellor's operatives. Or maybe you're an Imperial spy who has infiltrated a team of Rebel agents. If the GM is willing to work with you, and you're willing to keep your character's secret and only work against the group when you can get away with it, such a character might make for an interesting exercise. In general, however, it's usually better to play a character who fits in with the other players' characters.

thugs are worth one more level, the 2nd-level diplomat is worth one level, and the 2nd-level scoundrel is worth two levels, for a total of six levels.

After the first successful roll, a character can continue to try to attract additional followers every time she gains another point of Reputation bonus.

Followers remain loyal to the character unless treated with extreme abuse or disdain (GM's discretion). Followers who leave the character's service (or die while serving) create "open space" under the total level cap. These open spaces can be filled with later successful Reputation checks made to attract additional followers.

Note: The Gamemaster is free to disallow the use of followers, particularly during missions when it simply wouldn't be feasible for a player to run both a main hero and an array of minor characters.

Missions

Rorworr, Sia-Lan Wezz, Deel Surool, and Vor'en Kurn have been given a new mission by Chancellor Palpatine. They've been ordered to investigate rumors that the ruins of a Sith temple have been found on the isolated planet Puloorn. They start out by making sure their ship is ready for the trip, that they have all the supplies they need, and that they dig out all the information they can uncover about Puloorn. There's not a lot. It's a cold, snow-covered world that has no recorded settlements. The last official survey report dates back more than a decade and makes no mention of any inhabitants or signs of civilization—ancient or otherwise.

The mission starts with the research and outfitting. Then the team travels through hyperspace to reach distant Puloorn. Along the way, they might run into marauders attempting to hijack their vessel, or an uncharted asteroid field, or some other hazard. When they reach the planet, they must battle the elements as they try to locate the ancient ruins. When they discover that the ruins actually exist (and Sia-Lan gets a bad feeling about the place), the team sets off to explore the dark interior. They may run afoul of dark, twisted creatures drawn to the blackness of the place. Or they might have to deal with the ancient defenses that protect the temple. There may even be a group of cultists using the ruins as a base for their own dark purposes.

When the team has learned enough to make a solid report to the Chancellor and the Jedi Council, or when they've taken enough damage and used up enough supplies to make further exploration too dangerous, they return to their ship and head back to Coruscant. They've learned a lot about themselves and their capabilities, and the mission has made them all stronger thanks to the experience they have earned.

The rest of this chapter deals with rules that aren't necessarily combat-oriented but may come up during the missions your characters take on.

Saving Throws

Generally, when you are subject to an unusual attack or hazard, you get a saving throw to negate or reduce its effect. A saving throw is a 1d20 roll plus a bonus based on your class, level, and ability score. To succeed at a saving throw, you must achieve a result that is equal to or higher than the Difficulty Class (which is determined by the attack or hazard itself). A saving throw automatically fails on a

natural 1 and automatically succeeds on a natural 20. You can't take 10 or take 20 when making a saving throw.

The three different types of saving throws are Reflex, Fortitude, and Will.

Reflex saves reflect physical (and sometimes mental) agility. They test your ability to dodge massive attacks or hazards, such as explosions or falling debris. They incorporate quickness, nimbleness, overall coordination, speed, and reaction time.

Reflex Saving Throw: 1d20 + base save bonus + Dexterity modifier

Fortitude saves reflect physical toughness. They measure your ability to stand up to massive physical punishment or attacks against your overall health, such as those inflicted by poison or disease. They incorporate stamina, ruggedness, physique, bulk, metabolism, resistance, and immunity.

Fortitude Saving Throw: 1d20 + base save bonus + Constitution modifier

Will saves reflect inner strength. They measure your resistance to mental influence and domination (including some uses of the Force). They incorporate willpower, mental stability, the power of the mind, level-headedness, determination, self-confidence, self-awareness, and resistance to temptation.

Will Saving Throw: 1d20 + base save bonus + Wisdom modifier

Movement

Characters spend a lot of time getting from one place to another. The GM moderates the pace of a game session, so he or she determines when movement is so important that it's worth measuring. During casual scenes, you usually won't have to worry about movement rates. If your character arrives at a new spaceport and takes a stroll to get a feel for the place, no one needs to know exactly how many rounds or minutes the circuit takes.

There are four movement scales in the game:

- Tactical, for combat, measured in meters per round.
- Local, for exploring an area, measured in meters per minute.
- Overland, for getting from place to place on a planet, measured in kilometers per hour or day.
- Space, for getting from planet to planet, measured in light-years per hour or day.

Modes of Movement

While moving at the different movement scales, characters generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at five kilometers per hour for an unencumbered Human.

Hustle: A hustle is a jog covering about ten kilometers per hour for an unencumbered Human. Taking two move actions in a round represents a hustle.

Run (×3): Moving three times your normal speed is a running pace for a character in heavy armor. Run is a full-round action, and running characters lose their Dexterity bonus to Defense (if any).

GM ADVICE: SAVE OR CHECK?

[1.2 METERS + 204.55 KG X (1D8 +1)]

A character slips and falls. He tries to catch himself on a ledge, while another character reaches forward, attempting to catch him. Are these Reflex saves or Dexterity checks?

The answer to the above question is "both." The character attempting to save himself makes a Reflex save. The character trying to grab him makes a Dexterity check.

Key Concept #1: Checks are used to accomplish something, while saves are used to avoid something.

Key Concept #2: Checks don't always reflect level. Saves always do. This is a subtle but important point. If something seems like it should be easier for a high-level character, use a saving throw. If it seems like the task should be the same for anyone, just based on an ability, use a check. For example, forcing open a door is merely a reflection of strength. Thus, it's a Strength check. The middle ground is a skill check, such as a Climb check to get back up from the ledge. A Climb check reflects level only if the character has ranks in the skill.

Run (×4): Moving four times your normal speed is a running pace for a character in light, medium, or no armor. Run is a full-round action, and running characters lose their Dexterity bonus to Defense (if any).

Table 6–7: Movement and Distance

	Speed		
One Round (Tactical)	**4 m**	**6 m**	**10 m**
Walk	4 m	6 m	10 m
Hustle	8 m	12 m	20 m
Run (×3)	12 m	18 m	30 m
Run (×4)	16 m	24 m	40 m
One Minute (Local)			
Walk	40 m	60 m	100 m
Hustle	80 m	120 m	200 m
Run (×3)	120 m	180 m	300 m
Run (×4)	160 m	240 m	400 m
One Hour (Overland)			
Walk	2 km	3 km	5 km
Hustle	4 km	6 km	10 km
Run	—	—	—
One Day (Overland)			
Walk	16 km	24 km	40 km
Hustle	—	—	—
Run	—	—	—

Hampered Movement

Obstructions, bad surface conditions, or poor visibility can hamper movement. The GM determines the category that a specific condition falls into (see Table 6–8: Hampered Movement). When movement is hampered, multiply the standard distance by the movement penalty (a fraction) to determine the distance covered. For example, a character who could normally cover 20 meters with a double move (hustle) can only cover 10 meters if moving through undergrowth.

If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply. For instance, a character who could normally cover 20 meters with a double move (hustle) could only cover 5 meters moving through thick undergrowth in fog (one-quarter as far as normal).

Table 6-8: Hampered Movement

Condition	Example	Speed Penalty
Moderate obstruction	Undergrowth	×3/4
Heavy obstruction	Thick undergrowth	×1/2
Bad surface	Steep slope or mud	×1/2
Very bad surface	Deep snow	×1/4
Poor visibility	Darkness or fog	×1/2

Tactical Movement

Use tactical speed for combat, as detailed in Chapter Eight: Combat. Characters generally don't walk during combat—they hustle or run. A character who moves his or her speed and takes some action, such as attacking, is hustling for about half the round and doing something else the other half.

Local Movement

Characters exploring an area use local movement, measured in minutes.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in hours.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for about a minute or two before having to rest for a minute (see Run, page 125).

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in hours or days. A day represents 8 hours of actual travel time. For vehicles, it represents a full 24 hours. (If a vehicle isn't operated for a full 24 hours, multiply the distance by the fraction of the day the vehicle was moving.)

In general, each meter per round in tactical speed equates to half a kilometer per hour in overland speed. Thus, a character with a speed of 10 meters walks 5 kilometers in an 8-hour day, while a landspeeder (with a speed of 400) can travel 4,800 kilometers per 24 hours of travel.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking farther than that can wear you out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling a second hour in between sleep cycles causes the character to lose 1 vitality point, and each additional hour causes twice the damage taken during the previous hour.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or day (see Table 6-9: Terrain and Overland Movement). Travel is quickest on a highway, somewhat less quick on a road or trail, and least quick through trackless terrain. A highway is a straight, major, paved road. A road is typically a narrow highway. A trail is a dirt track that allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. He or she spends the rest of daylight time making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond eight hours, the character makes a Constitution check (DC 10 + 1 per extra hour). If the check fails, the character loses 1d6 vitality points. The character can't recover this damage normally until he or she halts and rests for at least 4 hours. It's possible for a character to march into unconsciousness by pushing too hard.

Mounted Movement: A mount can walk at its listed speed. A mount bearing a rider can move at a hustle. It can also be force-marched, but it automatically fails its Constitution checks.

Vehicle Movement: See Chapter Ten: Vehicles for information on vehicle movement.

Table 6-9: Terrain and Overland Movement

Terrain	Highway	Road	Trackless
Plains	×1	×1	×1
Scrub, rough	×1	×1	×3/4
Forest	×1	×1	×1/2
Jungle	×1	×3/4	×1/4
Swamp	×1	×3/4	×1/2
Hills	×1	×3/4	×1/2
Mountains	×3/4	×1/2	×1/4
Sandy desert	×1	—	×1/2
Ice, snow	×3/4	×1/2	×1/4

Encumbrance

Encumbrance rules determine how much a character's equipment slows him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight. Bear in mind, we don't see a lot of evidence in the *Star Wars* movies of characters carrying loads of equipment or wearing tons of armor. It just isn't done. More often, extra equipment is stored in a ship and retrieved when needed.

Encumbrance by Armor

Your armor defines your maximum Dexterity bonus to Defense, your armor check penalty, your speed, and how fast you move when you run. (See Table 7-3: Armor for details.) Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries, such as weapons and medpacs, won't slow your character down any more than his or her armor already does.

If your character is weak or carrying a really heavy load, however, then you'll need to calculate encumbrance by

weight. Doing so is most important when your character is trying to carry some heavy object, such as a pack full of survival gear or an unconscious comrade.

Weight

If you want to determine whether your character's gear is heavy enough to slow him or her down (more than any armor already does), add up the weight of all the armor, weapons, and gear the character is carrying. Compare this total to the character's Strength on Table 6–10: Carrying Capacity. Depending on how the weight compares to your carrying capacity, you will be carrying a light, medium, or heavy load. Like armor, your load gives you a maximum Dexterity bonus to Defense, a check penalty (which works like an armor check penalty), speed, and a run factor, as shown on Table 6–11: Carrying Loads. Carrying a light load does not encumber a character.

If you are wearing armor, use the worse figure (from armor or from weight) for each category. Do not stack the penalties.

Lifting and Dragging

A character can lift up to the heavy load weight over his or her head.

A character can lift up to double the heavy load weight off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can only move 2 meters per round (as a full-round action).

A character can generally push or drag along the ground up to five times the heavy load weight. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and unfavorable conditions (broken ground, pushing an object that snags) can reduce them to one-half or less.



Bigger and Smaller Creatures

The figures on Table 6–10: Carrying Capacity are for Medium-size creatures. Larger creatures can carry more weight depending on size category: Large (×2), Huge (×4), Gargantuan (×8), and Colossal (×16). Smaller creatures can carry less weight depending on size category: Small (3/4), Tiny (1/2), and Diminutive (1/4).

Tremendous Strength

For Strength scores not listed, determine the carrying capacity this way: Find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by four if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Table 6–10: Carrying Capacity

Strength Score	Light Load [a]	Medium Load [a]	Heavy Load [a]
1	1.5 kg	3 kg	5 kg
2	3 kg	6.5 kg	10 kg
3	5 kg	10 kg	15 kg
4	6.5 kg	13 kg	20 kg
5	8 kg	16.5 kg	25 kg
6	10 kg	20 kg	30 kg
7	11.5 kg	23 kg	35 kg
8	13 kg	26.5 kg	40 kg
9	15 kg	30 kg	45 kg
10	16.5 kg	33 kg	50 kg
11	19 kg	38 kg	57.5 kg
12	21.5 kg	43 kg	65 kg
13	25 kg	50 kg	75 kg
14	29 kg	58 kg	87.5 kg
15	33 kg	66.5 kg	100 kg
16	38 kg	76.5 kg	115 kg
17	43 kg	86.5 kg	130 kg
18	50 kg	100 kg	150 kg
19	58 kg	116.5 kg	175 kg
20	66.5 kg	133 kg	200 kg
21	76.5 kg	153 kg	230 kg
22	86.5 kg	173 kg	260 kg
23	100 kg	200 kg	300 kg
24	116.5 kg	233 kg	350 kg
25	133 kg	266.5 kg	400 kg
26	153 kg	306.5 kg	460 kg
27	173 kg	346.5 kg	520 kg
28	200 kg	400 kg	600 kg
29	233 kg	456.5 kg	700 kg
+10	×4	×4	×4

[a] *Up to the weight shown.*

Table 6–11: Carrying Loads

Max Load	Dex	Check Penalty	— Speed — (10m)	(6m)	Run
Medium	+3	–3	6m	4m	×4
Heavy	+1	–6	6m	4m	×3



CHAPTER SEVEN

EQUIPMENT 7

[500] [3d6] [10 Meters] [1 kg] [1d6/DC1A]

In a galaxy of high-tech wonders, the only limits to what types of equipment are commercially available depend on the inventors, merchants, and corporations that manufacture and supply them. Most of the items described in this chapter are available through legitimate arms and equipment traders. Some items might be particularly scarce or abundant, depending on the era in which your campaign is set. A few items can only be found in specific locales and may not be available for purchase. Others are exceedingly rare due to legalities, cost, supplies, or just by the nature of the item—lightsabers, for example, aren't bought and sold on the open market. Also, different corporations, planets, and species might have their own versions of standard equipment—perhaps even multiple versions. In general, these variations are purely cosmetic.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we've changed in this chapter of the new edition.

We've added a few new pieces of equipment and cleaned up any errata from the previous edition. We've standardized how setting weapons on stun works, as well as how grenades deal damage. Finally, armor now provides damage reduction when a character takes wound damage, instead of providing a bonus to Defense.

Money

The galactic economy turns on the wealth and products of billions of worlds. Throughout the history of known space, money has gone by different names on different planets, but the basic galactic unit has almost always been the "credit." As the Republic waned and the Rise of the Empire approached (around the time of *The Phantom Menace* and *Attack of the Clones*), Republic credits had lost a lot of their value beyond the Core Worlds and the Inner Rim. Sure, you could find a merchant willing to accept them somewhere in the Expansion Region, but good luck trying to spend Republic credits anywhere in the Outer Rim Territories. Instead, local currencies became popular. People living and working in the distant regions wanted to trade in hard currency, not electronic credit chips.

This changed when the Empire came to power. By the time of the Rebellion era (circa Episodes IV, V, and VI) Imperial credits were accepted everywhere. Even the Alliance used this currency, since it was the standard throughout known space until the Empire finally fell.

The New Republic, of course, minted its own credits after the victory at Endor and the establishment of the new galactic government. However, individual planets, regions, and sectors also adopted their own currencies, and the Imperial remnants issued their own scrip. Exchange rates fluctuated wildly throughout this period. The New Republic credit was established ten years after the Battle of Endor and eventually emerged as the leading currency by the time of The New Jedi Order.

Carrying Credits

The most common method for keeping track of your credits during the Rise of the Empire era is carrying a credit chip. It contains memory algorithms that can securely monitor the amount of credits available to the owner of the chip and accurately add to and subtract from that amount as transactions occur. In later years, the credit chip is replaced by the cred stick, a pen-sized device that takes up less space.

Electronic vouchers, corporate and bank notes, and even stocks are also available, but any electronic device can be traced. For this reason, many criminal elements (including the Alliance during the Rebellion era) use hard currency or bars of precious metals to avoid the telltale sign of electronic exchanges.

What you carry around depends on the campaign era, the type of character you're playing, and the rules your GM establishes about the campaign world.

Wealth Beyond Credits

Some characters with access to a ship deal in commodities. Han Solo, for example, smuggled goods from place to place before hooking up with the Rebel Alliance. Other characters might be legitimate traders, buying and selling commodities to pay their way across the galaxy (and subsidize the adventures in which they wind up participating). Guilds and governments regulate trade. Charters and licenses are granted, cargo is regularly inspected, trade routes are established, and port fees are posted. In general, small freighters might come to the attention of local ports and the occasional inspection vessel, but independent traders are otherwise given a lot of freedom when they conduct their business.

Table 7–1: Trade Goods gives baseline prices for fairly broad categories of goods. The Gamemaster can get more specific, add or remove items depending on supply and demand in the campaign, and adjust prices to reflect such fluctuations in the market. Also, prices can vary greatly in different regions of space, different star systems, and even between different planets within the same star system.

Table 7–1: Trade Goods

Commodity	Cost
Animal, common	100 credits
Animal, exotic	2,000 credits
Animal, livestock	500 credits
Art	1,000 credits
Bacta, 100 liters	10,000 credits
Food, common, 1 kg	10 credits
Food, quality, 1 kg	20 credits
Food, exotic, 1 kg	50 credits
Fuel, 1 kg	50 credits
Gems, semiprecious, 1 kg	100 credits
Gems, precious, 1 kg	1,000 credits
Holovid	20 credits
Ore, common, 1 kg	200 credits
Ore, rare, 1 kg	2,000 credits
Spice*, 1 kg	1,000 credits
Textiles, 1 meter	10 credits
Water, 1 kg	10 credits

** Illegal substance.*

Selling Items

Sometimes, you're going to come into possession of an item that you don't want. We're not talking about commodities here. Commodities are valuable goods that can easily be exchanged almost like cash. We're talking about individual items from the lists presented later in this chapter. In general, a merchant will buy used equipment at half its listed price. If you have a blaster and want to upgrade to a heavy blaster pistol, you can sell the smaller blaster for half price.

Weapons

The galaxy is a dangerous place. Most people have access to some kind of weapon, and those who travel the space lanes often carry a blaster or some other weapon as a means of defense. A weapon's legality depends on where you are. No one would look twice at a character wearing a blaster at his side in Mos Espa or Nar Shaddaa. The same character would do well to conceal it while visiting the gleaming metropolis of Coruscant.

Weapon Categories

Weapons are grouped into three types of categories: the feat needed for proficiency (simple weapons, blaster pistols, blaster rifles, and so forth), whether the weapon is used for close combat (melee) or distance attacks (ranged), and its size (Small, Medium-size, Large, and so on). Each proficiency category corresponds to a feat. Each character class gets one or more of these Weapon Group Proficiency feats to start; others can be added later when a character gains a new feat.

Simple Weapons

Simple weapons require almost no special training to use, and all classes start out proficient with them. Simple weapons include the club, combat gloves, knife, mace, quarterstaff, stun baton, grenades, and thermal detonator.

Blaster Pistols

Blaster pistols (commonly called blasters) are ranged energy weapons that can be fired with one hand—the blaster pistol, heavy blaster pistol, hold-out blaster, sporting blaster, and ion gun pistol. This type of weapon is the most basic firearm in the *Star Wars* universe. Most classes start out proficient in the use of blaster pistols.

Blaster Rifles

Blaster technology in rifle form allows for greater range and additional firepower, but requires two hands to use. Weapons in this category include the blaster carbine, blaster rifle, sporting blaster rifle, light repeating blaster, and ion gun rifle.

Heavy Weapons

Large, powerful energy weapons that require either a brace or tripod to operate fall under the category of heavy weapons. These include the blaster cannon, heavy repeating blaster, and E-Web blaster.

WEAPON CHARACTERISTICS

[500] [30S] [10 METERS] [1 KG] [1D6/DC15]

The size of a weapon compared to your size determines whether the weapon is light, one-handed, two-handed, or too large for you to use.

Light: If the weapon's size category is smaller than your size (a Human using a Small weapon, such as a hold-out blaster), then the weapon is considered light. A light weapon is easier to use in your off hand. You can use it with one hand, but you get no special bonus if you use two hands.

One-Handed: If the weapon's size category is the same as your size (a Human using a Medium-size weapon, such as a blaster pistol), then the weapon is one-handed.

Two-Handed: If the weapon's size category is one step larger than your size (a Human using a Large weapon, such as an E-Web blaster), then the weapon requires two hands to use (and maybe a special mount, such as a tripod).

Too Large to Use: If the weapon's size category is two or more steps larger than your size (an Ewok using an E-Web blaster), the weapon is too large to use. The exception to this is vehicle-mounted weapons, which are housed in a unit that aids in their use.

Vibro Weapons

A class of bladed, powered melee weapons, vibro weapons are among the deadliest items in anyone's close combat arsenal. A vibro weapon consists of a mundane-looking blade with an ultrasonic generator in the hilt or handle. The ultrasonics reverberate along the blade edge. The user gets greater cutting power with less effort. Vibro applications are seen in a variety of cutting tools, from industrial-sized cutters to small scalpels used by artisans and surgeons. Offensive versions were a natural evolution of the technology, from the Small vibrodagger to the Medium-size vibroblade to the Large vibro-ax.

Exotic Weapons

Unlike other weapon groups, you must select the Exotic Weapon Proficiency feat each time you want to learn how to use a different exotic weapon. Exotic weapons include the lightsaber, longsword, bowcaster, gaderffii, atlatl, cesta, and electro-net. Each selection of the feat represents proficiency in a different exotic weapon.

Exotic weapons are hard to come by and may not be available in many cases. The prices shown are for comparison purposes or for characters with the Craft skill who want to build such an item. Lightsabers, bowcasters, gaderffii, and cestas aren't usually found on the open market and normally can't be purchased.

Primitive Weapons

In an increasingly technological society, nontech or low-tech items see less and less use. Primitive weapons include the spear, net, sling, and bow (with arrows).

Slugthrowers

A class of projectile weapons, slugthrowers hurl physical bullets instead of packets of coherent light. Used primarily in frontier settlements or on worlds that have not achieved space flight, this proficiency covers both pistol and rifle slugthrowers.

Melee Weapons

These are among the simplest weapons of all. Used in close combat, melee weapons inflict bludgeoning, slashing, or piercing damage, depending on the weapon's design. Some combine powered components to augment or even replace the user's own strength. Many types of melee weapons are widely available and have few governmental or legal restrictions. Civilians, law enforcement agents, and military personnel alike carry these items.

A character's Strength bonus is always added to a melee weapon's attack roll and damage roll.

Atlatl

A Gungan weapon, the atlatl adds speed and power as an extension of a throwing arm, allowing the user to hurl energy balls farther than with just an unaided toss. If forced into close combat, the wielder can use the atlatl as a club.



Cesta

Another Gungan weapon, the cesta is a flexible pole used to hurl small energy balls. It can also be used as a stafflike melee weapon.



Club

Clubs are among the most ancient weapons. While the materials used to manufacture them may have improved over the centuries, they still function the same way: Powered by the wielder's brute strength, clubs break an opponent's bones, or worse. They are the favored weapons of thugs. Batons (a variety of the club) are used by police forces on relatively peaceful worlds in crowd-control situations.

Combat Gloves

A pair of padded gloves provides extra hitting power thanks to their weight and the materials used to construct them. Anyone who expects to get into a fistfight or a brawl probably wants to wear combat gloves. They provide a +2 bonus to damage on a successful unarmed strike.



Table 7-2: Weapons

Melee Weapons

Weapon	Cost [a]	Damage [a]	Critical	Range Increment	Weight	Stun Fort DC [b]	Type	Size	Group
Unarmed	–	1d3	[c]	–	–	–	Bludgeoning	–	None
Unarmed (Small)	–	1d2	[c]	–	–	–	Bludgeoning	–	None
Atlatl	50	2d4 [d]	20	10 m [e]	1.5 kg	–	Bludgeoning	Medium	Exotic
Cesta	100	2d4 [d]	20	20 m [e]	1.8 kg	–	Bludgeoning	Large	Exotic
Energy balls (10)	200	2d8 [f]	–	–	.35 kg	–	Energy	Small	Exotic
Club/baton	15	1d6	20	2 m	1.5 kg	–	Bludgeoning	Medium	Simple
Combat gloves	200	+2	[c]	–	1 kg	–	Bludgeoning	Medium	Simple
Force pike	500	2d8	20	–	1.8 kg	DC 15	Slashing	Large	Vibro
Gaderffii	50	1d8/1d6	20	–	2 kg	–	Slashing/piercing	Large	Exotic
Knife	25	1d4	20	2 m	1 kg	–	Piercing	Small	Simple
Lightsaber	3,000	2d8	19–20	–	1 kg	–	Energy	Medium	Exotic
Lightsaber, double	7,000	2d8/2d8	19–20	–	2 kg	–	Energy	Medium	Exotic
Longsword	150	1d8	20	–	2 kg	–	Slashing	Medium	Exotic
Mace, light	50	1d6	20	–	2.5 kg	–	Bludgeoning	Small	Simple
Quarterstaff	65	1d6/1d6	20	–	1.8 kg	–	Bludgeoning	Large	Simple
Spear	60	1d8	20	4 m	1.5 kg	–	Piercing	Medium	Primitive
Stun baton	500	–	–	–	1.8 kg	DC 15	Bludgeoning	Medium	Simple
Vibro-ax	500	2d10	20	–	2 kg	–	Slashing	Large	Vibro
Vibroblade	250	2d6	20	–	1.8 kg	–	Slashing	Medium	Vibro
Vibrodagger	200	2d4	20	–	1 kg	–	Slashing	Small	Vibro

[a] *A mastercraft weapon provides a bonus to the damage it deals, but also costs more than an ordinary weapon; see Mastercraft Items, page 136.*

[b] *See the Setting Weapons on Stun sidebar on the next page.*

[c] *Unarmed attacks can't deal critical hits unless the user has the Martial Arts feat.*

[d] *When used as a melee weapon.* [e] *Range increment for hurling energy balls.* [f] *Damage when hurled from cesta or atlatl.*

Ranged Weapons

Weapon	Cost [a]	Damage [a]	Critical	Range Increment	Weight	Stun Fort DC [b]	Type	Multifire/ Autofire?	Size	Group
Blaster pistol	500	3d6	20	10 m	1 kg	DC 15	Energy	M	Small	Blaster pistol
Blaster, heavy	750	3d8	20	8 m	1.3 kg	DC 18	Energy	M	Medium	Blaster pistol
Blaster, hold-out	300	3d4	20	4 m	0.5 kg	DC 10	Energy	–	Tiny	Blaster pistol
Blaster, sporting	300	3d4	20	8 m	1 kg	DC 12	Energy	–	Small	Blaster pistol
Ion gun pistol	250	3d6	20	8 m	1 kg	DC 15	Energy	–	Small	Blaster pistol
Blaster carbine	900	3d8	19–20	20 m	2.2 kg	DC 15	Energy	M	Medium	Blaster rifles
Blaster rifle	1,000	3d8	19–20	30 m	4.5 kg	DC 18	Energy	M	Medium	Blaster rifles
Blaster rifle, sporting	800	3d6	19–20	40 m	4 kg	DC 15	Energy	–	Medium	Blaster rifles
Blaster, lt. repeat	2,000	3d8	19–20	40 m	6 kg	–	Energy	M/A	Large	Blaster rifles
Ion gun rifle	800	3d8	19–20	30 m	3.1 kg	DC 18	Energy	–	Medium	Blaster rifles
Grenade, frag	500	4d6+1 [c]	20	4 m (4 m)	0.5 kg	–	Slashing	–	Tiny	Simple
Grenade, stun	600	–	–	4 m (4 m)	0.5 kg	DC 15/12	Energy	–	Tiny	Simple
Thermal detonator	2,000	8d6+6 [c]	20	4 m (8 m)	0.5 kg	–	Energy	–	Tiny	Simple
Net	25	See entry	–	2 m	4.5 kg	–	See entry	–	Medium	Primitive
Electro-net	300	See entry	–	2 m	7 kg	DC 12	See entry	–	Medium	Exotic
Sling	35	1d4	20	6 m	0.3 kg	–	See entry	–	Small	Primitive
Bullets (10)	5	–	–	–	1 kg	–	–	–	Tiny	Primitive
Bow	300	1d8	20	12 m	1.4 kg	–	Piercing	–	Medium	Primitive
Arrows (10)	20	–	–	–	0.8 kg	–	–	–	Medium	Primitive
Slugthrower, pistol	275	2d6	20	10 m	1.4 kg	–	Piercing	M	Small	Slugthrowers
Slugthrower, rifle	300	2d8	20	20 m	4 kg	–	Piercing	M	Medium	Slugthrowers
Bowcaster	1,500	3d10	19–20	10 m	8 kg	–	Energy	–	Large	Exotic
Quarrels (10)	400	–	–	–	1 kg	–	–	–	Small	Exotic
Blaster cannon	3,000	4d8	19–20	40 m	18 kg	–	Energy	–	Large	Heavy
Blaster, hvy. repeat	4,000	4d8	19–20	30 m	12 kg	–	Energy	M/A	Large	Heavy
Blaster, E-Web	8,000	6d8	19–20	80 m	38 kg	–	Energy	M/A	Large	Heavy

[a] *A mastercraft weapon provides a bonus to the damage it deals, but also costs more than an ordinary weapon; see Mastercraft Items, page 136.*

[b] *See the Setting Weapons on Stun sidebar on the next page.*

[c] *A grenade or thermal detonator deals damage to all within the blast radius (given in parentheses under Range Increment); Reflex save (DC 15) for half damage.*

SETTING WEAPONS ON STUN

[500] [30B] [10 METERS] [1 KG] [10B/0C1S]

Any weapon that has a stun setting can be set to deal nonlethal damage as a free action. (Table 7–2: Weapons tells whether or not a specific type of weapon has a stun setting.) When a character is hit by a successful attack from a weapon set to stun, the character must make a Fortitude saving throw. The DC for the Fortitude save depends on the type of weapon (see Table 7–2: Weapons).

If the character fails the Fortitude save, he is knocked out for 1d4+1 rounds. If the character succeeds at the Fortitude save, he is stunned for 1 round. (See Chapters Eight and Twelve for definitions of these conditions.)

Stun attacks using a ranged weapon are limited to a range of 4 meters; you can't stun a target that's beyond that range. A weapon can only be set to stun in single-shot mode. You can't use multifire or autofire modes while a weapon is set to stun.

Only weapons set on lethal can score critical hits; a weapon set on stun can't score a critical hit.

For example, a human deals 1d3+2 points of damage when wearing combat gloves.

Combat gloves are considered to be the same size as their wearer (for example, a pair of combat gloves designed for a Human are Medium-size). Because of how they are worn, combat gloves can't be disarmed or dropped. A character with the Martial Arts, Improved Martial Arts, or Advanced Martial Arts feat can use combat gloves to deal additional damage.

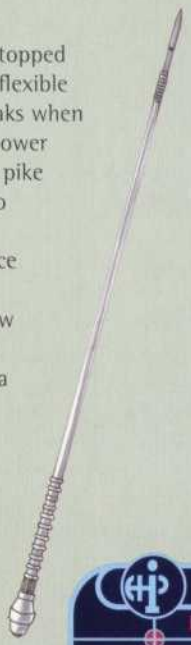
Force Pike

Force pikes are 1-meter-long poles topped with power tips. They're made of a flexible material that bends rather than breaks when put under pressure. A two-setting power dial located near the bottom of the pike allows the user to set the weapon to "lethal" or "stun."

Primarily a vibro weapon, the force pike can deliver an electrical shock through its tip. Even a glancing blow from one of these weapons has the potential to inflict serious harm on a target when the pike is set to "lethal."

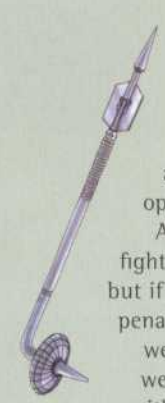
Diplomatic honor guards often carry force pikes. Some system governments have adopted them for use in crowd-control situations where blaster fire may be inappropriate.

A force pike requires two energy cells to operate.



Gaderffii (gaffi stick)

The gaderffii (colloquially known as a "gaffi stick") is the traditional weapon of the Tusken Raiders of Tatooine. They craft gaderffii from scrap metal scavenged from wrecked or abandoned vehicles and machinery in the Tatooine wastes. A combination spear and axe, the gaffi stick is equally suitable for thrusting and slashing, as well as serving to parry an opponent's blows.



A gaderffii is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 156).

Knife

While many weapons rely on highly advanced technology, knives still see wide use. Cheap to manufacture and easy to conceal, knives don't need power packs. The sharp blade cuts and slashes according to the wielder's own strength and skill. A knife is completely silent and serves well in close-combat skirmishes.

Lightsaber

The lightsaber, simple in design yet difficult to wield and master, features a handgrip hilt that projects a blade of pure energy. This blade is generated by an energy cell and focused through crystals within the hilt. The saber can cut through most materials, except another lightsaber blade. Some tougher materials, such as a starship blast door, require time and effort to slice through. Because only the handgrip has any weight, unskilled users have difficulty judging the position of the blade. They are as likely to injure themselves as harm their opponents. The lightsaber's true potential becomes apparent in the hands of a fully trained Jedi, who can defend and attack with the weapon, deflecting blaster bolts or striking opponents with the glowing blade.



The traditional weapon of the Jedi, the lightsaber stands as a symbol of their skill, dedication, and authority. Even in the days of the Rebellion, when the Jedi were all but extinct, a person carrying and using a lightsaber was afforded a high degree of respect.

A lightsaber requires a special energy cell to operate (the cost is ten times the price of an ordinary energy cell).

LIGHTSABERS AND DAMAGE REDUCTION

[500] [30B] [10 METERS] [1 KG] [10B/0C1S]

Lightsabers ignore the damage reduction of an object and the damage reduction of personal armor when dealing damage. See "Attack an Object" in Chapter Eight: Combat for information on damage reduction of objects. See page 138 later in this chapter for information about damage reduction and armor. (This rule does not affect a lightsaber-wielding character's chance to hit in combat or damage dealt against an opponent, unless that opponent is wearing armor.)



Lightsaber, Double-Bladed

The double-bladed lightsaber consists of two sabers fused at their hilts. These weapons are rare and require even greater skill to wield than single-bladed lightsabers. One blade of the double lightsaber can be ignited at a time, or both blades can be ignited to create a truly deadly lightsaber staff.

A double-bladed lightsaber is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 156). The double-bladed lightsaber must be wielded with two hands.

A double-bladed lightsaber requires two special energy cells to operate (the cost of each is ten times the price of an ordinary energy cell).

Longsword

An exotic weapon primarily because it isn't widely used throughout the galaxy, this straight-bladed weapon is used on some less technologically advanced worlds. Some pirates take up the longsword to use as a secondary weapon when making raids and participating in boarding party actions.

Mace, Light

The mace is a weapon made of metal, consisting of a heavy ball atop a handle.

Quarterstaff

A quarterstaff is made of wood, plasteel, or a metal alloy. A user can strike with either end of the quarterstaff, taking full advantage of any openings in an opponent's defenses.

A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 156).

Spear

A common weapon used by hunters and warriors in primitive cultures, the spear is a long wooden pole with a sharp end fashioned from stone or metal. Members of more advanced cultures enjoy using spears for sport, though these weapons are usually constructed out of a durable metal alloy. Some are even balanced for throwing.



Stun Baton

A short club with a power pack in the handle, the stun baton can be activated to produce a stunning charge when it strikes a target.

A stun baton requires an energy cell to operate.

Vibro-Ax



This powerful vibro weapon features an energy cell that causes the specially seated blade to vibrate rapidly when activated. This gives the weapon far greater cutting power than a standard axe, with minimal effort from the wielder. These weapons are illegal on most Core worlds.

A vibro-ax requires two energy cells to operate.

Vibroblade



The vibroblade is a close-combat weapon favored by soldiers and mercenaries throughout the galaxy. It resembles a short sword with a high-tech look and feel. The energy cell powers the blade-edge vibrations that make this weapon so deadly. Vibroblades are illegal in most urban areas.

A vibroblade requires an energy cell to operate.

Vibrodagger



Assassins and petty thugs favor the smallest of the vibro weapons, the vibrodagger. A number of civilians carry it for defense. It alone among vibro weapons is subject to very little regulation, since it is viewed as a common tool for crafters and explorers. As with other vibro weapons, an energy cell produces rapid vibrations along the specially seated blade edge, giving the vibrodagger extra cutting power with relatively little extra effort on the part of the user.

A vibrodagger requires an energy cell to operate.

Ranged Weapons

At any given time, hundreds of manufacturers are creating and marketing a wide array of ranged weapons. These weapons run the gamut from small, concealable handheld weapons to tripod-mounted cannons that require a crew to transport and operate.

All ranged weapons apply the wielder's Dexterity modifier to the attack roll. Any attack at less than the range increment distance is not penalized for range. However, each full range increment of distance between the weapon wielder and the target causes a cumulative –2 penalty to the attack roll.

Ranged weapons have a maximum range of ten range increments, except for strength-powered ranged weapons (thrown weapons, bows, or slings), which have a maximum range of five increments.

Blaster Carbine

This smaller than normal blaster rifle has a short barrel and compact two-handed grip, making it look more like a long pistol than a rifle.

A blaster carbine requires a power pack to operate. After 50 shots, the power pack must be replaced.

BLASTERS

[500] [3D6] [10 METERS] [1 KG] [1D6/DC15]

For centuries, the most common ranged weapon has been the blaster. The blaster comes in a wide variety of sizes and styles, each with a varying degree of firepower. Blasters fire bolts of intense coherent light, either to stun a target or deal lethal damage.

Private citizens, armed forces, and virtually every police force, criminal organization, and paramilitary institution in known space use blasters. Many systems have laws that restrict the possession of blaster pistols, but few societies outlaw them entirely, and special permits can often be obtained. Note that characters most often colloquially use the word "blaster" to specifically refer to a blaster pistol.

A blaster's power pack provides the energy to create the light bolts it fires. A power pack allows a blaster to fire a certain number of times, depending on the size of the weapon and how much energy each shot requires.

If you don't want the hassle of keeping track of ammo, use this rule: Whenever a player rolls a natural 1 on an attack roll (a 1 comes up on the 1d20 roll), the blaster's power pack runs out of energy. On the character's next turn, he or she uses a move action to slap in a fresh power pack.

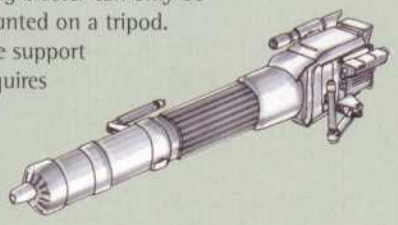
Blaster Cannon



Portable blaster cannons (about the size of real-world bazookas) fire powerful bolts of energy. Often used as an antivehicle weapon, the blaster cannon has the range and power to inflict devastation on troops and structures alike.

A blaster cannon requires a power pack to operate. After 6 shots, the power pack must be replaced.

Blaster, E-Web Repeating

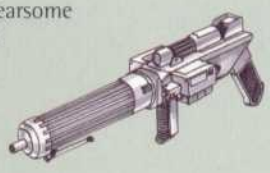


The E-Web repeating blaster can only be fired when it is mounted on a tripod. It provides good fire support for infantry, but requires a three-man crew to operate. E-Web blasters are strictly regulated for military use.

The E-Web repeating blaster only operates in multifire or autofire mode. A team of snowtroopers on Hoth used an E-Web in *The Empire Strikes Back*.

An E-Web repeating blaster requires a power generator to operate. The power generator provides nearly unlimited firepower, though it must be allowed to cool down for 1d4 rounds after 500 shots or so.

Blaster, Heavy Repeating



The heavy repeating blaster is a fearsome weapon typically operated from a bunker emplacement or mounted on a combat vehicle. The heavy repeating blaster only operates in multifire or autofire mode. If a Medium-size character uses the weapon without a tripod or other mount, the multifire or autofire penalties are increased (to –6 and –8 respectively).

A heavy repeating blaster requires a power pack to operate. After 20 shots, the power pack must be replaced. This weapon can also be attached to a power generator for longer use.

Blaster, Light Repeating



The light repeating blaster is the largest rifle-style weapon carried by military personnel. The weapon is highly restricted and only operates in multifire or autofire mode.

A light repeating blaster requires a power pack to operate. After 30 shots, the power pack must be replaced. This weapon can also be attached to a power generator for longer use.

Blaster Pistol, Heavy



Heavy blaster pistols were invented to provide the sort of firepower one expects from a blaster rifle, but in a compact, more easily carried handgun. Its range is shorter than a normal blaster pistol. The weapon produces additional "punch" by drawing heavily on its power pack, reducing the number of shots the power pack can provide (compared to a regular blaster pistol).

The heavy blaster pistol is illegal or heavily restricted in most systems. Han Solo uses a heavy blaster pistol, the BlasTech DL-44.

A heavy blaster pistol requires a power pack to operate. After 50 shots, the power pack must be replaced.

Blaster Pistol, Hold-Out



Small, palm-sized blasters see widespread use in weapon-restricted areas. Most aren't large enough to use regular power packs. Hold-out blasters are commonly found in the possession of undercover agents, gamblers and other scoundrels, or nobles seeking to protect themselves. They are sometimes carried by more lethal characters for back-up firepower.

A hold-out blaster requires an energy cell to operate. After 6 shots, the energy cell must be replaced.

Blaster Pistol

The common blaster pistol doesn't exist. The word "blaster" is a blanket term for literally thousands of different designs from hundreds of manufacturers, such as the popular BlasTech DL-18. Blasters are popular with urban police forces, traders, and anyone who needs to pack respectable firepower in an easily carried package. Ownership of blaster pistols is regulated in many systems. Visitors may be required to leave their weapons aboard their ships or to secure special carrying permits while on a planet with such restrictions and regulations (such as Coruscant).



A blaster pistol requires a power pack to operate. After 100 shots, the power pack must be replaced.

Blaster Pistol, Sporting

This short, compact blaster is used for small-game hunting or personal defense. Princess Leia Organa was armed with a sporting blaster when she first appeared in *A New Hope*.

A sporting blaster requires a power pack to operate. After 100 shots, the power pack must be replaced.

Blaster Rifle

The basic blaster rifle is standard issue to soldiers across the galaxy. It features a retractable stock and is illegal for civilians to own in most planetary systems. During the Rebellion era, the Empire's typical stormtrooper carried a blaster rifle.

A blaster rifle requires a power pack to operate. After 50 shots, the power pack must be replaced.

Blaster Rifle, Sporting

Sporting blaster rifles are popular with the galactic elite, as well as among inhabitants in isolated colonies. Sporting blaster rifles are legal in most systems, although special permits must be obtained to carry them on many Core worlds. Luke used a sporting blaster rifle to "bullseye womp rats in his T-16" on Tatooine.

A sporting blaster rifle requires a power pack to operate. After 50 shots, the power pack must be replaced.

Bow

The bow is a typical hunter's weapon on low-tech worlds and is also used for sport on high-tech planets. A primitive bow and its arrows are made of wood with metal or stone augmentations, while more advanced versions tend to be made from durable, lightweight composite materials.

The wielder's Strength modifier applies to damage dealt with a bow.

Bowcaster

The bowcaster, or "laser crossbow," is crafted exclusively by the Wookiees of Kashyyyk. Made of a fusion of modern and ancient technologies, it appears to fire blaster bolts. Actually, the weapon hurls an explosive energy quarrel at incredible speed, much like an archaic rail gun.

A bowcaster must be cocked between each shot. This act resets the metal bowstring and loads another quarrel onto the firing rail. Cocking and reloading a bowcaster requires a move action and a Strength check (DC 15). Those proficient with the weapon don't need to make the Strength check.

Grenade, Frag

Fragmentation grenades, like most explosives, are highly restricted. Even combat units prefer to rely on multishot blasters instead of these toss-and-forget one-shots. The standard frag grenade unleashes metal shrapnel with explosive force, slicing up anyone within the blast radius. It is designed to explode on contact after it is thrown, effectively dealing damage in the same round it is hurled.



A frag grenade deals the damage given on Table 7–2: Weapons to anyone within its blast radius (the value in parentheses in the Range Increment column). Anyone caught in the 4-meter blast radius makes a Reflex saving throw (DC 15). A successful save reduces the damage dealt to a character by one-half, rounded down.

Grenade, Stun

When the object of a mission is to detain or subdue rather than kill, mercenary units, military personnel, and local law enforcement agencies use stun grenades. The standard stun grenade unleashes concussive energy that knocks out anyone within the blast radius (unless they make a Fortitude save, see below). It is designed to explode on contact after it is thrown, effectively dealing damage in the same round it is hurled. A stun grenade can't inflict a critical hit.

Anyone caught in the blast must make a Fortitude saving throw (DC 15 for a direct hit, or DC 12 in the surrounding blast radius).

There is no Reflex save to avoid a stun grenade; if you are caught within the 4-meter blast radius, you are either knocked out or stunned.

MASTERCRAFT ITEMS

[500] [30B] [10 METERS] [1 KG] [1DB/DC15]

All weapons and armor, and certain other types of equipment, can be constructed as mastercraft items. The exceptional quality of these items provides a bonus to the user, ranging from +1 to +3. The bonus is applied to the damage dealt by a weapon, the damage reduction of a set of armor, or some other characteristic as given in the item's description.

Mastercraft items with a +1 bonus can be purchased on the open market for twice the cost of an ordinary item of the same type. Items that provide a +2 or +3 bonus are not common by any means and are generally not for sale. If a +2 item could be found available for purchase, it would be priced at twice the cost of a +1 item (or higher). Likewise, the cost of a +3 item would be at least twice the cost of a +2 item.

A tech specialist with the appropriate specialty (see page 53) can create a mastercraft item.

EXPLOSIVES

[500] [3D6] [10 METERS] [1 KG] [1D6/DC15]

Sometimes a mission calls for the use of more powerful explosives than grenades or thermal detonators. Various explosives can fill the bill nicely. These explosives aren't ranged weapons and can't be used like grenades. An explosive charge is a metal cylinder that must be set using the Demolitions skill. Failing a skill check, or setting a charge without using the skill, means that the charge only delivers half damage.

When set and activated, the charge's timer begins counting down. Standard timers can be set with a delay of as much as 1 hour. Longer delays require specialized timers. An explosive charge delivers a lot of destructive energy to a specific point, making it perfect for demolishing structures or clearing rubble. It causes minimal damage beyond its target point, within 2 meters of the concentrated blast. Of course, collateral damage and subsequent explosions usually accompany the use of an explosive charge.

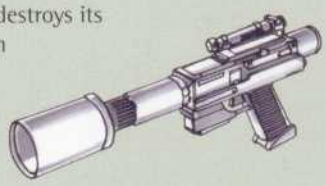
Explosive charges are highly restricted, usually only available to military or law enforcement specialists or specialized construction units. Han Solo and his strike team use explosive charges to take out the shield generator on Endor in *Return of the Jedi.*

Detonite is a contact explosive that comes in tiny blocks of a claylike substance that can be stretched and formed over and around a target location. It also requires a timer to use.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Size	Group
Explosive charge	1,500	6d6+4	–	–	8 kg	Energy	Tiny	None
Detonite	500	4d6+1	–	–	0.1 kg	Energy	Tiny	None
Timer	250	–	–	–	0.1 kg	–	Tiny	None

Ion Gun

The personal ion gun comes in two forms, a pistol and a rifle. The weapon fires a stream of energy that wreaks havoc on electrical systems, making it effective against droids. Normally, an ion gun deals damage that fries a droid's circuits and destroys its internal components. When set to stun, the ionization effect works like any other stun weapon but is effective only against droids.



The blast from an ion gun has no effect on organic opponents unless those opponents have some amount of cybernetic equipment, such as a cybernetic limb.

An ion gun requires a power pack to operate. After 30 shots, the power pack must be replaced.

Net and Electro-Net

Nets are used for hunting and fishing in primitive cultures and for nonlethal crowd control in more advanced ones.

Electro-nets are equipped with several miniaturized power packs and stun filaments. They can be set to deliver a powerful stun on impact or in response to a signal transmitted from a remote-control device. The remote has a range of 40 meters. An electro-net can deliver one stun before its power pack becomes depleted and must be replaced.

A character hit by a net is considered entangled. An entangled character suffers a –2 penalty on attack rolls, a -4 penalty to effective Dexterity, and can move only at half speed (and cannot run or charge). If the net is anchored to an immobile object, the target cannot move at all until free of the net.

A character in an electro-net subjected to the stun charge must make a Fortitude saving throw (DC 12), as described in the Setting Weapons on Stun sidebar, page 133.

Sling

A primitive weapon, the sling hurls metal bullets or stones. The wielder's Strength modifier applies to damage dealt with a sling.

Slugthrower

Slugthrowers fire metal bullets—called "slugs"—instead of energy bolts. They come in a variety of pistol and rifle models, and see most of their use in the Rim or on primitive planets. Slugthrowers don't need power packs; instead, they employ clips of solid bullets that hold anywhere from 10 to 20 slugs. More primitive models don't use clips; the user must load bullets into chambers one at a time before firing.

Thermal Detonator

The thermal detonator is a fist-sized sphere containing baradium, a powerful explosive. Outlawed throughout known space, the thermal detonator produces a fusion reaction that generates a rapidly expanding field of searing heat and blast energy. Disguised as a bounty hunter, Princess Leia threatened Jabba with a thermal detonator at the beginning of *Return of the Jedi.*

A thermal detonator's timer can be set for 6 seconds (1 round) to as high as an 18-second delay (3 rounds), counting down until it explodes or is reset to its safe position. When it explodes, it deals the damage given on Table 7–2: Weapons to anyone within its blast radius (the value in parentheses in the Range Increment column). Anyone caught in the 8-meter blast radius can make a Reflex saving throw (DC 15). A successful save halves the damage dealt to a character.

Armor

Protective armor exists in the *Star Wars* universe, but only the lightest types see widespread use. Heavier armor is considered to be too expensive, too restrictive, and just not worth the trouble unless it serves an additional function (such as providing environmental protection, as in the case of Imperial stormtrooper armor). See Table 7–3: Armor for the list of armor types. It describes armor for Medium-size characters. Larger or smaller characters might pay more for equivalent armor, depending on where they purchase it.

Many forms of armor are restricted or even illegal outside of approved military uses. In locations where armor isn't prohibited, the wearer of armor identifies himself as someone who either expects to cause trouble or expects trouble to come his way.

Armor Qualities

If you choose armor for your character, refer to Table 7–3: Armor for details about the various armor types. The armor qualities on the table are explained below.

Cost: The cost of the armor. Note that not all armor is available for sale on the open market; prices are given for comparison purposes.

Damage Reduction: The protective value of the armor. When a character wears armor, the armor's damage reduction reduces wound damage by the given amount (but not vitality damage). For example, when a character wearing a combat jumpsuit is hit for 6 points of wound damage, the armor's damage reduction of 3 means that the character only loses 3 wound points (6 – 3 = 3).

Maximum Dex Bonus: This is the maximum Dexterity bonus you can apply to your Defense when wearing this type of armor. Heavier armor limits your mobility, reducing your ability to avoid attacks. For example, padded battle armor permits a maximum Dexterity bonus of +3. A character with a Dexterity score of 18 normally gains a +4 bonus to his Defense, but if he's wearing padded battle armor, his bonus drops to +3.

Armor Check Penalty: Armor interferes with a character's ability to use certain skills. You apply the armor check penalty to certain skill checks while wearing the armor. Any checks using skills that have Strength or Dexterity as the key ability receive the penalty, unless you possess the appropriate Armor Proficiency feat. Even with the appropriate feat, the penalty still applies to checks using the following skills: Climb, Disable Device, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble.

Nonproficient with Armor: If you wear armor with which you aren't proficient, you suffer the armor's check penalty on attack rolls as well.

Speed: Medium and heavy armor slows you down. This number indicates your speed when wearing this type of armor. Medium-size characters (base speed of 10 meters) use the first column. Small characters (base speed of 6 meters) use the second column.

Weight: The weight of the armor. Armor fitted for Small characters weighs half as much.

Armor Descriptions

The types of armor given on Table 7–3: Armor are described below.

Armored Flight Suit

A combat-ready flight suit that provides additional protection against vacuum for limited periods, this armor comes in various models, including the Corellian TX-3, favored by various pirate gangs, and the Imperial TIE suit, worn by TIE fighter pilots throughout the Empire.

This suit provides a +4 equipment bonus on Fortitude saves made to resist cold temperatures.



Table 7–3: Armor

Armor	Cost[a]	Damage Reduction[a]	Maximum Dex Bonus	Armor Check Penalty	Speed (10m)	Speed (6m)	Weight
Light Armor							
Blast helmet, vest	500	2	+5	–1	10	6	3 kg
Combat jumpsuit	1,500	3	+4	–3	10	6	8 kg
Padded flight suit	800	2	+4	–2	10	6	5 kg
Medium Armor							
Armored flight suit	4,000	4	+3	–4	8	4	20 kg
Battle armor, padded	2,000	4	+3	–4	8	4	13 kg
Battle armor, medium	6,000	5	+2	–5	8	4	16 kg
Heavy Armor							
Armored spacesuit	10,000	6	+1	–6	6	2	45 kg
Battle armor, heavy	12,000	7	+0	–7	6	2	35 kg
Powered Armor							
Corellian powersuit	10,000	4	+0	–4	8	4	18 kg
Stormtrooper armor	8,000	5	+2	–2	8	4	16 kg
Battleframe	12,000	3	+0	–8	6	2	20 kg

[a] *Mastercraft armor provides a bonus to its damage reduction, but costs more than ordinary armor; see Mastercraft Items, page 136. Damage reduction is effective against wound damage but not against vitality damage.*



Armored Spacesuit

This bulky coverall contains a sealed life support system that provides everything the wearer needs to survive for 10 days in space or any other hostile environment. Unarmored versions provide only life support, while the armored model also protects against attacks.

This suit provides a +6 equipment bonus on Fortitude saves made to resist cold temperatures.

Battle Armor



Battle armor combines protective metal or composite plates with a padded jumpsuit to form a layer of protection. While off-the-rack battle armor is available, most users cobble together their gear from various sources. Bounty hunters and mercenaries such as Dengar and Jango Fett, for example, are fond of personalized battle armor.

Padded battle armor has more padding than solid plates, making it somewhat lighter but less protective. Heavy battle armor features more plating than padding, including various pieces molded to fit the user, such as breast plates and arm and leg armor. Medium battle armor falls somewhere in between the two.

Battleframe

A battleframe fits around its wearer and operates not unlike a personal vehicle, though it isn't very fast or maneuverable. Instead, it offers limited protection while providing mounts for heavy weapons and extra ammunition and energy reserves, which permit the wearer to carry and utilize more firepower than he would normally be allowed. The price of a battleframe includes no weapons, ammunition canisters, or energy packs, just the mounts. Each attachment must be purchased separately.

The frame has six mounts, each one capable of holding a weapon or the ammunition or energy pack a weapon needs to operate. When fully equipped, a battleframe can hold up to three different heavy weapons as well as each weapon's accompanying ammo canister or energy pack.

Blast Helmet and Vest



This armor consists of a lightweight helmet and a composite vest that, when worn together, offer limited protection against shrapnel, melee weapons, slugthrowers, and blasters.

Combat Jumpsuit



This heavily padded jumpsuit is designed to provide limited protection against physical and energy trauma without overly restricting the wearer's movement.

Corellian Powersuit

This suit of body armor contains an energized exoskeleton and a series of servomotors that boosts the wearer's physical strength. Used by professional soldiers, mercenaries, and bounty hunters, the powersuit requires skill and training to utilize its full potential.



The wearer receives a +2 equipment bonus to Strength while wearing a fully functional powersuit. If the wearer doesn't possess the Armor Proficiency (powered) feat, or if the armor is disabled or out of power, this bonus doesn't apply and the wearer instead suffers a –2 penalty to Strength and Dexterity.

Padded Flight Suit

Favored by starfighter pilots all over the galaxy, the one-piece padded flight suit protects against decompression, g-forces, and harmful environments. It provides limited protection against attacks as well. A padded flight suit comes with a matching helmet and gloves that seal around the wearer and provide up to 10 hours of life support in a hostile environment.



A padded flight suit provides a +2 equipment bonus on Fortitude saves made to resist cold temperatures.

Stormtrooper Armor



Worn by the elite soldiers of the Galactic Empire, stormtrooper armor comes in a variety of models based around a standard white-and-black shell. Filled with electronics that assist and augment the stormtrooper in his duties, it includes rudimentary environmental protection, three-phase sonic filtering, and visual amplification. Because stormtrooper armor requires training to operate properly, those who attempt to employ "appropriated" stormtrooper armor find it cumbersome and restrictive.

Variants of this armor also exist, including snowtrooper armor and sandtrooper armor. Each has slightly different characteristics, but all include the basic characteristics common to all stormtrooper armor. Though unavailable on the open market, these suits can occasionally be found on the black market at the given price.

Stormtrooper armor (including all variants, such as clone trooper armor) provides a wearer who has the Armor Proficiency (powered) feat a +2 equipment bonus on Listen checks, Spot checks, and Fortitude saving throws made to resist hostile environments.

Snowtrooper armor provides a +6 equipment bonus on Fortitude saving throws made to resist cold temperatures.

Sandtrooper armor provides a +6 equipment bonus on Fortitude saving throws made to resist hot temperatures.

Equipment

A sample of common equipment available during the time periods covered in this book is given on Table 7–4: Equipment. Refer to the descriptions below for other pertinent information.

All-Temperature Cloak



This wrap-around cloak protects its wearer from the elements and hostile conditions.

An all-temperature cloak provides a +2 equipment bonus on Fortitude saves made to resist severe weather.

Aquata Breather

An Aquata Breather can provide up to 2 hours of breathable air through its mouthpiece. Characters typically use it underwater or in other hazardous environments. Aquata Breathers are a standard part of many high-end utility belt and field kit packages. Some consider them more reliable than breath masks, since they consist of a single part rather than several linked components. Qui-Gon Jinn and Obi-Wan Kenobi use Aquata Breathers while swimming to Otoh Gunga in *The Phantom Menace*.

Bacta Tank

This large, specialized tank is filled with the powerful healing agent, bacta, which promotes rapid healing. A bacta tank and a supply of bacta is expensive, so such medical equipment is usually found only in hospitals, on board capital-class vessels, and within major military bases.



A patient must be equipped with a breath mask and fully submerged within the bacta for the healing agent to do its job. Bacta is a synthetic chemical that consists of gelatinous, translucent red alazhi and kavam bacterial particles mixed within the colorless liquid ambori. The bacterial particles seek out wounds and promote exceedingly fast tissue rejuvenation without scarring.

Any character who has suffered damage can benefit from a bacta tank treatment, but its miraculous properties are most in evidence when used on severely wounded patients. Bacta treatment is the best method for reviving characters that have been reduced to 0 or fewer wound points.

Patients undergoing bacta tank treatment heal at the following rates: Vitality points return at a rate of 3 per hour of treatment, and wound points return at a rate of 1 per hour of treatment.

Breath Mask

This personal atmosphere-filtering system consists of a mask that fits over the nose and mouth and a hose connecting the mask to a portable life-support system. The breath mask provides approximately 1 hour of breathable atmosphere before the filter and atmosphere canister must be replaced. The breath mask offers no protection from extreme temperatures or hard vacuum.



A breath mask system can also be built into an armored suit; Darth Vader's armor contains such a system.

To replace the filter and atmosphere canister, the user must make a Repair check (DC 10). The GM makes this check for the character. If the check fails, the mask ceases to function 1d6×4 minutes after it is activated.

Code Cylinder

Compact encoded security devices are issued to many military, political, or corporate officials. A code cylinder accesses computer data via a droid's scomp link or provides entry into restricted facilities. Each cylinder features the user's personal security clearance data. High-ranking personnel may carry more than one cylinder, each with different access codes encrypted within them. Republic citizens, Imperial officers, and New Republic personnel use them to facilitate security measures.



Code cylinders can be reprogrammed at properly equipped computers by making a Computer Use check against DC 15, or without such systems by making a Computer Use check against DC 25. Failure to properly reprogram a code cylinder ruins the cylinder.

Comlink

A personal communications transceiver, the comlink consists of a receiver, a transmitter, and a power source. Comlinks come in a variety of small, palm-sized cylindrical shapes and styles. Some are built into helmets and armor; stormtrooper armor includes a helmet equipped with a comlink.



The range for a typical comlink is 50 kilometers or low orbit. For greater range, a comlink must be larger and connected to a more powerful energy source, such as those built into vehicles. For an added expense (ten times the base cost of a regular comlink), a comlink can be equipped with encrypting routines.

Credit Chip

Although many planetary governments still use hard currency, most governments that span several star systems (or even galactic sectors), such as the Republic, the Empire, and the Corporate Sector Authority, rely primarily on electronic currency that draws on accounts from a central bank. Few galactic citizens ever see actual cash; instead, their income is deposited directly into their credit account.



Credit chip technology was perfected centuries ago and has been standardized in most regions of the known galaxy. The credit chip is a small, flat card that features a security codeout and credit algorithm memory stripes. The chip can hold a specified number of credits appropriate to the government that issued it, or it can be programmed to draw from a specific account held by the user. Credit chips not only allow quick and easy transfers of funds, but also protect users from theft.



Modifying the value of a credit chip requires a Computer Use check (DC 35). Altering it so that it draws upon a different account requires a Computer Use check (DC 40). Failure in either case activates the chip's self-destruct programming and ruins the chip.

Datapad

These small, low-cost, handheld personal computers can serve as notebooks, day planners, calculators, and sketchpads. In addition to performing basic computer functions, datapads can interface with and download information from larger computer networks.



Datacards can be purchased with specific types of data stored on them, such as star charts, tourism guides to certain regions of space, or works of fiction. The data on these cards can be loaded into a datapad for easy access.

A datapad provides the user with a +2 equipment bonus on Intelligence checks relating to calculations or Computer Use checks involving information downloads. Datapads with datacards containing specific information provide a +2 equipment bonus on related Knowledge checks.

A mastercraft datapad provides a higher equipment bonus (+3 for a +1 item, +4 for a +2 item, or +5 for a +3 item).

Electrobinoculars

This device magnifies distant objects in most lighting conditions. An internal display provides data on range, relative and true azimuths, and elevation. Viewing options include zoom and wide-vision observation. Electrobinoculars also feature radiation sensors and a night-vision mode.



Electrobinoculars reduce the range penalty for Spot checks to –1 for every 20 meters of distance (instead of –1 every 4 meters).

Energy Cell

This small battery provides power for devices, including certain types of weapons. An energy cell appears as a small, flat disk.

Field Kit

Essentially a backpack full of survival gear, the typical field kit contains two condensing canteens with built-in water purification systems, a sunshield roll, a week's worth of food rations, two glow rods, two breath masks, twenty-four filters, twelve atmosphere canisters, and an all-temperature cloak.

Flight Suit

The flight suit is a one-piece coverall (plus a helmet) that provides life support, protects the wearer from hostile environments, and prevents the wearer from succumbing to the adverse effects of high-velocity flying.



Fusion Lantern

A hand-held light source, larger than a glow rod, the fusion lantern produces light and heat. The light spreads out from the lantern, producing a 10-meter radius of illumination.



Glow Rod

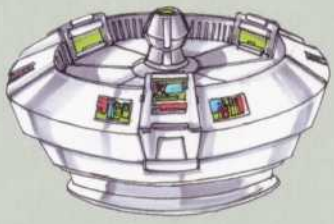
A glow rod is a portable illumination device that projects a beam of light up to 10 meters.

Grappling Spike Launcher

A spike launcher, sometimes known as an ascension gun, has a grappling spike on one end, a sliding hook on the other, and a liquid cable reservoir in the middle. The launcher hurls the spike at extreme velocity, allowing it to anchor itself in any hard surface, such as a building ledge or cliff face. The launcher can be used alone or attached to the barrel of a blaster. It holds enough liquid to form 20 meters of cable. Captain Panaka and Padmé use ascension guns to scale the walls of the Theed Royal Palace in *The Phantom Menace*.

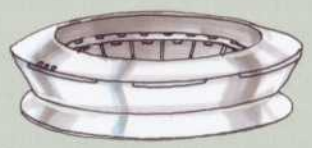
Holoprojector

A handheld, personal hologram transmitter can be used to view real-time or recorded three-dimensional images or to pass the information through a comlink connection. Adding sound capability doubles the price of a personal holoprojector. The device has a limited storage capacity that can be expanded when attached to a holorecorder.



Holorecorder

A handheld, personal visual and audio recorder, the holorecorder can store data for playback as three-dimensional moving images or as holograms. A holorecorder stores up to 200 hours of images in its internal memory system. Most come equipped with recording-rod input slots for expanded memory capacity.

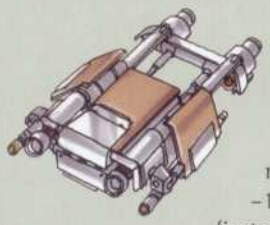


Liquid Cable Dispenser

Cable dispensers contain a special liquid that instantly solidifies upon contact with either atmosphere or vacuum to form a tough, lightweight, flexible cable. The dispenser contains enough liquid for 20 meters of cable and is refillable at authorized outlets. The cable is capable of supporting up to 500 kilograms of weight.

Macrobinoculars

Macrobinoculars—not to be confused with the more powerful electrobinoculars—are personal image-magnification devices that can enhance vision up to one kilometer. Standard features include zoom capability, readouts for azimuth, range and elevation, a light amplifier for twilight conditions, and impact resistant casing. Macrobinoculars reduce the range penalty for Spot checks to –1 for every 10 meters of distance (instead of –1 every 4 meters).

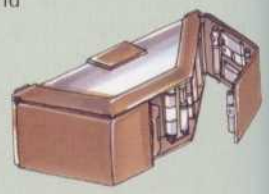


Medical Kit

This small kit of implements and medicines allows a skilled user to stabilize a dying character or restore lost vitality points through the use of the Treat Injury skill. It is also necessary for treating dazed, knocked out, or stunned characters.

Medpac

This disposable emergency kit includes a variety of life-saving drugs and bacta ointments to promote rapid healing. Any character who has suffered wound damage can benefit from the application of a medpac.



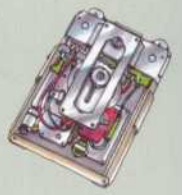
A medpac restores 1d2 lost wound points when applied to a wounded character and activated. This application requires a full-round action and a Treat Injury check (DC 15). A medpac can't restore more wound points than an injured character has lost.

A mastercraft medpac provides more healing (1d2+1 for a +1 item, 1d2+2 for a +2 item, or 1d2+3 for a +3 item).

A character can only benefit from the use of a medpac once every 24 hours. Using a medpac depletes its contents.

Power Pack

A power pack is a compact rectangular battery that fits into the grip or barrel of an energy weapon, such as a blaster, to provide the power needed to fire it.



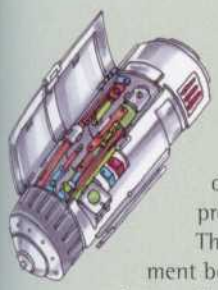
Recording Rod

Recording rods are long, clear, cylindrical data storage tubes. They can record sounds and sights within a 15-meter range, store up to 100 hours of recordings, and play back audio and 2D visual images on the rod's surface. Recording rods are reusable; you can delete recordings or record over existing data.

Downloading the data within a recording rod to a datapad, computer, or holoprojector requires a successful Computer Use check (DC 10). Deleted recordings can be recovered with a successful Computer Use check (DC 25). (You can't recover material that has been replaced by a subsequent recording.)

Security Kit

A security kit is a set of special tools for bypassing electronic and mechanical locks. It usually includes electronic components and dedicated sensor devices.



On most worlds, possession of a security kit is illegal for anyone who doesn't have the proper permits, such as members of law enforcement agencies and professional security experts.

This item gives its user a +2 equipment bonus on Disable Device checks. It also provides a +2 equipment bonus on any Repair checks relating to security systems.

A mastercraft security kit provides a higher equipment bonus (+3 for a +1 item, +4 for a +2 item, or +5 for a +3 item). All mastercraft security kits contain a comlink that monitors frequencies typically used by silent alarms, so the user can know if such an alarm has been triggered at any point during the operation.

Sensor Pack

A portable scanning device, the sensor pack is a bulky rectangle featuring a variety of dials and switches, a readout display, and a scanning dish. It provides only general details on comm signals, life forms, and energy fields within a 50-meter range.

The sensor pack grants a +2 equipment bonus on Listen, Search, and Spot checks.

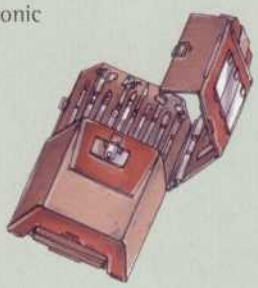
A mastercraft sensor pack provides a higher equipment bonus (+3 for a +1 item, +4 for a +2 item, or +5 for a +3 item).

Surgery Kit

This small kit contains the instruments a character with the Surgery feat needs to operate on a wounded character.

Tool Kit

A set of tools for repairing electronic or mechanical devices typically includes a variety of pliers, hammers, hydrospanners, circuit testers, and a fusion cutter.



A toolkit provides a +2 equipment bonus on Repair checks.

Table 7-4: Equipment

Item	Cost	Weight
All-temperature cloak	100	1.5 kg
Aquata Breather	350	0.2 kg
Bacta tank	100,000	500 kg
*Bacta, 1 liter**	100	2 kg
Breath mask	200	2 kg
Atmosphere canister/filter	25	1 kg
Code cylinder	500	0.1 kg
Comlink	200	0.1 kg
Credit chip	100	0.1 kg
Datapad	1,000	3 kg
Datacards, blank (10)	10	0.2 kg
Datacard, 1 program	300	0.1 kg
Datapad, mastercraft (+1)	2,000	3 kg
Electrobinoculars	1,000	1 kg
Energy cell	10	–
Field kit	1,000	10 kg
Flight suit	250	3 kg
Fusion lantern	25	2 kg
Glow rod	10	1 kg
Grappling spike launcher	50	0.3 kg
Holoprojector, personal	1,000	0.5 kg
Holorecorder	3,000	1 kg
Liquid cable dispenser	25	0.2 kg
Macrobinoculars	600	0.8 kg
Medical kit	25	1 kg
Medpac	100	1 kg
Medpac, mastercraft (+1)	200	1.2 kg
Power pack	25	.1 kg
Recording rod	500	1 kg
Sensor pack	1,500	9 kg
Sensor pack, mastercraft (+1)	3,000	9 kg
Security kit	750	1 kg
Security kit, mastercraft (+1)	1,500	1.2 kg
Surgery kit	1,000	1 kg
Tool kit	250	1 kg

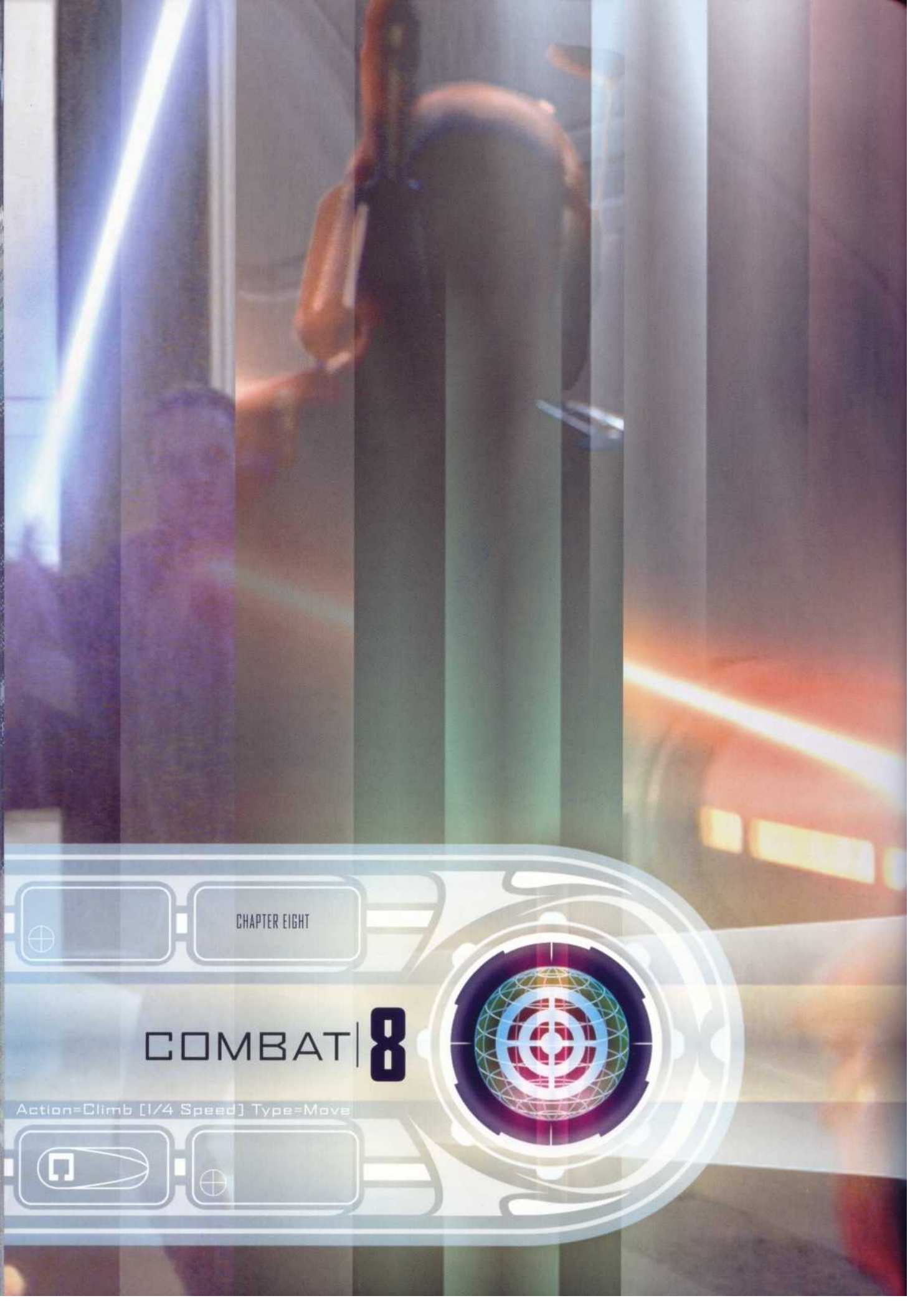
**It takes 300 liters of bacta to fill a bacta tank.*

Services

A brief listing of common services available during the time periods covered in this book is given on Table 7–5: Services. The cost figures on the table are guidelines only; certain services may be more expensive in isolated or primitive areas.

Table 7-5: Services

Item	Cost
Meals (per meal):	
Good	50
Common	15
Poor	5
Lodging (per day):	
Good	200
Common	100
Poor	50
Medical aid:	
Long-term care (per day)	250
Medpac treatment	150
Bacta tank treatment (per 12 hours)	3,000



CHAPTER EIGHT

COMBAT 8

Action=Climb [1/4 Speed] Type=Move

The galaxy is a dangerous place, and sometimes you have to fight to survive. Whether the enemy takes the form of battle droids or stormtroopers, a dark Force-user or a rampaging rancor, you need to be able to defend yourself. Using blasters, vibroblades, and lightsabers, heroes regularly get caught up in blazing firefights, wild cantina brawls, and mesmerizing lightsaber duels. You can try to bluff your way out of a tough situation, attempt to sneak away when your opponent is distracted, or even dazzle an enemy with your charming personality. But when all else fails, nothing beats having a good blaster at your side.

This chapter details the combat rules, starting with an example, then covering the basics, and finally looking at some of the more unusual combat strategies that characters can employ. Many special abilities and forms of damage that affect combat are covered in Chapter Twelve: Gamemastering, starting on page 165.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we've changed in this chapter of the new edition.

We've incorporated attacks of opportunity into the combat rules. We've tweaked the rules about damage to reflect the fact that armor now provides damage reduction rather than giving you a bonus to your Defense, and we've cleaned up various small errors and points that needed clarification.

How Combat Works

This example of combat demonstrates the most commonly used combat rules.

Setup

The Supreme Chancellor and the Jedi Council send a team of 4th-level heroes on a mission. Vor'en Kurn (a Human soldier), Sia-Lan Wezz (a Human Jedi guardian), Rorworr (a Wookiee scout), and Deel Surool (a Twi'lek scoundrel) must investigate rumors of Separatist activity on Corann, a small industrial planet on the edge of the Core. Republic intelligence indicates that the Separatists are using the planet as a base in the Core, and it might even be the source of terrorist activities such as the recent attempts on Senator Amidala's life. The heroes must find out whatever they can about this Separatist cell and its leaders, as well as gauge the mood of the people of Corann. Should Corann decide to break ties with the Republic, it would be the first Core world to do so.

The trail has led the heroes to a speeder factory. The door leading to the construction bay is closed. The heroes stand before it. The GM sets a pencil on the table to represent the door, then asks the players to tell her where their characters are. Vor'en is closest to the door. Rorworr and Sia-Lan stand to either side of it. Deel is behind Rorworr. The players are using action figures (although they can use miniatures if they choose), so they arrange them to show where everyone is standing. On the tabletop, Vor'en is by the middle of the pencil, Rorworr to the left of the pencil, Sia-Lan to the

right, and Deel behind Rorworr. Everyone except Deel has a weapon in hand.

The GM looks at her notes, rolls some dice, and determines that the heroes are walking into a trap. A squad of four battle droids and a droideka destroyer droid wait on the other side of the door. The droideka has been damaged in the past and lacks most of its powerful weaponry and shields. The droids know the heroes are coming; the heroes think they're looking for a meeting of a Separatist cell and have no idea what's waiting for them.

Vor'en tries the door. It's locked. He motions for Deel to come forward and open it.

Deel pulls out his security kit and reluctantly steps up to the control panel beside the door. His player rolls a Disable Device check and succeeds. The blast door slides open, revealing total darkness on the other side.

The GM has to decide if any of the characters notice anything. Those caught unaware will be surprised by the droids. The GM asks each player to make a Listen check (DC 15). Sia-Lan and Deel succeed. Vor'en and Rorworr fail.

Surprise Round

During the surprise round, only characters that are aware of their opponents can act. The battle droids, the destroyer droid, Sia-Lan, and Deel all act during the surprise round. (Vor'en and Rorworr can't act because they failed their Listen checks.)

The GM asks Sia-Lan's and Deel's players to make initiative checks. Sia-Lan gets a 9; Deel gets a 15. The GM rolls once for the four battle droids and once for the destroyer droid, getting results of 11 and 14. The order of battle during the surprise round is Deel first (15), followed by the destroyer droid (14), followed by the battle droids (11), followed by Sia-Lan (9).

The GM calls on Deel's player. Deel hears the scrape of metal on metal from somewhere within the dark construction bay. It sounds pretty close, but because there's an echo, Deel can't be sure. He steps to the side of the door to gain cover and draws his blaster pistol.

The destroyer droid goes next, so the GM determines what it's going to do. The destroyer droid fires its blaster cannon at Vor'en. The droid stands about 20 meters away from Vor'en, directly across from the open door. Its cannon shot briefly illuminates the construction bay. In the flash, the heroes see the large destroyer droid and the four battle droids positioned closer to the door. They also catch a glimpse of the rest of the bay—it has been turned into a construction facility for battle droids and super battle droids! The GM rolls for the destroyer droid's attack, getting a result of 15.

Vor'en Kurn doesn't get to add his Dexterity bonus to his Defense because he's caught flat-footed, so the droid's attack hits. The GM rolls damage, getting a total of 17. Damage is applied to Vor'en's vitality points first, so he is reduced from 35 vitality points to 18.

The battle droids act next. In unison, they turn to march toward the open door as they fire some quick shots from their blasters. They're closer than the destroyer droid; two are right on the other side of the door, while two are about 10 meters into the bay. One battle droid shoots at Deel, another at Vor'en, another at Rorworr, and another at Sia-Lan.

Deel has one-half cover (since he stepped to the side of the door), giving him a +4 cover bonus to his Defense. The GM rolls and gets a result of 6, so the battle droid misses Deel.

Vor'en is standing exposed. The battle droid gets a result of 19, hitting Vor'en with its blaster. It deals 13 points of damage, reducing Vor'en's vitality points from 18 to 5.

The third battle droid gets a result of 11, not good enough to hit Rorworr.

The fourth battle droid fires at Sia-Lan and gets a result of 8: The blaster bolt misses the Jedi guardian.

Now Sia-Lan takes her action. She ignites her lightsaber and slashes at the closest battle droid. Her player rolls and gets a result of 15, hitting the battle droid and dealing 14 points of damage. The battle droid has no vitality points, so the damage is applied directly to its wound points, reducing them from 8 to –6. It falls to the metal floor, severely damaged. Three battle droids remain standing, as well as the larger destroyer droid.

With that, the surprise round ends.

First Regular Round

The GM asks Rorworr's and Vor'en's players to make initiative checks because they haven't done so yet. Rorworr gets a 12 and Vor'en a 17. Those results change the order of battle to this: Vor'en, Deel, destroyer droid, Rorworr, battle droids, Sia-Lan.

Vor'en finally gets to give back some of what he's taken. He blasts away at the destroyer droid, using the multifire mode of his weapon to take two shots instead of one. Each attack has a –4 penalty, but the two attacks give Vor'en a chance to deal extra damage to the destroyer droid if he hits with both of them. He also gets a –4 penalty due to range (the destroyer droid is 20 meters away). With the penalties, he gets results of 18 and 12. Only one of the blaster shots hits. He deals 7 points of damage to the destroyer droid. It doesn't have vitality points, but it does have a lot of wound points. Its wound points are reduced from 15 to 8.

Deel acts next. He fires his blaster at a nearby battle droid. He gets a result of 15, hitting the droid. He deals 9 points of damage, seriously injuring the droid and reducing its wound points to –1.

The destroyer droid takes another shot at Vor'en. This time, because he's no longer flat-footed, Vor'en adds his Dexterity bonus to his Defense. The droid gets a result of 18, though, clearly hitting the soldier again. The GM rolls for damage and deals 16 points to Vor'en. This damage eliminates Vor'en's 5 remaining vitality points, then reduces his wound points by 11. Vor'en only had 14 wound points, so he's left with 3. Vor'en's player immediately makes a Fortitude saving throw against DC 16 (5 + wounds lost). The result is 17, so Vor'en doesn't get knocked out, but he does become fatigued.

Rorworr isn't at all happy about what just happened to his buddy Vor'en Kurn. He roars a Wookiee battle cry and fires his bowcaster at the destroyer droid. The range also forces a –4 penalty on Rorworr's attack roll, but he gets a result of 18 anyway. The explosive energy quarrel hits its mark. Rorworr's player rolls for damage and deals 18 points, reducing the destroyer droid to –10 wound points. It

explodes, raining pieces all over the bay floor.

The two remaining battle droids act next. One fires at Deel, the second at Sia-Lan. The GM rolls for the battle droids (while declaring who's getting attacked with each roll) and gets results of 8 and 16. The attack on Deel misses, but Sia-Lan takes a blaster bolt. The GM rolls and deals 11 points of damage to Sia-Lan, reducing the Jedi's vitality points from 31 to 20.

Finally, Sia-Lan takes action. She strides to another battle droid and lays into it with her lightsaber. Sia-Lan's player rolls the dice and gets a 17 this time—a hit! She deals 16 points of damage, reducing the battle droid to –8 wound points and slicing it almost in half.

Second Regular Round

Vor'en's hurt, but he's not down. He fires his blaster at the remaining battle droid, getting a result of 14. The soldier hits, dealing 10 points of damage and reducing the droid's wound points to –2. The final battle droid goes down.

With all of the opponents defeated, the combat ends.

What's Next?

The heroes need to help Vor'en, since he took wound damage. In the meantime, the group notices that the construction bay has been modified to turn out battle droids. One wall contains row upon row of storage racks filled with neatly folded battle droids, all dormant and waiting to be activated. Is this the beginning of an invasion force? Are the Core worlds in danger? Where are the Separatists? Who's really behind this? The heroes have a lot to figure out.

What happens next? That depends on the actions of the players and how the Gamemaster lets the story develop.

Combat Sequence

As seen in the example, combat is cyclical. Everybody acts in turn in a regular cycle. Generally, combat runs in the following way:

1. Each combatant starts the battle flat-footed. A flat-footed character doesn't add a Dexterity bonus to Defense. Once a combatant acts, he or she is no longer flat-footed.
2. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a single action (an attack action or a move action; no full-round actions allowed) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If everyone starts the battle aware (or if no one does), there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.
4. Combatants act in initiative order.
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Combat Statistics

Several fundamental statistics determine how well you do in combat. This section summarizes these statistics, and the following sections detail how to use them.

Attack Roll

When you make an attack roll, roll 1d20 and add your attack bonus. If your result is equal to or higher than the target's Defense, you hit and deal damage. Lots of modifiers affect the attack roll, such as a +1 bonus if you have the Weapon Focus feat with your weapon, a +2 bonus if your opponent is stunned, and so forth.

Attack Bonus

Your attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + range penalty

Strength Modifier

Strength helps you swing a weapon harder and faster, so your Strength modifier applies to melee attack rolls.

Dexterity Modifier

Since Dexterity measures coordination and steadiness, your Dexterity modifier applies to attacks with ranged weapons.

Size Modifier

The smaller you are, the bigger other opponents are relative to you. A Human is a big target to an Ewok, just as a rancor is a big target to a Human. Since this same size modifier applies to Defense, two characters of the same size strike each other normally, regardless of what size they actually are.

Table 8–1: Size Modifiers to Attack Bonuses and Defense

Size (Example)	Modifier
Colossal (sarlacc)	–8
Gargantuan (fambaa)	–4
Huge (bantha)	–2
Large (Hutt)	–1
Medium-size (Human)	0
Small (Ewok)	+1
Tiny (ysalamiri, cat)	+2
Diminutive (rockwart, kouhun)	+4
Fine (stingfly)	+8

Range Penalty

The range penalty with a ranged weapon depends on what weapon you're using and how far away the target is. All ranged weapons have a range increment, such as 10 meters for a blaster pistol (see Table 7–2: Weapons). Any attack from a distance of less than one range increment is not penalized for range, so a blaster shot (range increment 10 meters) can strike at enemies up to 9 meters away with no

Rounds
Combat is divided into rounds. In every round, each combatant gets to do something. A round represents 6 seconds in the game world.

Initiative
Before the first round, each player makes an initiative check for his or her character. The GM makes initiative checks for the opponents. An initiative check is a Dexterity check (1d20 + Dexterity modifier). Characters act in order from highest initiative result to lowest, with the check applying to all rounds of the combat (unless a combatant takes an action that changes his or her place in the initiative order). A character is flat-footed until he takes his first action.

Actions
There are four types of actions: attack actions, move actions, full-round actions, and free actions.

In each round, you may attempt an attack action and a move action (in either order), two move actions, or one full-round action. You may also perform one or more free actions along with any of these combinations.

Not all attack actions involve making attacks. Some skill checks, for example, count as attack actions in a round.

Not all move actions actually involve movement (drawing a weapon, for example, is a move action). If none of your actions in a round involve literal movement (the character moves from one location to another), you can usually take a free 2-meter step.

Attack and Defense
To score a hit that deals damage on your attack roll, your roll must equal or exceed the target's Defense.

Melee Attack Roll: 1d20 + base attack bonus + Strength modifier + size modifier

Ranged Attack Roll: 1d20 + base attack bonus + Dexterity modifier + size modifier + range penalty

Defense: 10 + class bonus + Dexterity modifier + size modifier

Damage
Vitality points and wound points represent how much damage a character can take. If you score a hit, roll damage and deduct the result from the target's current vitality points. If the target has run out of vitality points, or if the target has no vitality points to begin with, damage is deducted from the target's wound points.

Add your Strength modifier to damage from melee weapons. If you're using a weapon in your off hand, you only add half your Strength modifier (if it's a bonus). If you're wielding a weapon with both hands and it doesn't belong to a size category that's smaller than yours, add one and a half times your Strength modifier (if it's a bonus) to the damage .

Vitality Points and Wound Points
Damage is usually deducted from your vitality points. Vitality points represent your character's ability to roll with an attack and avoid physical damage.

Wound points represent how much physical damage a character can take before falling unconscious or dying. Damage is deducted from your wound points only after you've exhausted your vitality points or when you are struck by a critical hit.

Attack Options
When attacking, you have several options:

Attack: A single attack with either a melee weapon or a ranged weapon counts as an attack action. You may take an attack action either before or after making a move action.

Full Attack: Some characters can strike more than once each combat round, but doing so counts as a full-round action. You can't take a move action in the same round that you make a full attack (but you can take a 2-meter step).

Charge: Charging is a full-round action. When making a charge, you move in a straight line for up to twice your speed and then make one melee attack with a +2 charge bonus on the attack roll. You receive a –2 penalty to your Defense until your next action. You must move at least 4 meters to charge.

Movement
Each character has a speed measured in meters. You can move that distance as a move action. You can take the move action before or after making an attack action.

If you don't want to use an attack action, you have the option of taking a second move action instead. This allows you to move twice your speed in that round. If your character runs, which is a full-round action, you can move up to four times your speed.

When you move within or out of an area that an opponent threatens, you may provoke an attack of opportunity (see below) from that opponent.

Attacks of Opportunity
During melee combat, you threaten the area around you, even when it's not your turn to act. An opponent who takes certain actions while in your threatened area provokes an attack of opportunity from you. An attack of opportunity is a free melee attack that doesn't use up one of your actions. It is a single attack. You can make one attack of opportunity in a round.

You provoke an attack of opportunity in three ways--when you move out of a threatened area, when you move through or within a threatened area, and when you take an action that distracts you from defending yourself while you're within a threatened area (such as using the Treat Injury skill on an injured ally, using a Force skill that takes a full-round action, or picking up an item).

You can disengage (a full-round action) to move out of a threatened area without provoking an attack of opportunity. If you take only a 2-meter step, you can move out of a threatened area without provoking an attack of opportunity.

You can make an attack of opportunity with any melee weapon. You can't use ranged weapons, grenades, or heavy weapons.

Saving Throws
When you are the target of an unusual attack, such as some Force attacks or a grenade, you generally get to make a saving throw to negate or reduce its effects.

To succeed at a saving throw, you need to get a result that's equal to or higher than the saving throw's Difficulty Class (DC).

Fortitude Saving Throw: 1d20 + base Fortitude save bonus + Constitution modifier

Reflex Saving Throw: 1d20 + base Reflex save bonus + Dexterity modifier

continued on page 149

COMBAT BASICS (con't)

ACTION=CLIMB [1/4 SPEED] TYPE=MOVE

continued from page 148

Will Saving Throw: 1d20 + base Will save bonus + Wisdom modifier

Death, Dying, and Healing

Combat is dangerous. As you lose vitality points and wound points, you begin to suffer various adverse effects.

0 Vitality Points

If you run out of vitality points, you can no longer avoid physical damage. Any additional damage you receive is deducted from your wound points.

Lost Wound Points

If your character takes any wound damage, he or she becomes fatigued. A fatigued character can't run or charge and takes a –2 penalty to Strength and Dexterity.

In addition, in each round in which you take wound damage, you must make a Fortitude saving throw. The DC is 5 + the number of wound points you lost in the round. If the save fails, you are knocked out.

0 Wound Points

If your wound points drop to 0, you are disabled. A disabled character can only take a single move action or attack action in a round; he or she can't perform full-round actions. A disabled character who takes an attack action takes 1 point of wound damage.

-1 to -9 Wound Points

If your wound points drop to a number between –1 and –9 (inclusive), your character is unconscious and dying. A dying character loses 1 wound point every round. Each round, before losing that wound point, the character makes a Fortitude saving throw (DC 10). If the save succeeds, the character becomes stable. A stable character remains unconscious but stops losing wound points. If the save fails, the character loses the wound point and makes another save in the next round.

A dying character can be stabilized with the Treat Injury skill or the Heal Another skill.

-10 Wound Points

A character whose wound points are at –10 or lower is dead.

Healing

Using the Treat Injury skill and a medpac, or the Force skills Heal Self or Heal Another, can restore some lost vitality points and wound points to an injured character. The Surgery feat increases the potency of the Treat Injury skill. Bacta tank treatments also provide powerful healing benefits.

As long as a character isn't dying, he or she regains 1 wound point for each day of light activity or rest. For each hour of light activity or rest, a character regains a number of vitality points equal to his or her character level.

Miniatures and Action Figures

When you use miniatures to keep track of where the characters are, use a scale of 1 inch = 2 meters. If you're using action figures, the scale is 2 inches = 2 meters.

penalty. However, each full range increment causes a cumulative –2 penalty on the attack roll. For example, a character firing a blaster pistol at a target 38 meters away suffers a –6 penalty on his attack roll (because 38 meters is at least three range increments but not four increments).

Thrown weapons, such as grenades, have a maximum range of five range increments. Energy or projectile weapons, such as blasters, can shoot up to ten range increments.

Damage

When you hit with a weapon, you deal damage according to the type of weapon (see Table 7–2: Weapons). Unarmed strikes and a creature's natural physical attack forms (such as bites or claws) are considered to deal weapon damage for the purposes of effects that provide a bonus to weapon damage.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Strength Modifier

When you hit with a melee weapon, you add your Strength modifier to damage.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only half your Strength modifier (if it's a bonus).

Wielding a Weapon Two-handed: When you deal damage with a weapon that you are wielding two-handed, you add one and a half times your Strength modifier (if it's a bonus). This higher Strength modifier does not apply to two-handed attacks with weapons that are smaller than your size category.

Defense

Your Defense represents how hard it is for opponents to hit you. It's the attack roll result that an opponent needs to get to successfully attack you. The average character has a Defense of 10. Calculate your Defense as follows:

10 + class bonus + Dexterity modifier + size modifier

Class Bonus

Your class and level grant you an innate bonus to Defense. This bonus measures your combat savvy and applies in all situations, even when you're flat-footed or when you would lose your Dexterity bonus for some other reason.

Dexterity Modifier

If your Dexterity is high, you are particularly adept at dodging blows or blaster fire. If your Dexterity is low, you are particularly inept at it. That's why you apply your Dexterity modifier to your Defense.

Wearing armor limits your Dexterity bonus. If you're wearing armor, you might not be able to apply your full Dexterity bonus to your Defense (see Table 7–3: Armor).

Sometimes you can't use your Dexterity bonus (even if you have one). The bonus to Defense that you get for a high Dexterity represents your ability to dodge incoming attacks. If you can't react to a blow, you can't use your Dexterity bonus to Defense. For example, you lose your Dexterity bonus if you're hanging onto the face of a crumbling cliff

high above a Sullustan river of molten lava, or when you're caught flat-footed at the beginning of combat.

Size Modifier

The bigger a target is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls, an Ewok, for example, doesn't have a hard time hitting another Ewok (see Table 8–1: Size Modifiers to Attack Bonuses and Defense).

Other Modifiers

Other factors can improve your Defense.

Dodge Feat: The Dodge feat improves your Defense by +1 against a single opponent.

Dodge Bonuses: Some other bonuses to Defense represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you your dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits your Dexterity bonus to Defense.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Touch Attacks

Some attacks disregard a character's class bonus to Defense. For example, a grappling opponent can grab you and inflict damage regardless of what your class bonus to Defense happens to be. In such cases, the attacker makes a melee touch attack roll.

To lock onto a target, a missile launcher needs to succeed at a ranged touch attack (the same as a melee touch attack, but with a range increment). The attacker makes her attack roll as normal, but your Defense does not include your class bonus. Your size modifier and Dexterity modifier apply normally.

Vitality Points and Wound Points

Your vitality points and wound points tell you how much punishment you can take before dropping. Your vitality points are based on your class, your level, and your Constitution modifier. Your wound points are equal to your Constitution score.

When your vitality points reach 0, you no longer have the innate energy to roll with the attack. The next successful attack against you deals damage that reduces your wound points, representing a physical injury. (If an attack reduces your vitality points to 0 and damage remains to be applied, the damage immediately reduces your wound points.)

When you take any wound damage, you become fatigued (see page 288). In addition, you must make a Fortitude saving throw (DC 5 + the number of wound points lost in this round). If the save fails, the character is knocked out (see page 288).

When your wound points reach 0, you're disabled (see page 288).

When your wound points are reduced to a number between –1 and –9 inclusive, you're dying. A dying character is unconscious and can take no actions. Each round, a dying character makes a Fortitude saving throw (DC 10). If the save fails, the character loses 1 wound point. If the save succeeds, the character stabilizes and stops dying, no longer losing 1 wound point every round (though he or she remains unconscious).

Speed

Your speed tells you how far you can move in a round and still do something, such as attack or use a skill. Your speed depends mostly on your species. (Armor can also affect your speed; see page 138.)

Small creatures, such as Ewoks, have a speed of 6 meters.

Medium-size creatures, such as Humans, have a speed of 10 meters.

You can move up to your speed and attack in the same round. If you don't attack, you can move up to twice your normal speed in a single round. If you run, you can move up to four times your normal speed as a full-round action.

Initiative

In every round during combat, each combatant gets to do something. The combatants' initiative checks determine the order in which they act, from highest to lowest. As General Crix Madine has been known to say, "Striking first is good, but striking last is better."

Initiative Checks

At the start of a battle, each combatant makes a single initiative check. (The GM rolls for the opponents, while the players roll for their characters.) An initiative check is a Dexterity check. The GM records the order the characters act in, counting down from highest initiative result to lowest. Each character acts in turn, on the initiative count that corresponds to her initiative check result. A character's initiative count remains the same for all rounds of the combat unless a character takes an action that causes her place in the initiative order to change (see Special Initiative Actions, page 164).

The GM should write the names of the characters on a piece of scrap paper in initiative order. That way, in subsequent rounds the GM can move quickly from one character to the next. If two combatants have the same initiative count, the tied combatants act in order of Dexterity (higher Dexterity goes first). If there is still a tie, roll a die.

Joining a Battle

If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

Opponent Initiative

Typically, the GM makes a single initiative check for the opponents. That way, each player gets a turn each round and the GM also gets one turn. At the GM's option, however, he can make separate initiative checks for different groups of opponents or even for individual foes (as in the example that started this chapter). For instance, the GM may make one initiative check for an Imperial officer and another check for all seven of his stormtroopers.

Flat-Footed

At the start of a battle, before your first regular turn in the initiative order, you are flat-footed. You can't use your Dexterity bonus (if any) while flat-footed.

Surprise

When combat starts, if you are not aware of your enemies but they are aware of you, you're surprised. If you know about your opponents but they don't know about you, you surprise them.

Awareness and Surprise

Sometimes all the combatants on a side are aware of their opponents; sometimes none are; sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining Awareness: The GM determines who is aware of whom at the start of a battle. She may call for Listen checks, Spot checks, or other checks to see how aware the characters are of their opponents. Some example situations:

- The mission team enters a cantina and immediately spots a gang of Rodians. Alert and watchful, the Rodians also notice the heroes. Both sides are aware; neither is surprised. The heroes and the Rodians make initiative checks, and the battle begins.
- While exploring an abandoned armory, the heroes are being watched by a pack of Jawas. The Jawas lurk in hiding places, waiting for the right time to strike and defend their new lair from the intruders. Sia-Lan spots one of the Jawas as it tries to sneak behind a partially destroyed battle droid. The Jawas shriek and leap from their hiding places, surrounding the heroes. The Jawas and Sia-Lan each get to act during the surprise round. The other heroes, caught unaware, can't act. After the surprise round, the first regular round of combat begins.
- The mission team advances down a dark corridor in the space-station fortress of Grumbog, an alien warlord, using glow rods to light the way. At the end of the corridor, three of Grumbog's soldiers have set up an E-Web repeating blaster. They fire the weapon, using its multifire setting, to send two powerful blasts down the corridor. That's the end of the surprise round. After determining whether any of the heroes were hit and calculating damage, the GM announces that the first regular round of combat begins. The mission team is in a tough spot, since they are facing a powerful weapon and still can't see who is attacking them.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a single action—either an attack action or a move action, but not both—during the surprise round. If no one or everyone is surprised, a surprise round doesn't occur.

Unaware Combatants: Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to Defense they may have.



Actions in Combat

The fundamental combat actions of moving and attacking cover most of what you want to do in a battle. They're all described here. Other, more specialized options are described later in this chapter.

The Combat Round

Each round represents 6 seconds in the game world. In the real world, a round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, your character can do in 1 round.

Each round begins with the character with the highest initiative result and then proceeds, in descending order, from there. Each round uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term "round" works like the word "month." A month can mean either a calendar month, or a span of time from a day in one month to the same day the next month. In the same way, a round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative number that they began on.

Action Types

An action's type essentially tells you how long the action takes to perform within the framework of the 6-second combat round, and how movement is treated. The four types of actions are move actions, attack actions, full-round actions, and free actions.

Attack Action

An attack action allows you to do something. You can make an attack, use a skill or feat (unless the skill or feat requires a move action or a full-round action to perform; see below), or perform other similar actions. During a combat round, you can take an attack action and a move action. You can take a move action before or after performing an attack action.

Move Action

A move action allows you to move your speed or perform an action that takes an equivalent amount of time (see Table 8–2: Actions in Combat). You can move your speed, climb, draw or reload a weapon, pick up an item, or use certain skills, for example. In a combat round, you can take an attack action and a move action, or you can take a move action first and then take an attack action. You can also take two move actions in a round, but in this case you take no attack actions (you're using the second move action in place of an attack action).

Move actions also allow you to perform actions that are equivalent to moving. Using Climb to climb a distance equal to one-quarter of your speed and using Ride to control a tauntaun during combat are move actions. If the action you

Table 8–2: Actions in Combat

Action	Attack of Opportunity [a]	Movement [b]
Attack actions:		
Attack (melee)	No	Move action
Attack (ranged)	No	Move action
Attack (unarmed)	Yes	Move action
Feint (see Bluff skill)	No	Move action
Strike an object [c]	Yes	Move action
Total defense	No	Move action
Use a skill [d]	No	Move action
Move actions:		
Move	No	1 × speed
Climb	No	1/4 speed
Draw or holster a weapon [e]	No	2-meter step
Open a door	No	2-meter step
Pick up an item	Yes	2-meter step
Retrieve a stored item	Yes	2-meter step
Move a heavy object [f]	Yes	1 × speed
Stand up from prone position	No	2-meter step
Load a weapon	Yes	2-meter step
Use a skill [d]	No	2-meter step
Full-round actions:		
Charge	No	2 × speed
Coup de grace	No	2-meter step
Full attack	No	2-meter step
Fight defensively	No	2-meter step
Run	Yes	4 × speed
Disengage	Maybe	2 × speed
Use a skill [d]	Yes	2-meter step
Free actions:		
Activate an item	Yes	Move action
Switch weapon mode	No	Move action
Drop an item	No	Move action
Drop to the floor	No	Move action
Speak	No	Move action
Ready [c]	No	Move action
Delay [c]	No	Move action
Special actions:		
Bantha rush (charge) [c g]	No	Varies
Disarm [c g]	Maybe	Move action
Grapple [c g]	Maybe	Move action
Trip an opponent [c g]	Maybe	Move action

[a] *Regardless of the action performed, if you move within, through, or out of an opponent's threatened area, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.*

[b] *This column describes the kind of movement that can accompany the action. In some cases, a move action can accompany the action described.*

[c] *See Special Initiative Actions for details on ready and delay. See Special Attacks and Damage for details on strike an object, bantha rush, disarm, grapple, and trip.*

[d] *Use a skill that requires an attack action, a move action, or a full-round action.*

[e] *This can be reduced to a free action with the proper feat.*

[f] *If the object is extremely large or awkward (GM's call), this is a full-round action.*

[g] *These attack forms substitute for a melee attack. As melee attacks, they can be used once as an attack action or one or more times in a full attack (full-round action).*

take in a round results in you moving no actual distance, you can take a 2-meter step. If you take an action that makes you move an actual distance, you can't take a 2-meter step in that round.

Full-Round Actions

A full-round action consumes all of your effort during a round. The only movement you can take with a full-round action is a 2-meter step before, during, or after the action. Attacking more than once (if you are permitted to do so) or using a skill or feat that requires a full round to accomplish, such as using Search to examine a 2-meter-by-2-meter area, uses a full-round action.

Free Actions

Free actions consume a very small amount of time and effort, and over the span of a round their impact is so minor that they are considered to be free. You can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what you can really do for free. Calling out to your friends for help, for example, is free. Reciting the epic history of the Rodian hunter clans takes several minutes (or more).

Attack Actions

The most common activities covered by an attack action are described below. More specialized attack actions are covered in the Special Attacks and Damage section, starting on page 165.

Melee Attacks

With a melee weapon, you can strike any enemy within 2 meters of your position.

Ranged Attacks

With a ranged weapon, you can throw or shoot at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no obstructions (including other characters) between you and the target. The maximum range for a thrown weapon is five range increments. For projectile or energy weapons, it's ten range increments. Some specific ranged weapons have shorter maximum ranges, as specified in their descriptions.

Point-Blank Range: A target that's 2 meters away is considered to be at point-blank range. You get a +1 bonus on attack and damage rolls when making a point-blank shot with a ranged weapon. (The Point Blank Shot feat increases the range of a point-blank shot to 10 meters.)

Improvised Thrown Weapons: Sometimes objects not crafted to be weapons get thrown: small rocks, vases, pitchers, lightsabers, and so forth. Because these objects are not designed for such use, all characters who use improvised weapons are treated as not proficient with them and receive a –4 penalty on their attack rolls. Improvised thrown weapons have a range increment of 4 meters. Their size and the damage they deal have to be adjudicated by the GM.

Total Defense

As an attack action, you can defend yourself (you don't actually make an attack, but you can take a move action). Using total defense provides you with a +4 dodge bonus to your Defense for 1 round.





Attack Rolls

An attack roll represents your attempt to strike your opponent. It does not represent a single swing of a lightsaber or one shot from a blaster, for example. Rather, it indicates whether you managed to connect solidly over the course of perhaps several attempts.

Your attack roll is 1d20 + your attack bonus with the type of weapon you're using (melee or ranged). If the result is at least as high as the target's Defense, you hit and deal damage.

Automatic Misses and Hits

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit (see Critical Hits, below).

Damage Rolls

If the attack roll result equals or exceeds the target's Defense, the attack succeeds and you deal damage. Roll the appropriate damage for your weapon (see Table 7–2: Weapons, page 132). Damage is deducted from the target's current vitality points, if the target has any. If not, the damage is deducted from the target's wound points. (If damage reduces a target's vitality points to 0, and there's still damage left over, it's applied to wound points.) If the opponent's wound points drop to 0 lower, he's in bad shape (see Injury and Death, page 159).

Critical Hits

When you make an attack roll and get a natural 20 (the d20 actually shows 20), you hit regardless of your target's Defense, and you have scored a threat. The hit might be a critical hit. To find out whether it's a critical hit, you immediately make another attack roll with all the same modifiers as the attack roll that scored the threat. If the second attack roll also results in a hit, your attack deals a critical hit. (The second roll just needs to hit to confirm a critical hit; you don't need to roll a second 20.) If the second roll is a miss, then your attack just deals the damage of a regular hit.

A critical hit against a heroic opponent (that is, one with one or more levels in a hero class or a prestige class) means that you apply the weapon's damage to the target's wound points. A critical hit against an ordinary opponent (an opponent with no levels in a hero class or a prestige class) automatically reduces the ordinary opponent's wound points to –1.

Increased Threat Range: Sometimes a weapon has a threat range that includes more than one number. That is, you can score a threat on a die roll lower than 20. Lightsabers, for instance, give you a threat on a natural attack roll of 19 or 20. In such cases, a die roll of less than 20 is not an automatic hit. Any attack roll that doesn't result in a hit can't threaten a critical hit.

Improved Critical: The Improved Critical feat (see page 110) enables a character to increase his threat range when using a particular kind of weapon.

Multiple Attacks

A character with more than one attack per round must use a full attack action to make more than one attack. A full attack counts as a full-round action.

Shooting or Throwing into a Melee

If you shoot a ranged weapon or throw a weapon at a target engaged in melee with an ally, you take a –4 penalty on your attack roll. Two characters are engaged in melee if they

are enemies and are adjacent to each other. (An unconscious or otherwise immobilized character is not considered engaged unless he is being attacked.)

Precise Shot: If you have the Precise Shot feat (page 114), you don't take this penalty.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is essentially like attacking with a weapon, except for the following modifications.

Attacks of Opportunity: Making an unarmed attack provokes an attack of opportunity from your opponent, provided that your opponent is armed. The attack of opportunity occurs before your attack. The reason you provoke an attack of opportunity is because you must close with your target to make an unarmed attack.

An unarmed attack against one opponent doesn't provoke an attack of opportunity from other opponents or from an unarmed foe.

"Armed" Unarmed Attacks: Sometimes a character's unarmed attacks count as armed attacks. A character with the Martial Arts feat, for example, is considered to be armed, as is a character making a touch attack, or a character or creature with some kind of natural weapon, such as claws or fangs.

Not only does a character with the Martial Arts feat not provoke an attack of opportunity when making an unarmed attack against an armed opponent, but an opponent provokes an attack of opportunity when making an unarmed attack against a character with the Martial Arts feat.

Unarmed Strike Damage: An unarmed strike by a Medium-size character deals 1d3 points of damage. An unarmed strike by a Small character deals 1d2 points of damage. An unarmed strike by a Large character deals 1d4 points of damage. You can't score a critical hit with an unarmed strike unless you have the Martial Arts feat.

Unarmed strikes count as light weapons for purposes such as determining two-weapon attack penalties.

Move Actions

With the exception of specific movement-related skills, most move actions don't require skill checks. In some cases (such as shouldering a stuck door), ability checks might be required.

Move

The basic move action lets you move up to your character's speed. If you take this kind of move action during your turn, you can't take a 2-meter step.

Many nonstandard modes of movement are also covered by this type of action, including climbing and riding an animal.

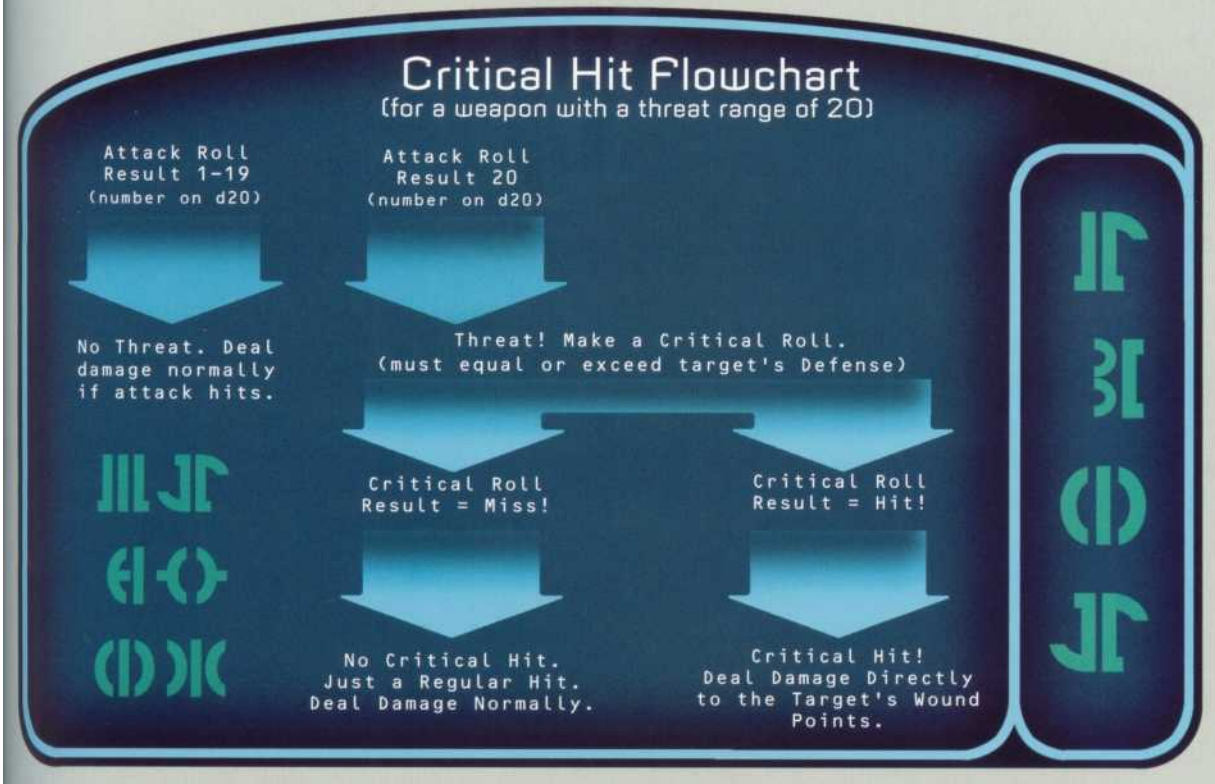
Manipulating an Item

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, picking up an item, retrieving a stored item, loading a weapon, opening a door, or moving a heavy object.

If you take this kind of move action, you can take a 2-meter step.

Standing Up

Standing up from a prone position requires a move action.



Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be combined with an attack action or a move action. If the full-round action doesn't involve actual movement, you can take a 2-meter step before, during, or after the action.

Charge

Charging is a special full-round action that allows you to move more than your speed *and* attack during the same round. However, there are tight restrictions on how and when you can move.

Movement during a Charge: You must move before your attack, not after it. You must move at least 4 meters and may move up to twice your speed. All movement must be in a straight line, with no backing up allowed. You must stop and make a melee attack as soon as you are within striking range of your target (2 meters away). You can't run past a target and attack it from another direction.

Attacking: After moving, you may make a single melee attack. Since you use the momentum of the charge in your favor, you get a +2 charge bonus on the attack roll. Since a charge is impossible without a bit of recklessness, you also take a –2 penalty to your Defense for 1 round (until your next action).

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Weapons Readied against a Charge: Spears and other long piercing weapons deal double damage when readied (set) and used against a charging opponent (see Ready, page 164).

Full Attack

If you get more than one attack per round because your base attack bonus is high enough, or you fight with two weapons, or you're using a double weapon, or for some special reason (such as a feat), you must take a full attack action to use your additional attacks.

A full attack is a full-round action. Because of this, the only movement you can take during a full attack is a 2-meter step. You may take the step before, between, or after your attacks.

If you get multiple attacks because of your base attack bonus, you must make the attacks in order from the one with the highest bonus to the one with the lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

After your first attack, if you have not yet taken a 2-meter step, you can decide to move instead of making your remaining attacks. Essentially, you can decide whether to make one attack (with a move action) or take the full attack (forfeiting your move action) depending on how the first attack turns out.

Attacking with Two Weapons: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. Fighting in this way is very difficult, however; you take a –6 penalty on your regular attack or attacks with the weapon in your primary hand and a –10 penalty on the attack with the weapon in your off hand.

You can reduce these penalties in three ways.

- If your off-hand weapon is light, the penalties are lessened by 2 each. A light weapon is one that's smaller than a weapon you could use in one hand. Its size category is smaller than yours. (An unarmed strike is always considered a light weapon.)
- The Ambidexterity feat lessens the off-hand penalty by 4 (to –6).
- The Two-Weapon Fighting feat lessens both penalties by 2 (to –4 and –8 respectively).

Table 8–3: Two-Weapon Fighting Penalties summarizes the interaction of all these factors. Note that you can use two blasters of the same size category or smaller to attack with two weapons (all penalties apply).

Double Weapons: You can use a double weapon to make an extra attack as if fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Table 8–3: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Ambidexterity feat	–6	–6
Two-Weapon Fighting feat	–4	–8
Off-hand weapon is light and Ambidexterity feat	–4	–4
Off-hand weapon is light and Two-Weapon Fighting feat	–2	–6
Ambidexterity feat and Two-Weapon Fighting feat	–4	–4
Off-hand weapon is light and Ambidexterity feat and Two-Weapon Fighting feat	–2	–2

Fighting Defensively

You can choose to fight defensively when making a full attack. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to your Defense for the same round.

Disengage

You can disengage from combat as a full-round action. To disengage, the first 2 meters of your movement must take you out of your opponent's threatened area by the shortest possible route.

If you must move more than 2 meters to escape the threatened area, you can't disengage. You can move normally (take a move action) in order to to escape an opponent, but you provoke an attack of opportunity when doing so.

Once you clear the threatened area, you may continue to move, up to a total of twice your speed.

You can disengage from more than one opponent in the same round, but only if you can clear all threatened areas in your first 2 meters of movement.

Disengaging protects you from attacks of opportunity from the opponent or opponents in whose threatened area you started the round, but your movement may provoke attacks of opportunity from other opponents if, for example, you move within or through their threatened areas.

SPEEDING UP COMBAT

ACTION=CLIMB [1/4 SPEED] TYPE=MOVE

You can use a couple of tricks to make combat run faster.

Attack and Damage: Roll your attack die and damage die (or dice) at the same time. If you miss, you can ignore the damage, but if you hit, your friends don't have to wait for you to make a second roll for damage.

Multiple Attacks: Use d20s of different colors so you can make your attack rolls all at once instead of one at a time. Designate which attack is which color before you roll.

Roll Ahead of Time: Once you know whom you are attacking and how, make your attack rolls before it is your turn so you have the results ready when your turn comes around. (Get your GM's okay before you roll ahead of time. Some GMs like to watch their players make attack rolls.)

Dice as Round Counters: Use dice to keep track of how many rounds a short-duration effect has been active. Each round, turn the die to the next number until the effect ends.

Concealment Rolls: If you know what your chance to miss is because of your target's concealment, you can roll it along with your attack roll. If the concealment roll indicates a miss, just ignore the attack roll.

Prep Initiative: Have your GM roll initiative checks ahead of time and prepare the order of battle. That way when a battle starts you can skip the initiative checks and get right to the action.

Miniatures and Action Figures: Use miniatures or action figures to show the relative positions of the combatants. It's a lot faster to place an action figure where you want your character to be than to explain (and remember) where your character is in relation to everyone else.

Run

You can run as a full-round action. (You do not get a 2-meter step.) When you run, you can move up to four times your normal speed in a straight line. You lose any Dexterity bonus to Defense while you're running, since you can't actively avoid attacks.

You can run for a number of rounds equal to your Constitution score without any trouble. If you want to continue running after that, you must succeed at a Constitution check (DC 10). You must check again each round in which you continue to run, and the DC of this check increases by 1 for each previous check you made. When you fail this check, or when you stop anytime after running for a number of rounds greater than your Constitution score, you must rest for 1 minute (10 rounds) before running again. During this rest period, you can only move your speed.

A run represents a speed of about 20 kph for an unencumbered Human.

Miscellaneous Actions

Some actions don't fit neatly into the above categories. Some of these options are actions that take the place of or are variations on the actions described earlier. For actions not covered by any of this material, the GM determines how long they take to perform.

Use Feat or Skill

Certain feats, such as Whirlwind Attack, let you take special actions in combat. Others are not actions themselves; instead, they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions in Chapter Five tell you what you need to know about them.

Likewise, the skill descriptions in Chapter Four note how long it takes to make a skill check. Unless you're using a movement-related skill, you should be able to make a 2-meter step during the round you make the check.

Attacks of Opportunity

The combat rules assume that combatants are actively avoiding attacks. You don't have to declare any special action for your character to defend himself. Even if your action figure just stands on the table like a lump of plastic, you can be sure that if some super battle droid attacks your character, your character is weaving, dodging, and even threatening the super battle droid with his own weapon.

Sometimes, however, in melee combat, a combatant lets her guard down and doesn't maintain a defensive posture. In this case, nearby combatants can take advantage of the opening to attack her for free. Such free attacks are called attacks of opportunity.

Threatened Area

With a melee weapon, you threaten the area into which you can make a melee attack, even when it's not your turn to act. Generally, that area represents the space within 2 meters of your position.

You never get to make attacks of opportunity with ranged weapons, thrown weapons, or heavy weapons.

Provoking an Attack of Opportunity

Three actions can provoke attacks of opportunity.

- Moving out of a threatened area.
- Moving through or within a threatened area.
- Performing an action that distracts you from defending yourself and lets your guard down while within a threatened area.

Moving out of a Threatened Area: When you move out of a threatened area, you generally provoke an attack of opportunity. There are two important exceptions, however. You don't provoke an attack of opportunity if all you move is a 2-meter step, or if you disengage (a full-round action).

Moving through or within a Threatened Area: When you enter a threatened area, you must immediately stop or else provoke an attack of opportunity. If you start your movement within a threatened area, you may move up to 2 meters without provoking an attack of opportunity. (Moving farther than that provokes an attack of opportunity.)

Performing an Action that Distracts You: Some actions, when performed in a threatened area, provoke attacks of opportunity because they make you divert your attention from the fight at hand. Table 8–2: Actions in Combat notes many of the actions that provoke attacks of opportunity.

Attacks of Opportunity and Ranged Weapons

You can't make an attack of opportunity with a ranged weapon. Furthermore, using a ranged weapon that requires two hands to operate can provoke an attack of opportunity if all other criteria are met.

Disengaging

Disengaging from a fight is a full-round action that lets you leave your opponent's threatened area and move up to twice your speed without provoking an attack of opportunity.

To disengage, your first 2 meters of movement must take you out of the threatened area. If you must move more than 2 meters to escape the threatened area, you can't disengage.

Disengaging only protects you from attacks of opportunity from the opponent or opponents in whose threatened area you started your action. It doesn't make you immune to attacks of opportunity you may provoke as you complete your movement.

Making an Attack of Opportunity

An attack of opportunity is a single free melee attack. You can only make one attack of opportunity per round. You don't have to make an attack of opportunity if you don't want to.

An attack of opportunity is always made at your highest attack bonus, even if you've already made your normal attacks in the round. For example, Vor'en Kurn, a 6th-level soldier, makes two attacks per round, the first with a +6 bonus and the second with a +1 bonus. He has already acted in a round, attacking twice, when his opponent provokes an attack of opportunity from him. Vor'en makes the free attack, if he wants to, using his +6 attack bonus.

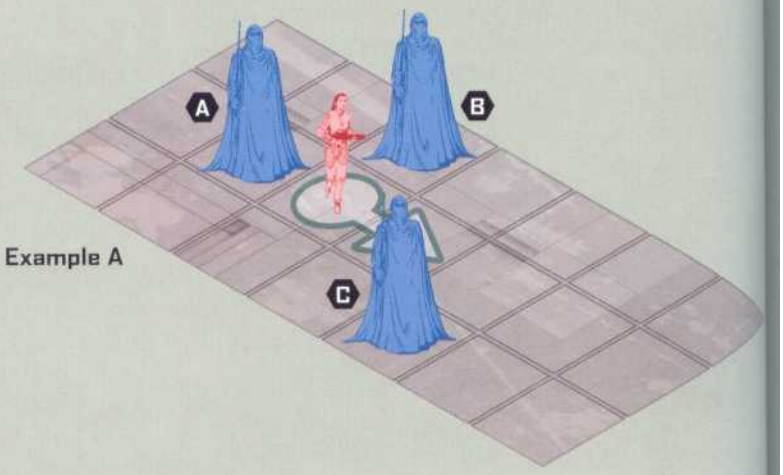
Attack of Opportunity Examples

In Example A, Princess Leia moves 2 meters (1 square) and attacks Royal Guard A. (She has used a move action and an attack action.) Moving 2 meters doesn't provoke an attack of opportunity from any of Leia's opponents.

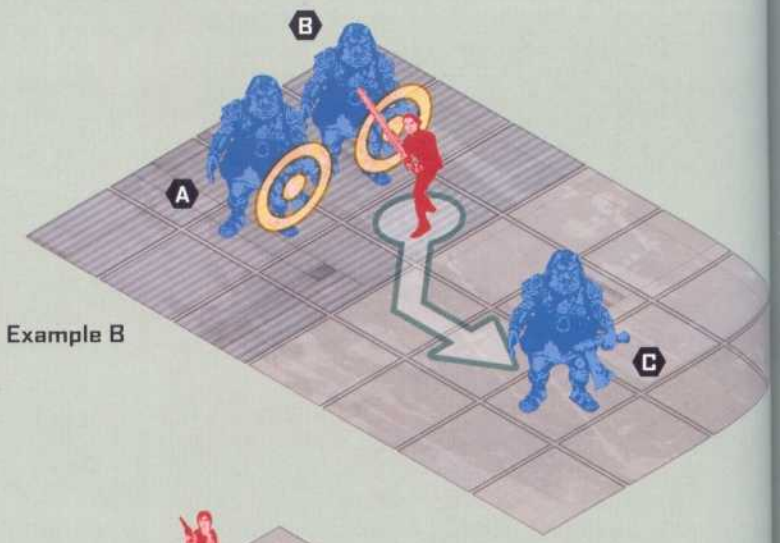
In Example B, Luke Skywalker moves more than 2 meters and attacks Gamorrean C with his lightsaber. Luke provokes attacks of opportunity from Gamorreans A and B (who are using vibro-axes) as he moves out of their threatened areas.

In Example C, a Tusken Raider moves more than 2 meters to attack Han Solo with his gaderffii. He provokes an attack of opportunity as he moves through Ben Kenobi's threatened area (Ben wields a lightsaber).

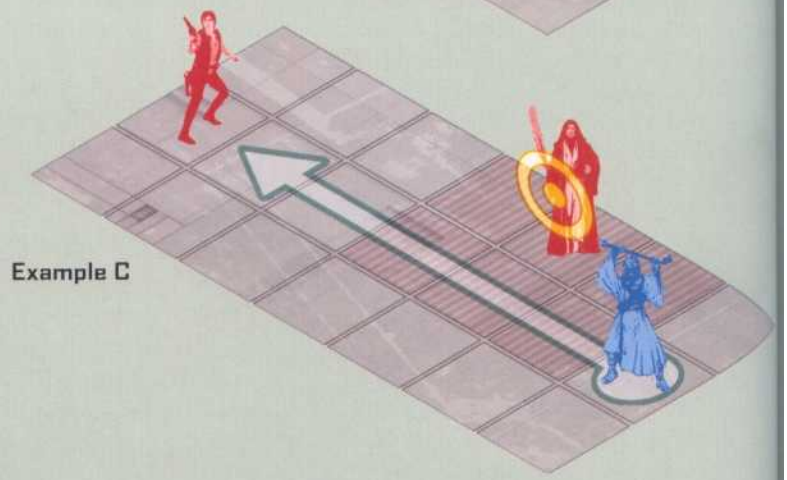
Attacks of Opportunity



Example A



Example B



Example C

Injury and Death

Your vitality points and wound points measure how hard you are to hurt and kill. The damage from each successful attack and each fight accumulates, dropping your vitality point or wound point totals until you run out of points or even drop into the negative range. Then you're in trouble. Luckily, you also have a number of ways to regain vitality points and wound points. If you have a few hours (or days) to rest, you can recover lost vitality (or wound) points on your own. Technology provides faster ways to restore lost vitality points and wound points.

What Vitality Points Represent

Vitality points represent your character's ability to avoid the nastiest effects of being hit in combat, turning a potentially lethal blow into a glancing blow as you roll with the attack. Losing vitality points from a blaster shot doesn't mean the blaster hits you, but rather that you just barely avoided taking significant damage from it. As you lose vitality points, you can become tired and less able to roll with potentially deadly attacks. A high-level character has a much greater pool of vitality points, and so he or she is much better able to avoid deadly damage.

What Wound Points Represent

Wound points represent your character's capacity to withstand physical trauma. Losing wound points from a blaster attack means the blaster bolt hit you squarely, dealing deadly damage.

Effects of Damage

For heroic characters, damage first reduces vitality points. You only take wound damage after all your vitality points have been exhausted or if you take a critical hit.

0 Vitality Points

At 0 vitality points, you can no longer avoid taking physical damage. Any additional damage you receive reduces your wound points.

Fatigued (Lost Wound Points)

If you take wound damage, you become fatigued. A fatigued character can't run or charge and takes a –2 penalty to Strength and Dexterity until his wounds are healed.

In addition, in a round in which you take wound damage, you must make a Fortitude saving throw. The DC for this save is 5 + the number of wound points you lost in the round. If the save fails, you become knocked out.

For example, Rorworr gets hit with a blaster in the fourth round of combat. The damage wipes out the last of his vitality points with 2 points of damage left over. Those points of damage reduce Rorworr's wound points by 2. Now Rorworr is fatigued and he has to make a Fortitude save. The DC is 7 (5 + 2 = 7). He gets a result of 12, so the physical damage doesn't knock him out . . . this time.

Knocked Out

A character who takes wound damage in a round and fails a Fortitude save (DC 5 + the number of wound points lost in the round) becomes knocked out. A knocked-out character falls to the ground and can take no actions. A character remains knocked out for 1d4 rounds or until he receives help (see the Treat Injury skill).

An opponent can automatically grapple or bind a knocked-out character, but can't perform a coup de grace on a knocked-out character. Such a character is not considered helpless.

Disabled (0 Wound Points)

At 0 wound points, you are disabled. A disabled character can only perform a single move or attack action in a round, which means the character can't perform full-round actions. Making an attack action while disabled deals more damage to the character—he or she takes 1 point of wound damage.

Dying (–1 to –9 Wound Points)

When your current wound points drop below 0, you're dying. A dying character has a current wound point total between –1 and –9 inclusive.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 wound point every round. This continues until the character dies or becomes stable naturally or with help (see below).

Dead (–10 Wound Points)

When your character's current wound points drop to –10 or lower, he's dead.

A character also dies if his or her Constitution score drops to 0 or lower.

Damage Reduction

Armor provides damage reduction. A character wearing armor reduces the number of wound points lost to wound damage by the amount of the armor's damage reduction. Damage reduction does not apply to vitality points.

Damaging Helpless Defenders

Even if you have lots of vitality points, a blaster in the face is still a blaster in the face. When a character can't avoid damage or deflect blows—when he's really helpless—he's in trouble (see Helpless Defenders, page 163).

Stable

A dying character (one with –1 to –9 wound points) is unconscious and loses 1 wound point every round until he or she becomes stable or dies.

Recovering without Help: Each round, a dying character makes a Fortitude saving throw (DC 10). If the save fails, the character loses 1 wound point and must make another save in the next round.

If the save succeeds, the character becomes stable. A stable character stops losing wound points every round and remains unconscious.

If no one tends to the stable character (see below), he now makes a Fortitude save every hour. If the save succeeds, the stable character regains consciousness. (If a dying character is stabilized and conscious, treat him as though he were disabled as far as actions and movement are concerned.) Each time the character fails the hourly save, he loses 1 wound point.

An unaided stable, conscious character who has negative wound points or who is disabled has a 10% chance to start recovering wound points naturally that day. If the roll is greater than 10%, the character loses 1 wound point.

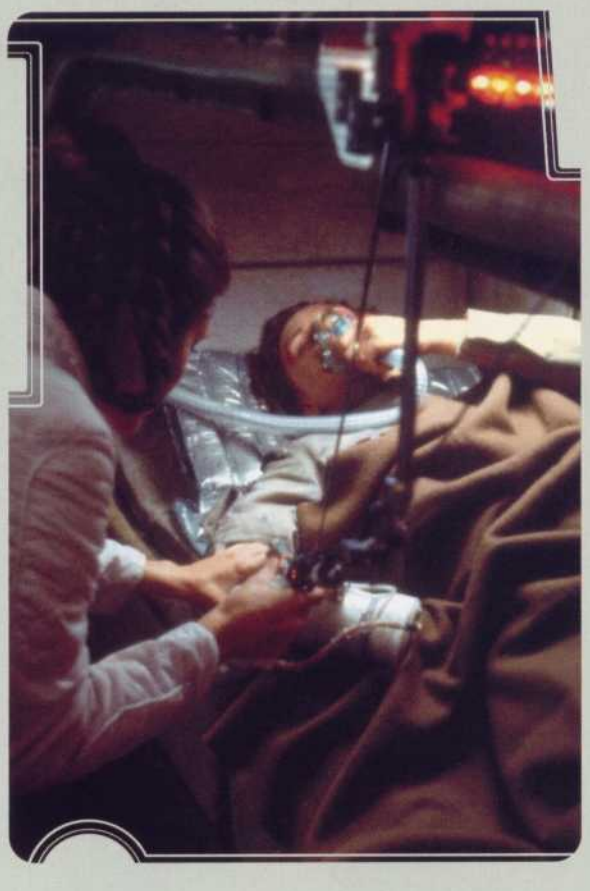
Once an unaided character starts recovering wound points naturally, he is no longer in danger of losing additional wound points (even if his current wound point total is still negative).

Recovering with Help: A dying character can be stabilized by the use medical kit option of the Treat Injury skill (DC 15), or by the successful use of the Heal Another Force skill (DC 10).

One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of regaining consciousness, at which point treat him as though he were disabled. If he remains unconscious, he has the same chance to regain consciousness every hour. Even while unconscious, he recovers wound points naturally, and he can return to normal activity when his wound points rise to 1 or higher.

Healing

After taking damage, you can recover vitality points and wound points through natural healing (over the course of hours or days), by using medical equipment (the rate varies), or by Force healing (nearly instantly). In any case, you can't regain vitality points or wound points above your full normal totals.



Natural Healing

You recover 1 vitality point per character level per hour of rest, 1 wound point per day of rest, and 1 ability score point per day of rest. For example, a 5th-level soldier recovers 5 vitality points per hour of rest and 1 wound point per day of rest. You may engage in light, nonstrenuous travel or activity while healing naturally, but any combat prevents you from healing during that hour (or day).

Higher-level characters recover lost vitality points faster because they're tougher and also because a given number of lost vitality points represents less of a loss for a higher-level character. A 5th-level soldier who has lost 10 vitality points isn't seriously hampered, but a 1st-level soldier who has lost 10 vitality points is.

Assisted Healing

A trained healer can double the rate at which a person recovers lost wound points and ability score points. Using the long-term care option of the Treat Injury skill, a healer can increase the rate of recovery to 2 wound points or ability score points per day.

Equipment Healing

Certain items can restore lost vitality or wound points. A medical kit helps a character with the Treat Injury skill to stabilize a dying character or restore a number of vitality points. Medpacs can restore a number of wound points. The Surgery feat, combined with the Treat Injury skill, allows a character to restore a greater number of lost wound points. Finally, a bacta tank treatment restores both wound points and vitality points at an advanced rate.

See Chapter Seven: Equipment for more information on these devices.

Force Healing

Jedi and other Force-using characters are capable of healing vitality or wound damage through the use of the Heal Another or Heal Self Force skills.

Healing Limits

You can never get back more vitality points or wound points than you lost. Even Force healing won't raise your vitality points or wound points higher than your full normal totals.

Movement and Position

Few characters in a fight stand still for long. Enemies appear and charge the party. The heroes reply, advancing to take on new foes after they down their first opponents. Jedi move quickly from place to place, staying in the thick of the action. Scoundrels quietly skirt the fracas, seeking an unwary opponent to strike at from behind cover. Finally, if the fight is lost, most characters find it to their advantage to remove themselves from the vicinity. Movement is important if you want to gain the upper hand on the battlefield.

Movement and position are most easily handled by using miniatures or action figures to represent the heroes and their opponents. The standard scale equates 1 inch on the tabletop to 2 meters in the game world. Whenever possible,

use units of 2 meters for movement and position. Calculating distance any more precisely than that is more trouble than it's worth. Chapter Twelve: Gamemastering also has guidelines for using a tabletop grid to regulate movement, position, and related issues.

If you use *Star Wars* action figures instead of miniatures, the scale becomes 2 inches for every 2 meters.

Table 8–4: Standard Scale

One inch = 2 meters
"Next to" or "adjacent" = 2 meters away
30 mm figure = 1.8-meter-tall character
3.5 inch action figure = 1.8-meter-tall character
A Medium-size character occupies an area 2 meters across
One round = 6 seconds

Tactical Movement

Where you can move, how long it takes you to get there, and whether you're vulnerable to attacks while you're moving are key questions for combat.

How Far Can Your Character Move?

Your speed is determined by your species and any armor you may be wearing (see Table 8–5: Tactical Speed). Your speed while unarmored is called your base speed.

Encumbrance: A character encumbered by a large amount of gear may move more slowly than normal (see Carrying Capacity, page 127).

Movement in Combat: Generally, you can move your speed in a round (a move action) and still do something, such as slashing at an opponent with a lightsaber (an attack action). You can substitute a second move action for your attack action if you wish, allowing you to move twice your speed that round. If you flat-out run (a full-round action), you can quadruple your movement rate. If you do something else that requires a full-round action, such as attacking more than once, you can only take a 2-meter step. Some specific actions don't allow you to move at all. See Action Types on page 78 and Table 8–2: Actions in Combat to see how far you can move with each action.

Table 8–5: Tactical Speed

Size	No Armor or Light Armor	Medium Armor	Heavy Armor
Medium-size	10 meters	8 meters	6 meters
Small	6 meters	4 meters	2 meters

Passing Through

Sometimes you can pass through a space occupied by another character.

Friendly Character: You can move through an area occupied by a friendly character.

Unfriendly Character Not an Obstacle: You can move through an area occupied by an unfriendly character who doesn't present an obstacle, such as one who is dead, unconscious, bound, dazed, stunned, knocked out, or just cowering.

Charging: As part of a charge, you can attempt to move through a space occupied by a resisting enemy (see Overrun, page 171).

Tumbling: A trained character can attempt to tumble through an area occupied by an enemy. (See the Tumble skill, page 101.)

Area Occupied by Target Three Sizes Larger or Smaller: Any character can move through a space occupied by an opponent three size categories larger or smaller than the moving character is.

Flanking

If you are making a melee attack against an opponent and an ally directly opposite you is threatening the opponent, you and your ally flank the opponent. You gain a +2 flanking bonus on your attack roll. The ally must be on the other side of the opponent so that the opponent is directly between you and your ally.

You don't gain a flanking bonus when making a ranged attack.

Combined Fire

If a group of characters make a ranged attack at a single target, they can combine fire to improve the chance of scoring a single hit. For each character who contributes to the effort, the primary shooter gains a +1 synergy bonus on his attacks (to a maximum synergy bonus of +5). The contributing characters essentially give up any chance of hitting the target to increase the primary shooter's bonus. Combining fire is a full-round action for both the contributing characters and the primary shooter.

Example: A squad of twelve stormtroopers fires at a fleeing scoundrel (Defense 18). The GM picks two of the stormtroopers to be primary shooters; each one is assisted by five other stormtroopers. Each primary shooter gains a +5 bonus on the attacks.

Big and Little Characters in Combat

Characters or creatures smaller than Small or bigger than Medium-size have special rules relating to position. These rules concern the characters' "faces," or sides.

Face: "Face" is how wide a target a character presents in combat. This width determines how many characters can fight side by side in a 4-meter-wide corridor and how many characters can attack a target at the same time. A face is essentially the border between the square space that a character occupies and the space next to it. These faces are abstract, not "front, back, left, and right," because combatants are constantly moving and turning in battle. Unless a character is immobile, he or she doesn't have a front or a left side—at least not one you can locate on the tabletop.

Reach: A character or creature has reach—the distance it can reach when making a melee attack. It threatens the area within that distance from itself.

Big Opponents: Big characters (Large, Huge, Gargantuan, or Colossal creatures) take up more space on the battlefield than a Medium-size Human does. More combatants can attack them because more combatants can surround them. Assume that one Small or Medium-size combatant can get to each 2-meter length of the creature and four more combatants can fit into the "corners" where one side meets another. (You can get eight people around a Medium-size creature at once: One fits on each 2-meter side, and one fits on each corner.)

A creature with greater than normal reach (more than 2 meters) can still strike at opponents directly next to it. A creature with greater than normal reach usually gets an attack of opportunity against an opponent when the opponent approaches it, because the opponent must enter and move within its threatened area before making a melee attack.

Very Small Creatures: Very small creatures (Fine, Diminutive, and Tiny) must be in your space to attack you. You can attack into your own space if you need to with a melee attack (but not a ranged attack), so you can attack very small opponents normally.

Bigger Creatures Attacking Smaller Creatures: Big and small creatures can attack a defender in different numbers. For example, a rancor occupies a space 4 meters wide; only four of them could attack a Medium-size creature because each rancor would take up a side or face as well as a corner.

Table 8–6: Creature Size and Scale

Size (Example)	Face [a]	Defense Modifier
Colossal (krayt dragon)	18 m × 18 m	–8
Gargantuan (fambaa)	14 m × 14 m	–4
Huge (bantha, rancor)	4 m × 10 m	–2
Large (Hutt)	2 m × 4 m	–1
Medium-size (Human)	2 m × 2 m	+0
Small (Ewok)	2 m × 2 m	+1
Tiny (translator droid)	1 m × 1 m	+2
Diminutive (rockwart)	0.5 m × 0.5 m	+4
Fine (stingfly)	0.2 m × 0.2 m	+8

[a] *Listed width by length.*

Combat Modifiers

Sometimes you just have to go toe-to-toe in a fight, but you can usually gain some advantage by seeking a better position, either offensively or defensively. This section covers the rules for when you can line up a particularly good attack or are forced to make a disadvantageous one.

Favorable and Unfavorable Conditions

Depending on the situation, you may gain bonuses or take penalties on your attack roll. Your GM judges what bonuses and penalties apply, using Table 8–7: Attack Roll Modifiers as a guide.

Cover

One of the best defenses available is cover. By taking cover behind a pillar, a wall, a landspeeder, or the bulkhead in a space station corridor, you can protect yourself from attacks, especially ranged attacks.

Cover provides a bonus to your Defense. The more cover you have, the bigger the bonus. In a melee, if you have cover against an opponent, that opponent probably has cover against you, too. With ranged weapons, however, it's easy to have better cover than your opponent has. Indeed, that's what blaster slits in garrison walls are all about.

The GM may impose other penalties or restrictions to attacks depending on the details of the cover.

Table 8–7: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender [a]	+2	–
Attacker on higher ground	+1	0
Attacker prone	–4	0
Attacker concealed	+2 [b]	+2 [b]
Defender sitting or kneeling	+2	See Cover
Defender prone	+4	See Cover
Defender stunned, cowering, or off balance	+2 [b]	+2 [b]
Defender climbing	+2 [b]	+2 [b]
Defender surprised or flat-footed	+0 [b]	+0 [b]
Defender running	+0 [b]	–2 [b]
Defender grappling (attacker not)	+0 [b]	+0 [c]
Defender pinned	+4 [b]	–4 [b]
Defender has cover	———See Cover———	
Defender concealed	——See Concealment——	
Defender helpless (such as bound or sleeping)	—See Helpless Defenders—	

[a] *You flank a defender when you have an ally on the opposite side of the defender also attacking the defender.*

[b] *The defender loses any Dexterity bonus to Defense.*

[c] *Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.*

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers you. Your GM determines the value of cover. This measure is not a strict mathematical calculation, however. After all, you gain more value from covering the parts of your body your opponent wants to hit. If the bottom half of your body is covered (as when a Human stands behind a meter-high wall), that only gives you one-quarter cover. You also get one-quarter cover against ranged attacks if you are sitting or kneeling, because you're presenting a smaller target to your attacker than if you were standing.

If the left or right half of your body is covered, as when you're part of the way behind a corner, you get one-half cover. You also get one-half cover against ranged attacks when you're in a prone position (whether intentionally or otherwise).

Table 8–8: Cover gives examples of various situations that produce certain degrees of cover, and even these examples might not hold true in exceptional circumstances. For example, a 1-meter-high wall might provide a Human one-half cover in melee against Ewok opponents, who have a hard time striking a Human's upper body, but the same wall might grant a Human no cover in melee against a Wookiee.

Cover Defense Bonus

Table 8–8: Cover lists the bonuses to Defense for different degrees of cover. Add the appropriate number to your Defense. Different cover bonuses to Defense do not stack; if more than one condition from Table 8–8 applies, use the largest cover bonus. For example, kneeling gives you a +2 cover bonus to your Defense against ranged weapons. Kneeling behind a low wall could change your cover from one-quarter (+2) to three-quarters (+7). You would not get the +2 bonus for kneeling on top of the +7 bonus for having three-quarters cover.

Cover Reflex Save Bonus

Table 8–8: Cover gives the Reflex save bonuses for different degrees of cover. Add this bonus on Reflex saves against attacks that affect an area, such as a grenade blast. These bonuses only apply to attacks that originate or spread out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that missed the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the attack hits the object used for cover. This can be particularly important to know in cases where a character uses another character as cover. In such a case, if the cover is struck and the attack roll result exceeds the Defense of the covering character, the character suffers the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all.

Table 8–8: Cover

Degree of Cover	Example	Cover Defense Bonus	Cover Reflex Save Bonus
One-quarter	A Human standing behind a 1-meter-high wall; a character who is targeted by a ranged attack while sitting or kneeling	+2	+1
One-half	Fighting from around a corner; standing at an open window or behind a character of the same size; a character who is targeted by a ranged attack while prone	+4	+2
Three-quarters	Peering around a corner	+7	+3
Nine-tenths	Standing at a narrow opening; behind a door that's slightly ajar	+10	+4 [a]
Total	On the other side of a solid wall	[b]	[b]

[a] Half damage if save is failed; no damage if save is successful.

[b] You can't be the target of an attack in this situation.

Concealment

Besides cover, another way to avoid attacks is by making it hard for opponents to know where you are. Concealment is a factor in circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy.

Concealment is subjectively measured by how well it conceals a defender. Examples of what might qualify as concealment of various degrees are given on Table 8–9: Concealment. Concealment always depends on the attacker. Total darkness, for example, is meaningless to a character with darkvision. Moderate darkness doesn't hamper a character with low-light vision, and near total darkness is only one-half concealment for such a character.

Concealment Miss Chance

Concealment gives the target of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss-chance percentile roll (a "d% roll") to avoid being struck.

Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. To save time, you can make the roll that's most likely to result in a miss first, so that you're less likely to have to make two rolls, or you can just make both rolls at the same time.

When multiple concealment conditions apply to a defender (behind dense foliage and in near total darkness, for example), use the one that would produce the highest miss chance. Do not add the miss chances together.

Table 8–9: Concealment

Concealment	Example	Miss Chance
One-quarter	Light fog; moderate darkness; light foliage	10%
One-half	Dense fog at 2 meters; precipitation	20%
Three-quarters	Dense foliage	30%
Nine-tenths	Near total darkness	40%
Total	Total darkness; attacker blind; dense fog at 4 meters	50% and must guess target's location

Helpless Defenders

A helpless foe—one who is bound, sleeping, unconscious, or otherwise at your mercy—is an easy target. You can sometimes approach a target who is unaware of your presence, get adjacent to him, and treat him as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use his Dexterity bonus to Defense, then that target can't be considered unaware. Further, any reasonable precautions taken by a target, including stationing bodyguards, placing his back to a wall, or being able to make Spot checks, also precludes catching that target unaware and helpless.

Regular Attack

A melee attack against a helpless opponent receives a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender (naturally) can't add a Dexterity bonus to Defense. In fact, his Dexterity score is treated as if it were 0, and his Dexterity modifier to Defense is –5.



Coup de Grace

As a full-round action (allowing no movement other than a 2-meter step), you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a ranged weapon, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives, he must make a Fortitude save (DC 10 + the amount of damage inflicted) or die.

You can't deliver a coup de grace against an opponent who is immune to critical hits.

Special Initiative Actions

Usually you act as soon as you can in combat, but sometimes you want to act later, at a better time, or in response to the actions of someone else.

Delay

By choosing to delay, you take no action when your spot in the initiative order arrives. Instead, you act normally at whatever later initiative point you decide to act. When you delay, you voluntarily reduce your own initiative count for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act at that time, thus fixing your new initiative result at that point.

Delaying is useful if you need to see what your friends or enemies are going to do before deciding what to do yourself. The price you pay is lost initiative. You never get back the time you spend waiting to see what's going to happen.

For example, Deel and Vor'en both want to get past a guard protecting a crime boss. Deel's initiative count is 22, but he delays. He wants to attack the crime boss, but knows that he can't move past the guard without provoking an attack of opportunity. On initiative count 14, Vor'en fires his heavy blaster rifle at the guard and renders him dying and unconscious. Now Deel can move up to the crime boss freely, but his initiative is reduced to 13 (just after Vor'en's initiative of 14). For the rest of the battle, Deel acts on initiative count 13.

Delaying Limits

The longest a character can delay before taking an action is until everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round.

Multiple Characters Delaying

If multiple characters delay their actions, the one with the highest initiative bonus (or higher Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative bonus gets to go first. If two or more delaying characters are trying to go after everyone else has acted, the one with the highest initiative bonus gets to go last.

Ready

Readying lets you prepare to take an action later, after your turn is over but before your next turn has begun. Readying



is an attack action, so you can perform a move action in the same round that you ready an action.

How Readying Works

Deel and his friend Sia-Lan have just encountered a trio of Tusken Raiders in the wilds of Tatooine. On initiative count 14, Deel specifies that he is going to fire his blaster at the first Raider to try making an attack. On count 10, Sia-Lan moves next to Deel and readies an attack with her lightsaber so that she can strike any foe that comes within 2 meters of their position. On count 7, the Tusken Raiders charge, brandishing their gaffi sticks. As soon as the lead Raider raises his weapon, Deel fires his blaster, but misses. Next Sia-Lan swings at the first Raider to reach her and drops him. Other Raiders, however, reach Sia-Lan and attack her. From this point on, both Deel and Sia-Lan act on initiative count 7 (and before the Raiders).

Readying an Action

You can ready a single attack action or move action. To do so, specify the attack or move you will take and the circumstances under which you will take it. Then, any time before your next action, you may take the readied action in response to those circumstances. Note that the expression of an intent to act can trigger a readied action, even though that expression is not an action itself. (In the example above, Deel's readied action kicks in when the lead Raider raises his weapon, thereby expressing his intent to make an attack.)

Initiative Consequences of Readying

The count on which you took your readied action becomes your new initiative result. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular action, your initiative rises to that new point in the order of battle, and you do not get your regular action in that round.

Readying a Weapon Against a Charge

You can ready certain piercing weapons, such as spears, by setting them to receive an opponent's charge attack. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

Special Weapon Effects

Some weapons, such as grenades, have special effects or additional options that you can use in combat.

Autofire

You may attempt two extra attacks per round with a weapon that has autofire. The extra attacks are at your highest base attack bonus, but each attack (the extra ones and the normal ones) takes a –6 penalty. You must use a full attack action to use autofire. (A full attack is a full-round action.)

Grenadelike Weapon Attacks

A grenadelike weapon is one that affects an area, rather than a specific target. Its effect is broad enough that it can hurt characters just by landing close to them. Grenadelike weapons include grenades, explosives, vials of acid, and any other weapons that can affect an area. Attacks with grenadelike weapons are ranged attacks. Direct hits deal direct hit damage; those struck may make a Reflex saving throw to take half damage.

Instead of targeting an opponent with a grenade, you can throw a grenade so that it will land in the target's immediate vicinity (in game terms, in a target's 2-meter-by-2-meter-square). The square has an effective Defense of 10, plus you receive a –2 range penalty on your attack roll for every range increment beyond the first needed to make the throw. (Most grenades have a range increment of 4 meters.) If the attack succeeds, the grenade lands at the target's feet.

If you miss your target, roll 1d3 to see how many meters away from the target the grenade lands. Add +1 meter for every two range increments of distance you threw the weapon. Then roll 1d8 to determine the direction in which the object deviated: 1 means long, 2 means long and to the right, 3 right, 4 short and right, 5 short, 6, short and left, 7 left, 8 long and left.

Once you know where the weapon landed, it deals burst damage to all targets within the "burst radius" of the weapon. Those within this area may make a Reflex save to reduce damage. See Grenades in Chapter Seven: Equipment for more details on grenade damage.

Multifire

You may attempt one extra attack per round with a weapon that has multifire capability. The extra attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) takes a –4 penalty. You must use a full attack action to use multifire. (A full attack is a full-round action.)

Switching modes between normal fire and multifire is a free action.

Multiple Ranged Attacks

Table 8–10: Multiple Ranged Attacks on the next page provides a list of attack bonuses for a character using a weapon in autofire or multifire mode. Find the character's base attack bonus in the left-hand column, then refer to the appropriate column across the table. One of the columns incorporates the Rapid Shot feat, another column factors in the Multishot feat, and the right-hand column gives the attack bonuses when both of those feats are employed.

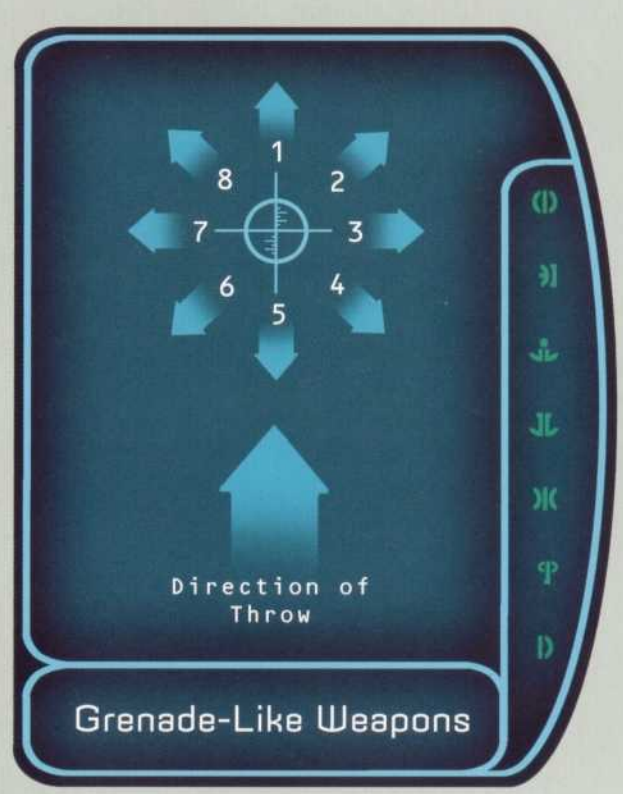
The attack bonuses on this table may be altered by other factors, such as a character's Dexterity modifier.

Special Attacks and Damage

This section covers a number of special attack forms, such as attacking your opponent's weapon, disarming, and grappling.

Aid Another

In some situations, such as using certain skills or in some combat situations, you can help an ally. When using skills, you can provide aid by making a skill check (DC 10). This is an attack action. If your check succeeds, your ally gains a +2 circumstance bonus to apply to his skill check to complete the task.



In combat, you can help an ally attack or defend by distracting or interfering with an opponent. If you're in a position to attack an opponent who is engaged in melee combat with your ally, you can attempt to aid your ally as an attack action. You make an attack roll against a Defense of 10. If you succeed, your ally gains a +2 circumstance bonus that can either be applied to his next attack roll against that opponent or to his Defense when next attacked by that opponent (your choice).

Attack an Object

Sometimes you need to attack or break an object, such as when you want to strike an opponent's weapon, blast a control console, or melt open a door.

Strike an Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

How Striking an Object Works: The mission team has just escaped from the battle droid garrison, but Rorworr ha

Table 8-10: Multiple Ranged Attacks

Base Attack Bonus	Multifire Weapon	Multifire Weapon w/Rapid Shot	Multifire Weapon w/Multishot	Multifire Weapon w/Both Feats
+0	–4/–4	–6/–6/–6	–2/–2	–4/–4/–4
+1	–3/–3	–5/–5/–5	–1/–1	–3/–3/–3
+2	–2/–2	–4/–4/–4	+0/+0	–2/–2/–2
+3	–1/–1	–3–3/–3	+1/+1	–1/–1/–1
+4	+0/+0	–2/–2/–2	+2/+2	+0/+0/+0
+5	+1/+1	–1/–1/–1	+3/+3	+1/+1/+1
+6/+1	+2/+2/–3	+0/+0/+0/–5	+4/+4/–1	+2/+2/+2/–3
+7/+2	+3/+3/–2	+1/+1/+1/–4	+5/+5/+0	+3/+3/+3/–2
+8/+3	+4/+4/–1	+2/+2/+2/–3	+6/+6/+1	+4/+4/+4/–1
+9/+4	+5/+5/+0	+3/+3/+3/–2	+7/+7/+2	+5/+5/+5/+0
+10/+5	+6/+6/+1	+4/+4/+4/–1	+8/+8/+3	+6/+6/+6/+1
+11/+6/+1	+7/+7/+2/–3	+5/+5/+5/+0/–5	+9/+9/+4/–1	+7/+7/+7/+2/–3
+12/+7/+2	+8/+8/+3/–2	+6/+6/+6/+1/–4	+10/+10/+5/+0	+8/+8/+8/+3/–2
+13/+8/+3	+9/+9/+4/–1	+7/+7/+7/+2/–3	+11/+11/+6/+1	+9/+9/+9/+4/–1
+14/+9/+4	+10/+10/+5/+0	+8/+8/+8/+3/–2	+12/+12/+7/+2	+10/+10/+10/+5/+0
+15/+10/+5	+11/+11/+6/+1	+9/+9/+9/+4/–1	+13/+13/+8/+3	+11/+11/+11/+6/+1
+16/+11/+6/+1	+12/+12/+7/+2/–3	+10/+10/+10/+5/+0/–5	+14/+14/+9/+4/–1	+12/+12/+12/+7/+2/–3
+17/+12/+7/+2	+13/+13/+8/+3/–2	+11/+11/+11/+6/+1/–4	+15/+15/+10/+5/+0	+13/+13/+13/+8/+3/–2
+18/+13/+8/+3	+14/+14/+9/+4/–1	+12/+12/+12/+7/+2/–3	+16/+16/+11/+6/+1	+14/+14/+14/+9/+4/–1
+19/+14/+9/+4	+15/+15/+10/+5/+0	+13/+13/+13/+8/+3/–2	+17/+17/+12/+7/+2	+15/+15/+15/+10/+5/+0
+20/+15/+10/+5	+16/+16/+11/+6/+1	+14/+14/+14/+9/+4/–1	+18/+18/+13/+8/+3	+16/+16/+16/+11/+6/+1

Base Attack Bonus	Autofire Weapon	Autofire Weapon w/Rapid Shot	Autofire Weapon w/Multishot	Autofire Weapon w/Both Feats
+0	–6/–6/–6	–8/–8/–8/–8	–4/–4/–4	–6/–6/–6/–6
+1	–5/–5/–5	–7/–7/–7/–7	–3/–3/–3	–5/–5/–5/–5
+2	–4/–4/–4	–6/–6/–6/–6	–2/–2/–2	–4/–4/–4/–4
+3	–3–3/–3	–5/–5/–5/–5	–1/–1/–1	–3/–3/–3/–3
+4	–2/–2/–2	–4/–4/–4/–4	+0/+0/+0	–2/–2/–2/–2
+5	–1/–1/–1	–3/–3/–3/–3	+1/+1/+1	–1/–1/–1/–1
+6/+1	+0/+0/+0/–5	–2/–2/–2/–2/–7	+2/+2/+2/–3	+0/+0/+0/+0/–5
+7/+2	+1/+1/+1/–4	–1/–1/–1/–1/–6	+3/+3/+3/–2	+1/+1/+1/+1/–4
+8/+3	+2/+2/+2/–3	+0/+0/+0/+0/–5	+4/+4/+4/–1	+2/+2/+2/+2/–3
+9/+4	+3/+3/+3/–2	+1/+1/+1/+1/–4	+5/+5/+5/+0	+3/+3/+3/+3/–2
+10/+5	+4/+4/+4/–1	+2/+2/+2/+2/–3	+6/+6/+6/+1	+4/+4/+4/+4/–1
+11/+6/+1	+5/+5/+5/+0/–5	+1/+1/+1/+1/–2/–7	+7/+7/+7/+2/–3	+5/+5/+5/+5/+0/–5
+12/+7/+2	+6/+6/+6/+1/–4	+2/+2/+2/+2/–1/–6	+8/+8/+8/+3/–2	+6/+6/+6/+6/+1/–4
+13/+8/+3	+7/+7/+7/+2/–3	+3/+3/+3/+3/+0/–5	+9/+9/+9/+4/–1	+7/+7/+7/+7/+2/–3
+14/+9/+4	+8/+8/+8/+3/–2	+4/+4/+4/+4/+1/–4	+10/+10/+10/+5/+0	+8/+8/+8/+8/+3/–2
+15/+10/+5	+9/+9/+9/+4/–1	+5/+5/+5/+5/+2/–3	+11/+11/+11/+6/+1	+9/+9/+9/+9/+4/–1
+16/+11/+6/+1	+10/+10/+10/+5/+0/–5	+6/+6/+6/+6/+3/–2/–7	+12/+12/+12/+7/+2/–3	+10/+10/+10/+10/+5/+0/–5
+17/+12/+7/+2	+11/+11/+11/+6/+1/–4	+7/+7/+7/+7/+4/–1/–6	+13/+13/+13/+8/+3/–2	+11/+11/+11/+11/+6/+1/–4
+18/+13/+8/+3	+12/+12/+12/+7/+2/–3	+8/+8/+8/+8/+5/+0/–5	+14/+14/+14/+9/+4/–1	+12/+12/+12/+12/+7/+2/–3
+19/+14/+9/+4	+13/+13/+13/+8/+3/–2	+9/+9/+9/+9/+6/+1/–4	+15/+15/+15/+10/+5/+0	+13/+13/+13/+13/+8/+3/–2
+20/+15/+10/+5	+14/+14/+14/+9/+4/–1	+10/+10/+10/+10/+7/+2/–3	+16/+16/+16/+11/+6/+1	+14/+14/+14/+14/+9/+4/–1





been unable to escape from the binders that lock around his wrists. Vor'en Kurn draws his heavy blaster pistol and carefully fires a shot at the binders, dealing 12 points of damage. The binders, made of metal, have damage reduction 10, so they only take 2 points of damage. (The GM has already determined that the binders have 10 wound points.) On Vor'en's second attack, he rolls only 8 points of damage. That's lower than the damage reduction of the binders, so the binders take no further damage. The soldier's third attack, however, deals 18 points of damage (which means the binders take 8), and the binders fall from the smoking wrists of the Wookiee scout.

Binders likewise restrain Deel Surool. Sia-Lan Wezz volunteers to take care of the problem with her lightsaber. The Jedi smoothly swings between Deel's wrists, dealing 10 points of damage. Since lightsabers ignore the damage reduction of an object, the binders are reduced to 0 wound points and promptly drop to the ground.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on several factors.

Held Objects: An object that is held by an opponent has a base Defense equal to 15 + its size modifier + the character's Dexterity modifier + the character's class bonus to Defense. This also applies to held weapons.

Carried or Worn Objects: An object that is carried or worn by an opponent has a base Defense equal to 10 + its size modifier + the character's Dexterity modifier + the character's class bonus to Defense.

Inanimate or Immobile Objects: An inanimate or immobile object has a Defense of 10 + its Dexterity modifier (which is –5 since it can't move) + its size modifier. When attacking such an object with a melee weapon, you also get a +4 bonus on your attack roll. If you take a full-round action to line up a shot, you get an automatic hit with a melee weapon, or a +5 bonus on your attack roll with a ranged weapon.

Table 8–11: Size and Defense of Objects

	Object Defense		
Size (Example)	**Held [a]**	**Carried [a]**	**Inanimate**
Colossal (broad side of a building)	7	2	–3
Gargantuan (narrow side of a building)	11	6	1
Huge (landspeeder)	13	8	3
Large (blast door)	14	9	4
Medium (cargo crate)	15	10	5
Small (chair)	16	11	6
Tiny (datapad)	17	12	7
Diminutive (comlink)	19	14	9

[a] *The Defense of a held or carried object also includes the Dexterity modifier and class bonus to Defense of the character who is holding or carrying the object.*

Damage to Objects: The amount of damage that an object can withstand depends on what it's made out of and how big it is. Weapon damage is rolled normally against objects.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects. For example, you will have a hard time breaking open a blast door with a cesta or cutting a cable with a club.

Vulnerability to Certain Attacks: The GM may rule that certain attacks are especially successful against some objects. For example, it's easy to light a curtain on fire or rip a piece of cloth.

Damage Reduction: Each object has a damage reduction value that represents how well it resists damage. Whenever an object takes damage, subtract its damage reduction value from the damage dealt. Only damage in excess of the damage reduction value is deducted from the object's wound points.

Wound Points: An object's wound point total depends on what it is made of and how big it is. When an object's wound points reach 0, it's ruined.

Very large objects have separate wound point totals for different sections. For example, you can attack and ruin the door of a building without destroying the whole building.

Table 8–12: Substance Damage Reduction and Wound Points

Substance	Damage Reduction	Wound Points
Durasheet	0	1 per cm of thickness
Rope	0	1 per cm of thickness
Glass	1	1 per 2 cm of thickness
Wood	5	4 per cm of thickness
Stone	8	6 per cm of thickness
Metal (transparisteel)	10	12 per cm of thickness
Heavy metal (durasteel)	15	12 per cm of thickness

Saving Throws: Unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by (for instance) an explosion. An item attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character were making the saving throw.

Breaking Items

When you try to break something with sudden force rather than by dealing regular damage, use a Strength check to see whether you succeed. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its wound points, the DC to break it drops by 2.

Table 8–13: Damaging Objects

Object	Damage Reduction	Wound Points	DC [a]
Syntherope	0	2	23
Liquid cable	1	3	23
Computer console	2	5	14
Wooden door	5	5	15
Weapon, small	5	2	14
Weapon, medium	5	5	17
Weapon, large	5	10	20
Permacrete wall (30 cm thick)	8	180	35
Chain	10	5	26
Metal binders	10	10	26
Metal bars	10	15	30
Metal door (10 cm thick)	10	120	35
Metal wall (15 cm thick)	10	180	40
Blast door (60 cm thick)	15	720	45

[a] *To break with Strength check.*

Bantha Rush

As an attack action or as part of a charge, you can bantha rush. When you bantha rush, you attempt to push an opponent straight back instead of dealing damage. You can only bantha rush an opponent that is one size category larger than you, the same size, or smaller.

Initiating a Bantha Rush

First, you move into the defender's space. Moving in this way provokes an attack of opportunity from each opponent that threatens you, including the defender.

Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are above Medium-size or a –4 penalty for each size category you are below Medium-size. You get a +2 charge bonus if you were charging. The defender gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bantha Rush Results

If you beat the defender, you push him back 2 meters. If you wish to move with the defender, then for every 3 points by which you exceed the defender's check result, you can push him back 1 additional meter. You can't, however, exceed your normal movement limit.

If you fail to beat the defender's Strength check, you move 2 meters straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

Disarm

As a melee attack, you may make a disarm attempt to remove an opponent's melee weapon. You and the defender make opposed attack rolls with your respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a +4 bonus on the attack roll per difference in size category. If the defender is using a weapon in two hands, he gets an additional +4 bonus. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. Otherwise, it's on the ground at the defender's feet. If you fail, then the defender may immediately react and make an attempt to disarm you with the same sort of opposed melee attack roll.

To disarm an opponent wielding a ranged weapon, you make a melee or unarmed attack to strike the weapon in your opponent's hand (see Attack an Object, page 166). If the weapon is held in two hands, it gets a +2 bonus to its Defense. If your attack succeeds, the ranged weapon falls to the ground or winds up in your own hands (if you made the attack unarmed). This kind of disarm attempt can provoke an attack of opportunity.

Grapple

Grappling means wrestling and struggling hand-to-hand. It's tricky to perform, but sometimes you want to pin foes instead of killing them, and sometimes you have no choice





in the matter. For creatures, grappling can mean trapping you in a toothy maw (a rancor's tactic) or holding you down so it can bite and rend (a vornskr's tactic).

Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: Your special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium-size +0, Small –4, Tiny –8, Diminutive –12, Fine –16. Use this number in place of the size modifier you normally use when making an attack roll.

Starting a Grapple

To start a grapple, you first need to grab and hold your target. Attempting to start a grapple is a melee attack. If you get multiple attacks in a round, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

Grab: You can make a melee touch attack to grab the target, which provokes an attack of opportunity. If you fail to hit the target, you fail to start the grapple.

Hold: Once you grab your opponent, you and he make an opposed grapple check. If you succeed, you have started the grapple, and you deal damage to the target as if with an unarmed strike. If you lose, you fail to start the grapple. You automatically lose if the target is two or more size categories larger than you are (but you can still attempt to grab such a target, if that's all you want to do).

Move In: To maintain the grapple, you must move into your opponent's space.

Grappling: You and your opponent are now grappling.

Joining a Grapple

If your target is already grappling someone else, then you can use an attack to start a grapple, as above, except that your grab automatically succeeds. You still have to succeed at an opposed grapple check to deal damage and move in to be part of the grapple.

If You're Grappling

When you are grappling (regardless of who started the grapple), you can make an opposed grapple check as an attack. If you win, you can use one of the following tactics.

Damage Your Opponent: If you want to deal damage, you suffer a –4 penalty on your grapple check. You deal damage as though you made an unarmed strike.

Pin: You hold your opponent immobile for 1 round. (If you get multiple attacks, you can use subsequent attacks to damage your opponent. You can't use a weapon on the pinned character or attempt to damage or pin a second opponent while holding a pin on the first.) While you're pinned, opponents other than the one pinning you get a +4 bonus on attack rolls against you (but you're not helpless).

Break Another's Pin: You can break the pin that an opponent has on an ally.

Escape: You can escape the grapple. You can take whatever movement you get. If more than one opponent is grappling you, your grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold you if they don't want to.)

If You're Pinned

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. You can make an opposed grapple check as a melee attack. If you win, you escape the pin, but you're still grappling.

Other Grappling Options

In addition to making opposed grapple checks, you have a couple of other options while grappling.

Weapons: You can attack with a light weapon while grappling (but not while pinned or pinning). You can't attack with two weapons while grappling.

Wriggle Free: You can make an Escape Artist check (opposed by your opponent's grapple check) to get out of a grapple or out of being pinned (so that you're just being grappled). Doing so counts as an attack action, so if you escape the grapple you can also move in the same round.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Opponents one size category smaller than you count for half, opponents one size category larger than you count double, and opponents two or more size categories larger count quadruple. For example, if you're Medium-size, eight Jawas (Small), four Humans (Medium-size), two wampas (Large), or a single rancor (Huge) could grapple you. In the same way, four Jawas (counting as two opponents) plus one wampa (counting as two opponents) could grapple you. (An interesting situation, to be sure!)

Grappling Consequences

While you're grappling, your ability to attack others and defend yourself is limited.

You lose your Dexterity bonus to Defense against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

You do not threaten an area, nor can you make attacks of opportunity while grappling.

Trip

You can try to trip an opponent as a melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Making a Trip Attack

Make a melee touch attack. If the attack succeeds, make a Strength check opposed by the defender's Strength or Dexterity check (whichever has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium-size or a –4 penalty for every size category he is smaller. The defender gets a +4 stability bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react by trying to trip you; he makes a Strength check opposed by your Dexterity or Strength check.

Being Tripped

A tripped character is prone. A prone character suffers a –4 penalty on melee attack rolls. A melee attack against a prone character gets a +4 bonus; a ranged attack against a prone opponent gets a –4 penalty. Standing up from a prone position is a move action.

Overrun

You can try to overrun as part of a charge. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per action.

An overrun takes place during the movement portion of a charge. With an overrun, you attempt to plow past or over your opponent and move through his space.

First, you must move at least 4 meters in a straight line into the defender's space. Doing this may provoke an attack of opportunity.

The defender chooses either to avoid you or to block you. If he avoids you, you keep moving. (You can always move through the space occupied by someone who lets you by.) If he blocks you, make a trip attack against him (see Trip, above).

If you succeed in tripping your opponent, you can continue your charge in a straight line as normal. If you fail and are tripped in turn, you fall prone in the defender's space. If you fail but are not tripped, you have to move 2 meters back the way you came. If that space is occupied, you fall prone in that space.





CHAPTER NINE

THE FORCE 9

[Level 4-6] [1d6] [2d6] [3d6]

The Force is an energy field generated by all living things. It surrounds and penetrates everything, binding the galaxy together. There are two sides to the Force. Peace, serenity, and knowledge form the light side, while the dark side consists of aggression, anger, and fear. The universe is a place of balance: life and death, creation and destruction, love and hate. As such, both sides of the Force are part of the natural order.

There are some beings attuned to the Force. Whether they understand it or not, they can feel the Force flowing through them. Of those that are sensitive to the Force, beings that study its ways can learn to manipulate its energy. The Jedi fall into this category, using their knowledge of the Force to give them their powers. But theirs is not the only Force-using tradition. The Sith, the Nightsisters of Dathomir, and others embrace the dark side of the Force, while a variety of alien cultures, such as Ewok shamans and Ithorian eco-priests, call the light side of the Force by different names. Understanding of the Force manifests in many ways.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we changed in this chapter for the new edition.

In this chapter, we've made a few adjustments and clarifications based on player feedback. We made a change in when you declare the use of a Force Point to make Force Points more useful. Finally, we expanded the discussion on the dark side of the Force to provide more details and information on when characters gain Dark Side Points and what such accumulation means to them.

The Force through the Ages

For most of the history of the Republic, the Jedi were looked upon as defenders and protectors of justice. By their example, belief in the Force was accepted if not always understood. Most beings could not perceive the Force directly; they could only see it manifest in those attuned to it, such as the Jedi. At times over the years, the dark side came to the forefront, such as during the ancient Sith Wars, but in general the champions of the light side helped keep the galactic peace.

If your campaign is set in the Episode I or Episode II time period, then the Force is a powerful component of everyday life. The Jedi are visible, active proponents of the Force. Regardless of what an individual may believe about the Force, it's hard to deny the power demonstrated by the Jedi.

Later, in the wake of the destruction of the Jedi Order and the rise of the Empire, the Force came to be looked upon as an arcane religion practiced by misguided fools. The Empire outlawed the Jedi and attempted to stamp out anyone who demonstrated affinity for the Force, thus driving Force-users from the day-to-day workings of the galaxy.

If your campaign is set in the Episode IV to Episode VI time period, the Force has faded from common knowledge. Those who can manipulate the Force keep their skills hidden to avoid the notice of the Empire. Even members of the Imperial hierarchy, despite the presence of Darth Vader, consider the Force to be outdated and insignificant

compared to the military might of the Empire. In many ways, that's just how the Emperor wants it. Even the Emperor, one of the most powerful Force-users in the galaxy, keeps his Force abilities secret from the general public and most of his subordinates. The few Force-users that exist during this period are either hiding from the Empire, working for the Empire, or trying to ignore the presence of the Force. The Rebel Alliance has begun to use the Force as a rallying cry, adopting the Jedi salutation, "May the Force be with you," as its own. Because of this, the few Force-sensitive beings that can actually use the Force begin to reach out to the Alliance. And, of course, Luke Skywalker begins his training during this time.

If your campaign is set in The New Jedi Order era, the Force has regained a place in everyday society and a new fellowship of Jedi has come to prominence under the tutelage of Luke Skywalker. Many beings in the New Republic, however, harbor varying degrees of mistrust and fear toward Force-users. These negative feelings are due, in part, to the actions of a few rogue Jedi who have taken the law into their own hands and have begun to rebel against Luke Skywalker's leadership. The memories of a host of dark-siders that plagued the galaxy since the time of Darth Vader and the Emperor add fuel to the fire of fear, and the political machinations of members of the Republic Council have begun to fan these flames. Force-users of this period, then, are finding that acceptance of the Force among the general population may turn into a bad thing—at least as far as they are concerned. Tensions are already high, as this era is marked by the invasion of the Yuuzhan Vong.



Force-Using Traditions

Even those who don't believe in the Force and aren't particularly attuned to its flow can call upon the Force without understanding exactly what they are doing. When a stroke of amazing luck occurs, or fate seems to be on your side and helps you accomplish a difficult objective, it could be the Force coming to your aid. In game terms, the expenditure of Force Points by non-Force-using characters represents this unconscious, tenuous connection to the Force that all living beings share. When a Force-using character calls on the Force in this way, he or she knows exactly what's happening and gets a more impressive boost because of it. (See Force Points, page 179.)

The most prominent and well-known Force-users in the galaxy are the Jedi. But the Jedi are not the only ones who have learned to manipulate the Force. These others sometimes attribute their abilities to sources other than the Force, such as magic or gods, but they are all using the energy to manipulate the world around them. In game terms, anyone with the Force-Sensitive feat has the ability to learn Force skills and feats, though many of these beings will never go down this particular path.

Other Force-using traditions include the various dark side cults including the Sith, and obscure, isolated sects such as the Witches of Dathomir and the Sorcerers of Tund. Some know the Force for what it is but approach its use in a different way from the Jedi. Others know the Force by a different name. Either way, it remains the mystic energy that binds the galaxy together and gives Force-users their powers.

Disturbances in the Force

All life shines in the Force, very much the way gravity wells in realspace are reflected in hyperspace. A single person not particularly attuned to the Force flickers like a candle in the night, making but the slightest impression in the Force. A Force-user shines more brightly, especially when manipulating the Force. Each time a Force-user calls upon the Force, a slight tremor ripples through it that can be perceived by other Force-users. Used sparingly and in harmony with the natural balance, such ripples can barely be detected. When a user constantly calls upon the Force to alter the world around him, the ripples become quakes that can be felt at great distances. Such quakes attract attention, making those who have less refined control over the Force or who rely on the Force too frequently the target of more powerful Force-users. It is believed that through such methods the Empire was able to hunt down stray Force-users in the years leading up to the Galactic Civil War.

The Jedi

There is no emotion; there is peace.
There is no ignorance; there is knowledge.
There is no passion; there is serenity.
There is no death; there is the Force.

—from The Jedi Code

For centuries, the group of philosophers that would eventually become the Jedi contemplated the mysteries of the energy field known as the Force. Eventually, some of the

JEDI AND LIGHTSABERS

[LEVEL 4-6] [1D6] [2D6] [3D6]

There's a special significance in the Jedi's choice of weapon. The ancient lightsaber, an elegant melee weapon, has come to be seen as a symbol of the Jedi. Few outside their ranks even attempt to use these weapons, let alone demonstrate mastery with them.

Every Jedi is trained to use a lightsaber as part of his or her mastery of the Force; the weapon's energy blade helps the Jedi focus and attune himself to the Force. The Jedi apprentice's mentor provides the student's first lightsaber. Later, as part of the apprentice's training, the student must craft his or her own lightsaber. This is as much a test of mechanical aptitude as it is a test of discipline and one's connection to the Force. There are a few ways to handle this activity in the game.

The GM can decide to let the construction of a Jedi's personal lightsaber occur off-camera, between game sessions when a Jedi achieves a new level. The construction of a lightsaber can be the culmination of an epic quest, taking one or more adventures to accomplish. While a Jedi's friends can help with many parts of the quest, the Jedi must accomplish the final stages of construction alone. Luke Skywalker, for example, built his lightsaber in the desert near Ben Kenobi's home, with only R2-D2 on hand to keep him company.

When you allow your Jedi characters to craft their own lightsabers, whether you make the event an adventure or something that occurs between game sessions, use the following guidelines.

First, a Jedi must possess the three basic Force feats (Control, Sense, and Alter).

Second, the Jedi's mentor must declare that the apprentice is ready to undergo the test of the lightsaber. Some apprentices can try to build their own lightsabers as early as 1st level, while others wait until 6th level to attempt the complicated procedure. In any event, the test must occur before the Jedi reaches 7th level.

Third, the Jedi must gather the parts needed to make a lightsaber. These include the following components: power cell, handgrip, activation plate, safety, belt ring, blade-length adjuster, emitter matrix, recharge socket, lens assembly, power conduit, and focusing crystals (usually one to three). The most commonly used crystal is the Adegan, though other types can be used.

Fourth, the Jedi must prepare the crystals, meditating and imbuing them with the Force. This task takes some amount of time and the expenditure of a Force Point. To successfully prepare the crystals, the Jedi makes three ability checks: A Constitution check (for Control) to harmonize the self (DC 20), a Wisdom check (for Sense) to harmonize the Force (DC 20), and an Intelligence check (for Alter) to harmonize and imbue the crystals (DC 20). Each day spent in doing nothing but meditating before making the checks reduces one check's DC by 1. No DC can be reduced to less than 10, so spending a month in meditation (30 days) reduces each check's DC to 10. The checks may be attempted in any order, but are made at the same time. If any check fails, the process must begin again. If all of the checks succeed, the Jedi becomes stronger in the Force; the Jedi receives 2 Force Points.

After achieving success on all three ability checks, the Jedi makes a Craft (lightsaber) check to see if he or she correctly performs the final steps in the assembly of the weapon. The check can be made untrained if the Jedi doesn't possess the Craft (lightsaber) skill. The DC depends on the Jedi's level: DC 30 for 1st or 2nd level, DC 25 for 3rd level, DC 20 for 4th level, DC 15 for 5th level, or DC 10 for 6th level.

If the Jedi fails this Craft check, he or she must correct the problems before trying to assemble the lightsaber again. Doing this takes a number of days equal to 10 minus the Jedi's level. When that time has passed, the Jedi can attempt another Craft check to finish the assembly correctly.

A Jedi gains a +1 circumstance bonus on attack rolls when using a lightsaber of his or her own construction.

group's members mastered the Force. After that, they dedicated themselves to using their newfound skills and powers for good, helping those in need. In the thousands of years that followed, the Jedi served as protectors of the Galactic Republic. Answering to their own Jedi council and operating in concordance with the Judicial Department of the office of the Supreme Chancellor, the Jedi became the guardians of peace and justice in the galaxy.

The Jedi, in addition to battling interstellar criminals and settling galactic disputes, served as mediators, defenders, and teachers. Because of their sense of honor and the epic challenges they undertook, the Jedi became legends, serving as symbols of the best the Republic had to offer. With lightsabers at their sides and the power of the Force flowing through them, the Jedi accomplished the tasks set before them with dedication and seeming invincibility. But invincibility was only an illusion. Jedi often died in the defense of freedom and justice.

During the Rise of the Empire era (circa Episode II: *Attack of the Clones*), ten thousand Jedi served the Republic and defended its vast territory. They identified potential recruits early in life, usually within the first six months of a child's existence. As infants, those attuned to the Force and accepted by the Jedi council were taken to begin their training. Older children, if identified later in life as being Force-sensitive, were refused training in most cases; the Jedi believed that the fear and anger in older children made them too susceptible to the dark side, and so it was unwise to train them. All characters playing in this era that are Jedi Padawan learners (Jedi class level 1st to 6th) have a master (Jedi class level 7th or higher). While there may be times when the master and the Padawan travel together, most of their interaction happens between adventures, while all characters are training and improving. The master is a GM character, offering training, advice, and aid when the GM feels such aid is appropriate and necessary.

During the Rebellion era, the Jedi purge has been completed. All but a handful of Force-users, let alone fully trained Jedi, were exterminated or corrupted to the dark side and placed in the service of the Emperor. Force-sensitives, such as Luke Skywalker and Leia Organa, were placed in hiding and cut off from their heritage. More powerful Force-users, such as Obi-Wan Kenobi and Yoda, purposely disappeared and worked to stay unnoticed. Jedi characters in this era eventually attract a teacher, though the training these Force-users provide is haphazard at best. A would-be Jedi learns by experience, through occasional meetings with other Force-users, and even by studying with beings who follow

other Force traditions. It's not easy, which is why Jedi in this period are few and far between, and few reach the level of power exhibited in earlier or later periods.

In The New Jedi Order era, Luke Skywalker has trained about one hundred Jedi and identified perhaps a dozen others to start training. Prominent Force-users such as Mara Jade Skywalker and Corran Horn help Skywalker train and coordinate the efforts of these Jedi, while promising students such as the Solo children and Ganner Rhysode show great promise for the future. Jedi characters again receive a higher-level mentor, who provides training and advice between adventures or when the Gamemaster deems such interaction to be warranted and important to a mission.

The Jedi Code

Jedi are the guardians of peace in the galaxy.
Jedi use their powers to defend and protect, never to attack others.
Jedi respect all life, in any form.
Jedi serve others rather than ruling over them, for the good of the galaxy.
Jedi seek to improve themselves through knowledge and training.

—from The Jedi Code

The philosophy known as the Jedi Code was created to keep young Jedi students from being drawn to the dark side. It was taught by the Jedi council to hundreds of thousands of Jedi throughout the ages; Obi-Wan Kenobi and Master Yoda taught parts of it to Luke Skywalker; and Luke Skywalker passed on what he had learned to his students at the Jedi academy.

At its heart, the Jedi Code provides simple instructions for living in touch with the Force. A Jedi never uses the Force to gain wealth or personal power. Instead, a Jedi uses the Force to find knowledge and enlightenment. Anger, fear, aggression, and other negative emotions lead to the dark side, so Jedi are taught to act only when they are at peace with the Force.

Jedi are encouraged to find nonviolent solutions whenever possible. They should act from wisdom, using persuasion and counsel instead of Force powers and violence. When all else fails, or to save a life, a Jedi must sometimes resort to battle in order to resolve a particularly dangerous situation. Though combat may sometimes be the best answer, it should never be the first option a Jedi explores.

Because of their connection to the Force, the Jedi sense its flow and draw upon its energy. While doing so, a Jedi sometimes perceives disturbances in the Force. These disturbances can be explained by the presence of powerful Force-users in the area, or intense emotions that cry out in the Force, such as when the life of the planet Alderaan was extinguished by the Death Star. There are even times when such disturbances result in feelings of urgency or premonitions that spur a Jedi to a place or situation where she is needed. This aspect and manifestation of the Force is covered by the Sense feat (see page 115).

The Teachings of Master Odan-Urr

"Certainly a Jedi should know the Code, by word and by heart. But seemingly every Jedi is in some fashion negligent, from the lowest Padawan to the highest Master. Consequently, were someone to demand, 'What is the true meaning of the Jedi Code?' the Jedi who promptly answered would be rare indeed."

So begins the famous commentary upon the Jedi Code by Master Odan-Urr, written almost four thousand years before the time of Master Mace Windu. His musings on the proper behavior of a Jedi formed the foundation of the Jedi Order as it was known near the end of the Old Republic.

Odan-Urr's ancient wisdom held true for centuries. Many were taught the Jedi Code, but few fully understood it. Fewer still lived by it. Full comprehension of the Code is one of the keys to unlocking a Jedi's mastery of the Force.

The Path within the Code

At its most basic level, the Jedi Code is a set of guidelines explaining what virtues to prize and what flaws to avoid. Jedi instructors ask their students to always keep these words in mind. The reason is simple: The Code provides instructions on how to become a Jedi Master.

Consider the first rule: "There is no emotion; there is peace." It is plainly a contrast, distinguishing the confusion of emotional considerations from the clear thinking of peaceful meditation—obviously, a valuable quality.

But if that peace is rooted in simply being unaware of some factor that would otherwise cause a Jedi to feel an emotional reaction, then it is not so much peace as ignorance. This is why the Code contains the second rule: "There is no ignorance; there is knowledge."

This teaches Jedi to strive to understand all situations—particularly before acting—to avoid errors in judgment. But knowing a thing well can lead one to become engrossed in it. An obsessive focus leads to clouding of the mind. Thus, the third rule: "There is no passion; there is serenity." Knowing a thing objectively is knowing it as the Force knows it.

Still, students commonly argue that the only true objectivity is nonexistence—death. For does one not affect a thing even by merely observing it? This is why there is the fourth rule: "There is no death; there is the Force." The Force knows all things objectively; it is serene, and it is not swayed by emotion.

Thus, the Jedi Code teaches that before undertaking any action, the Jedi should consider the will of the Force. Master Odan-Urr said: "With these other considerations aside, all that remains is the Force." If a Jedi can act emotionlessly, knowledgeably, and serenely, then he or she is acting in accordance with the will of the Force.

Therefore, if a Jedi acts in *all* things without emotion, ignorance, or passion, then that Jedi is truly a master of the Force.

Interpreting the Code

While the Code is a straightforward map to mastery of the Force, it can sometimes be frustrating when put into practice. The galaxy has changed a great deal since the Jedi Code was first defined, and a great deal more since

Master Odan-Urr attempted to clarify it. Although the secret to the Code is considering it thoroughly before acting, the universe often does not afford a Jedi the time to do so.

Still, a Jedi can think through a great many things in advance, to better maintain the principles of the Code when the rest of the universe is in a hurry. Over the millennia since the founding of the Order, Jedi Masters have recognized that there are nine concepts a Jedi should embrace before situations are thrust upon him. A Jedi who understands these nine concepts will, when called upon to make a quick decision, already know the will of the Force.

Meditation

"Every Jedi should spend time meditating each day on the will of the Force. The reason for this is simple: If one has unwittingly acted contrary to the will of the Force, recognizing the mistake soon after may still give one time to make amends."

—Master Odan-Urr

What Master Odan-Urr left unsaid was that by regularly examining one's own motivations, a Jedi could be certain that she was not allowing emotion, ignorance, or passion to intrude upon her clarity. A Jedi who has no time to meditate may more easily become lost. More to the point, a Jedi who *refuses* to meditate may already know that her motivations are not pure, and is thus lying to herself. As Master Yoda once said: "The Jedi who heeds not the counsel of the Force, to the dark side listens."

Training

"A Jedi's training in the Force never ends."

—Master Vodo Siosk-Baas

A wise Jedi should strive to remember that there is always something more to learn about the Force. The Force reveals itself to those who have the desire and knowledge to see it, and merely heeding the Force's will is much the same as looking at a bantha's toe and saying: "Now I understand banthas." To continue to grow, a Jedi should train each day.

Loyalty

Jedi can exist in this universe because the Force exists. But the Jedi Order needs more: It requires loyalty. It goes without saying that Jedi should be loyal to one another. They should not squabble or fight. More important, though, each Jedi should be aware that he must act in accordance with the wishes of his Master, who must in turn act in accordance with the wishes of the Jedi council. This is not a question of seniority, but rather of understanding the will of the Force, and in this regard, the members of the Jedi council are the recognized experts.

Integrity

A Jedi's responsibility to the Force is to be honest with himself. So long as the Jedi does not act in his own interest and observes the Code, he is obeying the will of the Force.

Master Odan-Urr lamented the misperceptions of those who believed that Jedi should be morally superior: "Many feel that a Jedi should be scrupulously honest, never tak-



FORCE AND YOUR CHARACTER

[LEVEL 4-6] [10B] [20B] [30B]

There are three Force-user classes in the game: Force adept, Jedi consular, and Jedi guardian. A member of one of the other classes can decide to have a certain level of attunement to the Force by selecting the Force-Sensitive feat. In fact, if a member of a non-Force-using class wants to later multiclass into a Force-using class, that character must already possess the Force-Sensitive feat.

All hero characters (including yours), whether or not they possess the Force-Sensitive feat, get to use Force Points to help them accomplish important tasks. See Force Points on the next page for more details.

A Force-using character can select Force skills, provided the character has the prerequisite Force feats that grant access to those skills. The Force feats that provide the training necessary to learn and use Force skills are Control, Sense, and Alter. These basic Force feats also allow a character to learn additional Force feats over time.

ing advantage, and never withholding information. This is nonsense."

A Jedi can and should offer advice to those who need it. From a certain point of view, a Jedi is not being dishonest if he allows people to believe what they wish to believe. It is not incumbent upon the Jedi to convince anyone to follow his advice.

When a Jedi is serving the Force, he may employ deception, subterfuge, misdirection, and even fraud, if he does so with a righteous aim. Although most sentient beings have a distaste for such practices, the Force is without such emotions.

Do not confuse this with "moral flexibility." A Jedi does what needs to be done. But also remember that a Jedi is not above the law.

Morality

The most dangerous—and debated—words ever uttered by a Jedi Master are: "A Jedi is not a creature of morals." This statement has unfortunately been translated, often by Jedi, to mean that a Jedi can do no wrong.

What it actually means is that Jedi are not enforcers of morality. While Jedi can bring or restore order and justice, they cannot themselves sit in judgment of others. There are two reasons for this.

First, the galaxy is a vast place, full of cultures that no one Jedi can completely understand. One famous story tells how a Jedi learned that a companion had been devoured by the carnivorous Colicoids. When asked why the Jedi later bargained with the very same beings for starship components, she responded: "Because eating the flesh of sentient beings is not forbidden by the Jedi Code—but to the Colicoids, *not* eating the flesh of sentient beings is considered a sign of insanity."

This Jedi recognized that punishing the Colicoids for following their nature would be acting out of emotion and ignorance. Similarly, not procuring a badly needed engine part would have been punishing *herself* out of guilt.

The second reason is that judgment leads to vengeance, and vengeance leads to the dark side. This is easy to understand, though not so easy to practice. Should a known murderer be allowed to go free? Should a man intent on murder be killed? To answer either question, a Jedi must first know the will of the Force. Neither decision can be made hastily, except when lives are threatened by inaction.

At the same time, while not judges, Jedi can be mediators. It is a role they are suited for, and one that works in accord with the Force, since mediation leads to balance.

Discretion

"The galaxy will live in tranquility if certain matters are a bit overlooked or left unheard."

—Master Odan-Urr

Though Master Odan-Urr believed in justice, he also understood that it was sometimes necessary for a Jedi to practice discretion. Some have seen this as a sign of Jedi partisanship. Others, particularly law enforcement agencies, believe that Jedi ignore small crimes in order to apprehend greater criminals. Obviously, neither of these assertions is true.

The truth is that Jedi Knights are *suffered* throughout the galaxy—despite their facility with the Force. This is because they do not actively interfere with the lives of the common people. Jedi stand for order and justice, and these qualities do not begin with the misdeeds of the few. The goal of the Jedi should be to create and preserve an atmosphere where justice can flourish, rather than to try to create justice themselves.

Master Yoda often said that, should the Republic ever challenge the Jedi Order's right to exist, the support of the common citizen would see them through: "If fear us they do, help us they will not. If hate us they do, hunt us they will."

Bravery

"To be brave in battle proves nothing. Bravery itself proves nothing. A Jedi should be prepared to put aside fear, regret, and uncertainty and either fight, run, surrender, or die."

—Master Odan-Urr

Younger Jedi commonly and mistakenly define bravery as the opposite of fear. Since fear leads to the dark side, they reason, bravery is armor against the dark side. This isn't so. If a Jedi is mindful of the will of the Force, he will know whether it is best to stand his ground, or flee, or even to offer a truce. Remember that bravery itself is an emotion, and a Jedi should be at peace—even in the midst of war.

Fighting

"If a Jedi ignites his lightsaber, he must be ready to take a life. If he is not so prepared, he must keep his weapon at his side."

—Master Odan-Urr

Conflict is a fact of life in the galaxy for far too many beings, and no Jedi can hope to remain apart from it. But a Jedi need not embrace conflict. As Master Yoda teaches: "If a weapon you show, 'A warrior am I!' you say." So, to avoid unnecessary fighting, a Jedi should not advertise his skill.

But when is it necessary to fight? The Force will show a Jedi when he has no other options, and a wise Jedi trusts the Force in this regard.

When fighting, is it necessary to use one's lightsaber? The answer is no. A lightsaber is an intimidating weapon—but it is not a tool for intimidation. This is what Odan-Urr meant. Do not use a lightsaber to create fear in an opponent. Use it to end the fight as quickly and mercifully as possible. If this means destroying a foe, so be it. But if a Jedi can end a fight without killing an opponent, so much the better. The best Jedi can avert injury altogether, with only a word.

In the past, some Jedi have taken this to mean that they should carry a second, less deadly weapon. There is no such thing: If a weapon cannot kill, it is not truly a weapon. While a blaster can let a Jedi attack from a distance, it is just as effective—and more in keeping with the Jedi Code—to use the Force instead.

Dependence

"Do not come to rely on the Force to the detriment of your other senses and abilities."

—Master Odan-Urr

While not part of Odan-Urr's Jedi Code commentary, this bit of wisdom from the Jedi Master is often added to any instruction using his words and methods. It warns Jedi students to develop their other talents and abilities, to not rely solely on the Force. To use the Force to accomplish every mundane task is to trivialize it. Using the Force isn't the only solution to every problem; sometimes it isn't even the best solution. That's where a Jedi's other skills and talents come in. Jedi training consists of many exercises; mastering the Force is only a part of that training. The student also learns to run, jump, climb, fight, swim, and think. These exercises could be made easier by using the Force, but this would be to the detriment of the Jedi's overall experience. A Jedi needs to learn his capabilities without the Force so that he can truly know himself and also understand what those without the Force are capable of accomplishing.

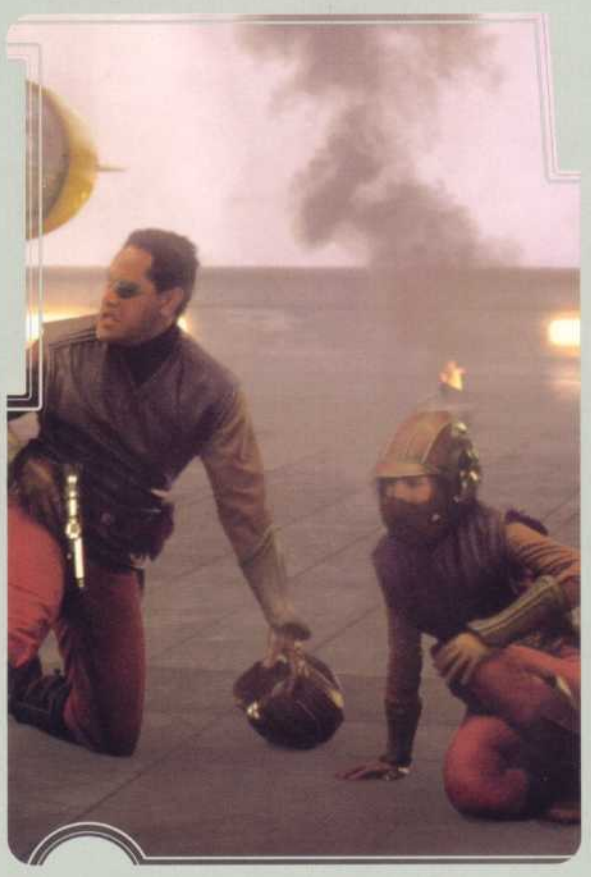
Using the Force because it's convenient, even when other methods might be more sensible, falls dangerously close to the dark side. It's only one step removed from using the Force to achieve personal wealth and power, and that's definitely a corruption of the Force.

Force Points

Force Points represent a character's knack for using the Force to aid her actions. For a Force-sensitive character, it represents a conscious decision to call upon the Force for assistance. Characters without the Force-Sensitive feat don't consciously realize that the Force is aiding their actions, only that they are trying hard to succeed.

Gaining Force Points

Every beginning character starts play with 1 Force Point. Characters who don't possess the Force-Sensitive feat may never have more than 5 Force Points. Any points gained in excess of this number are lost.



A character who selects the Force-Sensitive feat gains 1 bonus Force Point and may collect an unlimited number of Force Points as time goes on.

A character gains additional Force Points in two ways.

- Each time a character gains a level, he gains 1 Force Point.
- Each time a character performs an act of dramatic heroism, he gains 1 Force Point.

Dramatic Heroism

To qualify as an act of dramatic heroism, an action must fulfill three criteria.

- It must accomplish a significant task in the defense of good or the defeat of evil.
- It must occur at a dramatically appropriate time (usually the climax of an adventure).
- It should require significant risk on the part of the hero.

Examples of dramatic heroism from the *Star Wars* movies include the defeat of Darth Maul by Obi-Wan Kenobi, the destruction of the Death Stars, and the defeat of the Emperor. Heroic acts that weren't necessarily *dramatically* heroic include Anakin's victory at the Boonta Eve Podrace, the escape from Hoth, and the slaying of the rancor beneath Jabba's palace.

Not every game session (or adventure) will have a dramatically heroic moment, and not every hero will have an opportunity to act dramatically heroic on every mission.

Over the long run, however, such opportunities should be relatively equal between heroes.

Instead of gaining 1 Force Point for performing a dramatically heroic act, the hero can eliminate 1 Dark Side Point, if he or she has one (see Atoning, page 182).

Calling upon the Force

When a character with the Force-Sensitive feat spends a Force Point, the player must declare whether his character is calling upon the light side or the dark side of the Force (characters without the Force-Sensitive feat don't make this declaration). In general, the game assumes that most heroes rely on the light side to aid them; however, a character may choose to call upon the dark side. In most cases, this is done out of desperation or anger; however, some individuals learn to rely on this power—that is, until it controls them.

In game terms, a Force Point is spent to add one or more bonus dice to all task resolution die rolls (rolls made using a d20) the character makes for 1 full round (including attack rolls, skill checks, ability checks, and saving throws, but not damage rolls). The decision to use a Force Point (and which side of the Force to call on if the character possesses the Force-Sensitive feat) is made during a character's action, after the die roll but before any results are revealed. The effects of spending a Force Point last until just before the character's next action, and may influence saving throws or other checks required during that time. Only 1 Force Point may be spent in a round.

The number of bonus dice added depends on the character's level, his Force-sensitive status, and (if Force-sensitive) whether he calls upon the light side or the dark side of the Force for aid.

Character Level	Bonus Dice Non-Force-Sensitive	Bonus Dice Light Side	Bonus Dice Dark Side
1st–3rd	1d6	1d6	2d6
4th–6th	1d6	2d6	3d6
7th–9th	2d6	3d6	4d6
10th–12th	2d6	4d6	4d6
13th–15th	3d6	5d6	4d6
16th–18th	3d6	6d6	5d6
19th–20th	4d6	7d6	5d6

Note that the quantity of bonus dice depends only on the character's level and Force-sensitive status *when the Force Point is spent*, not when it is gained. You don't need to keep track of when a character gains Force Points.

The Dark Side

The Force has two aspects, one light and one dark. The dark side lurks in the shadows, whispering to Force-users, tempting them with quick and easy access to power. While seemingly stronger, the dark side is only easier. It consists of the destructive impulses of all living beings. Anger, fear, hatred, and aggression are expressions of the dark side, and such emotions can quickly lead a Force-user down the dark side's corrupting path. Early on in her training, a Force-user finds that the dark side greatly enhances her abilities. After a time, the dark side fails to



respond as quickly, and it demands more and more of those in its embrace.

Dark Side Points measure the corrupting influence of the dark side of the Force. These points gauge a character's devotion—consciously or otherwise—to the dark side.

Gaining Dark Side Points

Most players don't want their Jedi characters to slip over to the dark side of the Force. For this reason, the GM and the players should discuss how strict the campaign is going to be regarding Dark Side Points. If you want a campaign where all the heroes must constantly strive against the lure of the dark side, then the GM should award Dark Side Points for even the most minor transgressions. If you want a campaign where the heroes have more room to explore options, or if you don't want slipping to the dark side to be a major theme of the campaign, then the GM should consider handing out Dark Side Points only for the most common or major transgressions.

As an example, the GM of a "high heroism" campaign might give heroes Dark Side Points for striking first in combat, for killing an opponent in self-defense, or for not rendering assistance to someone in need. Conversely, the GM of a "high adventure" campaign might hand out Dark Side Points only for calling on the dark side when using a Force Point or for using a dark side skill.

A character gains Dark Side Points in three ways.

- Using a Force Point to call upon the dark side.
- Using a dark side Force-based skill or feat.
- Performing an evil act.

When a character spends a Force Point to call upon the dark side and thereby increase his chance of success, he gains a Dark Side Point. This occurs regardless of the task being attempted with the Force Point, the success or failure of that task, or the hero's intent in attempting that action.

A character gains a Dark Side Point by using a dark side Force-based skill or feat. Such skills and feats include Drain Energy, Fear, Force Grip, Force Lightning, and Rage.

A character gains a Dark Side Point by performing an evil act, such as killing an innocent being, causing unnecessary or gratuitous injury, or using the Force while angry or hateful. The Gamemaster is encouraged to remind characters of the repercussions of taking such an action ("You know, killing that prisoner would be an evil act"), particularly when dealing with inexperienced players.

All three of the above conditions are cumulative with one another. A character who spends a Force Point to call upon the dark side to use a dark side Force power to perform an evil act would gain 3 Dark Side Points.

Dark Side Transgressions

Use the considerations detailed below as guidelines for whether or not to award a Dark Side Point. The guidelines are separated by degree: major transgressions are acts that definitely deserve a Dark Side Point; common transgressions are acts that probably deserve a Dark Side Point; and minor transgressions are acts that could be considered dark but probably don't deserve a Dark Side Point.

Major Transgression—Using the Dark Side: This is a clear-cut situation. The character calls upon the dark side when using a Force Point, or uses a dark side Force skill. In either case, the player has announced that he is taking a Dark Side Point for his character.

Major Transgression—Performing a Blatantly Evil Act: There's some room for argument concerning the definition of evil, but it certainly encompasses the following acts, all of which are deserving of a Dark Side Point.

- A character deliberately kills or injures a character who hasn't done anything wrong.
- A character deliberately kills or injures another character who has done something wrong but has asked to be allowed to make reparations or to be granted a trial by his peers, or deliberately allows such a character to be killed or injured.

Major Transgression—Using the Force in Anger: Using the Force in anger or hatred is bad, but this can be hard to enforce. It's difficult to determine the emotion a character is experiencing. The GM should award a Dark Side Point in these situations only when the player specifically states that his character is feeling fear, anger, hatred, pride, jealousy, greed, vengeance, and so forth.

Common Transgression—Using the Force to Cause Harm: Many uses of the Force are not overtly of the dark side, but they can be harmful or even fatal in their applications. When a Force skill that isn't specifically of the dark

DARK SIDE POINTS AND NON-FORCE CHARACTERS

[LEVEL 4-8] [1D8] [2D8] [3D8]

Most of the examples and discussions in this chapter concerning the dark side apply to characters with the Force-Sensitive feat and, usually, at least one level in a Force-using class. It makes sense, however, to award Dark Side Points to all heroic characters and keep track of them for two reasons.

First, if a hero picks up the Force-Sensitive feat later, the Dark Side Points that he or she has accumulated immediately apply. Second, even without the Force-Sensitive feat, the number of Dark Side Points a character possesses indicates that character's relative tendency toward evil. Even the most honorable, good-hearted hero can rack up a Dark Side Point or two over the course of a few adventures, but the more Dark Side Points a character accumulates, the more the character reveals himself as a servant of evil.

When a character gains a number of Dark Side Points equal to or greater than half his Wisdom score, he can definitely be considered a bad guy. He's more than willing to look out for himself first, rob an old Ithorian in the street, or kick a Jawa just because he can.

When a character gains a number of Dark Side Points equal to or greater than her Wisdom score, that character can definitely be considered Evil with a capital "E." When you see a GM character with a Wisdom score of 12 and a Dark Side Point total of 14, you know that that character has committed completely to the path of darkness.

side is used to harm living beings, the GM should seriously consider giving the character a Dark Side Point.

Common Transgression—Performing a Questionably Evil Act: Some acts, while seemingly cruel, aren't necessarily evil. The GM should consider the intent behind the action before deciding to award a Dark Side Point.

For example, it may be a transgression to deliberately kill or injure (or allow someone else to kill or injure) a character who you know has done evil acts and has shown no remorse, but who is otherwise helpless.

Common Transgression—Acting While Experiencing a Negative Emotion: A character experiencing a negative emotion but who doesn't use the Force at that time can still earn a Dark Side Point by acting on the negative emotions. The GM should only award a Dark Side Point in cases when a player specifically states what the character is feeling.

Minor Transgression—Performing a Dubiously Evil Act: The morality of some acts can be considered only slightly evil. Award a Dark Side Point only when the act is out of proportion to the situation. In most cases, the GM shouldn't award the Dark Side Point, but should remember the incident to determine if the character has a unconscious cruel streak. For example, a hero who kills an opponent in combat while ignoring opportunities to end the situation without the loss of life might deserve a Dark Side Point, though a specific situation might not appear quite so clear-cut.

Minor Transgression—Using the Force to Cause Inconvenience: A character who uses his Force powers to cause problems for innocent people might earn a Dark Side Point, unless the GM determines that the character is acting in a good cause. Qui-Gon Jinn, for example, might have earned a Dark Side Point for using the Force to cheat Watto. But the GM can decide that Qui-Gon was only trying to complete his mission and deliver Queen Amidala safely to Coruscant.

Dark Side Characters

At first, it may seem that the dark side is an easy path to power. Eventually, however, those who depend on the power of the dark side of the Force fall victim to it. A character achieves the distinction of falling to the dark side in two stages: tainted and dark.

When a character's number of Dark Side Points equals one-half his Wisdom score (rounded down), he is considered to be *tainted*. A tainted character is in danger of being lost to the dark side. He has begun to walk its path and taste the seductive power it offers. Such a character gains a +2 dark side bonus on any Force skill checks made to use dark-side Force skills, but takes a –4 penalty on any Force skill checks made to use light-side Force skills.

Thereafter, each time the hero gains a Dark Side Point he must make a Wisdom check (DC 10 + the number of Dark Side Points possessed). If he fails this check, or when his number of Dark Side Points equals or exceeds his Wisdom score, he is considered to be *dark*. He is now effectively lost to the dark side. A dark side character gains a +4 dark side bonus on any Force skill checks made to use a dark-side Force skill. He takes a –8 penalty on any Force skill checks made to use light-side Force skills. Any Force Points spent by a dark character automatically call upon the dark side of the Force.

WOOKIEES AND THE DARK SIDE

[LEVEL 4-6] [1D6] [2D6] [3D6]

Wookiee Force-users don't gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force-user can't call upon the Force (except for calling upon the dark side when using a Force Point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

Atoning

A tainted character tempts fate with each appeal to the dark side, but also has the option of working his way back to the light through heroic deeds, the use of Force Points, and by atoning for past misdeeds. A dark character's only path back to the light is to accomplish a truly epic act of heroism against the dark and in the service of the light.

Effectively, the tainted character accomplishes this by reducing his number of Dark Side Points to one less than one-half his Wisdom score. A tainted hero can elect to decrease his number of Dark Side Points (in essence, erasing the points) by sacrificing Force Points specifically to do so. Each Force Point sacrificed in this manner reduces the hero's Dark Side Points by 1. This form of atonement represents a period of meditation, reflection, and absolution on the part of the character. If desired by the player and GM, this can be worked into the campaign as part of an adventure, but it isn't necessary. It can occur between adventures.

In addition, an act of dramatic heroism by the character—if performed without calling upon the dark side—reduces the character's number of Dark Side Points by 1. When dramatic heroism is used in this fashion, no Force Point is gained (see below).

A dark character can't rid himself of Dark Side Points by atoning. Such a character's only option is an act of dramatic heroism (see below).

Dramatic Heroism

A dark character may, attempt to turn away from the dark side by performing an act of dramatic heroism without calling upon the dark side of the Force. Such an act should require extreme personal cost, be made in a selfless manner, and provide a significant benefit to the galactic balance. This act of dramatic heroism does not gain the character a Force Point.

"THE DARK SIDE CLOUDS EVERYTHING."
-JEDI MASTER YODA

Darth Vader performed such an act of dramatic heroism at the end of *Return of the Jedi* when he sacrificed his own life to save his son and destroy the Emperor. Kyp Durron (in the expanded *Star Wars* universe) performed a similar act of dramatic heroism by destroying the Sun Crusher, a super weapon prototype.

If the GM accepts the act as being appropriately heroic, dramatic, and selfless, the character's Dark Side Point total is reduced to one less than one-half of the character's Wisdom score, rounded down. In addition, the dark side exacts a final toll by drawing away all of the character's Force Points. Now, with no Force Points and a dangerous number of Dark Side Points remaining, the character must strive to walk the path of the light side and atone to remove any remaining Dark Side Points.

Long-Term Dark Side Effects

While the dark side offers a quick path to power, it also extracts a heavy toll from those who use it frequently. As time goes by and characters grow stronger in the dark side, they subsequently experience a physical deterioration—a darksider's body withers and fails as it is corrupted and rotted away by the dark, evil power coursing through it.

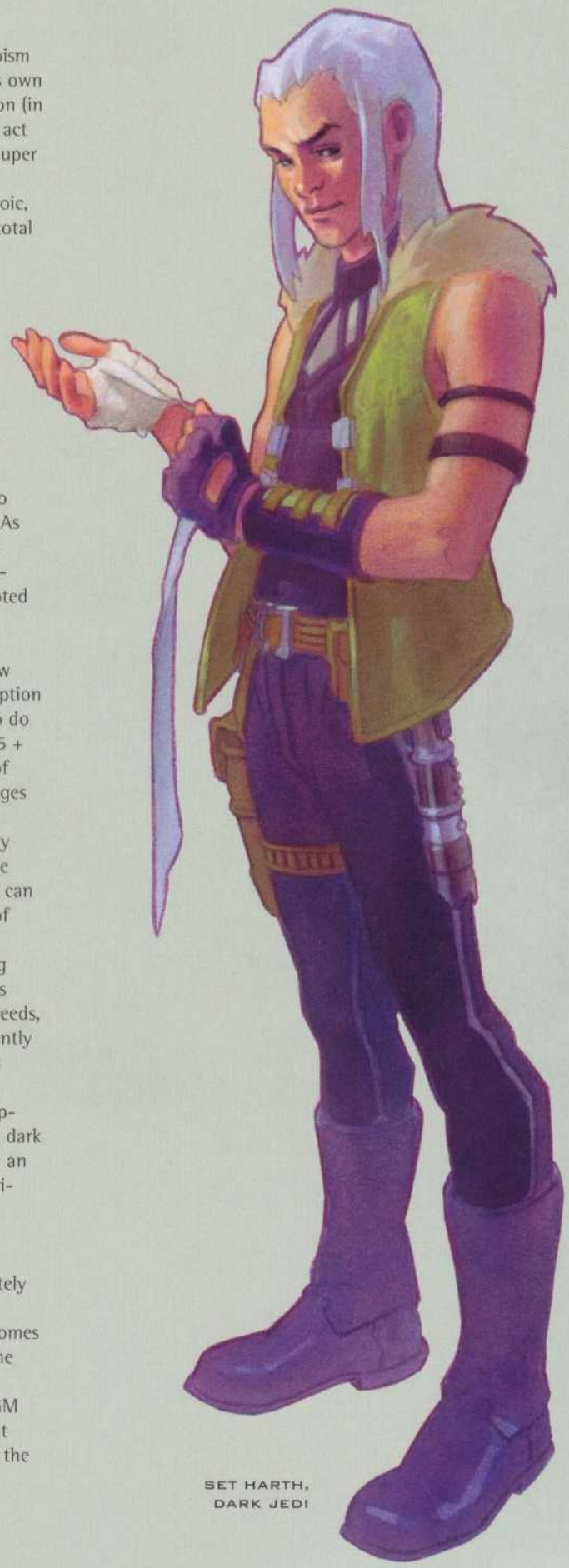
Whenever a tainted Force-using character gains a new character level, he or she must check to see if the corruption of the dark side has had a permanent, lasting effect. To do this, the character makes a Fortitude saving throw (DC 5 + the number of Dark Side Points possessed at the time of advancement). If the save succeeds, the character manages to stave off the debilitating effects of the dark side for another level. If the save fails, the character permanently loses 1 point of Strength, Dexterity, or Constitution. The player chooses which ability point is lost, but no ability can be reduced by this means twice in succession (at each of two different levels).

For a dark Force-using character, the Fortitude saving throw has a DC of 10 + the number of Dark Side Points possessed at the time of advancement. If the save succeeds, there is no loss. If the save fails, the character permanently loses 1 point of Strength, Dexterity, or Constitution, as described above.

If a tainted or dark character eventually finds redemption, any ability decreases due to the corruption of the dark side remain. The only way to offset these losses is with an ability score increase, as described on Table 3–1: Experience and Level-Dependent Benefits (page 36).

A Final Option

As GM, you may decide that you want to run a completely heroic campaign. In this case, you can rule that once a Force-using character becomes dark, that character becomes a GM character and is no longer under the control of the player. Consider this option carefully before utilizing it, because it takes away player freedom. However, if the GM puts this rule in place at the start of a campaign, then it just becomes part of the rules and everyone is aware of the consequences of walking down the dark path.



SET HARTH,
DARK JEDI



CHAPTER TEN

VEHICLES | 10

[Speed 20 m (Max. Speed) 60 km/h]

Vehicles in the *Star Wars* universe run the gamut from ponderous armored walkers to agile aircars. Despite this variety, the basic purpose of all vehicles remains similar: moving passengers from one place to another. Of course, the places involved in this journey can greatly affect the form and function of the vehicle—if you're headed to the battlefield, you'll want a far different transport than if you're headed across town.

In most respects, vehicles follow the same rules as characters. Their movement, actions, and capacity to take damage are all on the same scale as those of characters.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we changed in this chapter for the new edition.

The biggest change is that we moved from an abstract vehicle combat system to a combat system that's more integrated with the personal and starship combat systems described elsewhere in this book. Then, we updated all the vehicle statistics to account for the revisions to the rules. Finally, we've added more vehicles to the chapter, including many of the vehicles seen for the first time in Episode II: *Attack of the Clones*.

Vehicle Classes

The distinguishing difference between vehicles and starships is that vehicles cannot generally travel in the vacuum of space. However, this distinction does not make all vehicles alike. Some vehicles crawl along the ground, others hover a meter above it, and still others fly just like starships—except that they are limited to atmospheric travel. The various classes of vehicles are discussed below.

Wheeled [Ground] Vehicles: The most basic vehicles in the *Star Wars* universe, wheeled ground vehicles need to be in contact with a solid surface to operate. They are generally slower than speeders, and the ride at top speed is always bumpy. While traveling at its maximum speed, a wheeled vehicle suffers twice the listed penalty on Pilot checks (see Table 10–1: Conditional Modifiers to Vehicle Movement and Pilot Checks).

Tracked [Ground] Vehicles: These vehicles are more stable and versatile than wheeled ground vehicles but also tend to move more slowly. They have treads or tracks looped around a large number of wheels, providing great traction but making them less maneuverable at higher speeds—and extremely loud at any speed. Tracked vehicles gain a +2 equipment bonus when the driver attempts a turn maneuver, they take no movement penalty in undergrowth, and they take a ×3/4 penalty in thick undergrowth rather than ×1/2 (see Table 10–1).

Walker [Ground] Vehicles: These vehicles move about on two or more legs, literally walking over the terrain. Walkers retain their balance by means of finely tuned gyroscopes and offer a fairly smooth ride. They rely on even footing, however, and when they topple, the results can be disastrous. Walkers take no movement penalty for obstructions but take an additional ×1/4 movement penalty for terrain (see Table 10–1).



Speeder [Ground] Vehicles: Speeders are common on the civilized worlds of the galaxy. Equipped with repulsorlift drive technology, they hover above the ground at a height of anywhere from a few centimeters to several meters and can achieve remarkable speeds. The classification can be somewhat misleading, though; this category includes some rather slow-moving "speeders" as well, such as the Ubrikkian Bantha II cargo skiff. Ground speeders take no movement penalty for terrain, and penalties for obstructions are lessened by ×1/4 (see Table 10–1).

Airspeeders: Airspeeders are repulsorlift vehicles that can travel anywhere up to 300 kilometers above ground level. Because they fly so high above the ground, they ignore penalties for terrain or obstructions. Of all vehicles, airspeeders are the most maneuverable. Because airspeeders move in three dimensions, as starships do, they use the rules for airspeeder combat presented in Chapter Eleven.

Vehicle Costs

In general, a vehicle described in this chapter can be purchased for the cost given in its description. Of course, supply and demand might cause costs to fluctuate wildly. If a new model of landspeeder has just come out, trade-in values for older models can be decreased by as much as the GM sees fit (usually 25% to 50%).

Table 10–1: Conditional Modifiers to Vehicle Movement and Pilot Checks

Condition	Example	Movement Multiplier	Pilot Check Penalty
Obstruction			
Moderate	Undergrowth, city street	×3/4	–2
Heavy	Thick undergrowth, crowded city street	×1/2	–4
Terrain [a]			
Difficult	Uneven ground	×3/4	–2
Poor	Steep slope, mud	×1/2	–4
Very poor	Deep snow, desert sand	×1/4	–6
Visibility			
Poor	Smoke, light fog	n/a	–2
Very poor	Darkness, thick fog	n/a	–4

[a] Tracked ground vehicles can cross difficult surfaces without penalty. They also treat poor surfaces as "difficult" and very poor surfaces as "poor."

Vehicle Systems

Vehicles range from exceedingly simple machines to exceedingly complex ones. The larger a vehicle, the more likely it has sophisticated systems on board to maintain and regulate various processes. Unlike starships, most vehicle systems boil down to just a few significant pieces of equipment.

Drive Systems

Vehicle drives fall into various categories, from wheels and treads to wings and rockets. In places where the technology hasn't taken a step or two backward, the prevailing vehicle drive is the repulsorlift.

Repulsorlift drives, or repulsors, operate by producing an antigravity field that pushes against the local gravity, thus providing lift. While vehicles can "angle" this field to produce forward motion (or motion in any lateral direction), doing so is inefficient; almost all vehicles equipped with repulsors have another drive system to provide thrust. A system for providing thrust can be anything from an archaic internal combustion engine to an ion engine.

Sensors

While more common on starships, sensors are also standard on many modern vehicles—particularly those capable of high speeds that must be safely maneuvered around obstacles such as buildings. Vehicle sensors are generally small, dashboard-mounted screens that provide a visual representation of the surrounding terrain or, at the very least, an obstacle proximity alert. These sensors do not actually improve the driver's ability—they merely enable him to operate normally at higher speeds. Gathering data from such sensors is a free action.

The DC required to locate an object with a vehicle's sensors depends primarily on the object's size and its distance from the vehicle.

Table 10–2: Vehicle Sensor Detection gives base DCs and modifiers for detecting objects using vehicle sensors.

Although vehicles can be fitted with starship-style sensors, the standard sensor is merely a "line-of-travel" sensor that sweeps the front arc of the vehicle, similar to the way "search mode" works on starship sensors (see Chapter Eleven: Starships). This mode sweeps the forward arc for information, out to a distance of 5,000 meters. Using the sensors in this fashion is considered "active" for purposes of detection by other vehicles or ships, and it requires a move action. When sensors are used in active mode, the sensor operator receives a +4 equipment bonus on his Computer Use check made to detect objects in his vehicle's path. However, active sensors also make a vehicle easier for someone else's sensors to detect: The DC to detect the vehicle is reduced by 4 (see Table 10–2).

Table 10–2: Vehicle Sensor Detection

Target Size	Base DC	Target Size	Base DC
Colossal	2	Small	11
Gargantuan	6	Tiny	12
Huge	8	Diminutive	14
Large	9	Fine	18
Medium-size	10		

Distance to Target	DC Modifier
2–250 meters	–4
251–1,000 meters	0
1,001–2,500 meters	+2
2,501–4,000 meters	+4
4,001–5,000 meters	+8
5,001+ meters	Detection not possible

Situation	DC Modifier
Target is using active sensors	–4
Target is powered down	+4
Target is concealed behind object three sizes larger than itself	+10

Communications

Some vehicles include full communication arrays, while others are lucky to have a voice-only communication system. Some vehicle designs rely on the driver or rider to provide his own comm system if one is desired.

Most vehicles use speed-of-light communication for conveying messages. They can interact directly with intercoms (onboard communication) and comlinks (personal communication), though their maximum range is about 50 kilometers (due to planet curvature preventing line-of-sight beyond that distance). Like comlinks, vehicle comm units can also communicate with starships in low orbit.

A subspace transceiver allows for audio, visual, and holographic communication out to a range of several dozen light-years. Military vehicles and top-of-the-line private craft tend to have subspace transceivers.

Vehicle Combat

The following rules provide a framework for combat involving vehicles. The more vehicles involved, the more complicated the combat.

Once it becomes clear that vehicle combat is going to occur—either because vehicles come within sensor range of each other or because the scenario calls for battle—you need to know who acts first, what each vehicle and pilot can do during each action, and how these choices affect the battle. Begin by determining initiative, just like in combat between characters.

Initiative

The Gamemaster has two options for determining initiative in vehicle combat. First, the GM can use individual initiative just as in normal combat, where each hero rolls separately. This is probably the best method if most or all of the heroes are aboard the same vehicle, but it can result in a lot of delayed or readied actions as gunners wait for pilots to perform maneuvers. An easier way is to roll initiative for each vehicle, using the vehicle's size modifier as the initiative modifier. This is particularly appropriate when heroes are in separate vehicles and allows everyone on the same vehicle to act more or less simultaneously.

Table 10–3: Vehicle Speeds and Modifiers, on the next page, notes bonuses to a ship's Defense and penalties (if any) to the crew's attack rolls and skill checks based on the vehicle's speed. You will need to refer to this table frequently during combat.

VEHICLE COMBAT ACTIONS

[SPEED 20 M (MAX. SPEED) 80 KM/H]

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed at any time, except where noted in the specific stunts and maneuvers descriptions.

Free Actions

Communicating orders, switching weapon fire modes, and performing a stunt are examples of free actions. Free actions can be performed in conjunction with other actions.

Move Actions

The vehicle moves a number of squares up to the limit of its speed. A move action can be used to propel a vehicle forward or to complete simple maneuvers such as turns and slips.

Attack Actions

A pilot or gunner can make a single attack with one of a vehicle 's weapons using her ranged attack bonus. Various modifiers can apply to the attack roll.

Full-Round Actions

A full-round action requires an entire round to complete and cannot be coupled with a move action or an attack action.

When a pilot chooses to make a full-round action, the vehicle continues along its last vector at its current speed. Each crew member can perform one full-round action in one round, including a full attack (see Full Attack Actions).

Table 10–3: Vehicle Speeds and Modifiers

Current Speed		Defense	Attack/Check
Meters	Squares	Bonus	Modifier
0	0	+0	+0[a]
1–10	1–5	+2	+0
11–100	6–50	+4	–1
101–250	51–125	+6	–2
251–500	126–250	+8	–4
501+	251+	+10	–8

[a] *The driver of a vehicle that is not moving cannot make Pilot checks except to turn.*

Vehicle Size

Vehicles use the same size categories and modifiers as characters and creatures do. See Table 8–1: Size Modifiers to Attack and Defense in Chapter Eight.

Vehicle Combat Actions

As with personal combat, a character can take both a move action and an attack action in each round of vehicle combat. Instead of taking an attack action, a character can take a second move action.

Driving Defensively

Just as in melee combat, one can "fight defensively" while piloting a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a –4 penalty on attack rolls. A pilot can also choose full defense, which grants a +4 dodge bonus to Defense but does not allow the pilot to attack (gunners take a –8 penalty on attack rolls). These modifiers last until the pilot's next round of actions.

Making Attack Rolls

Firing a vehicle weapon requires an attack action and uses the pilot's or gunner's ranged attack bonus (base attack bonus + Dexterity modifier).

A vehicle pilot with 5 or more ranks in the Pilot skill gains a +2 synergy bonus when firing vehicle weapons. A fire-control computer grants an equipment bonus on attack rolls (determined by the computer's quality) with vehicle weapons that are enhanced by the computer.

Full Attack Actions

A pilot can make a full attack only if the vehicle continues along its last vector at the speed it traveled in the previous round. Performing a maneuver or a stunt, including changing speed or direction (see Vehicle Movement, below), requires concentration and prevents the pilot from taking a full attack action.

Gunners can also take full attack actions. As a rule of thumb, if a weapon is under a character's direct control (such as front-firing weapons or mounted weapons), the character can take a full attack action with that weapon.

Multiple Attacks

A character can make multiple attacks with a single weapon, a group of fire-linked weapons, or a set of adjoining weapons. If two or more identical weapons have identical facings, they are considered adjoining weapons. For example, the pilot of an Imperial AT-AT walker might be able to make two attacks as a full attack action. He could fire each of the AT-AT's heavy laser cannons twice, or both of the medium blasters twice. However, the pilot could not fire one of the laser cannons and one of the medium blasters as a full attack action.

Taking a full attack action is only useful if a character can make more than one attack. Characters with a base attack bonus high enough to get multiple attacks (+6 or higher) may take the full attack action to make multiple attacks during vehicle combat. Characters with the Rapid Shot feat can use it to make an extra attack with vehicle weapons.

All vehicle weapons described as blasters are considered multifire weapons. As such, they can be used to make two attacks as a full attack action, but each attack takes a –4 penalty (see Multifire, page 165).

Damage

All vehicles have hull points, which are roughly equivalent to a character's wound points. Most vehicles also have a damage reduction (DR) characteristic. Whenever a vehicle takes damage, subtract the vehicle's DR from the damage dealt. This reflects the fact that even the best blaster pistol shot simply can't deal enough damage to the hull of an Imperial AT-AT walker to make a difference.

A vehicle reduced to 0 hull points is disabled and stops moving. Furthermore, all of its onboard systems shut down immediately. If a disabled vehicle takes 50 or more points of

CRITICAL HITS

[SPEED 20 M (MAX. SPEED) 80 KM/H]

Critical hits in vehicle combat function similarly to critical hits in personal combat, but instead of dealing damage directly to a target's wound points, a critical hit with a vehicle weapon bypasses a target's damage reduction, dealing damage directly to its hull.

Critical hits represent extraordinarily lucky shots that manage to find weak points in a vehicle's armor. All vehicle weapons have a threat range of 20; they still need to make a second attack roll to confirm the critical hit.

Vehicles are immune to critical hits from any personal weapon except for a blaster cannon, a heavy repeating blaster, or an E-Web blaster. Similarly, starships are immune to critical hits from any vehicle weapon that is not a heavy weapon.

EXPLODING VEHICLES

[SPEED 20 M (MAX. SPEED) 80 KM/H]

A vehicle reduced to 0 hull points is disabled. If a disabled vehicle takes 50 or more points of additional hull damage, it explodes. An exploding vehicle deals 10d6 points of damage to anyone still aboard (Reflex save DC 20 for half damage) and 5d6 points of damage to everyone and everything within 10 meters of the explosion (Reflex save DC 15 for half damage). If the vehicle explodes after ramming or colliding with another vehicle or object, apply the damage from the explosion to the other vehicle or object as well.

additional hull damage, it explodes (see the Exploding Vehicles sidebar).

Lost hull points must be repaired manually. A full hour of work is required to repair lost hull points. The result of the Repair check made at the end of that time equals the number of hull points repaired. If a vehicle's hull points have been reduced to negative numbers (–1 to –9 inclusive), apply that number as a penalty on the Repair check. A vehicle reduced to –10 hull points or less is damaged beyond repair.

Developing Flaws

After losing half or more of its hull points in a battle, a vehicle might pick up a flaw. When the vehicle is repaired, roll on Table 10–16: Used Vehicle Flaws (page 201) to see whether a flaw has developed. The flaw might not be apparent immediately, remaining hidden until the affected system is used (or takes damage, in the case of hull points).

Repairing Damage

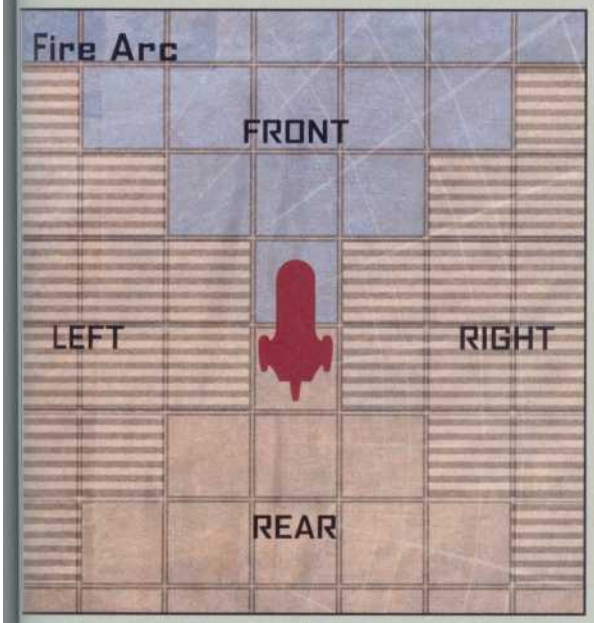
Damage to a vehicle's hull must be repaired manually (by welding hull patches onto the vehicle). A full hour of work is required to repair lost hull points. The result of the Repair check equals the number of hull points repaired.

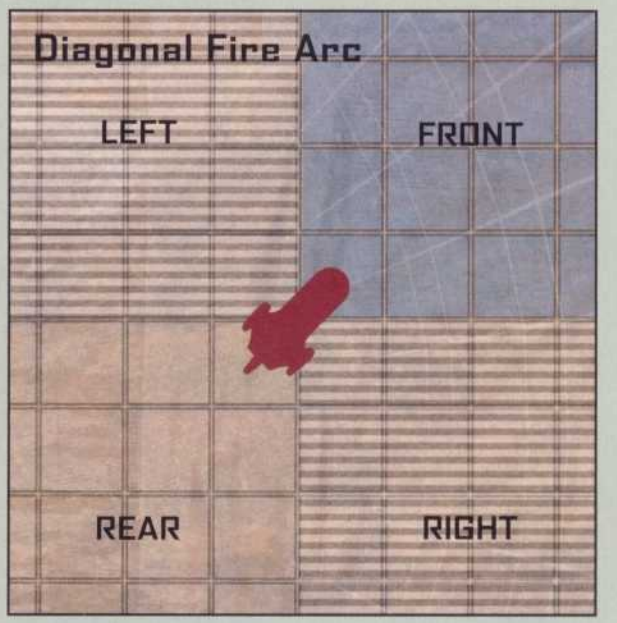
A vehicle that has exploded or that has been reduced to –10 or fewer hull points cannot be repaired.

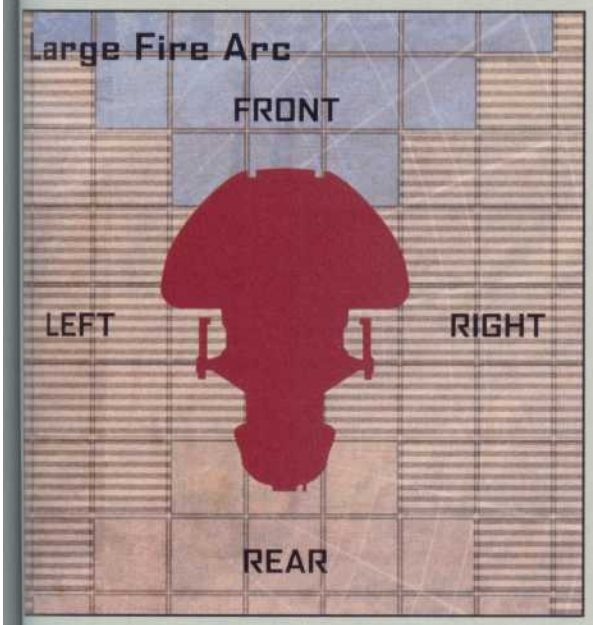
Facing and Firing Arcs

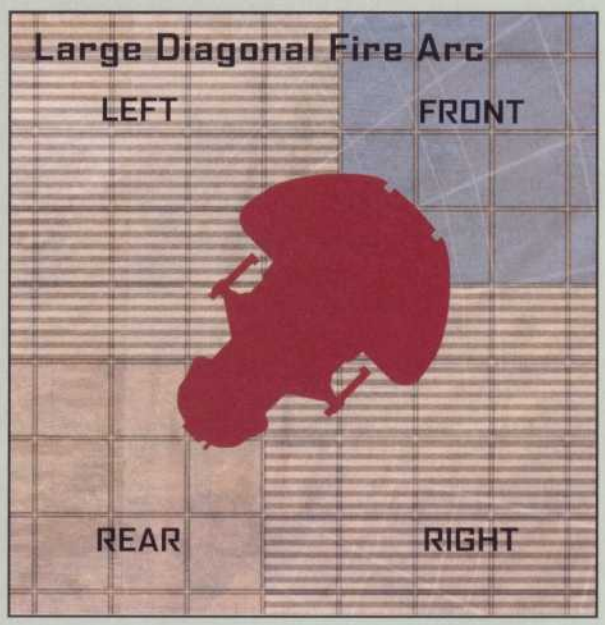
All standard-mounted weapons point in one of four directions: forward, aft (rear), right, or left. Some weapons are partially turret-mounted (giving them two adjacent arcs of fire) or fully turret-mounted (allowing them to fire in all four directions). A weapon's facing and arc of fire are given in the vehicle's description.

With some particularly large vehicles, the part of the vehicle that includes a given fire arc might be two or more









squares wide. The accompanying diagrams illustrate the normal and diagonal firing arcs for vehicles that occupy a single square and larger vehicles that occupy multiple squares.

Using Cover

When you open fire with a vehicle's weapons, objects or vehicles in the way can provide cover for your target. Cover provides a bonus to a target's Defense. The more cover, the greater the bonus.

When you declare an attack, draw an imaginary line from the center of the square from which you're firing (see Facing and Fire Arcs, above) to the center of the square that includes the target. (When your target occupies more than one square, you must declare which square you're firing at.) Each square that includes an object—whether a vehicle, character, creature, or obstacle—provides some degree of cover for your target, making the shot more difficult. Table 10–4: Vehicle Cover gives the bonuses to Defense provided by different sizes of objects. When multiple obstacles occupy the same square, apply the cover bonus of the largest obstacle.

When firing at a target occupying the same square as an obstacle, the cover bonus for the obstacle applies. Obstacles in the same square as the attacking vehicle do not provide cover to the target.

Table 10–4: Vehicle Cover

Cover Size	Target's Defense Bonus
Colossal	+12
Gargantuan	+8
Huge	+4
Large	+2
Small/Medium-size	+1
FIne/Diminutive/Tiny	+0

Striking the Cover

An attack that misses a target with cover might inadvertently strike the cover instead. This occurs when the attack roll would have hit the target had it not had cover, and the attack roll is high enough to hit the cover's Defense. To determine which covering object was struck, start with the object closest to the target vessel, and compare the attack roll to its Defense. If the roll is sufficient to hit, apply the damage to the cover. If not, move outward to the next distant covering object, and repeat this process until either a piece of cover is struck or all the cover has been missed.

If the covering object is a vehicle, and the pilot of the vehicle is using a dodge ability that keeps the covering vehicle from being struck, the original target is struck after all. Effectively, the covering vehicle has dodged out of the way, saving itself instead of providing cover.

Fire-Linked Weapons

Vehicles sometimes have fire-linked weapons that point and fire in the same direction. Fire-linked weapons are treated as a single weapon (fired with a single attack roll) that deals greater damage than either weapon alone. Each doubling of the number of fire-linked weapons (two, four, eight, and so on) adds one die of damage (before multiplication).

For example, if two weapons that normally deal 3d10 points of damage each are fire-linked, they resolve their attack with a single roll and deal a combined 4d10 points of damage. If another pair of weapons were added to the link (bringing the total to four fire-linked weapons), the set would deal 5d10 points of damage.

Only identical weapons can be fire-linked.

Ion Weapons

Ion weapons do not deal hull point damage. Instead, any hit by an ion cannon deals damage against a vehicle's systems, shorting them out and potentially shutting them down. Whenever an ion cannon deals hull damage, simply compare the amount of damage to Table 10–5: Ion Damage. The vehicle suffers the listed effect, without the accompanying hull damage.

Table 10–5: Ion Damage

Damage	Effect	Repair Check DC
11–20	Superficial ionization	10
21–40	Minor ionization	15
41–60	System ionization	20
61–80	Major ionization	25
81+	Catastrophic ionization	30

Vehicle Movement

This section presents vehicle movement rules on the same scale as movement rules for characters and creatures, though in most cases vehicles move considerably faster than the average Human or bantha. These rules explain how to handle simple maneuvers and stunts (maneuvers requiring Pilot checks), what happens when stunts fail, and how to resolve combat between not only individuals and vehicles but also individuals, vehicles, and starships in the atmosphere.

Using a Square Grid

As in personal combat, vehicle combat plays out on a square grid, with each square measuring 2 meters on a side. Vehicles have speeds ranging from a mere 20 meters to as much as 120 meters, and airspeeders can travel even faster.

Diagonal Movement

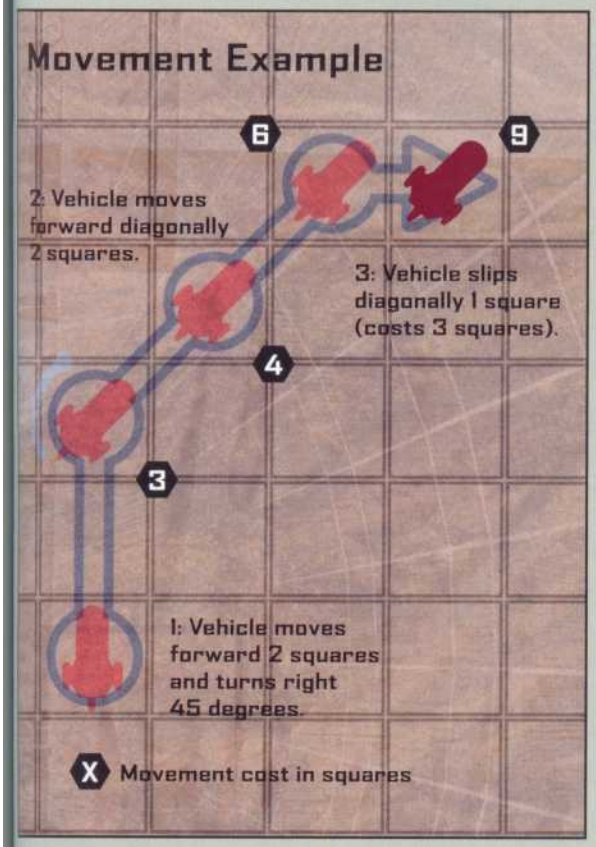
Moving diagonally (through the corner of a square into an adjacent square) can cost additional movement. The first diagonal move a vehicle makes during each action costs 1 square of movement. The second costs 2 squares of movement. The third costs 1, and so on. Thus, moving 2 squares diagonally is treated as having moved 3 squares.

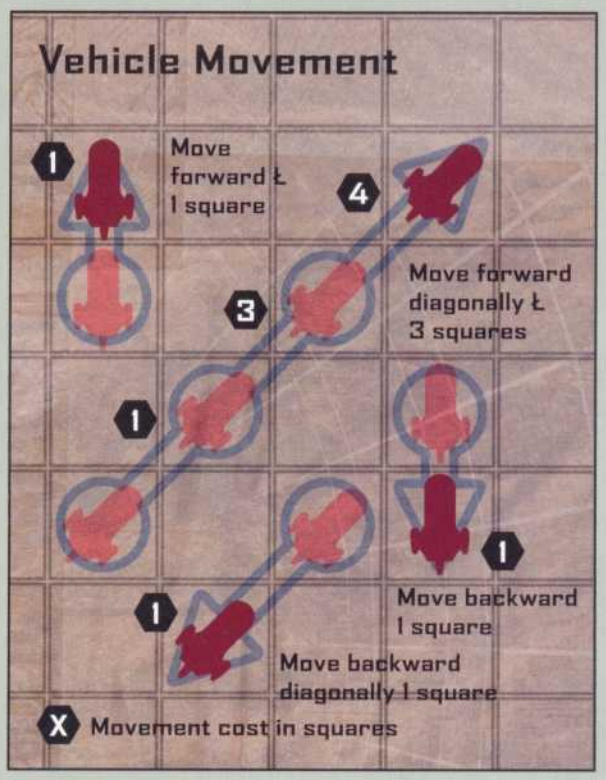
Vehicles That Occupy Multiple Squares

Most vehicles are large enough that they take up two or more squares on the map grid. Exactly how many spaces such vehicles occupy is covered in the vehicle descriptions at the end of this chapter.

When moving a vehicle that occupies more than one square, count the squares from the vehicle's engines (which are assumed to be in the rearmost square). When firing a weapon mounted on such a vehicle, count squares from the location of the weapon.

Multiple vehicles cannot occupy the same square unless they are at different altitudes.





Getting Started

Vehicle engines warm up to operating status relatively quickly but can still take a little time to get moving—especially for the larger ones. If a vehicle of Tiny or smaller size has been powered down for longer than a few minutes, it won't be ready for immediate use. Exactly how long it takes to get ready depends on the size of the vehicle.

Vehicle Size	Time to Power Up
Fine	Free action
Diminutive	Free action
Tiny	Move action
Small	Move action
Medium	1 round
Large	1 round
Huge	2 rounds
Gargantuan	2 rounds
Colossal	4 rounds

The driver can reduce a vehicle's start-up time by one step with a successful Pilot check (DC 10), taken as a move action. (The minimum amount of time to get a vehicle ready to operate by this means is a move action.) For example, if Han Solo hops into a Colossal ground transport and fires up the engines, even with a successful Pilot check he can get the vehicle moving no faster than 2 rounds later.

Vehicle Speed

As shown in Table 10–3: Vehicle Speeds and Modifiers, a vehicle's speed determines how far the vehicle can travel in a single move action (in meters or squares), the modifier to attack rolls and skill checks made by the pilot or other passengers when the vehicle is moving at that speed, and the bonus to Defense a vehicle receives for moving at that speed.

At the beginning of a combat, the GM must decide how fast GM-controlled vehicles are moving.

Maneuvers

During vehicle combat, a vehicle moves about on the same map grid used in normal combat. A vehicle can move only during a move action; basic movement requires no skill check.

A vehicle's pilot can make one attack and one move action per round, or two move actions if he does not attack.

Simple Maneuver: Simple maneuvers (moving forward, moving backward, slipping, turning, and looping) allow a ship to move a specified number of squares on the map grid, as determined by its speed. Because simple maneuvers are easy to perform, they do not require Pilot skill checks.

As a move action, a pilot can perform any number of simple maneuvers, provided that the total number of squares moved does not exceed the vehicle's speed.

A vehicle does not have to move its full speed during its turn; unused movement simply indicates that the vehicle is moving at less than top speed.

Stunt: Stunts are difficult and sometimes daring maneuvers that enable a pilot to change his vehicle's facing (heading or orientation) at no movement cost. A stunt can be attempted as a free action during the pilot's move action. Stunts always require Pilot checks. A pilot can attempt only one stunt per move action.

Simple Maneuvers

As a move action, the pilot of a vehicle can perform any one of the following maneuvers, provided the vehicle has sufficient movement available to complete the maneuvers (as determined by its speed for the round).

Forward and Reverse

All vehicles are capable of forward movement; the pilot's only decision is how fast to go. A pilot can always choose to advance more slowly than his vehicle's full speed. Bad terrain and obstacles might also slow the vehicle.

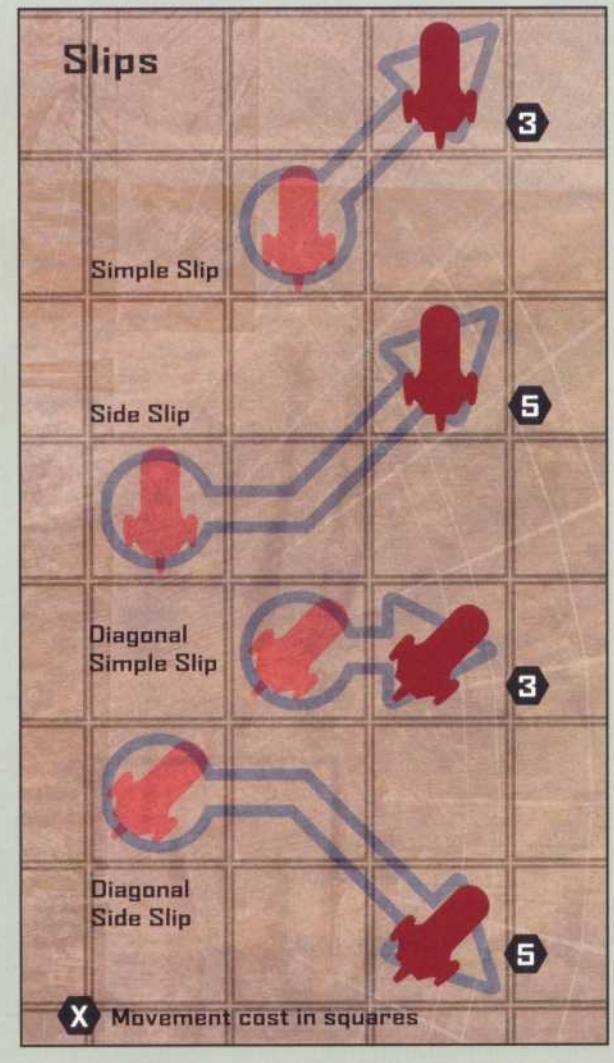
Any vehicle can travel backward at a speed of 10 meters or 1/10 of the vehicle's full speed, whichever is greater.

A vehicle cannot combine forward and reverse movement during a single move action.

Diagonal Movement: Moving diagonally (across the corner of a square) costs additional movement. The first diagonal move a vehicle makes during each action costs 1 square of movement. The second costs 2 squares of movement instead of 1. The third costs 1, and so on. Thus, every 2 squares of diagonal movement costs 3 squares of a vehicle's movement. See the accompanying diagram.

Simple Slip

The maneuver known as a simple slip allows a vehicle to avoid obstacles without changing facing. The simple slip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement (as illustrated in the Slips diagram). With sufficient movement, a pilot can perform this maneuver more than once in the same action.



Tracked and walker ground vehicles cannot perform simple slips. Wheeled ground vehicles, landspeeders, speeder bikes, and airspeeders can perform simple slips.

Diagonal Simple Slip: When a vehicle is facing a corner of its square instead of a side, a simple slip moves it into the forward left or right square and costs 3 squares of movement.

Side Slip

A complicated variation on the simple slip is the side slip. Here, the pilot covers more distance laterally than forward (as illustrated in the Slips diagram). As with a simple slip, a pilot can perform this maneuver multiple times in the same action, provided the vehicle has sufficient movement available. A side slip costs 5 squares of movement.

Wheeled, tracked, and walker ground vehicles cannot perform side slips. Only landspeeders, speeder bikes, and airspeeders can execute this maneuver.

Diagonal Side Slip: Vehicles facing the corner of a square move into the forward left or right square, then move one more square to the left or right (in the same direction as the previous move).

45-Degree Turn

Any vehicle can make a simple 45-degree turn by expending 1 square of movement. Before a vehicle can turn, it must move at least 1 square forward. Turning a vehicle completely around in a half-circle so that it's pointed in the opposite direction costs 8 squares of movement—4 to accomplish the forward moves and 4 more to accomplish the 45-degree turns.

Ram Attack

A vehicle can, as a full-round action, attempt to ram a target (either a character, creature, obstacle, or another vehicle).

Certain types of ram attacks can be considered to succeed automatically. For instance, it's essentially impossible to miss an immobile, stationary target if the target is the same size as the vehicle or larger. If the target is smaller than the vehicle, the ram attack could miss even if the target is not trying to avoid being hit. See the Ramming and Collisions sidebar for more information.

Stunts

Stunts are special maneuvers that allow a pilot to reorient his vehicle without expending any of the vehicle's movement. Performing a stunt requires a successful Pilot check. If this check is failed by 10 or more, there is a chance that the pilot loses control of his vehicle (see Failed Stunts, below).

Quick Turn

A quick turn allows a vehicle to make a turn without first moving forward 1 square. Only vehicles that occupy a single square or those that are 2 squares long can make quick turns. The Quick Turns diagram shows the DCs for various types of turns, ranging from 45 to 180 degrees.

When a vehicle 2 squares in length attempts a quick turn, the vehicle pivots on its rearmost square (where the engines are assumed to be located). The front of the vehicle must be able to swing through the squares adjacent to the rearmost square without hitting any obstructions. If an object occupies any of the squares through which the vehicle must

RAMMING AND COLLISIONS

[SPEED 20 M (MAX. SPEED) 80 KM/H]

Collisions occur when a vehicle loses control and strikes a solid object or when a vehicle's pilot decides to ram into something on purpose.

Resolving Ram Attacks

When a pilot chooses to use her vehicle to ram another vehicle, a character, a creature, or an object, follow this procedure.

1. Move the vehicle straight toward the target. The movement must be in a straight line (no backing up allowed). Until the next round, the vehicle suffers a –2 penalty to Defense. The vehicle can avoid obstacles along the way if the pilot succeeds at the appropriate Pilot checks (see Table 10–9: Pilot Checks to Avoid Hazards). The vehicle's speed must be sufficient to carry the vehicle at least one square beyond the target, or the ram attempt fails automatically.

2. When the ramming vehicle enters the square occupied by its target, resolve the ram attack. The forward momentum gives a +2 circumstance bonus to the pilot's attack roll, and the target's armor bonus to Defense (if any) does not apply. A ship can only attempt to ram a single target once during a round.

3. If the attack succeeds, a collision occurs (see below). If the attack fails, the vehicle leaves the target square and may continue moving thereafter if its pilot so desires.

Resolving Collisions

Vehicle collisions depend on the speed and size of the objects involved. Use the highest speed of the two colliding objects (at the moment of impact) to determine the damage die type:

Table 10–6: Collision Damage by Speed

Highest Speed	Damage Die Type
1–10 meters (1–5 squares)	d4
11–100 meters (6–50 squares)	d8
101–250 meters (51–125 squares)	d10
251+ meters (126+ squares)	d12

Use Table 10–7: Collision Damage by Size to figure the number of damage dice to roll based on the smallest object involved:

Table 10–7: Collision Damage by Size

Object Size*	# of Dice	Object Size*	# of Dice
Colossal	16	Small	2
Gargantuan	12	Tiny	1
Huge	8	Diminutive	0
Large	6	Fine	0
Medium-size	4		

Finally, decide the collision's damage multiplier based on the movement vectors of the ramming vehicle and the target vehicle.

Table 10–8: Collision Vector Multipliers

Target Is . . .	Multiplier
Moving toward the ramming vehicle	×2
Moving perpendicular to the ramming vehicle	×1
Moving away from the ramming vehicle	×1/2

Once the damage has been determined, apply it to both vehicles (or objects) involved in the collision.

pivot, then a collision occurs (see the Ramming and Collisions sidebar).

Failed Quick Turn: If a pilot fails a quick turn stunt while attempting a turn of 90 degrees or more, the vehicle turns only 45 degrees in the direction of the turn rather than completing the full turn. If a pilot fails a quick turn of 45 degrees, the vehicle does not turn at all.

Attack Runs

A vehicle can ignore normal defensive maneuvering to line itself up with its target, gaining a bonus on attacks made against the target. The attacking vehicle must move straight toward the target, without turning or otherwise maneuvering, for at least half of its movement for that action. Until it actually passes the target, the attacking vehicle can fire its forward-facing weapons at the target, at any point along the attacking vehicle's movement.

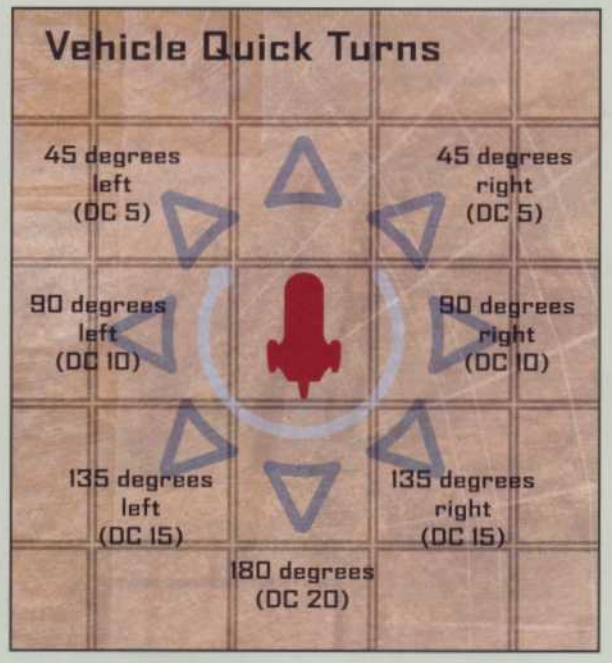
This stunt requires a successful Pilot check (DC 10), attempted as a free action as part of the vehicle's movement. If successful, the vehicle gains a +2 circumstance bonus on attacks made with weapons in the front firing arc but also suffers a –2 penalty to Defense. A vehicle making an attack run cannot fight defensively.

Avoiding Hazards

Vehicle combat rarely occurs on a perfectly flat, featureless plain. Rocks, trees, buildings, people, vehicles, wreckage, and other obstacles can get in the way.

When a vehicle tries to move through a square occupied by a hazard, a pilot must succeed at a Pilot check to avoid the hazard and continue moving. The GM can rule that certain vehicles cannot pass through a square occupied by a large, solid obstacle (such as a duracrete wall or a building). Attempting to pass through such a square automatically results in a collision, the effects of which should be resolved using the Ramming and Collisions sidebar.

Avoiding a hazard is a free action: A pilot makes as many Pilot checks each round as needed to avoid the obstacles that





appear in his path. To determine the DC for the Pilot check to avoid a hazard, the GM rolls 1d20 and consults Table 10–9: Pilot Check to Avoid Hazards. If the Pilot check fails, use the Ramming and Collision sidebar to determine damage.

Table 10–9: Pilot Check to Avoid Hazards

d20 Roll	DC to Avoid Hazard
1	40
2	35
3–4	30
5–7	25
8–11	20
12–14	15
15–17	10
18–19	5
20	0

Failing a Pilot check to avoid a hazard almost always means that the vehicle has collided with the obstacle. If the hazard is another vehicle, the pilot of the second vehicle can also attempt a Pilot check to avoid the collision. If both checks fail, the collision occurs.

Some hazards require special rules to adjudicate, particularly when failure to avoid the hazard leads to something other than a collision. Regardless of the nature of the hazard, the Pilot check determines whether the pilot circumvents the hazard successfully. Some specific examples are presented below.

Cliffs and Chasms: Circumventing a cliff or crossing a chasm is tricky; roll 1d12 instead of 1d20 on Table 10–9 to determine the DC for the Pilot check. A failed Pilot check results in a fall that damages both the vehicle and its passengers (see Falling, page 289).

Toxic Pool: Roll 1d20 and consult Table 10–9 to determine the DC of the Pilot check; a failed check lands the vehicle in a pool of toxic waste. The vehicle itself is unlikely to sustain damage. However, passengers who do not have full cover might suffer adverse effects; refer to the poison rules on page 289.

Radioactive Pool: Roll 1d20 and consult Table 10–9 to determine the DC of the Pilot check; a failed check lands the vehicle in a pool of radioactive waste. The vehicle itself is unlikely to sustain damage. However, passengers who do not have full cover might be subject to radiation damage; refer to the radiation rules on page 290.

Acid Pool: Roll 1d20 and consult Table 10–9 to determine the DC of the Pilot check. A failed check lands the vehicle in a pool of acid. Use the acid rules on page 291 to determine damage to the vehicle; passengers in the vehicle who do not have full cover take a similar amount of damage.

Sideswipe

During a vehicle's move action, a pilot can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his vehicle.

A sideswipe requires a Pilot check. The pilot must have enough movement to pass through the target's square to perform the stunt. The size and speed of the target determines the DC of the Pilot check. See Table 10–10: Pilot

hecks to Sideswipe Targets to determine the DC for the tunt. If the stunt is successful, the damage dealt to both he sideswiping vehicle and the target is one-quarter the amage of a successful ramming attack (use the Ramming nd Collisions sidebar and divide the final damage result by , rounding down).

Table 10–10: Pilot Checks to Sideswipe Targets

arget Size	Base DC	Target Size	Base DC
olossal	0	Small	25
argantuan	5	Tiny	30
uge	10	Diminutive	35
arge	15	Fine	40
edium-size	20		

peed of Target	DC Modifier
meters	–10
–10 meters (1–5 squares)	–5
1–100 meters (6–50 squares)	+0
01–250 meters (51–125 squares)	+5
51–500 meters (126–250 squares)	+10
01+ meters (251+ squares)	n/a

If the stunt succeeds and the target is another moving ehicle, the pilot of the sideswiped vehicle must succeed at Pilot check (DC 15) at the beginning of his next action or se control of the vehicle; a failed check is treated like a iled stunt (see Failed Stunts, below).

If the sideswipe stunt fails, the pilot of the attacking ehicle must make a second Pilot check to avoid ramming he target as he passes through the target's square, as if oiding a hazard (see Avoiding Hazards, above).

Pursuit

ometimes a pilot wants to get behind an opponent and llow his every move, or take advantage of a "blind spot." o establish pursuit, a vehicle must be within 10 meters of e vehicle to be pursued and in the target vehicle's rear arc. ilots make an opposed Pilot check. The target gains a +5 rcumstance bonus on his check unless he's completely naware of the pursuer. If the pursuer's Pilot check result is igher, she successfully establishes pursuit.

Pursuing: Once a pilot has established pursuit, she ecomes the target's shadow: She acts on the same initia- e count, moves at the same speed (if possible), and must everything the target does in order to maintain pursuit. pursuing vehicle moves at the same time as its target rough exactly the same squares the target moves rough—even squares including obstacles, if need be—and e pilot must perform all the same stunts and Pilot checks avoid hazards. If a pursuer fails to execute the maneuvers ken by the target, the pursuit ends (even if the pursuer es not suffer any damage as a result of a failed check).

Attack as a Free Action: After the target has declared s speed for the round (which also determines the pursuer's eed for the round), the pilot of the pursuing vehicle can ke a single attack with one forward-firing weapon. All nners with forward-firing weapons can act as normal. hile pursuing a vehicle, a pilot or gunner ignores all speed odifiers to the pursued ship's Defense.

Flanking: Similar to flanking in personal combat, two or more vehicles can "bracket" an enemy vehicle and thus increase their chances of successfully hitting it with an attack. Two or more vehicles that have established pursuit on the same target gain a +2 circumstance bonus on attacks against the pursued vehicle.

Breaking off Pursuit: A pursuer can break off pursuit at any time by choosing a course different from that of his target.

Breaking off pursuit is a special delaying action. When the pursuer decides to break off pursuit, the pursuer's initiative count automatically drops by 1; she no longer acts at the same time as her erstwhile target.

Example: Kaz (initiative result 16) steals a speeder bike and goes tearing off through the city-canyons of Coruscant. Almost immediately, a pair of security interceptor speeder bikes (initiative result 12) give chase. To establish pursuit, either or both security officers must succeed at an opposed Pilot check against Kaz. Kaz has a +8 modifier on his Pilot checks; the officers have a +4 modifier. Kaz gets an additional +5 circumstance bonus on his check (because he is being pursued) and rolls a 9, for a result of 22 (9 + 8 + 5). The first security officer rolls a 6, for a result of 10 (4 + 6), and the second officer rolls a 19, for a result of 23 (4 + 19).

The second officer establishes pursuit. The initiative count of this officer changes to match Kaz's initiative (16); when Kaz acts, this security officer also acts. The first officer still acts on initiative count 12 and can try again to establish pursuit on her next action.

Escape Pursuit

To escape a pursuer, the pilot of the pursued vehicle must succeed at an opposed Pilot check. The pursuer gains a +5 circumstance bonus on the check. If the pursued pilot wins, he breaks the pursuit, and the pursuer no longer ignores the speed modifier of the pursued ship's Defense. Whenever a ship escapes pursuit, its pursuer's initiative count drops by 1; it no longer acts at the same time as its erstwhile target.

Example: Continuing the previous scene, Kaz tries to lose his pursuer. To do this, he must succeed at an opposed Pilot check against the one officer pursuing him. Kaz still gets his +8 bonus, but the pursuing officer gains a +5 circumstance bonus in addition to his +4 modifier for the Pilot skill. Kaz rolls a 13, for a result of 21 (8 + 13), and the security officer rolls a 10, for a result of 19 (4 + 5 + 10). Kaz manages to shake the security officer, and the security officer's initiative count drops to 15.

Failed Stunts

A failed Pilot check on a stunt means the pilot has failed to execute the stunt. If the Pilot check fails by 10 or more, the pilot might lose control of the vehicle. (A pilot cannot lose control due to a failed opposed check.) The pilot must make another Pilot check against the same DC as the original (failed) check. If the second check succeeds, the pilot maintains control of the vehicle, but still fails to accomplish the desired maneuver. If the second check fails, the pilot has lost control of her vehicle. Compare the pilot's measure of failure (how much she missed the second check by) to Table 10–11, 10–12, 10–13, or 10–14 (depending on the vehicle type) to determine the effect. For airspeeders, use

Table 10–11: Loss of Control, Wheeled Ground Vehicles

Pilot Check Failed By . . .	Effect	Skill Check Penalty	Vehicle Defense Penalty
5 or less	Skid	–2	–1
6–10	Skid and spin	–4	–2
11+	Roll	–8	n/a

Table 10–12: Loss of Control, Tracked Ground Vehicles

Pilot Check Failed By . . .	Effect	Skill Check Penalty	Vehicle Defense Penalty
5 or less	Skid	–2	–1
6–10	Skid and slide	–4	–2
11+	Roll	–8	n/a

Table 10–13: Loss of Control, Walker Ground Vehicles

Pilot Check Failed By . . .	Effect	Skill Check Penalty	Vehicle Defense Penalty
Up to 5	Wobble	–2	–1
6–10	Stumble	–4	–2
11+	Topple	–8	n/a

Table 10–14: Loss of Control, Speeder Ground Vehicles

Pilot Check Failed By . . .	Effect	Skill Check Penalty	Vehicle Defense Penalty
Up to 5	Slide	–2	–1
6–10	Slide and spin	–4	–2
11+	Roll	–8	n/a

Table 11–14: Loss of Starship Control in Chapter Eleven.

While a vehicle is out of control, the pilot cannot perform any simple maneuvers or stunts. All aboard suffer a penalty to skill checks and the vehicle suffers a penalty to Defense until control is regained.

Regaining Control: In order for a pilot to regain control of his vehicle after a failed stunt, he must succeed at a Pilot check against the same DC as the check he failed when he lost control.

Roll: The vehicle rolls in a straight line along its last declared vector for a number of meters determined by its current speed: 1–10 meters, 1d10; 11–100 meters, 1d10 × 10; 101–250 meters, 1d10 × 20; 251–500 meters, 1d10 × 50; 501+ meters, 1d10 × 100. A roll deals 1d6 points of damage to the vehicle plus an additional 1d6 points per 10 meters traveled during the roll; the vehicle's occupants take 1d4 points of damage for every die of damage applied to the vehicle. If the vehicle sustains enough damage, it might explode (see the Exploding Vehicles sidebar). If it does not explode and still has hull points remaining, the vehicle rights itself but stops moving; a successful Pilot check to regain control allows the pilot to "restart" the vehicle.

If the roll brings the vehicle into contact with another object, see the Ramming and Collisions sidebar.

Skid: The vehicle skids forward along its last declared vector for a number of meters determined by its current speed: 1–10 meters, 2d4; 11–100 meters, 2d4 × 2; 101–250 meters, 2d4 × 5; 251–500 meters, 2d4 × 10. Although its facing remains unchanged, the vehicle loses the rest of its movement for the action. If the skid brings the vehicle into contact with another object, see the Ramming and Collisions sidebar.

Slide: The vehicle slides to the left or right (determined randomly) for a number of meters determined by its current speed: 1–10 meters, 2d4; 11–100 meters, 2d4 × 2; 101–250 meters, 2d4 × 5; 251–500 meters, 2d4 × 10; 501+ meters, 2d4 × 25. Although its facing remains unchanged, the vehicle loses the rest of its movement for the action. If the slide brings the vehicle into contact with another object, see the Ramming and Collisions sidebar.

Spin: The vehicle spins wildly and loses the rest of its movement for the action. Roll 1d8 to determine the degree of the turn: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, left 45 degrees; 6, left 90 degrees; 7, left 135 degrees; 8, 180 degrees. Reorient the vehicle accordingly.

Stumble: The walker stumbles in a straight line along its last declared vector for a number of meters determined by its current speed: 1–10 meters, 2d4; 11–100 meters, 2d4 × 2; 101–250 meters, 2d4 × 5; 251–500 meters, 2d4 × 10. The vehicle loses the rest of its movement for the action. The stumble continues each round until the pilot regains control. If the stumble brings the vehicle into contact with another object, consult the Ramming and Collisions sidebar.

Topple: The walker topples to the ground. The vehicle takes 1d6 points of damage for every 2 meters of its height, plus additional damage depending on its current speed: 1–10 meters, 1d6; 11–100 meters, 2d6; 101–250 meters, 4d6; 251–500 meters, 7d6. If the vehicle sustains enough damage, it might explode (see the Exploding Vehicles sidebar). The occupants suffer 1d4 points of damage for every die of damage applied to the vehicle.

Wobble: The walker stops moving and begins to wobble from side to side, as though ready to fall. The vehicle loses the rest of its movement for the action and continues wobbling in place until the pilot regains control.

Difficult Conditions

Obstructions, harsh terrain, and poor visibility can hinder a vehicle's speed or a pilot's ability to control a vehicle. If any of these factors exist, the vehicle's speed might be reduced and the pilot might suffer a penalty on all Pilot checks, as noted in Table 10–1: Conditional Modifiers to Vehicle Movement and Pilot Checks.

Airspeeders and their pilots are not generally hampered by terrain, although obstacles (tall buildings and crowded flight lanes) and poor visibility still present challenges.

Vehicle Descriptions

This section describes a variety of common vehicles you might want to have available in your *Star Wars* campaign.

Walkers

The 8.5-meter-tall All-Terrain Scout Transport (AT-ST) is a nimble, two-legged mobile weapons platform that rapidly moves across battlefields and through cramped urban environments, providing reconnaissance and quick-response fire

support for ground troops. The 15.5-meter-tall All Terrain Armored Transport (AT-AT) is an imposing, four-legged behemoth that shakes the ground as it plods toward enemy fortifications. In addition to its built-in weapons, an AT-AT carries as many as forty troopers or two AT-STs. During the Rebellion era, the Empire had firm control of the Kuat Drive Yards and sole access to the AT-STs and AT-ATs. Only after the fall of the Empire might these vehicles appear on the black market for sale (at exorbitant prices).

The All-Terrain Tactical Enforcer assault walker (AT-TE) was developed for mining companies on worlds troubled by raider activity or political turmoil. The standard AT-TE is armed only with antipersonnel laser cannons. However, to increase their effectiveness during the Battle of Geonosis, Rothana Heavy Engineering technicians installed heavy assault cannons on the AT-TEs en route to Geonosis. The AT-TE carries up to twenty passengers (clone troopers at the Battle of Geonosis, but generally miners or hired guards) and can travel up to five hundred kilometers before refueling. The vehicle is self-contained and can support a full complement of crew and passengers for two weeks without ever opening the doors. In medical emergencies, the AT-TE even provides a medical droid in an emergency storage locker, which folds down to double as an operating table.

The AT-TE's six-legged construction enables it to crawl efficiently over rough ground without appreciable loss of speed. However, it has considerable difficulty maneuvering over tightly packed obstacles.

During its move action, a walker can trample a character, creature, or vehicle three or more size categories smaller than itself by simply entering the target's square. Avoiding the trample requires a successful Reflex saving throw; use the rules for Falling Objects in Chapter Twelve to adjudicate the effects.

An AT-ST occupies a space 3 squares long and 3 squares wide, an AT-AT occupies a space 10 squares long and 5 squares wide, and an AT-TE occupies a space 8 squares long and 4 squares wide.

Kuat Drive Yards All-Terrain Scout Transport (AT-ST)

Class: Walker [Ground]	Crew: 2 (Skilled +4)
Size: Huge (6.4 m long)	Initiative: +2 (–2 size, +4 crew)
Passengers: None	Maneuver: +2 (–2 size, +4 crew)
Cargo Capacity: 200 kg	Defense: 13* (–2 size, +5 armor)
Speed: 30 m	Shield Points: 0
Max Velocity: 90 km/h	Hull Points: 60 (DR 5)
Cost: Not available for sale	

**Provides full cover to crew and passengers.*

Weapon: Twin blaster cannon (fire-linked); Fire Arc: Front; Attack Bonus: +2 (–2 size, +2 crew, +2 fire control); Damage: 4d10; Range Increment: 200 m.

Weapon: Twin light blaster cannon (fire-linked); Fire Arc: Partial turret (front/rear); Attack Bonus: +2 (–2 size, +2 crew, +2 fire control); Damage: 2d10; Range Increment: 100 m.

Weapon: Concussion grenade launcher; Fire Arc: Front; Attack Bonus: +2 (–2 size, +2 crew, +2 fire control); Damage: 4d6+1; Range Increment: 20 m (6-meter burst radius).



AT-ST WALKER

Kuat Drive Yards All-Terrain Armored Transport (AT-AT)

Class: Walker [Ground]	Crew: 5 (Skilled +4)
Size: Colossal (20.6 m long)	Initiative: –4 (–8 size, +4 crew)
Passengers: 40 (troops)	Maneuver: –4 (–8 size, +4 crew)
Cargo Capacity: 1 ton	Defense: 12* (–8 size, +10 armor)
Speed: 20 m	Shield Points: 0
Max Velocity: 60 km/h	Hull Points: 180 (DR 15)
Cost: Not available for sale	

**Provides full cover to crew and passengers.*

Weapon: Heavy laser cannons (2, fire-linked); Fire Arc: Special**; Attack Bonus: –2 (–8 size, +2 crew, +4 fire control); Damage: 6d10; Range Increment: 300 m.

Weapon: Medium blasters (2, fire-linked); Fire Arc: Special**; Attack Bonus: –2 (–8 size, +2 crew, +4 fire control); Damage: 3d10; Range Increment: 100 m.

***These weapons are mounted on the cockpit, which is situated on a pivoting "neck." They can be brought to bear in one arc of fire per combat round (either front, lelft, or right).*

Rothana Heavy Engineering All-Terrain Tactical Enforcer (AT-TE)

Class: Walker [Ground]	Crew: 7 (Expert +8)
Size: Gargantuan (12.4 m long)	Initiative: +4 (–4 size, +8 crew)
Passengers: 20 (troops)	Maneuver: +4 (–4 size, +8 crew)
Cargo Capacity: 60 tons**	Defense: 16* (–4 size, +10 armor)
Speed: 20 m	Shield Points: 0
Max Velocity: 60 km/h	Hull Points: 160 (DR 15)
Cost: Not available for sale	

**Provides full cover to crew and passengers.*

***Assumes no passengers or troops aboard.*

TERMINOLOGY

[SPEED 20 M (MAX. SPEED) 80 KM/H]

The vehicle descriptions in this chapter use the following terminology.

Class: The vehicle type: Wheeled [Ground], Tracked [Ground], Walker [Ground], or Speeder [Ground].
Size: The vehicle's size category (and its length in meters).
Passengers: The number of passengers and/or troops that the vehicle can carry (in addition to the crew listing, below).
Cargo Capacity: The amount of cargo the vehicle can carry, either in kilograms or metric tons.
Speed: The number of meters the vehicle can cover in a move action. If the vehicle uses two move actions, it can move twice this far in a round. A vehicle can also use all-out movement (a full-round action) and move four times its listed speed.
Max Velocity: The vehicle's maximum overland speed.
Cost: The vehicle's price in credits. If two prices are given, the second is for a used version of the starship. If only one price is given, the ship is not generally available used.
Crew: The quality of the crew and the modifier to appropriate skill checks (see the Crew Quality sidebar).
Initiative: The modifier added to initiative rolls for this vehicle and crew.
Maneuver: The modifier added to any Pilot checks attempted by this crew and vehicle.
Defense: The vehicle's Defense. This includes the vehicle's size modifier and armor bonus.
Shield Points: The vehicle's maximum shield points. Most vehicles do not have shields.
Hull Points: The vehicle's maximum hull points (and the vehicle's damage reduction in parentheses). Subtract the vehicle's damage reduction (DR) from any damage dealt to both the vehicle's shields and its hull. If this subtraction reduces the damage to 0 or lower, no damage is dealt by the attack.
Weapon: The name of the vehicle's weapon. In parentheses, the number of weapons of this type, their configuration, and any special characteristics.
Fire Arc: The weapon's arc(s) of fire. "Turret" means the weapon can fire in any direction, while "Partial Turret" means the weapon can fire in the directions given.
Fire Control: The equipment bonus granted by the vehicle's fire control computer to attacks with the given weapon.
Damage: The damage dealt by the weapon.
Range Increment: The weapon's range increment.

Weapon: Heavy projectile cannon; Fire Arc: Front; Attack Bonus: +4 (–4 size, +4 crew, +4 fire control); Damage: 5d10 (standard shell); Range Increment: 300 m.
Weapon: Light blaster cannons (6); Fire Arc: 4 front, 2 rear; Attack Bonus: +6 (–4 size, +4 crew, +6 fire control); Damage: 2d10; Range Increment: 100 m.

Landspeeders

Ground-based repulsor vehicles, collectively known as landspeeders, are common on planets throughout the galaxy. They are used widely by the military, civilian authorities, businesses, and private citizens. Most families own at least one landspeeder, particularly on planets with scant urbanization and little public transportation.



LANDSPEEDER

Landspeeders are propelled by repulsorlifts, although some racing and military models use ion engines for greater top-end speed. An average speeder has a top speed of 200 kilometers per hour, although the fastest models can reach speeds in excess of 350 kph. Podracers are dangerous variations of landspeeders, with ion engines and repulsor engines strapped loosely onto a cockpit.

One of the most popular models of civilian speeders is the SoroSuub X-series, which can attain a maximum altitude of 1.5 meters. It is a durable two-person craft that features holographic displays, computer-assisted navigation, and counterbalances for a stable ride over rough terrain. (Luke Skywalker used a SoroSuub X-34 landspeeder on Tatooine in Episode IV.) Military and security forces rely on bulkier models with weapon mounts, such as the Naboo Security Forces flash speeder, which has a maximum altitude of 2 meters.

Both of these types of landspeeders occupy an area 2 squares long by 1 square wide.

SoroSuub X-34 Landspeeder

Class: Speeder [Ground]	Crew: 1 (Normal +2)
Size: Large (3.4 m long)	Initiative: +1 (–1 size, +2 crew)
Passengers: 1	Maneuver: +1 (–1 size, +2 crew)
Cargo Capacity: 30 kg	Defense: 11* (–1 size, +2 armor)
Speed: 120 m	Shield Points: 0
Max Velocity: 330 km/h	Hull Points: 16 (DR 5)
Cost: 10,550 (new), 2,500 (used)	

**Provides one-half cover to crew and passengers.*

Naboo Security Forces Flash Speeder

Class: Speeder [Ground]	Crew: 1 (Normal +2)
Size: Large (4.5 m long)	Initiative: +1 (–1 size, +2 crew)
Passengers: 1	Maneuver: +1 (–1 size, +2 crew)
Cargo Capacity: 10 kg	Defense: 12* (–1 size, +3 armor)
Speed: 100 m	Shield Points: 0
Max Velocity: 200 km/h	Hull Points: 18 (DR 5)
Cost: 12,000 (new), 6,000 (used)	

*Provides one-half cover to crew and passengers.

Weapon: Mounted blaster rifle; Fire Arc: Any; Attack Bonus: –1 (–1 size, +0 crew**); Damage: 3d8/19–20; Range Increment: 20 m.

**If necessary, replace the default +0 crew modifier with the attack modifier of the individual using the weapon.

Chariot Command Speeder

Among the most common command vehicles in the Imperial military, the Chariot light assault vehicle was built to protect command personnel when duty required them to appear on the battlefield. The Chariot comes equipped with heavy-duty repulsorlifts, onboard holographic tactical displays, and an encrypted communications array. The craft is also protected by electromagnetic shielding, so that even the most powerful electromagnetic bursts won't shut down its systems and leave hundreds of troops without effective leadership. The Chariot has a maximum altitude of 8 meters.

The pilot and copilot occupy two forward seats, while the commander oversees the battlefield from a station toward the rear of the cabin. In extreme circumstances, the Chariot can carry a command crew of five (including the commander), but the tremendous amount of electronic equipment in the aft section makes the accommodations tight. Under optimal conditions, a Chariot Command Speeder is accompanied by a number of escort vehicles and a platoon of troops. In the event of boarding, the copilot is also trained to act as the commander's bodyguard.

CREW QUALITY

[SPEED 20 M (MAX. SPEED) 60 KM/H]

Rather than providing statistics for every member of a vehicle's crew, most vehicle descriptions have a general "crew quality" descriptor. This value indicates the crew's aptitude with vehicle systems, including piloting, weapons, and defenses.

Table 10–15: Vehicle Crew Quality lists the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation and piloting of the vehicle (including Pilot and Repair checks). Use the attack bonus for all attack rolls performed by the crew.

For unique vehicles where the crew's statistics are included, this table is unnecessary.

Table 10–15: Vehicle Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	–4	–2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3





SPEEDER BIKE

The Chariot Command Speeder is 6 squares long and 2 squares wide.

Uulshos LAVr QH-7 Chariot Command Speeder

Class: Speeder [Ground]	**Crew:** 3 (Skilled +4)
Size: Gargantuan (11.8 m long)	**Initiative:** +0 (–4 size, +4 crew)
Passengers: 2	**Maneuver:** +0 (–4 size, +4 crew)
Cargo Capacity: 20 kg	**Defense:** 12* (–4 size, +6 armor)
Speed: 40 m	**Shield Points:** 0
Max Velocity: 100 km/h	**Hull Points:** 40 (DR 10)
Cost: Not available for sale	

**Provides full cover to crew and passengers.*

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +2 (–4 size, +2 crew, +4 fire control); **Damage:** 4d8; **Range Increment:** 20 m.

Speeder Bikes

These small, fast personal transports appeal to teenagers looking for thrills, military forces that require effective scout vehicles, and law enforcers needing swift pursuit craft. Speeder bike races are popular in the Core systems, where they are viewed as more refined than the extremely dangerous podraces. Still, speeder bikes emphasize speed and maneuverability over safety and protection.

The Nightfalcon series is popular with civilians, racers, and military forces. (Models made available to the public are not typically equipped with weapons.) It can achieve a maximum altitude of 10 meters, which is standard for most speeder bikes. Speeder bikes occupy an area 2 squares long by 1 square wide.

Modified Ikas-Adno 22-B Nightfalcon

Class: Speeder [Ground]	**Crew:** 1 (Normal +2)
Size: Large (4.87 m long)	**Initiative:** +1 (–1 size, +2 crew)
Passengers: 1	**Maneuver:** +1 (–1 size, +2 crew)
Cargo Capacity: 4 kg	**Defense:** 11* (–1 size, +2 armor)
Speed: 100 m	**Shield Points:** 0
Max Velocity: 300 km/h	**Hull Points:** 16 (DR 5)
Cost: 6,000 (new), 2,000 (used)	

**Provides no cover to crew and passengers.*

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** –1 (–1 size, +0 crew); **Damage:** 4d8; **Range Increment:** 20 m.

Sail Barges and Skiffs

Massive repulsorlift vehicles, sail barges are luxury vehicles used for pleasure trips and tourist jaunts. Because these slow-moving hulks have such low flight ceilings (6 meters maximum), they're considered impractical for any other purpose. Most of them sport massive sails and gaudy ornamentation.

When Jabba the Hutt took his court to the Pit of Carkoon in Episode VI: *Return of the Jedi*, they traveled aboard a Ubrikkian luxury sail barge equipped with a heavy repeating laser cannon.

Skiffs are repulsor vehicles used to move cargo and serve as low-speed, low-altitude transports. (They can attain a maximum altitude of 10 meters.) Often, skiffs are operated by labor droids. The most popular line of cargo skiffs is the Ubrikkian SuperHaul series. Jabba the Hutt owned a number of SuperHaul Model II skiffs, as seen in Episode VI: *Return of the Jedi*.

BUYING A USED VEHICLE

[SPEED 20 M (MAX. SPEED) 80 KM/H]

Buying a used vehicle is always a dodgy proposition. How much do you trust the seller? Is she covering up a faulty engine or jury-rigged wiring? Or is the hull of the vehicle held together with spit and syntherope?

To simulate this situation, the Gamemaster can roll d% to determine a used vehicle's general quality. The result indicates the flaw (or flaws) possessed by the vehicle.

Table 10–16: Used Vehicle Flaws

d%	Flaw
01–30	None.
31–50	Jury-rigged systems: –4 penalty on Repair checks made to fix vehicle.
51–60	Burned-out engine: –4 penalty on Pilot checks when the vehicle is moving at a speed greater than 10 meters.
61–70	Shaky steering: –4 penalty on Pilot checks made to turn or reverse direction, establish or break pursuit, ram a target, avoid a hazard, or regain control.
71–75	Malfunctioning sensors: –4 penalty on all Computer Use checks made to operate sensors. If the vehicle has no sensor systems, roll again on this table.
76–80	Malfunctioning fire control: Reduce all fire control bonuses by 4 (minimum +0). If the vehicle has no fire control system, roll again on this table.
81–90	Hull damage: Subtract 10% from maximum hull points.
91–95	Other: The GM is encouraged to be fiendish.
96–00	Roll two more times on this table.

In most cases, a malfunction or flaw can be detected by a successful Repair check (DC 20). The GM can also allow characters to use alternative skills for these checks. For instance, a Computer Use check might notice problems with sensors or fire control systems. (Many sellers discourage this sort of attention from such careful buyers.)

At the GM's discretion, most of these flaws can be repaired, though they are considered complex or very complex tasks. See the Repair skill, page 96, for more information.

The luxury sail barge occupies an area 15 squares long by 7 squares wide. A cargo skiff is 5 squares long and 2 squares wide.

Modified Ubrikkian Luxury Sail Barge

Class: Speeder [Ground]	Crew: 5 (Normal +2)
Size: Colossal (30 m long)	Initiative: –6 (–8 size, +2 crew)
Passengers: 225	Maneuver: –6 (–8 size, +2 crew)
Cargo Capacity: 300 tons	Defense: 7* (–8 size, +5 armor)
Speed: 20 m	Shield Points: 0
Max Velocity: 80 km/h	Hull Points: 60 (DR 5)
Cost: 250,000 (new), 50,000 (used)	

**Provides full cover to crew and passengers below decks.*

Weapon: Repeating laser cannon; Fire Arc: Partial turret (front/left/right); Attack Bonus: –8 (–8 size, +0 crew); Damage: 4d8; Range Increment: 30 m.

Ubrikkian SuperHaul Model II Cargo Skiff

Class: Speeder [Ground]	Crew: 1 (Untrained –4)
Size: Huge (9.5 m long)	Initiative: –6 (–2 size, –4 crew)
Passengers: 20 or cargo	Maneuver: –6 (–2 size, –4 crew)
Cargo Capacity: 135 tons	Defense: 10* (–2 size, +2 armor)
Speed: 80 m	Shield Points: 0
Max Velocity: 200 km/h	Hull Points: 20 (DR 5)
Cost: 8,000 (new), 5,000 (used)	

**Provides one-quarter cover to crew and passengers.*

Armored Assault Tanks (AATs)

These heavily armored vehicles use wheels, treads, powered legs, or repulsorlifts to move about the battlefield. Although not maneuverable, they pack incredible firepower and can safely transport small teams of troops into hostile territory.

The Trade Federation uses AAT-1s propelled by heavy repulsorlifts on the front lines of a battlefield to soften up the enemy before deploying waves of battle droids. The Baktoid Armor AAT occupies an area 5 squares long by 3 squares wide.

Baktoid Armor Workshop AAT-1

Class: Speeder [Ground]	Crew: 4 (Normal +2)
Size: Gargantuan (9.75 m long)	Initiative: –2 (–4 size, +2 crew)
Passengers: 6 (battle droids)	Maneuver: –2 (–4 size, +2 crew)
Cargo Capacity: 500 kg	Defense: 14* (–4 size, +8 armor)
Speed: 40 m	Shield Points: 0
Max Velocity: 120 km/h	Hull Points: 20 (DR 10)
Cost: Not available for sale	

**Provides full cover to crew and passengers.*

Weapon: Heavy laser cannon; Fire Arc: Front; Attack Bonus: +0 (–4 size, +0 crew, +4 fire control); Damage: 5d8; Range Increment: 30 m.

Weapon: Shell launchers (6 front-mounted); Fire Arc: Front; Attack Bonus: –2 (–4 size, +2 crew, +0 fire control); Damage: 3d10×6; Range Increment: 100 m.

Multi Troop Transports (MTTs)

These resilient, well-armed vehicles use wheels, treads, powered legs, or repulsorlifts to transport large numbers of troops across the battlefield and into hostile territory.

The slow Trade Federation MTT is designed to carry up to one hundred battle droids and ten super battle droids but cannot effectively transport any other kind of troops. Baktoid Armor Workshop's MTT occupies an area 16 squares long by 5 squares wide.

Baktoid Armor Workshop MTT

Class: Speeder [Ground]	Crew: 2 (Normal +2)
Size: Colossal (31 m long)	Initiative: –6 (–8 size, +2 crew)
Passengers: See above	Maneuver: –6 (–8 size, +2 crew)
Cargo Capacity: 10 tons	Defense: 12* (–8 size, +10 armor)
Speed: 20 m	Shield Points: 0
Max Velocity: 35 km/h	Hull Points: 120 (DR 20)
Cost: 138,000 (new), 80,000 (used)	

**Provides full cover to crew and passengers below decks.*

Weapon: Blaster cannons (2 fire-linked pairs); Fire Arc: Partial turret (front/right/left); Attack Bonus: –4 (–8 size, +0 crew, +4 fire control); Damage: 3d10×2; Range Increment: 200 m.



CHAPTER ELEVEN

STARSHIPS | 11

[Craft=Koensayer BTL-S3 Y-Wing]

One of the hallmarks of the *Star Wars* universe is the starship: a vehicle capable of traveling between distant star systems. Without starships, the intricate political, social, and economic connections between worlds simply could not exist.

Ultimately, a starship fulfills two primary roles in the *Star Wars Roleplaying Game*. First, it is a plot device—a means by which the heroes can go from place to place during their adventures. Without access to a starship, adventures must by necessity be set on a single world, which limits the variety of stories available to the Gamemaster. When used as a plot device, a starship requires very little GM adjudication.

Second, the starship is a tool within an adventure. It's a way to make money smuggling goods, a means of intimidating enemies, or even a weapon against a gigantic battle station. Scenes of starship combat are among the most memorable in the *Star Wars* movies. They should be just as memorable in your game.

Three basic types of starships exist in the *Star Wars Roleplaying Game:* the starfighter, the space transport, and the capital ship.

Starfighters are small, maneuverable ships designed for combat. They carry one or two crew members and almost no cargo. Instead, they are packed with powerful weapons and engines capable of achieving high speeds. Examples include the X-wing, the TIE fighter, droid starfighters, and Naboo N-1 starfighters.

Space transports are mid-sized vessels not generally designed for combat. The most common category of starship, transports are also the most heavily modified ships, since owners often add weapons, shields, or more powerful engines to alter their characteristics. Small freighters, shuttles, yachts, cruise liners, and scout ships fall into this category.

Capital ships are the largest starships. These gigantic vessels are most commonly ships of war, armed with a vast array of weapons and formidable shields. Most capital ships carry groups of starfighters, landing craft, and troops. The Imperial Star Destroyer is perhaps the best-known capital ship. Huge freighters, container ships, and luxury liners also fall in this category, but they rarely have the armor or weapons of a ship of war.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we changed in this chapter for the new edition.

This chapter got a complete overhaul due to player demands. We dropped the abstract combat system and redesigned starship combat to work just like personal and vehicle combat. We added rules that allow vehicles and starships to interact more easily, as well as new rules for ramming and collisions, heroes as crew aboard space transports and capital ships, and a number of tactical diagrams that demonstrate movement options and weapon firing arcs. We've included a map suitable for use in all eras of play, as well as a sidebar listing planets by region of space. Finally, we've included new starships from Episode II: *Attack of the Clones*.

Starship Costs

A starship is probably the most expensive possession a character will ever own. Actually, many characters don't own the ships they pilot. If a character does own a ship, he probably didn't buy it right off the factory floor. Heroes might work as captain and crew for a ship's owner, whether that's an individual, a corporation, a crime lord, or a government. If the heroes serve as a mission team for one of the primary movers and shakers in the campaign, their ship could be on loan from the heroes' benefactors or assigned to them for a mission or series of missions. This benefactor is usually the Chancellor and the Jedi council in the Rise of the Empire era, the Rebel Alliance in the Rebellion era, or the New Republic and the Jedi academy in The New Jedi Order era.

The ship descriptions in this chapter provide the cost to purchase a new (or used, if applicable) ship of each type. Keep in mind that these prices can fluctuate wildly based on supply and demand. In wartime situations, for instance, even the most battered freighter could be worth several times its normal value.

Expenses

Owning, operating, leasing, or modifying a starship takes money. Numerous adventures can involve the characters' need to borrow, earn, or steal funds and equipment for their ship. If you want to give low-level characters access to a starship, you can allow them to buy a vessel so run-down that it requires constant repairs. Another option is to have a less than reputable individual loan the characters the money to buy a ship—at a very high rate of interest. As characters attain higher levels, they may respond to the idea of acquiring valuable starship equipment, such as a rare ×0.5 hyperdrive, for installation on their ship. Although this sort of story device can be an excellent way to motivate characters, it's important that a starship not be so expensive that the characters regret acquiring it. (One exception to this guideline would be when they're trying something unreasonable, such as running their own Star Destroyer without government assistance.)

Booking Passage

If you don't have a ship of your own (owned or borrowed), your easiest option to travel between systems is booking passage on a passenger liner, transport vessel, or freighter. Most major systems have regular comings and goings of such ships, with accommodations ranging from meager to luxurious. Short trips may be priced on a per-day basis, while a flat fee usually applies for longer journeys to distant locations.

Table 11-1: Booking Passage

Quality	Cost/Day	Cost/Journey [a]	Example
Steerage	50	500	Freighter hold
Poor	100	1,000	Freighter bunk
Average	200	2,000	Liner bunk
Good	500	5,000	Private room
Luxurious	750	7,500	Private stateroom

[a] *One-way passage.*

Chartering a Starship

If all else fails, hire someone to fly you where you want to go. This is the most expensive form of starship travel, with charter costs starting in the thousands of credits and going up from there.

A charter has one enormous advantage over booking passage: privacy. Whether you're smuggling illegal cargo or you just wish to avoid Imperial entanglements, private charter is the best way to go. To reach some remote systems, it might also be the *only* way to go.

In general, the captain of a private charter negotiates a price based on the number of passengers, the type of cargo, the distance traveled, and how dangerous the journey might be. A base price of 6,000 credits gives the average charter captain a place to start. Han Solo offered a price of 10,000 credits to get an old man, a boy, and a pair of droids from Tatooine to Alderaan while avoiding Imperials. The GM is encouraged to negotiate in good faith if the heroes decide to go this route (unless, of course, the captain they hook up with isn't a good-faith type of person).

Hyperspace Travel

The only way to get from one star system to another is by traveling through hyperspace—thereby crossing interstellar distances in a matter of mere hours or days. To be capable of hyperspace travel, a ship must be equipped with a hyperdrive; a ship without a hyperdrive can only travel through realspace and cannot make hyperspace journeys on its own.

Despite the proliferation of trade routes throughout the galaxy, travel between systems remains somewhat unpredictable. Large gravity wells, such as those generated by planets and suns, create "shadows" that exist in hyperspace. Ships in hyperspace must be careful to avoid these shadows; they can cause damage to a ship that passes through one of them, perhaps even destroying the ship. Many hyperdrives come equipped with a shutoff mechanism. When a gravity-well shadow is detected, the hyperdrive cut-off kicks in and ejects the ship from hyperspace before a collision occurs.

Because of this danger, hyperspace trips can't simply follow the shortest possible path between two points. Instead, each course must be plotted with extreme precision to avoid such a disaster. A ship's astrogator uses a navigation computer (often called a nav computer) to plot a safe trip through hyperspace. Without a nav computer, the astrogator must rely on his own skill to calculate the precise coordinates (a very risky proposition) or use an astromech droid.

The galaxy is always in motion. Stars, planets, moons, and various interstellar objects are never in the same place twice, thanks to the nature of orbits and the fact that individual star systems and the galaxy they inhabit are constantly moving. So, coordinates for a hyperspace jump that are correct today will be slightly off tomorrow. The coordinates for well-known routes are constantly updated. These routes take ships to and from any systems along an established space lane, such as the Corellian Trade Spine or the Perlemian Trade Route. The coordinates for less heavily traveled routes must be continually recalculated to account for galactic drift since the time the coordinates were last posted. Unknown routes require extensive calculations and a little bit of guesswork. In addition, gravitational dangers must be accounted

Table 11–2: Astrogation DCs and Modifiers

Quality of Data	Astrogate Check Base DC	Hazard Die
One day old or less	10	d4
More than one day old up to one week old	15	d6
More than one week old up to one month old	20	d8
More than one month old	25	d10
No data available	30	d12

	Traveling To (DC Modifier):								
Traveling From:	**Deep Core**	**Core**	**Colonies**	**Inner Rim**	**Expansion**	**Mid Rim**	**Outer Rim**	**Wild**	**Unknown**
Deep Core	+10	+5	+3	+2	+1	+3	+5	+10	+20
Core Worlds	+5	–5	–4	–3	–2	–1	+0	+10	+25
Colonies	+5	–4	–3	–2	–1	+0	+2	+15	+20
Inner Rim	+5	–3	–2	–1	+0	+2	+3	+10	+15
Expansion Region	+10	–2	–1	+0	+0	–1	–2	+10	+15
Mid Rim	+10	+2	+1	+0	–1	–2	–1	+7	+12
Outer Rim	+15	+3	+2	+1	+1	+0	+1	+6	+10
Wild Space	+20	+18	+15	+12	+10	+7	+3	+0	+25
Unknown Regions	+25	+20	+15	+10	+5	+4	+3	+2	+1

Random Hazards	
Die Roll Result	**DC Modifier**
1–3	+0
4	+2
5	+4
6	+6
7	+8
8	+10
9	+15
10	+20
11	+25
12	+30

Situation/Circumstance	DC Modifier
No nav computer or astromech used	+5
Nav computer used	–4
Astromech droid used[a]	–2
Hyperdrive jury-rigged	+5
Reduce time needed for check by 1 round	+2
No HoloNet access, or campaign is set in the Rebellion era	+5

[a] *Does not apply if the ship also has a nav computer.*

for. Some are listed in star charts, many others aren't. Sometimes these dangers require a ship to exit hyperspace and enter it again later, thereby avoiding the hazard.

Astrogation

Moving from a given location to a desired destination through hyperspace requires a successful Astrogate check. The base DC for this check varies according to the quality of the data (coordinates and vectors) that's available to the astrogator. As stated previously, because every object in the galaxy is constantly in motion, the actual precise path between two objects changes from day to day. If the data the astrogator uses is as fresh as it can be (one day old at most), the base DC for the check is 10. The older the data, the higher the DC, as shown on Table 11–2: Astrogation DCs and Modifiers.

No Data Available: If an astrogator does not have any data concerning the journey he wants his ship to make, the base DC for the Astrogate check is 30, and the astrogator must spend 1 hour performing calculations and devising his own data before attempting the check. (Under other circumstances, making an Astrogate check takes only 1 minute; see the skill description in Chapter Four for more information.)

As a general rule, data for a particular route through hyperspace is available to anyone with access to the HoloNet—although that data might be out of date if the route in question is not frequently traveled by other ships.

For example, the data for moving from Tatooine to Coruscant is likely to be very fresh, since ships make this trip on a daily or almost daily basis. On the other hand, the data for moving between two more isolated locations (such as Phindar and Umgul) is liable to be severely out of date because no ship has made this particular trip for several weeks or months.

After the base DC has been established, apply a modifier based on the ship's present location and the region of the galaxy in which the destination is located. For example, moving from a system in the Core Worlds to one in Wild Space carries a +10 modifier.

Certain situations or circumstances can also modify the check, as shown in the section of Table 11–2 beneath the DC modifiers for location. The presence of a nav computer or an astromech droid improves the astrogator's chance of success, while the absence of such equipment makes success less likely. A hyperdrive that is not in good working order (one that has been jury-rigged) makes the check more likely to fail.

If time is of the essence and saving even a few seconds before making the jump is important, the astrogator can perform the check in less than 1 minute by increasing the DC by 2 for every round he wants to trim from the time required. The time needed for the check cannot be reduced to less than 2 rounds.

Table 11–3: Hyperspace Travel Time

	Traveling To (Base Travel Time in Hours):								
Traveling From	**Deep Core**	**Core**	**Colonies**	**Inner Rim**	**Expansion**	**Mid Rim**	**Outer Rim**	**Wild**	**Unknown**
Deep Core	12	18	24	48	72	96	120	144	168
Core Worlds	24	6	24	36	60	84	96	120	144
Colonies	48	24	12	24	48	72	96	120	96
Inner Rim	72	36	24	18	24	48	72	96	72
Expansion Region	96	60	48	24	24	24	48	72	96
Mid Rim	120	84	72	48	24	36	24	48	72
Outer Rim	144	96	96	72	48	24	48	24	60
Wild Space	168	120	120	96	72	48	24	12	120
Unknown Regions	192	144	96	72	60	72	96	120	48

Possible Modifiers	**Effect on Journey**
Hyperdrive other than ×1 (×0.5, ×2, ×3, etc.) [a]	Travel time = base travel time × hyperdrive multiplier
Journey within same quadrant [b]	Travel time halved
Astrogate check result: [c]	
Failure by 5 or more	Hyperspace mishap; see Table 11–4
Failure by 1–4	Jump occurs; add 1d12 hours to travel time
Success by 0–4	Jump occurs; no time modifier
Success by 5–9	Jump occurs; subtract 1d12 hours from travel time [d]
Success by 10 or more	Jump occurs; subtract 2d12 hours from travel time [d]

[a] *Apply this modifier first.* [b] *Apply this modifier second.* [c] *Apply this modifier third.* [d] *Travel time cannot be reduced to less than 1 hour.*

Table 11–4: Hyperspace Mishaps

d%	**Mishap**
01–30	No jump occurs.
31–50	Off Course: The ship is completely off course, emerging from hyperspace at the end of the journey's travel time in the wrong system, which might not even be in the same region of space as the intended system. An entirely new hyperspace trip must be calculated.
51–65	Hyperspace Fluctuations: Random radiation fluctuations affect the ship's travel time, adding +2d12 hours to the trip.
66–80	Hyperdrive Failure: The ship's nav computer or astromech droid detects a gravity-well shadow and returns the ship to realspace to avoid a collision. This incident occurs at a randomly determined point along the trip. A new hyperspace route must be calculated. For a ship without a nav computer or an astromech droid, treat this result as a hyperspace collision (see below).
81–90	Hyperdrive Failure and Damage: As hyperdrive failure, above, but the hyperdrive system is damaged and must be repaired,or a backup system must be used. For a ship without a nav computer or an astromech droid, treat this result as a hyperspace collision (see below).
91–95	Hyperspace Collision: The ship collides with a gravity-well shadow and drops to realspace. The ship suffers 1d10×1d10 hull points of damage. Assuming the ship remains intact, a new hyperspace trip must be calculated.
96–00	Other: The GM can devise another mishap or roll again.

Finally, the random hazards of hyperspace must be accounted for. Refer to the Hazard Die column on Table 11–2 to get the appropriate size of die to roll; then roll the die and apply the indicated DC modifier from the Random Hazards section of Table 11–2. The higher this modifier is, the greater the chance that a hyperspace mishap will occur (see Table 11–4). The GM may choose to make this die roll in secret, so the astrogator doesn't necessarily know whether or not his check was successful.

Travel Time

If the Astrogate check succeeds, the astrogator has gotten the ship through hyperspace to the desired destination. A typical journey between two regions of the galaxy (or between two systems within the same region) takes a certain number of hours, as shown on Table 11–3: Hyperspace Travel Time. This base travel time can be modified by as many as three factors, each of which is discussed below.

Hyperdrive Quality: The base travel time given on the table assumes the use of a standard hyperdrive with a ×1 multiplier. Faster hyperdrives (×0.5, for example) reduce the travel time accordingly, and slower hyperdrives (×2 or ×5, for example) increase the travel time.

Location of Destination: If the destination of the journey is in the same region as the starting point, or if the destination is in the same quadrant of the galaxy as the starting point, the travel time is halved.

To determine in which quadrant of the galaxy the destination is located, refer to the map on pages 208 and 209. Imagine that two perpendicular lines cutting through the center of the Deep Core are superimposed on the map, dividing the galaxy into four sections, or quadrants. Travel time is cut in half for any journey from one place to another place in the same quadrant, even if the two locations are in different regions.

Check Result: The base travel time given on the table may also be modified by the astrogator's check result—if that result exceeds the DC of the check by 5 or more, the astrogator managed to cut some time off the length of the typical journey.

If the Astrogate check fails, but only by 4 or less, the astrogator still manages to complete the hyperspace journey, but the travel time is extended. If the Astrogate check fails by 5 or more, the astrogator's ship suffers a hyperspace mishap; roll on Table 11–4: Hyperspace Mishaps to determine the nature and severity of the problem. (If the GM doesn't want to use this table, in the interest of making hyperspace travel easier to accomplish, assume that any failed Astrogate check results in a failure to enter hyperspace.)

Example of Hyperspace Travel

A ship is planning to travel from Mimban, in the Expansion Region, to Gamorr, in the Outer Rim. The ship's astrogator is relying on data that is a few days old, so the base DC for his Astrogate check is 15.

The location modifier for a trip from the Expansion Region to the Outer Rim is -2, reducing the DC to 13. The ship has a nav computer (–4 modifier), bringing the DC down to 9. No other modifiers apply because of situation or circumstances.

Because the base DC is 15, the hazard die is a d6. The roll of 1d6 produces a 5, which means the DC is modified by +4 to account for random hazards, bringing it back up to 13.

The astrogator has a skill modifier of +5. As such, he could safely take 10 on his Astrogate check (giving him a check result of 15, which beats the DC). However, he wants to see if he can cut down the travel time, so he takes his chances and rolls 1d20. The roll produces a 15, which added to his skill modifier gives him a check result of 20—success!

The base travel time for a journey from the Expansion Region to the Outer Rim is 48 hours (from Table 11–3). The ship has a ×2 hyperdrive, which doubles the travel time from 48 hours to 96 hours. However, Mimban and Gamorr are in the same quadrant of the galaxy, so the travel time is cut in half, from 96 hours back down to 48.

Because the astrogator's check result (20) was 5 points higher than the DC (15), he reduces the travel time by 1d12 hours. Rolling 1d12 produces an 8, meaning that the trip takes only 40 hours instead of 48.

REGIONS AND PLANETS OF THE GALAXY

[CRAFT=KOENSAYER BTL-S3 Y-WING]

The known galaxy is split into nine vast regions, the innermost called the Deep Core (at the center of the galaxy), the outermost called the Unknown Regions and Wild Space (at the edge of the galaxy). What follows is a partial list of worlds or populated sectors located in each of these regions.

Deep Core: Byss, Khomm.

Core: Abregado-rae, Alderaan, Brentaal, Caamas, Chandrila, Cinnagar, Corellia, Corulag, Coruscant, Drall, Duro, Esseles, Froz, Galantos, J't'p'tan, Kuat, New Plympto, Nubia, N'zoth, Ralltiir, Rhinnal, Sacorria, Selonia, Talus, Tralus.

Colonies: Arkania, Balmorra, Borleias, Carida, Commenor, Devaron, Fondor, Gania, Garobi, Ghorman, Hok, Mrlsst, Neimoidia, Phu, Talasea, Teyr.

Inner Rim: Aleen, Ambria, Antar, Atzerri, Bestine, Bilbringi, Carratos, Champala, Hapes Consortium, Myrkr, Obroa-skai, Onderon, Reecee, Taanab, Telti, Thyferra, Yag'dhul.

Expansion Region: Aquaris, Aridus, Dorin, Gyndine, Iktotch, M'haeli, Mimban, Nkllon, Ploo, Rhommamool, Thisspias.

Mid Rim: Ando, Anobis, Belsavis, Bimmisaari, Bothawui, Cerea, Chalacta, Cona, Culanin, Druckenwell, Garos IV, Falleen, Iridonia, Ithor, Kalarba, Kashyyyk, Kothlis, Lannik, Malastare, Moonus Mandell, Naboo, Nal Hutta, Ord Mantell, Rodia, Sneeve, Tholatin, Toydaria, Trandosha, Umgul, Vortex.

Outer Rim: Aduba III, Agamar, Alzoc III, Ammuud, Anoth, Bakura, Bandomeer, Barab I, Bastion, Belkadan, Bespin, Bimmiel, Bonadan, Cadomai Prime, Chad, Clak'dor VII, Corporate Sector, Dagobah, Dantooine, Da Soocha V, Dathomir, Dellalt, Dubrillion, Endor, Eriadu, Erilnar, Etti IV, Firrerre, Formos, Gala, Gamorr, Garqi, Gelgelar, Gentes, Geonosis, Helska, Honoghr, Hoth, Isis, Ison, Kessel, Korriban, Ku'bakai, Kubindi, Lianna, Mon Calamari, Morishim, Muunilinst, Nam Chorios, Ossus, Phindar, Pzob, Quermia, Roon, Rothana, Rutan, Ryloth, Sernpidal, Sluis Van, Sullust, Sump, Tatooine, Telos, Toong'l, Tund, Wayland, Yavin, Ylesia, Zhar, Zonama Sekot.

Wild Space: Adumar, Almania, Kamino, Nirauan.

Unknown Regions: Csilla, Nagi, possible Yuuzhan Vong worlds or colonies.

Starship Systems

Every starship contains a vast number of separate systems that work together to ensure that the ship functions. Most of these systems aren't interesting or important to the game. Significant systems are highlighted in this section.

Drive Systems

All starships have two drive systems: sublight drives and hyperdrives.

A starship uses its sublight (slower than light speed) drive to travel within realspace, usually within a star system. Atmospheric travel, planet-to-moon travel, and planet-to-planet travel in the same star system are all accomplished via the sublight drive. In general, a ship requires a few minutes to fly from orbit to a safe hyperspace jump point outside the planet's gravity well. It takes about half an hour to fly from a planet to one of its moons. A few hours are needed to fly between planets in a system, and it takes up to a day or two to fly from a star to the outer limits of its system (depending on hazards and the type of sublight drive being used).

Starship pilots use the hyperdrive for system-to-system travel. The hyperdrive actually shifts the starship into the alternate dimension called hyperspace, in which the ship travels at many times the speed of light. See Hyperspace Travel in the previous section for more information.

Starships also include repulsorlift systems, like those found on vehicles, that let them maneuver "vertically" (as relative as that term is in space). Repulsorlifts are used

The Galaxy



This map is not specific to any given era. During the Rise of the Empire era, the Old Republic controls most of the galaxy and Hutt space is larger than shown on the map. During the Rebellion era, the Empire controls most systems from the Core Worlds region out to and including the Mid Rim as well as some Outer Rim worlds, and Hutt space is sized as shown. The Imperial Remnant does not exist until after the fall of the Empire. During The New Jedi Order era, several systems governed by the New Republic fall to the Yuuzhan Vong.


Bastion
Zonama Sekot
Adumar
Muunilinst
Belkadan
Imperial Remnant
Dubrillion
Helska
Iridonia
Yaga Minor
Dantooine
Sernpidal
Ord Mantell
Bilbringi
Vortex
Garqi
Bimmiel
Telos
Bonadan
Carratos
Anobis
Agamar
Toprawa
Ammuud
Borleias
Ithor
Dathomir
Ord Radama
Yavin
Corporate Sector
Empress Teta
Ploo
Bandomeer
Korriban
Ruan
Arkania
Aquaris
Brentaal
Myrkr
Wayland
Quermia
Caamas
Tion Cluster
Obroa-Skai
Alderaan
Kuat
Garos IV
Gala
Lianna
Balmorra
Tanaab
Corellia
Commenor
Meridian Sector
Dellalt
Froz
Onderon
Telti
Hapes Consortium
Nubia
Ambria
Auril Sector
Antar
Cron Drift
Gyndine
Ossus
Kashyyyk
Rhommamool
Montu Cordu
Mimban
Tholatin
Osarian
Sneeve
Bimmisaari
Mon Calamari
Chalacta
Kegan
Lannik
Tund
Bothan Space
Kessel
Kubindi
Toydaria
Da Soocha V
The Centrality
Honoghr
Moonus Mandell
Hutt Space
Ylesia
Maw Cluster
Bothawui
Nar Shaddaa
Kothlis
Aduba-3
Kamino
Roon
Barab I
Gamorr
Pzob
Corellian Trade Spine
Rimma Trade Route
Hydian Way
Corellian Run
Perlemian Trade Route
Worlds that appear in the films
Worlds from the Expanded Universe
Wild Space

during docking, landing, and lift-off procedures, because they offer far more stable maneuvering capability in such circumstances than the higher-output ion engines.

Deflector Shields

Deflector shields are transparent energy fields that surround a ship and protect its hull from physical impacts and energy surges—such as collisions with objects or attacks by laser weapons. Ray shielding protects against radiation, lasers, and blasters, while particle shielding protects against solid matter (to reduce collision damage). Particle shields can be altered to allow other ships to pass through the shield; such is the case on capital ships equipped with fighter bays.

A ship's shields are almost always generated by dedicated field projectors mounted on the ship, and powered by the ship's engines. They extend less than 1 meter from the ship's hull, except in unusual cases (some ships can project their shields around other ships). A ship can selectively drop its shields in certain fire arcs to strengthen its remaining shields (see Angling Shields, page 215).

Sensors

Starships use sensors to detect other vessels, planetary bodies, and potential hazards. Operating starship sensors requires the Computer Use skill. Starship sensor systems have four modes of activity, varying in range, area, and sensitivity.

Passive Mode: Sensors set to passive mode simply receive information about the immediate vicinity (out to short range). Passive sensors grant no bonus on the operator's Computer Use checks. However, passive sensors help hide the ship from other vessels that might detect active sensors. Gathering data from sensors in passive mode is a free action.

Scan Mode: In scan mode, sensors actively send out pulses in all directions (to a maximum of long range) to gather information about the ship's surroundings. Sensors in scan mode grant a +2 equipment bonus on the user's skill checks. Using sensors in scan mode is a move action.

Search Mode: The search mode sweeps a specific fire arc (front, left, right, or rear) for information, out to a maximum of extreme range. This grants a +4 equipment bonus on Computer Use checks made to detect objects with sensors. Using sensors in search mode is a move action.

Focus Mode: A sensor in focus mode directs its attention to a precise area or single object at up to extreme range. While in focus mode, a sensor grants a +6 equipment bonus on Computer Use checks made to operate the sensors. Using sensors in focus mode is a full-round action.

The DC required to locate an object with sensors depends on the object's size and range from the ship. See Table 11–5: Starship Sensor Detection for details.

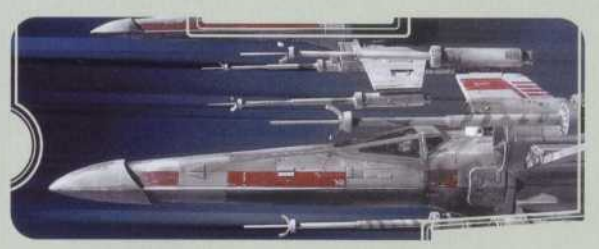


Table 11–5: Starship Sensor Detection

Target Size	Computer Use DC	Target Size	Computer Use DC
Colossal	2	Small	11
Gargantuan	6	Tiny	12
Huge	8	Diminutive	14
Large	9	Fine	18
Medium-size	10		

Target Range	Distance in Squares	DC Modifier
Point blank	0–1	–4
Short	2–5	+0
Medium	6–10	+2
Long	11–20	+4
Extreme	21–40	+8
Out of range	41+	Detection not possible

Situation	DC Modifier
Target is using scan, search, or focus mode	–4
Target is powered down	+4
Target is using sensor mask	Varies
Target is concealed behind object three sizes larger than itself	+10

Communications

A variety of communication systems exist for use on starships. All ships will have at least one of these systems, if not several different types. Note that even systems that transmit through hyperspace operate only when the ship is in realspace.

HoloNet Transceiver: This is the top-of-the-line starship communication system, generally present only on important military vessels. It uses a real-time holographic network transmitting through hyperspace to relay messages between users. The system is both expensive and rare.

Hypertransceiver: A hypertranceiver is less expensive than a HoloNet transceiver but still provides real-time audio and visual transmissions through hyperspace. Military vessels and many large private starships have hypertransceivers.

Subspace Transceiver: A subspace transceiver allows for audio, visual, and hologram communication at a range of a few to several dozen light years. Most starships have a subspace transceiver for emergency signals.

Comm: Most starships use speed-of-light comms for ship-to-ship and ship-to-planet messages. They can interact directly with intercoms (shipboard communications) and comlinks (personal communication systems).

Inertial Compensators

Most starships employ a small field stabilizer known as an inertial compensator, to provide the crew with artificial gravity—and thus, a sensation of "down." Thus, even when the ship is traveling upside down, the crew is always standing on the floor, rather than the ceiling or the walls.

Some starfighter pilots prefer ships with the capacity for adjusting the inertial compensators to just below 100% gravity, finding that it improves the ship's performance slightly—while others find that it gives them a rough ride. Adjusting the inertial compensator in this way gives the pilot a +1 circumstance bonus on Pilot checks—but whenever the pilot fails a maneuver, each member of the crew takes 1d4 points of damage.

Starship Combat

The rules for starship combat are designed to create an exciting, fast-paced scene in which the heroes feel their skills and aptitudes have an impact on the outcome of the battle. These rules provide a framework for combat between two or more ships; the more ships that are fighting, the more complicated the situation becomes.

Once it becomes clear that starship combat is going to occur—either because opponents come within sensor range of each other or because the scenario calls for battle—you need to know who acts first, what they can do during their action, and how these choices affect the battle. Begin by determining initiative, just like in ordinary combat.

Initiative

The Gamemaster has two options for starship combat initiative. First, he or she can use individual initiative just as in normal combat, where each hero rolls separately. This is probably the best method if most or all of the heroes are aboard the same ship, but it can often result in a lot of delayed or readied actions as gunners wait for pilots to perform maneuvers.

An easier method requires one initiative check for each ship (or wing of fighters), using the ship's size modifier as the initiative modifier. This works best when most heroes are on different ships. Have everyone on the same ship act more or less simultaneously. Pilots of starfighters can also add their personal initiative modifier to the initiative roll (accounting for the starfighter's quicker response time).

Starship Size

A starship's size is perhaps its most important characteristic. A ship's size affects its Defense, attack rolls, initiative, and Pilot checks.

As noted on Table 11–6: Starship Sizes, starships operate on a larger scale than ground vehicles, characters, and creatures. For example, a Diminutive starship (such as a TIE fighter) is about the same size as a Huge vehicle or creature.

When combat occurs between starships and vehicles, or starships and characters, use the size categories in the second column of Table 11–6 to determine modifiers to Defense and attack rolls for the vehicles or characters. Initiative checks and skill checks are not affected by this expanded scale.

STARSHIP COMBAT ACTIONS

[CRAFT=KOENSAYER BTL-S3 Y-WING]

Actions during starship combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed at any time, except where noted in the descriptions of the specific stunts and maneuvers.

Free Actions

Communicating orders, switching weapon fire modes, and performing stunts are examples of free actions.

Move Actions

The starship moves a number of squares up to the limit of its speed. A move action can be used to propel the starship or to complete simple maneuvers such as turns and slips.

Attack Actions

A pilot or gunner can make a single attack with one of a starship's weapons using her ranged attack bonus. Various modifiers can apply to the attack roll.

Full-Round Actions

A full-round action requires an entire round to complete and cannot be coupled with a move action or attack action.

When a pilot chooses to make a full-round action, the starship continues along its last vector at its last declared speed. Each crew member can perform one full-round action in one round, including a full attack (see Full Attack Actions).

Starship Combat Tactics

As with personal combat, a character can take both a move action and an attack action in each round of starship combat. Instead of taking an attack action, a character can take a second move action.

Table 11–6: Starship Sizes

Starship Size	Character and Vehicle Size	Modifier	Size (m)	Examples
Colossal	—	–8	1,001+	Imperial Star Destroyer, Mon Calamari star cruiser
Gargantuan	—	–4	501–1,000	Assault frigate
Huge	—	–2	251–500	Nebulon-B escort frigate
Large	—	–1	101–250	Corellian corvette, bulk freighter
Medium-size	—	+0	51–100	Medium-size transport
Small	Colossal	+1	21–50	Light freighter, Imperial customs light cruiser
Tiny	Gargantuan	+2	11–20	X-wing starfighter, Sith war droid
Diminutive	Huge	+4	6–10	TIE fighter, rancor
Fine	Large	+8	2.5–5	Missile, escape pod, airspeeder, wampa
-	Medium-size	+12	1.21–2.4	Human, Arakyd Viper Series probe droid
-	Small	+16	0.61–1.2	Ewok, R2 Series astromech droid
-	Tiny	+20	0.31–0.6	Ysalamiri, Imperial Mark IV Series patrol droid
-	Diminutive	+24	0.1–0.3	Sand tick, Marksman-H training remote
-	Fine	+28	less than 0.1	Stingfly

Flying Defensively

Flying defensively grants a +2 dodge bonus to the ship's Defense and applies a –4 penalty on attack rolls. A pilot can also choose to use full defense, which grants a +4 dodge bonus to Defense but does not allow the pilot to attack (gunners suffer a –8 penalty on attack rolls). These modifiers last until the pilot's next round of actions. The dodge bonuses increase if the pilot has 6 or more ranks in the Pilot skill and the appropriate Starship Operation feat (+3 dodge bonus for fighting defensively, +6 dodge bonus for full defense).

Powering Weapons

Before you can begin blasting your enemies to space dust, you need to power up your ship's weapons. Starship weapons take time to charge before they can be fired. The following table describes the charging time of weapons based on ship size.

Ship Size	Time to Power Up Weapons
Huge/Gargantuan/Colossal	Full round
Small/Medium-size/Large	Move action
Fine/Diminutive/Tiny	Free action

Raising Shields

Starship shields take less time to ready than weapons, but the delay can still be costly. Note that the damage reduction of shields applies as soon as the shields are activated, even though the full protection of the shields might not be available immediately. The following table describes the charging time of shields based on the size of the ship.

Ship Size	Time to Power Up Shields
Colossal	Full round
Large/Huge/Gargantuan	Move action
Fine/Diminutive/Tiny/Small/Medium-size	Free action

Making Attack Rolls

Firing a starship weapon requires an attack action and uses the pilot's or gunner's base ranged attack value (including Dexterity modifier). Unless one has the proper Starship Operation feat (starfighter, space transport, or capital ship), a –4 penalty applies to attacks with starship weapons.

A starship pilot who has 5 or more ranks in the Pilot skill gains a +2 synergy bonus when firing starship weapons. A fire-control computer grants an equipment bonus to attack rolls (determined by the computer's quality) with starship weapons enhanced by the computer.

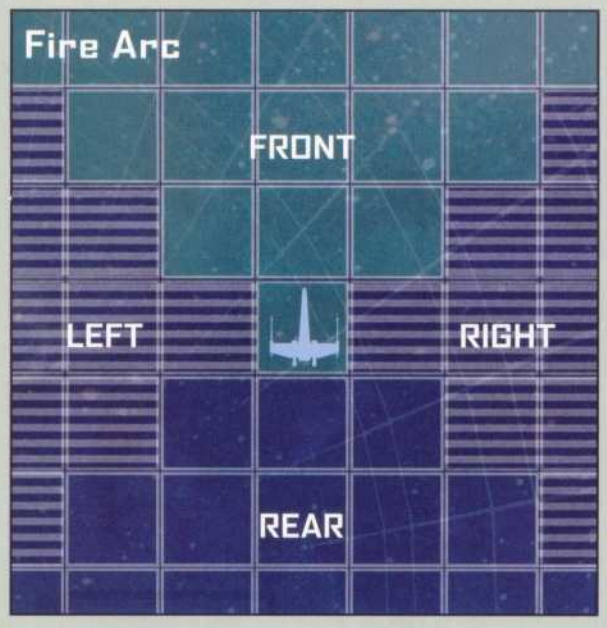
Full Attack Actions

Sometimes a pilot can take a full attack action without performing a maneuver. Similarly, gunners can take full attack actions. As a rule of thumb, if a weapon is under a character's direct control (such as front-firing weapons for starfighter pilots or gun emplacements for gunners), the character can take a full attack action with that weapon. The weapons for capital ships are computer-controlled to such a degree that full attack actions are impossible, although exceptions do exist. Point-defense guns, for example, are normally under the direct control of their gunners.

Multiple Attacks

A character can make multiple attacks with a single weapon, a group of fire-linked weapons, or a set of adjoining weapons. If two or more identical weapons have identical facing, they are considered adjoining weapons. For example, a pilot in an X-wing who could make two attacks as a full attack action could fire each of the fighter's proton torpedo launchers once, or its fire-linked laser cannons twice. The pilot cannot fire the laser cannons once and launch one proton torpedo as a full attack action.

Taking a full attack action is useful only if a character can make more than one attack. Characters with a base attack bonus high enough to get multiple attacks (+6 or higher) can take the full attack action to make multiple attacks during starship combat. Characters with the Rapid Shot feat can use it to make an extra attack with starship weapons.





Double lasers, adjoining weapons, and all weapons described as blasters are considered multifire weapons. As such, they can be used to make two attacks as a full attack action, but each attack takes a –4 penalty (see Multifire, page 165 in Chapter Eight).

Quadlasers are autofire weapons. They can be used to make two additional attacks as a full attack action, but each attack takes a –6 penalty (see Autofire, page 165 in Chapter Eight). Quadlasers on capital ships can be set to autofire; this is an exception to the normal rule prohibiting capital weapons from making multiple attacks.

Facing and Firing Arcs

All standard-mounted weapons point in one of four directions: forward, aft (rear), right, or left. Some weapons are partially turret-mounted (giving them two adjacent arcs of fire) or fully turret-mounted (allowing them to fire in all four directions). A weapon's facing and arc of fire are given in the ship's description.

With big ships, the part of the ship that includes a given fire arc might be 2 or more squares wide. When determining range or firing at point-blank range, count the number of weapons included in a given fire arc and divide by the number of squares the ship has in that fire arc to determine how many weapons are actually in a given square on a ship, and thus how much of the ship's firing actually comes from that square.

The accompanying diagrams illustrate the normal and diagonal firing arcs for ships that occupy a single square and larger ships that occupy multiple squares.

Using Cover

When a pilot or gunner fires a ship's weapons, objects or ships in the way can provide cover for the target, which grants a bonus to a target's Defense. The more cover, the greater the bonus.

To determine whether a target gets a cover bonus to Defense, draw an imaginary line from the center of the square from which the attacker is firing to the center of the target's square. (When the target occupies more than one square, the attacker must declare which square he or she is attacking.) Each interceding square that includes an object—anything from a ship to an asteroid to a planet—provides some degree of cover for the target, making the shot more difficult. Table 11–7: Starship Cover gives cover bonuses based on the size of the interceding objects. This cover bonus stacks with any bonus provided by movement. When multiple obstacles occupy the same square, apply the cover bonus of the largest obstacle.

When firing at a target occupying the same square as an obstacle, the cover bonus for the obstacle applies. Obstacles in the same square as the attacking ship do not provide cover to the target.

Table 11–7: Starship Cover

Cover Size	Target's Defense Bonus
Colossal/Gargantuan	+4
Huge/Large	+2
Medium-size/Small	+1
Tiny/Diminutive/Fine	+0

Striking the Cover

Enormous ships such as Star Destroyers let other ships provide cover for them. However, a ship can also take cover behind enemy ships and various obstacles. In either case, you must determine whether the cover was struck instead of the intended target.

When the attack roll that would have hit the target (had it not been protected) is higher than the Defense of the covering ship or obstacle, it is struck instead. If a ship is using more than one ship or object for cover, start with the cover closest to the target vessel and compare the attack roll to its Defense. If the roll is sufficient to hit, apply the damage to the cover. If not, move outward to the next distant ship or obstacle, and repeat this process until either a piece of cover is struck or all the cover has been missed.

If the object providing cover is a ship, and the pilot is using a dodge ability (such as Starfighter Dodge), the effect





provided by this ability keeps the covering vessel from being struck; the original target is struck after all. Effectively, the covering ship has dodged out of the way, saving itself instead of providing cover.

Range

The distance between an attacking starship and its target affects the attack roll, as summarized on Table 11–8: Starship Range Modifiers.

Table 11–8: Starship Range Modifiers

Range to Target	Range Modifier to Attack Roll [a]
Point blank (0–1 squares)	+0
Short (2–5 squares)	–2
Medium (6–10 squares)	–4
Long (11–20 squares)	–6

[a] *Ships separated by more than 20 squares can't fire at one another.*

Point Blank Range

At point blank range, capital ships have difficulty bringing their weapons to bear on small targets. They can target no more than one-quarter of their weapons at any single Medium-size or Small starship and no more than one-tenth at any single Tiny, Diminutive, or Fine starship. Round fractional values down, to a minimum of one weapon.

Example: An X-wing and a light cruiser attack each other. Once the X-wing closes to point blank range (0–1 squares), the light cruiser can only target the X-wing with one-quarter of the weaponry it has facing in the proper direction (as well as one-quarter of its point-defense guns), while the X-wing can continue to fire with all its weapons.

Firing into a Dogfight

In dogfights, one must be careful not to fire upon or damage allies by mistake. Apply a –4 penalty to the attack roll when firing at a ship that is within point blank range (0–1 squares) of an ally. The penalty assumes that the attacker is trying to avoid hitting the nearby allied ship.

Point-Defense Weapons

Many capital ships have point-defense weapons designed to fire at starfighters at point blank range. These weapons fire as if they were part of a Medium-size starship (+0 modifier; no penalty to hit at point blank range). Point-defense guns cannot target a ship at greater than point blank range (more than 1 square away).

The best use of point-defense weapons is to hold them in reserve: readying an attack until an enemy ship comes within point blank range. Although it's usually best to let the entire crew act on the same initiative count, gunners on point-defense weapons can ready their actions to deliver potentially crippling blows to enemy ships that venture too close before those enemy ships can bring their own weapons to bear.

Weapon Batteries

Most capital ships have weapons grouped in batteries. These weapons are designed to fill an area of space with swaths of blaster fire. A battery is usually a group of up to five identical weapons that fire as one (using a single attack roll to determine success). When using battery fire, each additional weapon after the first in a battery adds a +1 circumstance bonus to the attack roll, to a maximum of +4 for a five-weapon battery. If the attack succeeds, roll damage as if one of the weapons had hit. For every 3 points by which the attack result exceeded the target's Defense, an additional weapon (up to the maximum number of weapons firing) hits the target, dealing its damage as well.

If an attack roll with battery fire results in a threat, use the above procedure to determine which shots are considered critical hits (and thus deal hull damage instead of shield damage). Weapons in the battery that do not achieve a critical hit are treated as ordinary shots.

Fire-Linked Weapons

Instead of weapon batteries, starfighters (and some vehicles) sometimes have fire-linked guns: groups of weapons that point and fire in the same direction. The effect is similar to that of a single weapon (fired with a single attack roll) that deals greater damage than either weapon alone. Each doubling of the number of fire-linked weapons (two, four, eight, and so forth) adds one die of damage (before multiplication). Thus, if two weapons that normally deal 4d10×2 points of damage individually are fire-linked, they would attack together and deal 5d10×2 points of damage for the pair. If another pair of weapons were added to the link (bringing the total to four fire-linked weapons), the set would deal 6d10×2 points of damage.

Only identical weapons can be fire-linked.

Missile Weapons

Missile weapons (such as proton torpedoes and concussion missiles) function differently in starship combat than lasers and blasters do. Unlike lasers and blasters, a missile does not necessarily resolve its attack immediately. It must close the distance between itself and its target, which might take a number of rounds.

Firing a Missile Weapon

A missile can be fired at any target within the attacking ship's sensor range and firing arc (most starship missile weapons are restricted to the front firing arc).

The attacker designates the missile's target when the missile is deployed; the attacker cannot change the target after the missile has been fired. The missile moves 9 squares each action and cannot adjust its velocity for any reason. It takes the most direct route to its target and stops only when it hits its target, runs out of fuel (see below), or explodes. A missile acts on the same initiative count as when it was launched and begins acting as soon as it is fired. A missile follows the same movement rules as starships, except that it cannot perform stunts. A missile's Pilot skill modifier is related to the quality of its guidance system.

Fire-Linked Missiles: If a starship has two missile launchers or torpedo launchers with the same facing, the pilot can fire a missile from each launcher simultaneously. Both missiles fire at the same time and on the same vectors. Two missiles traveling in tandem need not make Pilot checks to avoid colliding with one another; in all other respects, they behave as other fire-linked weapons.

Resolving Missile Attacks: When a missile enters the same square as its target, it makes an attack roll. The quality

of the missile's guidance system (expressed as a number ranging from +5 to +20) determines the bonus to the attack roll. If the attack fails, the missile carries on with the rest of its movement (if any), though it cannot attempt to attack the target again in the same action.

Missile Fuel: A missile operates for 6 rounds before it runs out of fuel and burns out. It can make several attempts to hit its target in that time, though not more than one attempt each action.

Avoiding Missile Attacks

Any ship can attempt to destroy a missile before it reaches its target. All missile weapons have a Defense of 22 (this includes modifiers for size and speed) and 30 hull points, with no shields or damage reduction. A missile can suffer ion cannon damage just as a starship can.

The most dangerous method of avoiding a missile is to "distract" it with another target. The pilot of the targeted ship can attempt to trick a missile's guidance system into pursuing a different target by flying through a square occupied by another object—an asteroid, another ship, or even the ship that fired the missile. Flying into an occupied square first requires a Pilot check to avoid collision (see Avoiding Hazards). Assuming the check succeeds, the pilots of all vessels occupying the square must make opposed Pilot checks. The starship or object with the lowest Pilot check result becomes the new target of the missile. Asteroids and other unpiloted obstacles have a Pilot check result of 10.

If the newly acquired target is an unpiloted obstacle (an asteroid or a derelict ship, for example), the missile collides with the obstacle and detonates; no attack roll is required.

Starship Damage

All starships have hull points, which are similiar to a character's wound points. Some ships also have shield points that must be depleted before any damage is dealt to the starship's hull points. Most starships have damage reduction (DR) as well. Subtract the ship's DR from any damage dealt to a ship's shields or hull points. A ship's damage reduction is roughly related to its size, with smaller vessels having DR of 5 or 10 and the largest capital ships having DR as high as 30—even the best blaster pistol shot simply cannot damage the hull or shields of a Star Destroyer.

A starship reduced to 0 hull points is disabled and stops moving. Furthermore, all of its onboard systems shut down immediately. If a disabled starship takes 100 or more points of additional hull damage, it explodes, dealing 20d6 points of damage to anyone still aboard (Reflex save DC 20 for half damage). Anyone who survives the explosion must contend with the vacuum of space (see Suffocation and Drowning, page 287). If a starship explodes while ramming or colliding with another vessel, the other ship takes 20d6 points of damage.

Battle Damage

When a starship is down to half of its total hull points, roll 1d20 each time it is hit thereafter. Add the result of this roll to the damage dealt by the attack and refer to Table 11–9: Battle Damage to determine which specific systems are damaged or destroyed. If the result clearly does not apply (for example, the destruction of a system that a ship does not possess or a system that has already been destroyed), use the damage result one category higher. For example, if a ship's ion engines have already been destroyed and a roll on Table 11–9 yields another result of 71–75, use the result for 76–80 instead.

Shield Facing

A ship's shields cover all of the arcs of the ship: front, rear, left, and right. Damage to a ship's shields is not applied separately to each individual facing, however; when a ship takes damage, the shield generators automatically equalize the remaining shield points so that all arcs are protected equally.

Two situations can prevent this equalization effect. First, if a shield arc becomes inoperable due to damage (a result of 31–35 on Table 11–9), the shield generators do not count that arc when redistributing shield power. Second, if a starship crew desires more protection in any given arc, they can angle the shields accordingly.

Angling Shields

Angling a ship's shields increases their defensive power against threats from one direction. Angling shields takes a great deal of power, preventing the ship's shield generators from protecting against attacks from any other direction. Angling shields is sometimes referred to as putting shields to "double." For example, an X-wing pilot might decide to put his shields to "double front" while making an attack run against a battery of turbolasers. ("Angling the front shields of a starfighter" and "putting the starfighter's shields to double front" are two ways of describing the same tactic.) When a ship angles its shields, the shield rating is doubled against attacks coming from one arc (forward, right, left, or rear). However, the shields do not protect against attacks from any other arc. If the ship suffers damage to its angled shields, halve the remaining shield points when redistributing shield power to cover all arcs again.

Example: A starfighter wing of X-wings makes an attack run on a Star Destroyer and the pilots angle their front shields to absorb damage from the capital ship's point-defense guns. X-wings have 30 shield points normally, or 60



ENGINE WASH

[CRAFT=KOENSAYER BTL-S3 Y-WING]

Sublight drives put out a considerable amount of heat and radiation, which is one reason why repulsorlifts are preferable to ion engines when landing or taking off. The damage is relatively light for smaller ships, but getting behind larger ships at point blank range (occupying the same space on the map grid) can prove devastating. Each round a ship occupies the rear arc of another ship at point blank range, apply damage to the "tailing" ship as noted below.

Ship Size	Damage	Ship Size	Damage
Colossal	10d6	Medium-size	3d6
Gargantuan	8d6	Small	2d6
Huge	6d6	Tiny/Diminutive/Fine	1d6
Large	4d6		

Table 11–9: Battle Damage

1d20 + Damage	Damaged System and Effect	Repair Check DC
1–30	Stabilizer damaged: One of the ship's internal stabilizers has been damaged. The ship's occupants take a –2 penalty on all Pilot checks and attack rolls until it is repaired.	10
31–35	Shield generators damaged: The ship loses all remaining shield points from the shield arc facing the direction from which the attack originated. DR from shields is no longer applicable in this arc. Shields cannot be angled to reinforce this arc until the shield generators are repaired.	15
36–40	Sensors damaged: All Computer Use checks to operate the ship's sensors take a –4 penalty.	10
41–45	Computers damaged: All Astrogate checks and attack rolls take a –2 penalty.	10
46–50	Ion engines damaged: Ship's maximum speed drops by one-half, rounded down.	10
51–55	System disabled: Player running the ship chooses one noncritical system that is disabled.	15
56–60	Weapon damaged: Randomly determine one weapon (a single weapon, not a group of fire-linked weapons or a battery) that ceases to function.	15
61–65	Hyperdrive damaged: Triple the multiple of the ship's hyperdrive.	15
66–70	Computers destroyed: With no data available, Astrogate checks to travel through hyperspace have a base DC of 30 (see Table 11–2), and all fire-control bonuses drop to 0. All attacks take an additional –2 penalty.	20[a]
71–75	Ion engines destroyed: Ship cannot perform any maneuvers.	25[a]
76–80	Shield generators destroyed: The ship loses all remaining shield points, and DR of shields is no longer applicable. Shield points do not regenerate until the shield generators are repaired.	20[a]
81–85	Weapons critically damaged: Randomly determine one weapon group—one independent weapon, a set of fire-linked weapons, or one weapon battery—that ceases to function.	15[a]
86–90	Hyperdrive critically damaged: The ship's primary hyperdrive ceases to function. A backup hyperdrive remains functional unless this result occurs again.	25[a]
91+	Widespread damage: Divide damage dealt by 2. Roll twice on this table, adding that amount to each 1d20 roll.	n/a

[a] *Requires one day to repair.*

shield points against attacks from the front arc when the shields are properly angled.

After the attack run, one X-wing has taken 48 points to its front shields. Before its shield power is redistributed, its remaining 12 shield points are halved, leaving the ship with 6 shield points to cover all four facings.

Developing Flaws

After losing half or more of its hull points in a battle, a starship might pick up a flaw. After the ship is repaired, roll on Table 11–20: Used Starship Flaws (page 237) to see if a flaw has developed. The flaw might not be apparent immediately, remaining hidden until the affected system is used (or is damaged, in the case of shield points and hull points).

CRITICAL HITS

[CRAFT=KOENSAYER BTL-S3 Y-WING]

Critical hits in starship combat function similarly to critical hits in personal combat, but instead of dealing damage directly to a target's wound points, a critical hit with a starship weapon bypasses a target's shields and Damage Reduction, dealing damage directly to its hull.

Critical hits represent extraordinarily lucky shots that manage to slip past a ship's shields. All starship weapons have a threat range of 20; they still need to make a second attack roll to confirm the critical hit.

Starships are immune to critical hits from personal weapons or from any vehicle weapon that is not a heavy weapon (see Chapter Ten for vehicle descriptions).

Repairing Damage

Starships can take shield damage and hull damage. Rules for repairing shield damage or hull damage are as follows.

Shield Damage: A ship with functional shield generators can restore lost shield points automatically at a per-minute rate dependent on the ship's size category.

Table 11–10: Shield Damage Restored

Size Category	Shield Points Restored per Minute
Fine/Diminutive	1
Tiny/Small	2
Medium-size	5
Large/Huge	8
Gargantuan/Colossal	10

Hull Damage: Lost hull points must be repaired manually. A full hour of work is required to repair lost hull points. The result of the Repair check made at the end of that time equals the number of hull points repaired. If a ship's hull points have been reduced to negative numbers (–1 to –9 inclusive), apply that number as a penalty on the Repair check.

A starship reduced to –10 hull points or less cannot be repaired.

Ion Weapons

Ion weapons do not deal hull point damage. Instead, any hit by an ion cannon deals damage against a ship's systems.

shorting them out. The ship cannot move, fire weapons, or perform stunts until the damage is repaired. Whenever an ion cannon deals damage, simply use the amount of damage dealt to determine the Repair check DC, as indicated on Table 11–11: Ion Damage.

Table 11–11: Ion Damage

Damage	Effect	Repair Check DC
11–20	Superficial ionization	10
21–40	Minor ionization	15
41–60	System ionization	20
61–80	Major ionization	25
81+	Catastrophic ionization	30

Tractor Beams

A tractor beam does not deal damage to a target. Instead, it traps its target in place or pulls it toward or pushes it away from the tractoring ship. Catching a ship or some other object in a tractor beam requires an attack roll, but the target receives no armor bonus to its Defense.

As a move action, a tractor beam can pull a caught target toward itself or push it away a number of squares based on the size of the tractoring ship. The tractor beam does not have to move its target the full given distance.

Table 11–12: Tractor Beam Power

Size	Tractor Squares	Size	Tractor Squares
Colossal	10	Small	3
Gargantuan	8	Tiny	2
Huge	6	Diminutive	1
Large	5	Fine	0
Medium-size	4		

While caught in a tractor beam, a starship cannot move, perform stunts, or change facing. Resisting or escaping a tractor beam requires a successful Pilot check (see the resist/escape tractor beam stunt description). Attempting this Pilot check is a move action.

Starship Movement

This section presents rules for moving starships while avoiding obstacles that might cross one's path—or evading pursuers. These rules are designed to strike a balance between fast-paced, cinematic action and turn-based movement.

Not Just Starships!

The rules for starship maneuvers and combat also apply to airspeeders or similar atmospheric vehicles capable of changing altitude. Use these rules instead of the rules in Chapter Ten: Vehicles for resolving airspeeder combats and encounters between airspeeders and starships.

Using a Square Grid

Starship combat uses a square grid, with each 1-inch square representing an area of space 500 meters on a side. Thus, a ship moving from one square to the next travels half a kilometer. Every ship is rated for its maximum speed in space, which is expressed as a number of squares per action.

Some capital ships take up 2 or more squares on the grid. Exactly how many squares such vessels occupy is noted in the ships' descriptions at the end of this chapter. When moving such ships, always count the squares from the ship's engine; when firing weapons, count the squares from the location of the weapon.

Multiple starships can occupy the same square, but they pose a hazard to each other when doing so (see Avoiding Hazards, below).

Atmospheric Movement

In atmosphere, reduce the scale of the grid to 50 meters per square (rather than 500 meters per square). This change reflects the fact that ships must travel at reduced speed in atmosphere. This change in scale also applies to weapon and sensor ranges.

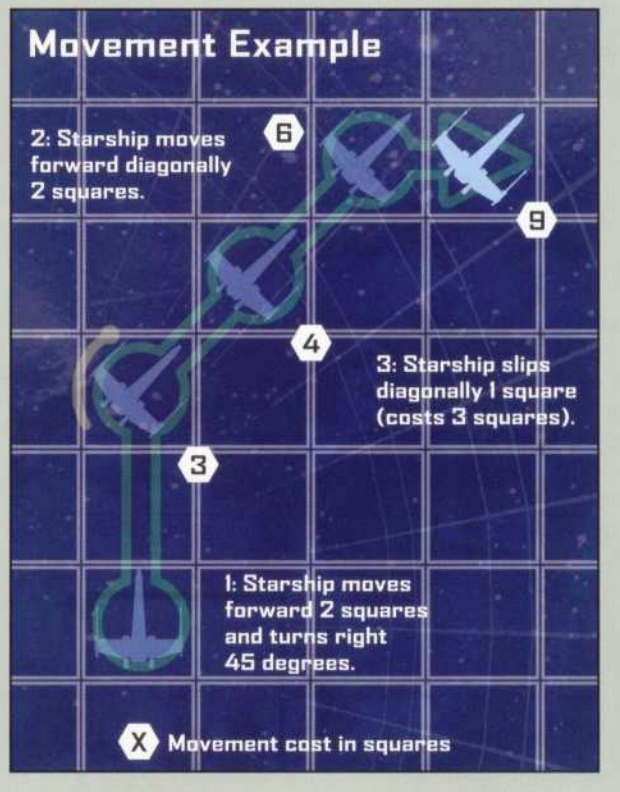
Relative Altitude

Starships derive no benefit from being above or below their opponents, since shields envelop a starship from top to bottom and weapons fire up and down as well as side to side.

Altitude becomes relevant only when a ship is traveling in a gravity field, such as that generated by a planet or the Death Star (see Climbs and Dives, below).

Opening the Fight

Most starship combats begin at extreme sensor range, though exceptions exist. For instance, if one side surprises the other, or if fighters are launched during combat, the bettle might erupt at a closer range. In most cases, the GM places all starship tokens at extreme range (21–40 squares apart), with opposing ships in each other's front arc of fire.



The GM is free to stage an encounter differently if the scenario calls for something else. Starship combats can begin at whatever range and in whatever arc of fire is appropriate for the situation.

Getting Started

Starships take time to warm up. Whenever a starship's engines are powered down—such as when the ship is docked or undergoing maintenance—the crew must take time to get the ship ready for flight. How long this takes depends on the size of the ship.

Ship Size	Time to Power Up	Ship Size	Time to Power Up
Fine	Move action	Large	5 rounds
Diminutive	Full-round action	Huge	1 minute
Tiny	2 rounds	Gargantuan	5 minutes
Small	3 rounds	Colossal	10 minutes
Medium-size	4 rounds		

The pilot can reduce this time by one step (but never to less than a move action) with a successful Pilot check (DC 10) taken as a move action. For example, a capable Star Destroyer pilot could cold-start her Colossal ship in as little as 5 minutes, while an X-wing pilot could power up her engines as a full-round action.

Speed Categories

At the beginning of her move action, a pilot must declare her ship's speed. The pilot can choose for her ship to be stationary or to move at docking, cruising, attack, or ramming speed. The pilot does not need to specify at the beginning of her move action the exact number of squares her ship is moving, only the ship's speed category. The pilot can then move as many or as few squares as that speed category allows.

Table 11–13: Starship Speeds shows how many squares a ship can move (as a move action) based on its speed category. The ship's speed category modifies its Defense, the crew's attack rolls and skill checks, and how far the ship moves if the pilot loses control (see Failed Stunts, below). A ship can change speed only at the beginning of a pilot's turn.

At the beginning of a combat, the GM must decide how quickly GM-controlled vessels are moving. The default is the maximum speed of the slowest ship in the group (assuming they are in a group). When in doubt about a ship's speed at the start of combat, assume that a ship is moving the fewest number of squares possible for its speed category.

Table 11–13: Starship Speeds

Speed Category	Squares Per Move Action	Defense Modifier	Roll/Check Modifier
Stationary	0	–4	+0[a]
Docking	1	–2	+0
Cruising	2–4	+0	–1
Attack	5–8	+2	–2
Ramming	9+	+4	–4

[a] *A stationary ship cannot make Pilot checks to perform stunts.*

Stationary: The ship is motionless.

Docking Speed: The ship is moving very slowly. This speed is generally used during docking procedures.

Cruising Speed: The ship is traveling at a normal cruising speed. This is the maximum speed for ships of Huge size or larger, such as Imperial Star Destroyers and Mon Calamari cruisers.

Attack Speed: The ship is moving at combat speeds. Unless a ship has been heavily modified, only vessels of Large or lesser size can move at attack speed. This is the maximum speed for Y-wing fighters, stock YT-1300 freighters, and Corellian Corvettes, among other ships.

Ramming Speed: The ship is traveling at the fastest sublight speed possible. Generally, only vessels of Small or lesser size can move at ramming speed. This is the maximum speed for X-wings and TIE fighters, *Guardian*-class custom cruisers, and similar ships. A-wing starfighters and the *Millennium Falcon* are at the upper end of this range.

Starship Maneuvers

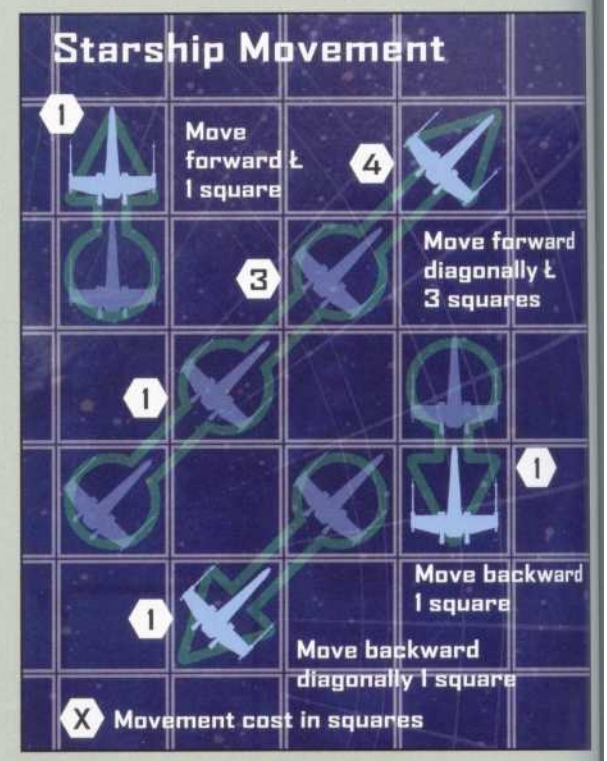
During starship combat, ships establish their positions and relative proximity by moving around on the map grid. A ship's speed coupled with the pilot's skill determines how often, how far, and how nimbly a ship can move.

Normally, a pilot can take one move action and one attack action each round. A pilot can take two move actions if he chooses not to attack. (If the pilot and gunner are two different people, the pilot can take two move actions while the gunner attacks.)

The two kinds of starship movement are simple maneuvers and stunts (complex maneuvers).

Simple Maneuver: Simple maneuvers (moving forward, moving backward, slipping, turning, and looping) allow a ship to move a specified number of squares on the map grid, as determined by its speed. Because simple maneuvers are easy to perform, they do not require Pilot skill checks.

As a move action, a pilot can perform any number of



simple maneuvers provided that the total number of squares moved does not exceed the ship's current speed. For instance, an X-wing traveling at cruising speed cannot move more than 4 squares in a single move action.

Stunt: Stunts are difficult and sometimes daring maneuvers that enable a pilot to change his ship's heading or orientation at no movement cost. A stunt can be attempted as a free action during the pilot's move action. Stunts always require Pilot checks.

A pilot can attempt only one stunt per move action.

Simple Maneuvers

Pilots can steer their ships across the map grid using simple maneuvers, moving a number of squares as dictated by the ship's speed.

Forward

Flying straight forward is a simple maneuver. The only decision required on the part of the pilot is how fast to go. A pilot can always choose to travel slower than his ship's maximum speed.

A starship cannot combine forward and reverse movement in the same move action.



Diagonal Movement: Moving diagonally (across the corner of a square) costs additional movement. The first diagonal move a starship makes during each action costs 1 square of movement. The second costs 2 squares of movement instead of 1. The third costs 1, and so on. Thus, every 2 squares of diagonal movement costs 3 squares of a ship's movement. See the accompanying diagram.

Reverse

Traveling in reverse is much more time-consuming than flying forward, since most starships don't have reverse thrusters that are any more powerful than braking thrusters.

Unless otherwise noted, a ship traveling in reverse moves at docking speed (1 square per action).

A starship cannot combine forward and reverse movement in the same move action.

Simple Slip

A slip allows a starship to move to one side without changing its orientation—useful for avoiding obstacles without changing facing. A simple slip moves the ship one square forward and to the right or to the left, and costs 3 squares of movement.

Diagonal Simple Slip: When the starship is facing a corner of its square instead of a side, a simple slip moves it into the forward left or right square and costs 3 squares of movement.

Side Slip

A variant of the standard slip maneuver is the side slip. For every square the ship moves forward, it can move 2 squares to either the right or the left. As with a simple slip, a pilot can perform this maneuver multiple times in the same action, assuming sufficient movement is available.

Diagonal Side Slip: A ship facing the corner of a square can perform a diagonal side slip by moving into the forward left or right square, then moving one more square left or right (in the same direction only).

45-Degree Turn

Any ship can make a simple 45-degree turn by expending 1 square of movement. Before a ship can turn, it must move at least 1 square forward. Turning completely around and flying back in the opposite direction (a half-circle) costs 8 squares of movement—4 to accomplish the forward moves and 4 more to accomplish the 45-degree turns.

Loop

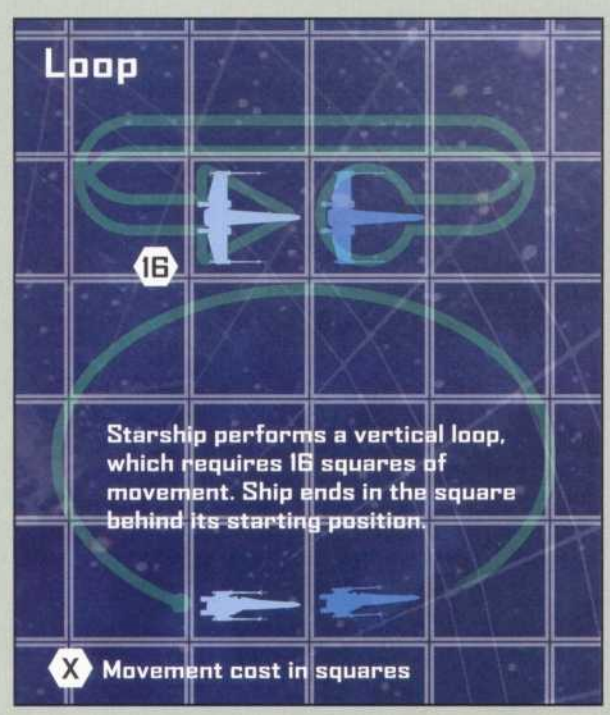
A ship can move to a square somewhere behind its original position by performing a loop.

A loop is performed vertically: The ship either climbs or dives in an arc until it ends up behind its original position.

A 360-degree loop costs 16 squares of movement. See the diagram on the next page for a visual depiction of a loop.

Attack Run

A ship can, as part of a full attack, ignore normal defensive maneuvering to line itself up with its target, gaining a bonus on attacks made against the target. The attacking ship must move directly toward the target in this action. It gains a +2 circumstance bonus on attacks made with weapons in the



front firing arc, but also suffers a –2 penalty to Defense until the beginning of the pilot's next action. A ship making an attack run cannot fight defensively.

Ram Attack: A ram attack is a type of attack run in which the pilot attempts to fly her ship into another object. This is an attack action that requires an attack roll, including the +2 circumstance bonus and ignoring the target's armor bonus to Defense. If the attack succeeds, resolve the damage as a collision (see the Ramming and Collisions sidebar). If the attack fails, the ship carries on along the same course, using up any unspent movement points based on its declared speed.

Climbs and Dives

In open space, climbs and dives do not give ships any appreciable tactical advantage. Such maneuvers are generally relevant only when ships are moving through an immense gravity well created by a planet or similarly enormous celestial body (such as the Death Star).

A planet exerts appreciable gravity for 20 squares around it in all directions. Within this gravity well, a climb maneuver (moving away from the planet) costs twice as much movement for each square traversed, while a dive maneuver (moving toward the planet) costs half as much.

Stunts

Stunts are special maneuvers that allow a pilot to reorient his ship without expending any of the ship's movement. Performing a stunt requires a successful Pilot check. If this check is failed by 10 or more, there is a chance that the pilot loses control of his ship (see Failed Stunts, below).

Quick Turn

A quick turn can allow a starship to make a tight turn within a single square. To turn without first moving forward 1 square requires a successful Pilot check.

The accompanying diagram shows the DCs for quick turns ranging from 45 to 180 degrees.

Failed Quick Turn: If a pilot fails a quick turn stunt while attempting a turn of 90 degrees or more, the ship turns only 45 degrees in the direction of the turn rather than completing the full turn. If a pilot fails a quick turn of 45 degrees, the ship does not turn at all.

Landing

Landing a ship on a solid surface (such as a landing bay, a landing platform, or the ground) requires a Pilot check (DC 20 +5 per size category larger than Medium-size, or –5 per size category smaller than Medium-size). A pilot can take 10 or take 20 on this check, if circumstances allow. The GM can increase the DC of the Pilot check to account for adverse conditions (a windstorm or a structurally unsound landing platform, for example).

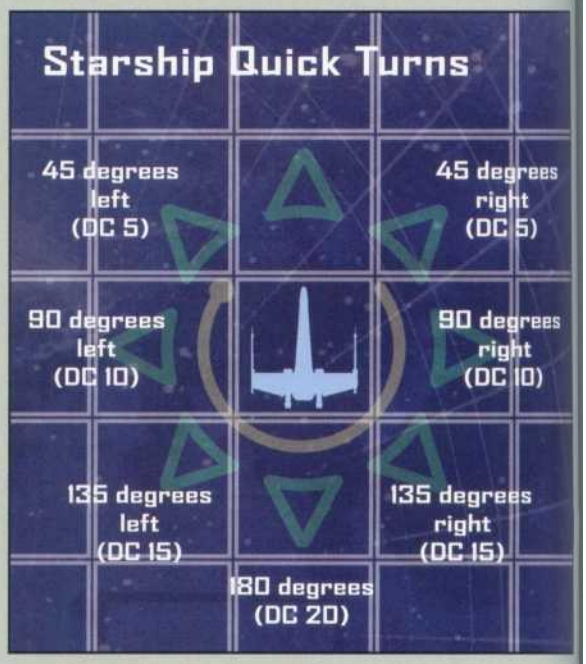
This stunt is best attempted at docking speed. A pilot who attempts to land at cruising, attack, or ramming speed takes a penalty on his skill check (either –1, –2, or –4, as noted on Table 11–13: Starship Speeds).

A ship that fails a landing stunt by 4 or less fails to land and hovers a meter or so above the surface. Failing the check by 5 or more indicates that the ship has hit the surface harder than intended and takes collision damage (see the Ramming and Collisions sidebar).

Docking

Generally, ships have no need to dock in space. Larger ships are self-sufficient, and smaller ships usually land in the docking bays of bigger ships. Personnel and materials are transferred in shuttles. However, sometimes a ship lacking its own shuttle needs to make transfers to a larger ship. Smaller vessels occasionally need to dock with one another. In these circumstances, a docking stunt is required.

Docking two ships is tricky. One of the ships must be stationary, and the other should be moving no faster than docking speed. If the latter vessel is moving faster than



docking speed, apply a penalty to the Pilot check as noted in Table 11–13: Starship Speeds (–1 for cruising speed, –2 for attack speed, –4 for ramming speed).

The two ships must occupy the same square on the map grid before they can attempt to dock. The pilot initiating the docking maneuver must succeed at a Pilot check (DC 13). If the docking ship is moving at docking speed, a failed check just means the ships haven't lined up properly, and the stunt can be attempted again during the pilot's next move action. At higher speeds, a check failed by 4 or less represents a failed attempt; a check failed by 5 or more indicates the ships have hit each other and have taken collision damage. When calculating damage from this collision, the ships are assumed to have a net speed of 1 (see the Ramming and Collisions sidebar).

Some ships are equipped with inflatable docking collars coupled with tractor beams. With this equipment, a ship can attempt to force another ship to dock with it by hitting its target with a tractor beam and drawing it in. If the opposing ship is successfully drawn into the same space as the ship attempting this procedure and held there for a full round, the pilot of the docking ship can attempt a forced-dock stunt with a successful Pilot check (DC 18).

Strafing Runs

A strafing run allows the pilot of a starfighter or a space transport to skim the surface of a capital ship or a space station, reducing the chance of being hit by the capital ship's or station's defensive fire. Strafing requires that the pilot move his ship into one of the squares occupied by the capital ship or space station. Due to their size and bulk, capital ships cannot perform strafing runs.

A starfighter or space transport can also make strafing runs against installations on a planetary surface.

As a pilot enters the target ship's square or closes to within 10 meters of a planetary surface, she must succeed at a Pilot check (DC 10) to avoid colliding with the target (see the Ramming and Collisions sidebar, treating a planetary collision as a ramming attack against a Colossal target). A collision immediately aborts the strafing run.

If the pilot avoids collision, a second Pilot check must be made to determine whether the strafing run succeeds. The DC of the check depends on the size of the target: Colossal (DC 17), Gargantuan (DC 21), Huge (DC 23), or Large (DC 24). If the stunt is successful, the pilot's starfighter or space transport flies so close to the target that only its point-defense weapons can attack.

If the stunt fails, regardless of the size or location of the target, the pilot must immediately attempt a

RAMMING AND COLLISIONS

[CRAFT-KOENSAYER BTL-S3 Y-WING]

Collisions occur when a vessel loses control and strikes a solid object or when a ship's pilot decides to ram into an object on purpose.

Resolving Ram Attacks

When a pilot chooses to use her ship to ram another ship or object, follow this procedure.

1. Declare the ship's speed category (docking, cruising, attack, or ramming). The ship's speed must be sufficient to carry it to the target, or the ram attempt fails automatically.

2. Move the ship straight toward the target. The movement must be in a straight line (no backing up allowed). Until the next round, the ship suffers a –2 penalty to Defense. The ship can pass through obstacles if the pilot succeeds at the appropriate Pilot checks (see Table 11–17: Pilot Checks to Avoid Hazards).

3. When the ramming ship enters the square occupied by its target, resolve the ram attack. The forward momentum provides a +2 circumstance bonus on the pilot's attack roll, and the target's armor bonus to Defense (if any) does not apply. A ship can only attempt to ram a single target once during a round.

4. If the attack succeeds, a collision occurs (see below). If the attack fails, the ship continues along the same course, moving up to the limit of its declared speed category (or stopping sooner, if the pilot so desires).

Resolving Collisions

The severity of a collision involving a starship depends on the speed and size of the objects involved. Use the highest speed of the two colliding objects (at the moment of impact) to determine the damage die type, as shown on Table 11–14.

Table 11–14: Collision Damage by Speed

Highest Speed	Damage Die Type
Docking	d4
Cruising	d8
Attack	d10
Ramming	d12

Use Table 11–15: Collision Damage by Size to determine the number of damage dice to roll based on the smallest object involved.

Table 11–15: Collision Damage by Size

Object Size[a]	# of Dice	Object Size[a]	# of Dice
Colossal	24	Small	8
Gargantuan	20	Tiny	6
Huge	16	Diminutive	4
Large	12	Fine	2
Medium-size	10	Smaller than Fine	0

[a] *Size in starship scale (see Table 11–13: Starship Sizes).*

Finally, decide the collision's damage multiplier based on the movement vectors of the ramming ship and the target.

Table 11–16: Collision Vector Multipliers

Target Is . . .	Multiplier
Moving toward the ramming ship	× 2
Moving perpendicular to the ramming ship	× 1
Moving away from the ramming ship	× 1/2

Once the damage has been determined, apply it to both ships (or objects) involved in the collision.

Pilot check to regain control, using the same DC as for the strafing run attempt. If the Pilot check to regain control succeeds, the ship carries on without mishap and can attempt another strafing run on its next action. Otherwise, the ship cannot attempt another strafing run until the pilot regains control. Note that if the failed Pilot check results in a change in pitch, the starfighter might collide with whatever it was strafing (see Failed Stunts, below).

A ship of Small or lesser size disappears off the sensors of a ship of Huge or greater size when making a strafing run. In theory, this means the smaller ship could dock with the larger ship while appearing to have vanished completely. In practice, such a stunt is dangerous (Pilot check DC 25) and likely to result in a collision. (Han Solo successfully used this stunt to clamp the *Millennium Falcon*'s landing claw to a Star Destroyer in *The Empire Strikes Back*.)

Avoiding Hazards

Sometimes space is littered with obstacles: asteroids, starship wreckage, and even other ships. A pilot can avoid such obstacles by flying around the square they occupy. If a pilot flies through a square that contains an obstacle, the pilot must succeed at a Pilot check to avoid the hazard.

Avoiding a hazard does not require an action: The pilot makes a Pilot check to avoid each obstacle in her path. The obstacle's size determines the DC for each Pilot check, though the GM can apply additional modifiers to the DC based on the obstacle's speed and course. Use Table 11–17: Pilot Checks to Avoid Hazards to determine randomly the size, speed, and course of a particular obstacle.

Table 11–17: Pilot Checks to Avoid Hazards

d20 Roll	Obstacle Size[a]	Pilot Check DC
1	Colossal	40
2	Gargantuan	35
3–4	Huge	30
5–7	Large	25
8–11	Medium-size	20
12–14	Small	15
15–17	Tiny	10
18–19	Diminutive	5
20	Fine	0

[a] *Size in starship scale (see Table 11–13: Starship Sizes).*

d20 Roll	Obstacle Speed	DC Modifier
1–4	Stationary	–10
5–8	Docking	–5
9–12	Cruising	+0
13–16	Attack	+5
17–20	Ramming	+10

d20 Roll	Obstacle Direction	DC Modifier
1–7	Moving Away	–5
8–13	Moving Perpendicular	+0
14–20	Moving Toward	+5

Failing a Pilot check to avoid a hazard almost always means that the starship has collided with the obstacle. If the obstacle in question is another ship, the pilot of the other ship can also attempt a Pilot check against the oncoming ship. If both Pilot checks fail, the two ships collide.

Tight Loop

An ordinary loop is costly in terms of movement (16 squares). With a successful Pilot check (DC 25), a starship pilot can execute a tight loop at no movement cost, placing the ship 1 square behind its starting position, facing the same direction (as shown in the accompanying diagram). This stunt is useful for shaking off pursuers (see Pursuit, below).

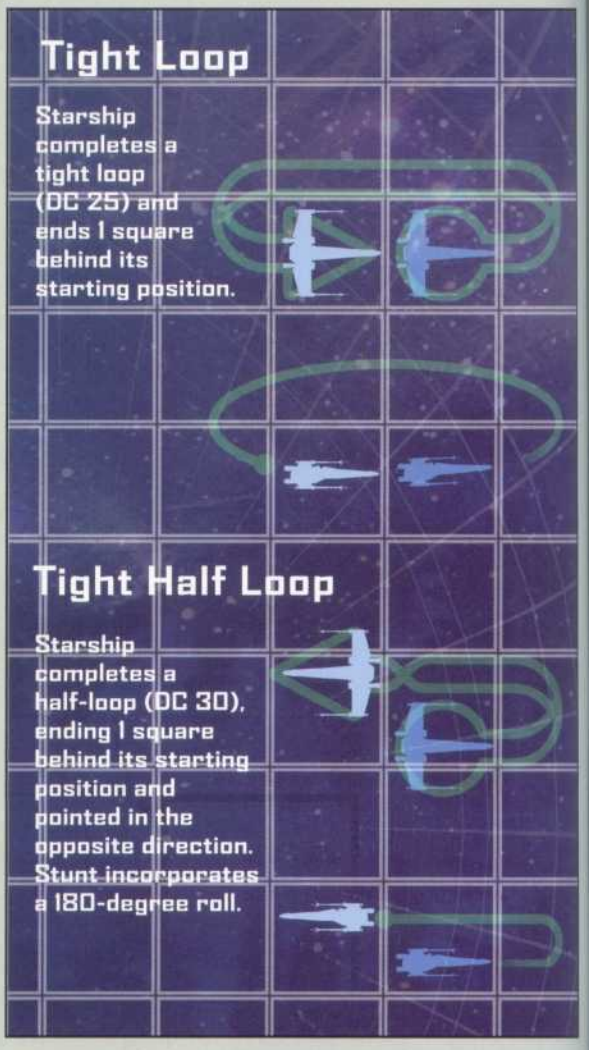
Tight Half-Loop

Sometimes a pilot needs to reverse course but maintain relative gravity—that is, keep "down" on the ship the same as "down" in the prevailing gravity—to avoid straining the ship's inertial compensators. The necessary stunt is a half-loop that incorporates a roll.

If the Pilot check to perform this stunt (DC 30) is successful, the ship ends up 1 square behind its starting position, facing the opposite direction (as shown in the accompanying diagram).

Pursuit

Sometimes a pilot wants to get behind an opponent and follow his every move, or take advantage of a "blind spot." To establish pursuit, a ship must be in the same square as the target, must have the same facing, and must be traveling within one speed category of the target's current speed



category (attack, ramming, and so forth). A pilot cannot establish pursuit if the target ship hasn't moved yet in the round. The pilots of both ships make an opposed Pilot check. The target gains a +5 circumstance bonus on his check unless he's completely unaware of the pursuer. If the pursuer wins the opposed Pilot check, she successfully establishes pursuit.

Once a pilot has established pursuit, she becomes the target's shadow: She acts on the same initiative count, moves at the speed of the ship being pursued, and must do everything the target does in order to maintain pursuit. (If the pursuer can't match the target's speed, it can't maintain pursuit.) A pursuing ship moves at the same time as its target through exactly the same squares the target moves through—even squares including obstacles, if need be—and must perform all the same stunts and Pilot checks to avoid hazards. If a pursuer fails to execute the maneuvers taken by the target, the pursuit ends (even if the pursuer does not suffer any damage as a result of a failed check).

Attack as a Free Action: After the target has declared his speed category for the round (which also determines the pursuer's speed for the round), the pilot of the pursuing craft can make a single attack with one forward-firing weapon. All gunners with forward-firing weapons can act as normal. While pursuing a ship, a pilot or gunner ignores all speed modifiers to the pursued ship's Defense.

Flanking: Similar to flanking in personal combat, two or more ships can "bracket" an enemy ship and thus increase their chances of successfully hitting it with an attack. Two or more ships that have established pursuit on the same target gain a +2 circumstance bonus on attacks against the pursued ship.

Breaking off Pursuit: A pursuer can break off pursuit at any time by choosing a course different from that of his target.

Breaking off pursuit is a special delaying action. When the pursuer decides to break off pursuit, the pursuer's initiative count automatically drops by 1; she no longer acts at the same time as her erstwhile target.

Escape Pursuit

To escape a pursuer, the pilot of the pursued ship must succeed at an opposed Pilot check. The pursuer gains a +5 circumstance bonus on the check. If the pursued pilot wins, he breaks the pursuit, and the pursuer no longer ignores the speed modifier to the pursued ship's Defense. Whenever a ship escapes pursuit, its pursuer's initiative count drops by 1; it no longer acts at the same time as its erstwhile target.

Example: Vuko (initiative count 17) is flying his YT-1300 freighter past an Imperial blockade when he attracts the attention of a pair of TIE fighters (initiative count 14). The TIEs chase Vuko's ship, moving into the square behind the YT-1300 and attempting to establish pursuit.

Each TIE pilot attempts an opposed Pilot check against Vuko. Vuko has a skill modifier of +10 to his Pilot checks; the TIE pilots each have a +8 skill modifier. Vuko gains a +5 circumstance bonus on his check to avoid pursuit and rolls a 12, for a result of 27 (12 + 10 + 5). One of the TIE pilots rolls a 9, for a result of 17 (8 + 9) and the other rolls a 20, for a result of 28 (8 + 20).

The second TIE successfully pursues Vuko's ship. The initiative count of this pilot changes to match Vuko's initiative count (17); when Vuko acts, the second TIE pilot acts. The first TIE still acts on initiative count 14; if it can get in behind the YT-1300, it can make another attempt to establish pursuit. (If both TIEs establish pursuit, they each gain a +2 circumstance bonus on attacks against Vuko's ship.)

Vuko tries to shake his lone pursuer. Vuko must attempt an opposed Pilot check against the TIE pilot who is pursuing him and can ignore the other TIE fighter for purposes of this check. This time, the TIE pilot gains the +5 circumstance bonus. Vuko rolls a 19, for a result of 29 (19 + 10), and the TIE pilot rolls a 10, for a result of 23 (10 + 8 + 5). Vuko manages to shake the TIE fighter, and that particular TIE pilot's initiative count drops to 16.

Starfighter Wing

This stunt allows two or more starfighter pilots to move together by matching velocity and direction. The starfighters that comprise the "wing" essentially become a single craft, trading versatility for concentrated firepower. Space transports and capital ships cannot form wings.

The ships comprising the wing can maneuver only as well as the worst pilot's ship. As a result, this maneuver is often performed by squadrons of equally skilled pilots.

Forming a wing requires that the ships all occupy the same square, moving at the same speed and in the same direction. A pilot who wishes to join (or rejoin) a wing must succeed at a Pilot check (DC 15). Forming or joining a wing of radically different starfighters (for example, starfighters of different size categories) increases the Pilot check DC to 20. No more than six ships can be in a starfighter wing. For purposes of cover (see page 162), a starfighter wing is treated as a single ship two size categories larger than the largest ship in the wing. (For example, a wing of TIE fighters would be considered one Small ship when providing cover.)

USING STARFIGHTER WINGS

[CRAFT=KOENSAYER BTL-S3 Y-WING]

A GM can expedite space battles involving dozens of starfighters by using starfighter wings. Since wings are typically formed before battle begins, even lousy pilots can join by taking 20 on their Pilot checks. Each wing is treated as a single ship in most respects (see Starfighter Wings for details). Forming starfighter wings saves time when making attack rolls and Pilot checks. When attacks are made against a starfighter wing, assume the same ship is hit every time until it is destroyed. While not realistic, picking on one ship at a time helps keep a large and complicated space battle moving quickly.

A GM who wants to involve the players' heroes in epic space battles might want to assign them to starfighter wings and allow each player to run one wing. While this prevents each player from using her character's Pilot skill, it allows him to assign damage to other ships before his own, increasing the character's chance of survival. Some players might be upset by these sorts of limitations. As with any advanced rule, the GM might want to discuss it with his players before implementing it in a game.

Starship battles excite players only as long as their characters are directly involved. If every character has a starfighter to pilot or a weapon system to operate, all players can contribute to the outcome of the battle. However, when all the heroes are aboard the same ship, not everyone can play a pilot or a gunner. The experience turns rather dull when only one or two players are rolling all the dice and making all the decisions.

When running starship battles, try to involve as many of the heroes as possible. The heroes need not all be pilots and gunners; in fact, larger ships tend to have multiple "stations," covering a full range of systems. Even a character with little or no combat expertise can contribute to the group's success in a variety of support roles.

While the pilot normally handles the ship's systems from the cockpit, some ships are large enough that another character can take control of a system by going to that system's station and switching over from automatic to manual. A ship's guns, while operable by the pilot in most cases, are usually more effective when a separate gunner is at the controls. Similarly, a ship with a commander or a sensor operator enables the pilot to focus on what she's good at: flying the ship.

Various stations, and what can be done at them, are described below. Note that they aren't strictly necessary: all a ship really needs is a pilot, if nobody else particularly wants to contribute.

Commander

The commander coordinates the various crew members and stations aboard the ship, analyzes the battle as it unfolds, and looks for weaknesses in the enemy's ships and tactics.

As a free action, a commander can issue simple commands. For example, a commander can tell the crew: "Turn the ship around. Put full power to forward shields. Fire port side weapons at that enemy ship." The ship's pilot, shield operator, and gunner are free to carry out these orders during their normal actions.

As a full-round action, a commander can deliver a complex series of instructions designed to synchronize two or more independent stations. The crew members manning these stations ready their actions, performing them in the order of the commander's choosing and at a time the commander specifies. For example, the commander tells his crew: "On my mark, move the ship between those two asteroids, and increase the power on the port side turbolaser. Use sensors to lock on to the enemy's position, then fire port side guns at the enemy ship." The pilot, shield operator, sensor operator, and gunners delay their actions until just before the commander's next action, then execute the commands in the order given.

As a move action, and with a successful Charisma check (DC 10), a commander can assist a particular crew member operating a ship's system, granting a +2 competence bonus during the next round of actions performed at that station. For example, a commander who succeeds at the Charisma check can help a pilot navigate an asteroid field, assist a sensor operator with a Computer Use check, or help an engineer expedite repairs by coordinating damage control teams.

Commanders with the ability to inspire confidence or coordinate (such as nobles) or those with the leadership class ability (such as officers) can use these abilities while in command of a ship.

Countermanding Orders

Sometimes when a commander gives orders, the crew members interpret them differently than intended. If the commander issued the orders as a free action, she can take a move action to countermand one crew station's actions—telling the crew member at that station more specifically what she had in mind. If the commander exercises this option, the commander's player resolves the action for that station. For example, the commander tells the pilot to navigate along the edge of an asteroid field. The pilot declares that he will fly the ship well past the edge of the asteroid field, 2 squares away. The commander chooses to countermand, taking control of the helm and moving the ship around the asteroids at the very edge of the field.

Note that a crew station can deliberately choose to ignore a commander's orders rather than simply misinterpret them. The commander can still countermand, but the crew member manning the station might not like it. In the event that a crew member tries to prevent the commander from taking control of his station, a personal combat might occur—in which case, neither the commander nor the crew member might be in a position to operate that station. (If the station in question is the pilot's station, the ship travels forward in a straight line at the speed it traveled during the pilot's previous action.)

Pilot

Before performing any actions, a pilot must declare which speed category he intends to use for moving the ship during the action he is about to undertake. A pilot can:

- As a free action, perform a stunt.
- As a move action, move the ship.
- As an attack action, fire the weapons (see Gunner).
- Operate the sensors (see Sensor Operator).
- Operate the shields (see Shield Operator).
- Act as commander (see Commander).

Gunner

A gunner can:

- As an attack action, fire one weapon at his station.

Sensor Operator

A character operating a ship's sensors can:

- As a move action, grant a +2 bonus to the ship's Defense with a successful Computer Use check (DC 20).
- As a move action, grant a +2 bonus to one gunner's attack roll with a successful Computer Use check (DC 20).

Engineer

An engineer can reroute power or jury-rig a damaged system. Most jury-rigs require at least a full-round action. Rerouting power requires that the character disconnect power from one system as a move action, then divert it to the new system as

continued on page 225

HEROES AS CREW (con't.)

[CRAFT = KOENSAYER BTL-S3 Y-WING]

continued from page 224

another move action. The character chooses which power system to disconnect, then chooses, on her next action, which system gets the additional power. (Both can be accomplished in the same round using two move actions.) In some cases, disconnecting power merely reduces the capability of a given system. In others, it can shut the system off outright.

The task of tending a ship's engines is frequently fulfilled by droids—particularly astromech droids, who are designed for this exact sort of thing.

Making Jury-rig Repairs

A character acting as engineer can:

- As a full-round action, jury-rig a damaged stabilizer, removing the –2 penalty on attack rolls and Pilot checks to perform stunts with a successful Repair check (DC 10).
- As a full-round action, jury-rig damaged sensors, removing the –4 penalty on Computer Use checks with a successful Repair check (see Table 11–9: Battle Damage).
- As a full-round action, jury-rig a damaged nav computer, removing the –2 penalty on Astrogate checks with a successful Repair check (see Table 11–9: Battle Damage).
- As a full-round action, jury-rig the ship's ion engines, adding one square to the ship's movement capability (up to the ship's maximum speed) with a successful Repair check (see Table 11–9: Battle Damage).
- As a move action, restore functionality to a noncritical system (such as lighting, temperature control, or hatch operation) with a successful Repair check (DC 10).
- As a full-round action, restore functionality to a single weapon (one weapon, not a group of fire-linked weapons or a battery) with a successful Repair check (DC 15).
- As a full-round action, decrease the multiplier of a damaged hyperdrive by 1, to a minimum of the ship's original hyperdrive multiplier, with a successful Repair check (see Table 11–9: Battle Damage).

Remember that jury-rigged repairs only last until the end of the scene or encounter. After that, the damaged system must undergo a full repair. (See the Repair skill in Chapter Four.)

Rerouting Power

It's possible to repair one system on a ship by reducing the utility of or disabling a different system. The first step in rerouting power is to take the power away from the system being sacrificed. A character acting as engineer can get extra power by doing one of the following:

- As a move action, reduce the ship's maximum speed by one square with a successful Repair check (DC 10).
- As a move action, decrease the ship's shield points by 20 with a successful Repair check (DC 10).
- As a move action, disable the ship's hyperdrive with a successful Repair check (DC 15).
- As a move action, disable one of a ship's weapons with a successful Repair check (DC 15).
- As a move action, disable the ship's minor systems (internal power, life support, and so on) with a successful Repair check (DC 15).

After having accomplished one of the preceding changes, an engineer can use the rerouted power to accomplish one of the following tasks:

- As a move action, increase the ship's maximum speed by one square (up to its full normal maximum speed) with a successful Repair check (DC 10).
- As a move action, increase the ship's shield points by 10 with a successful Repair check (DC 10).
- As a move action, re-enable the ship's hyperdrive with a successful Repair check (DC 15).
- As a move action, re-enable one of a ship's weapons with a successful Repair check (DC 15).
- As a move action, re-enable the ship's minor systems (internal power, life support, and so on) with a successful Repair check (DC 15).
- As a move action, increase the total damage dice on one of the ship's weapons by one (from 2d10×5 to 3d10×5, for example) with a successful Repair check (DC 15).

Shield Operator

A character operating a ship's shields can:

- As a move action, adjust the angle of the ship's shields (see Angling Shields, page 215).
- As a move action, restore some of the ship's depleted shield points. The amount of shield points restored depends on the result of the shield operator's Computer Use check, as summarized below.

Computer Use Check Result	Shield Points Restored		
	Starfighter	Transport	Capital Ship
9 or lower	0	0	0
10–14	1d4	1d6	1d10
15–19	1d4	2d6	2d10
20–24	2d4	3d6	4d10
25–29	2d4	4d6	7d10
30+	3d4	5d6	10d10

A starfighter wing operates like a single starship in most respects. The initiative count of all the pilots in the starfighter wing drops to the lowest initiative count among the pilots in the wing (this does not allow a ship that has already acted to act again). The starfighter wing uses the worst Pilot check result when attempting a stunt. If the stunt is successful, all the ships in the wing succeed. If the stunt fails, the entire wing fails.

A pilot cannot simply drop out of a wing after failing a check to perform a stunt—the entire wing succeeds or fails together. When attacking, each ship in the wing must fire at the same target. The ships can fire individually or combine

fire like a battery. When a wing combines fire, a single starfighter is designated as the primary shooter. Only this ship's attack bonus is used, but it gains a +1 circumstance bonus for each additional ship in the wing. On a successful hit, resolve damage as with battery fire (see Weapon Batteries, page 214), using the primary shooter's weapon as the default weapon. No more weapons can hit than are available in the wing.

A starfighter wing can pursue a target (see Pursuit and Escape Pursuit, above) with a successful Pilot check; again, the worst Pilot check result determines whether the entire wing succeeds or fails. When a ship in a starfighter wing is hit, the player running the wing is allowed to decide which ship within the wing takes the damage. If all of the ships in the wing are piloted by player-controlled characters, determine randomly which ship suffers damage from any given attack.

If a starfighter wing attempts to ram a target, resolve the ram attempts individually, one starfighter at a time.

Resist/Escape Tractor Beam

The pilot of a ship snared by a tractor beam can attempt to resist or escape the beam's hold by succeeding at a Pilot skill check (DC 10 to resist, DC 20 to escape). If the ship firing the tractor beam is larger, add 4 to the DC for every size category of difference. If the ship being captured is larger, subtract 4 from the DC for each size category of difference.

If the pilot rolls high enough to resist the tractor beam, he maintains his current distance. If he rolls high enough to escape, his ship breaks free and can act normally. Resisting or escaping a tractor beam is a free action that can be attempting during the pilot's move action.



Failed Stunts

A failed Pilot check on a stunt means the pilot has failed to execute the stunt. If the Pilot check fails by 10 or more, the pilot might also lose control of the ship. (A pilot cannot lose control due to a failed opposed check.) The pilot must make another Pilot check against the same DC as the original (failed) check. If the second check succeeds, the pilot maintains control of the vessel, but still fails to accomplish the desired stunt. If the second check fails, the pilot has lost control of her vessel. Compare the pilot's measure of failure (how much she missed the second check by) to Table 11–18: Loss of Starship Control to determine the effect.

Table 11–18 also shows the penalty that applies to any skill checks made by crew members of an out-of-control ship (including pilots, gunners, and anyone else operating ship systems) as well as the penalty that applies to the ship's Defense for as long as the ship remains out of control.

Regaining Control: In order for a pilot to regain control of his ship after a failed stunt, he must succeed at a Pilot check against the same DC as the check he failed when he lost control.

Table 11–18: Loss of Starship Control

Pilot Check Failed By...	Effect	Skill Check Penalty	Ship Defense Penalty
5 or less	Skew	–2	–1
6–10	Pitch	–4	–2
11–15	Yaw	–6	–3
16–20	Spin	–8	–4
21+	Tumble	–10	–5

While a ship is out of control, the pilot cannot perform any simple maneuvers or stunts; the ship moves in the manner dictated by the Effect column on Table 11–18.

Skew: The ship is marginally out of control, skewing to one side or spinning slightly. It continues to move in the same direction and at the same speed it traveled during the pilot's previous action. Reposition the ship accordingly.

Pitch: The ship's nose pitches up and down randomly. For the remainder of its action, the ship continues to move in the same direction and at the same speed it traveled during the pilot's previous action. Roll 1d6 to determine the ship's attitude: 1–3, up; 4–6, down. A ship pointed up is climbing, and a ship pointed down is diving. In space, a ship's attitude doesn't matter, but if the ship is flying near a planet or other large object, its attitude can make a difference.

Yaw: The ship turns at a 45-degree angle to its original position each action until the pilot regains control. On this action, it continues to move in the same direction and at the same speed it traveled during the pilot's previous action. Roll 1d6 to determine the direction: 1–3, left; 4–6, right. For the remainder of its action, it continues to move in the same direction and at the same speed it traveled during the pilot's previous action.

Spin: The ship goes wildly out of control but continues in the same direction it was heading. For the remainder of its action, the ship continues to move in the same direction and at the same speed it traveled during the pilot's previous

action. Roll 1d8 to determine its facing: 1, front; 2, front right; 3, right; 4, right rear; 5, rear; 6, left rear; 7, left; 8, front left. Reposition the ship accordingly.

Tumble: The ship rolls, pitches, spins, and yaws all at once while simultaneously moving along its last vector. For the remainder of its action, the ship continues to move in the same direction and at the same speed it traveled during the pilot's previous action. Roll 1d8 to determine its facing, as for a spin. Then roll 1d6 to determine its attitude, as with a pitch result. Make both of these rolls each action until the pilot regains control.

Starship Descriptions

This section of the chapter contains descriptions of a variety of starships, from starfighters to capital ships. This is by no means an exhaustive survey of the starships of the *Star Wars* universe, but instead a representative sample of the types of vessels that one might encounter in the game. If you want to create new ships, use the existing descriptions as a base and extrapolate from there.

Starfighters

Starfighters, sometimes known as "snub fighters," are the ships of choice for hotshot pilots. Equipped with strong, light engines and quick, responsive controls, they can zip in and out of tight spots before most heavier craft can react. Their weaponry is light, and their armor and shields are minimal compared to those of larger ships, but a good pilot in a starfighter can do as much damage as a capital ship bristling with gun turrets.

X-Wing Fighter

Often hailed as the best starfighter ever made, the T-65B X-wing was developed in secret when the Incom Corporation began to support the Rebel Alliance. With impressive firepower for a ship of its size, sturdy shields, and even a hyperdrive, the X-wing is as agile as an Imperial TIE fighter and far more versatile. It is equipped with a topside astromech bay, letting the pilot plug in an R2 droid to handle targeting, damage control, and hyperspace calculation.

Incom T-65B X-wing

Class: Starfighter	Crew: 1 (Skilled +4)
Size: Tiny (12.5 m long)	Initiative: +6 (+2 size, +4 crew)
Hyperdrive: ×1	Maneuver: +6 (+2 size, +4 crew)
Passengers: None	Defense: 22 (+2 size, +10 armor)
Cargo Capacity: 110 kg	Shield Points: 30 (DR 10)
Consumables: 1 week	Hull Points: 120 (DR 10)
Cost: 150,000 (new), 65,000 (used)	
Maximum Speed in Space: Ramming (10 squares/action)	
Atmospheric Speed: 1,050 km/h (18 squares/action)	
Weapon: Laser cannons (4 fire-linked); Fire Arc: Front; Attack Bonus: +10 (+2 size, +2 crew, +6 fire control); Damage: 6d10×2; Range Modifiers: See Table 11–8.	
Weapon: Proton torpedo launchers (2, 3 missiles each); Fire Arc: Front; Damage: 9d10×2; Missile Quality: Ordinary (+10).	

TERMINOLOGY

[CRAFT=KOENSAYER BTL-S3 Y-WING]

The starship descriptions in this chapter use the following terms.

Class: The starship's category (Starfighter, Space Transport, or Capital Ship).
Size: The ship's size category (and size in meters).
Hyperdrive: A multiplier applied to all hyperspace travel times (see Space Travel). In parentheses, the multiplier applied when the ship uses its backup hyperdrive system.
Passengers: The number of passengers and/or troops that the ship can carry (in addition to the crew listing, below).
Cargo Capacity: The amount of cargo the ship can carry, either in kilograms or metric tons.
Consumables: How long the ship can operate before it must replenish its supplies of food, water, and air.
Crew: The quality of the crew and the modifier to appropriate skill checks (see the Crew Quality sidebar on the next page).
Initiative: The modifier added to initiative rolls for this ship and crew.
Maneuver: The modifier added to any Pilot checks attempted by this crew and ship.
Defense: The ship's Defense. This includes the ship's size modifier and armor bonus.
Shield Points: The ship's maximum shield points.
Hull Points: The ship's maximum hull points.
DR: Damage reduction. Subtract this number from any damage dealt to the ship's shields. If the shields are depleted, damage is applied directly to the hull and reduced by the amount of the hull's DR. If the subtraction reduces the damage to 0 or less, no damage is dealt by the attack.
Cost: The starship's price in credits. If two prices are listed, the second is for a used version of the starship. If only one price is listed, the ship is not generally available used.
Maximum Speed in Space: The ship's maximum speed in space, by speed category and measured in 500-meter squares.
Atmospheric Speed: The ship's maximum speed in atmosphere, measured in kilometers per hour and in 50-meter squares.
Weapon: The name of a ship's weapon. In parentheses, the number of weapons of this type, their configuration, and any special characteristics.
Fire Arc: The weapon's arc(s) or fire. "Turret" means the weapon can fire in any direction, while "Partial Turret" means the weapon can fire in the directions given.
Fire Control: The equipment bonus granted by the ship's fire control computer to attacks with the given weapon.
Damage: The damage dealt by the weapon.
Range Modifiers: Modifiers to the attack roll by range. If "n/a" is given, the weapon cannot hit a target at that range.

Y-Wing Fighter

The workhorse of the Rebel Alliance, the Koensayr Y-wing is not as popular as other snub fighters, being neither as fast nor as maneuverable. Its impressive shields and weaponry more than make up for its performance flaws.

Like the X-wing, the Y-wing provides a topside port to allow an astromech droid to plug in and handle most of the in-flight "dirty work."

Koensayr BTL-S3 Y-wing

Class: Starfighter	Crew: 1 or 2 (Skilled +4)
Size: Tiny (16 m long)	Initiative: +6 (+2 size, +4 crew)
Hyperdrive: ×1	Maneuver: +6 (+2 size, +4 crew)
Passengers: None	Defense: 22 (+2 size, +10 armor)
Cargo Capacity: 110 kg	Shield Points: 50 (DR 10)
Consumables: 1 week	Hull Points: 120 (DR 10)
Cost: 135,000 (new), 65,000 (used)	
Maximum Speed in Space: Attack (8 squares/action)	
Atmospheric Speed: 1,000 km/h (17 squares/action)	

Weapon: Laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +8 (+2 size, +2 crew, +4 fire control); Damage: 5d10×2; Range Modifiers: See Table 11–8.

Weapon: Proton torpedo launchers (2, 8 missiles each); Fire Arc: Front; Damage: 9d10×2; Missile Quality: Marginal (+5).

Weapon: Light ion cannons (2 fire-linked); Fire Arc: Turret (Front); Attack Bonus: +10 (+2 size, +2 crew, +6 fire control*); Damage: 4d10×2; Range Modifiers: See Table 11–8.

**These guns can be fixed to forward-firing to be operated by the pilot. Doing this reduces the fire control bonus from +6 to +2.*

TIE Fighter

Cheap and efficient, TIE fighters are not so much feared for their capabilities as their numbers. Mass-produced by Sienar Fleet Systems, TIE fighters cost only a fraction of what a comparable fighter costs. Keeping the price down means that TIE fighters have no shields, hyperdrives, or life support—not even cockpit gravity. They cannot even land without special supports. The Imperial Navy believes that this teaches pilots to rely on higher authorities. In reality, it just teaches them to hope that they live long enough to be promoted to a more advanced TIE variant.

Sienar Fleet Systems TIE/In

Class: Starfighter	Crew: 1 (Skilled +4)
Size: Diminutive (6.3 m long)	Initiative: +8 (+4 size, +4 crew)
Hyperdrive: None	Maneuver: +8 (+4 size, +4 crew)
Passengers: None	Defense: 24 (+4 size, +10 armor)
Cargo Capacity: 65 kg	Shield Points: None
Consumables: 2 days	Hull Points: 60 (DR 10)
Cost: 60,000 (new), 25,000 (used)	
Maximum Speed in Space: Ramming (10 squares/action)	
Atmospheric Speed: 1,200 km/h (20 squares/action)	

Weapon: Laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +10 (+4 size, +2 crew, +4 fire control); Damage: 5d10×2; Range Modifiers: See Table 11–8.

Z-95 Headhunter

The forerunner of the X-wing, the Z-95 is an atmospheric craft frequently modified for space travel. It is slower and less maneuverable than an X-wing or a TIE fighter, but still packs a punch. State-of-the-art ships in the days of the Old Republic, Z-95s are usually only found on backwater worlds during the Rebellion era.

Incom/Subpro Z-95 Headhunter

Class: Starfighter	Crew: 1 (Skilled +4)
Size: Tiny (11.8 m long)	Initiative: +6 (+2 size, +4 crew)
Hyperdrive: ×1	Maneuver: +6 (+2 size, +4 crew)
Passengers: None	Defense: 22 (+2 size, +10 armor)
Cargo Capacity: 85 kg	Shield Points: 30 (DR 10)
Consumables: 1 day	Hull Points: 120 (DR 10)
Cost: 80,000 (new), 45,000 (used)	
Maximum Speed in Space: Ramming (9 squares/action)	
Atmospheric Speed: 1,150 km/h (19 squares/action)	

Weapon: Triple blasters (2 fire-linked); Fire Arc: Front; Attack Bonus: +6 (+2 size, +2 crew, +2 fire control); Damage: 3d10×2; Range Modifiers: See Table 11–8.

Weapon: Concussion missile launcher (6 missiles); Fire Arc: Front; Damage: 7d10×2; Missile Quality: Ordinary (+10).

Droid Starfighter

"Crewed" only by a droid brain—which is in turn controlled by a remote processor—the droid starfighter is a completely mechanized vessel. Armed with blaster cannons and torpedo launchers, droid starfighters are fast and agile. Unlike conventional fighters, however, they are able to reconfigure themselves into "walk mode," allowing them to patrol on the ground every bit as well as they do in space.

Although able to launch from walk mode into flight or attack mode quite easily, droid starfighters are stored in vast overhead racks and connected to their control ship's



TIE FIGHTER

power grid when not in use. Hanging there, occasionally flexing their wings and turning their "heads" to test their systems, they bear an unsettling resemblance to a colony of winged beasts.

Xi Char Variable Geometry Battle Droid Mark I

Class: Starfighter	Crew: n/a (Normal +2)
Size: Fine (3.5 m long)	Initiative: +10 (+8 size, +2 crew)
Hyperdrive: None	Maneuver: +10 (+8 size, +2 crew)
Passengers: None	Defense: 28 (+8 size, +10 armor)
Cargo Capacity: None	Shield Points: None
Consumables: None	Hull Points: 120 (DR 10)
Cost: 19,000 (new), 5,000 (used)	
Maximum Speed in Space: Ramming (10 squares/action)	
Atmospheric Speed: 1,180 km/h (20 squares/action)	
Weapon: Laser cannons (2 fire-linked pairs); Fire Arc: Front; Attack Bonus: +8 (+8 size, +0 crew); Damage: 5d10×2; Range Modifiers: See Table 11–8.	
Weapon: Proton torpedo launchers (2, 4 missiles each); Fire Arc: Front; Damage: 9d10×2; Missile Quality: Ordinary (+10).	

Naboo N-1 Starfighter

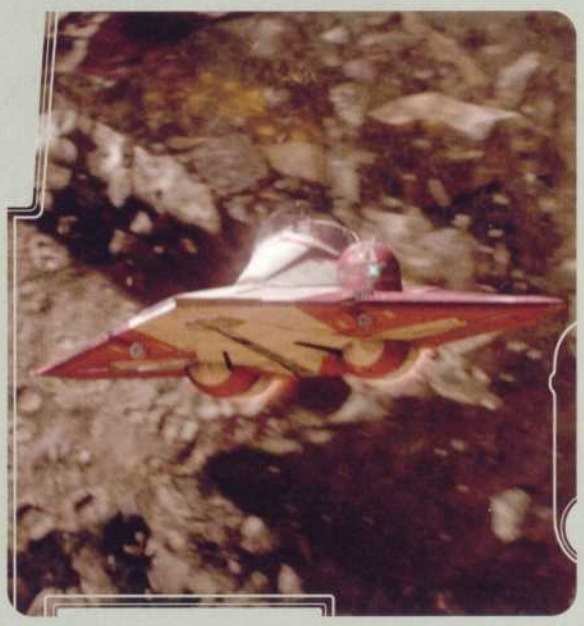
On a world devoted to peace, the Naboo N-1 starfighter is an incongruous, though elegant, sight. It's sleek, agile, armed with a pair of blaster cannons and a double rack of proton torpedoes, and equipped with a hyperdrive. The Space Fighter Corps takes great pride in the N-1, even though their duties primarily consist of putting on air shows and occasionally escorting the Queen's Royal Starship. The N-1's distinctive "tail" serves both as a power plug for recharging and an antenna for receiving data from the palace battle computer. The starfighter also includes an underside port for an astromech droid, which provides targeting and astrogation information when the ship is outside the Naboo system.

Theed Palace Space Vessel Engineering Corps N-1 Royal Starfighter

Class: Starfighter	Crew: 1 (Skilled +4)
Size: Tiny (11 m long)	Initiative: +6 (+2 size, +4 crew)
Hyperdrive: ×1	Maneuver: +6 (+2 size, +4 crew)
Passengers: None	Defense: 22 (+2 size, +10 armor)
Cargo Capacity: 65 kg	Shield Points: 30 (DR 10)
Consumables: 1 week	Hull Points: 60 (DR 10)
Cost: Not available for sale	
Maximum Speed in Space: Ramming (9 squares/action)	
Atmospheric Speed: 1,100 km/h (18 squares/action)	
Weapon: Laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +8 (+2 size, +2 crew, +4 fire control); Damage: 5d10×2; Range Modifiers: See Table 11–8.	
Weapon: Proton torpedo launchers (2 fire-linked, 5 missiles each); Fire Arc: Front; Damage: 10d10×2; Missile Quality: Ordinary (+10).	

Jedi Starfighter

When Jedi Master Saesee Tiin—an experienced test pilot—suggested that the Jedi create a "Jedi starfighter corps," Kuat Systems Engineering stepped forward with its design for a swift, single-passenger fighter craft. Unlike the Republic's Corellian-built diplomatic cruisers, Jedi starfighters are a cost-effective way of ferrying Jedi from place to place.



JEDI STARFIGHTER

The *Aethersprite*-class starfighter is not hyperspace-capable but can dock with a separate hyperdrive module: the TransGalMeg Industries hyperdrive booster ring. (The process takes 3 rounds and requires a Pilot check against DC 20.) However, when the Delta-7 is docked with the booster ring, the starfighter suffers a –4 penalty to maneuvers due to the unbalanced nature of the module.

The Delta-7 incorporates a specially adapted astromech droid. Without the proper droid (an R4-P series droid, which comes hardwired into the starfighter), the pilot suffers a –2 penalty on Astrogate and Computer Use checks; the droid itself suffers a –2 penalty on these checks and on Repair checks for the starfighter. While this might seem like a disadvantage, the Jedi do not mind; non-standard components help ensure that an unattended Jedi starfighter is not a tempting target for a thief.

The Delta-7 and accompanying astromech droid are only available to Jedi through the dispensation of the Supreme Chancellor's office. The cost for a used ship given below is the price an *Aethersprite* might fetch on the black market.

Kuat Systems Engineering Delta-7 *Aethersprite*-class Starfighter

Class: Starfighter	Crew: 1 (Normal +2)
Size: Diminutive (8 m long)	Initiative: +6 (+4 size, +2 crew)
Hyperdrive: ×1	Maneuver: +6 (+4 size, +2 crew)
Passengers: None	Defense: 24 (+4 size, +10 armor)
Cargo Capacity: 60 kg	Shield Points: 30 (DR 10)
Consumables: 1 week	Hull Points: 65 (DR 10)
Cost: 180,000 (new), 145,000 (used)	
Maximum Speed in Space: Ramming (10 squares/action)	
Atmospheric Speed: 1,150 km/h (19 squares/action)	
Weapon: Laser cannons (4 fire-linked); Fire Arc: Front; Attack Bonus: +8 (+4 size, +0 crew, +4 fire control); Damage: 6d10×2; Range Modifiers: See Table 11–8.	

Space Transports

A dizzying variety of commerical transports ply the space lanes of the galaxy, carrying goods and passengers from system to system and world to world for a reasonable price. Most are controlled by independent operators or corporate interests, though governments employ their fair share of transports, sometimes for peaceful purposes . . . and far too often not. Space transports are nearly always armed, shielded, and hyperdrive-capable, allowing merchants to survive pirate attacks—and smugglers to avoid authorities—while traveling from place to place.

Corellian YT-1300 Transport

Perhaps the most adaptable light cargo transport in the galaxy, the YT-1300 design is at the core of nearly every independent trader's ship. It's built on a modular design to suit the needs of a wide variety of clients, many of whom aren't human, let alone bipedal. The YT-1300 is an excellent all-purpose cargo transport, with powerful engines and a sturdy hull. The Corellian Engineering Corporation was quick to realize that it had a winner on its hands and made almost as many credits selling conversion kits as it did selling the transports themselves. The most popular modification is an enhanced hyperdrive package (which replaces the ×2 hyperdrive with a ×1).

Corellian Engineering Corporation YT-1300 Transport

Class: Space transport	**Crew:** 1 to 2 (Normal +2)
Size: Small (26.7 m long)	**Initiative:** +3 (+1 size, +2 crew)
Hyperdrive: ×2 (backup ×12)	**Maneuver:** +3 (+1 size, +2 crew)
Passengers: 6	**Defense:** 21 (+1 size, +10 armor)
Cargo Capacity: 100 tons	**Shield Points:** None
Consumables: 2 months	**Hull Points:** 120 (DR 20)
Cost: 100,000 (new), 25,000 (used)	
Maximum Speed in Space: Attack (8 squares/action)	
Atmospheric Speed: 800 km/h (13 squares/action)	
Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +0 crew, +4 fire control); **Damage:** 4d10×2; **Range Modifiers:** See Table 11–8.	

Millennium Falcon

The light freighter by which all other light freighters are judged, the *Millennium Falcon* is "the fastest ship in the galaxy," at least according to its captain and current owner, the Corellian smuggler Han Solo. Heavily modified by a string of smuggler captains, the *Falcon* boasts powerful sublight and hyperdrive engines, armor plating, enhanced deflector shields, laser turrets, long-range sensor arrays, and a hidden cargo compartment beneath the deck plates.

Although the *Falcon* is ready for anything, the ship is extremely high-maintenance. Solo and Chewbacca spend as much time repairing her as they do flying her. Han leaves the dozens of blast marks, scratches, and micrometeorite pockmarks alone, though, saying they give the *Falcon* character. (Chewie believes Han would rather spend money on a fast ship than a pretty one.) Accommodations are sparse, and the cargo holds are perhaps not as large as some, but for a smuggler, it's not how much you haul, or how comfortably, but how quickly you deliver the goods and how much you get paid.

Heavily Modified Corellian Engineering Corporation YT-1300 Transport

Class: Space transport	**Crew:** 2 or 4 (Unique +15)
Size: Small (26.7 m long)	**Initiative:** +3 (+1 size, +2 crew*)
Hyperdrive: ×.5 (backup ×10)	**Maneuver:** +16 (+1 size, +15 crew)
Passengers: None	**Defense:** 21 (+1 size, +10 armor)
Cargo Capacity: 100 tons	**Shield Points:** 90 (DR 20)
Consumables: 2 months	**Hull Points:** 180 (DR 20)
Cost: Not available for sale	
Maximum Speed in Space: Ramming (12 squares/action)	
Atmospheric Speed: 1,050 km/h (18 squares/action)	
Weapon: Quad laser cannons (2); **Fire Arc:** Turret; **Attack Bonus:** +15 (+1 size, +8 crew*, +6 fire control); **Damage:** 6d10×2; **Range Modifiers:** See Table 11–8.	
Weapon: Concussion missile launchers (2 fire-linked, 4 missiles each); **Fire Arc:** Front; **Damage:** 9d10×2; **Missile Quality:** Good (+15).	
Weapon: Blaster cannon (retractable); **Fire Arc:** Turret; **Attack Bonus:** +17 (+1 size, +8 crew*, +8 fire control); **Damage:** 4d8; **Range Modifiers:** See Table 11–8; **Range Increment:** 50 meters.	

**When Han Solo pilots this ship, its initiative modifier includes his Dexterity modifier; its maneuver modifier includes his Pilot skill modifier; and each of its weapon's attack bonuses includes his base ranged attack bonus. The numbers above reflect Han Solo circa Star Wars Episode IV: A New Hope.*

Firespray-31

The Firespray-31 was originally designed as a patrol and law enforcement craft. Built by Kuat Systems Engineering, the Firespray-31 incorporated numerous unusual features—including its "engines down" landing rig—resulting in a ship that effectively flies "standing up." The ship does not need secondary landing engines, allowing it to use all of its engine space for primary thrust. The limited internal space of the Firespray-31 made it difficult for even a small crew to make long trips comfortably. This was doubtless one of the reasons the Firespray-31 was never a popular ship with enforcement agencies. After a few years, KSE stopped producing them.

Aftermarket sales of the Firespray-31 were brisk. The ships were easily stripped down and modified by individuals with particular needs, and soon became popular with scoundrels of all descriptions. The ship's excellent speed was a plus for these buyers, and everything else could be modified to fit their desires.

Kuat Systems Engineering Firespray-31 Patrol and Attack Craft

Class: Space transport	**Crew:** 1 (Skilled +4)
Size: Small (21.5 m long)	**Initiative:** +5 (+1 size, +4 crew)
Hyperdrive: ×3 (backup ×15)	**Maneuver:** +5 (+1 size, +4 crew)
Passengers: 6	**Defense:** 21 (+1 size, +10 armor)
Cargo Capacity: 70 tons	**Shield Points:** 60 (DR 20)
Consumables: 1 month	**Hull Points:** 150 (DR 20)
Cost: 120,000 (new), 30,000 (used)	
Maximum Speed in Space: Ramming (10 squares/action)	
Atmospheric Speed: 1,050 km/h (18 squares/action)	
Weapon: Blaster cannons (2); **Fire Arc:** Turret; **Attack Bonus:** +7 (+1 size, +2 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** See Table 11–8.	
Weapon: Tractor beam projector; **Fire Arc:** Front; **Attack Bonus:** +5 (+1 size, +2 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** See Table 11–8.	

CREW QUALITY

[CRAFT=KOENSAYER BTL-S3 Y-WING]

Rather than providing statistics for every member of a starship's crew, most ship descriptions provide a general "crew quality" descriptor. This indicates the crew's aptitude with ship systems, including piloting, weapons, and defenses.

Table 11–19: Starship Crew Quality lists the five levels of crew quality for GM-controlled starship crews, along with the appropriate check modifier. Use the number in the Check Modifier column for all skill checks related to the operation and piloting of the vessel (including Pilot and Repair checks). Use the number in the Attack Bonus column for all attack rolls performed by the crew.

For unique vehicles where the crew's statistics are included, this table is unnecessary. Likewise, if you wish to create an "enemy ace" or a particularly talented starship crew, feel free to assign any check modifier that you desire.

Table 11–19: Starship Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	–4	–2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

Slave I

The ship for which Boba Fett is famous originally belonged to his father, Jango Fett. Jango acquired the *Firespray*-class patrol ship from the prison colony at Oovo IV, after the prison guards destroyed his own ship, *Jaster's Shadow*. The bounty hunter made several adjustments to the ship's systems. Young Boba Fett, inheriting the ship after his father's death on Geonosis, made even more modifications throughout his own bounty hunting career.

The most significant upgrades to *Slave I* are in its weaponry—a major step up from the standard Firespray's two blaster cannons and miniature tractor beam projector. In addition to a concussion missile launcher and proton torpedo tubes, Fett's ship has an ion cannon and an aft-firing mine layer loaded with concussion charges, as well as a quality sensor masking package (+4 on Computer Use DCs to scan for *Slave I*)—all at considerable cost.

Modified Kuat Systems Engineering Firespray-31 Patrol and Attack Craft

Class: Space transport; Crew: 1 (Expert +8)
Size: Small (21.5 m long); Initiative: +9 (+1 size, +8 crew*)
Hyperdrive: ×1 (backup ×8); Maneuver: +9 (+1 size, +8 crew*)
Passengers: 6; Defense: 21 (+1 size, +10 armor)
Cargo Capacity: 70 tons; Shield Points: 90 (DR 20)
Consumables: 1 month; Hull Points: 150 (DR 20)
Cost: 380,000 (new), 220,000 (used)
Maximum Speed in Space: Ramming (12 squares/action)
Atmospheric Speed: 1,000 km/h (17 squares/action)

Weapon: Blaster cannons (2 fire-linked); Fire Arc: Turret; Attack Bonus: +24/+19/+14 (+1 size, +17/+12/+7 crew*, +6 fire control); Damage: 5d10×2; Range Modifiers: See Table 11–8.

Weapon: Concussion missile launcher (8 missiles); Fire Arc: Front; Damage: 8d10×2; Missile Quality: Ordinary (+10).

Weapon: Ion cannon; Fire Arc: Front; Attack Bonus: +22/+17/+12 (+1 size, +17/+12/+7 crew*, +4 fire control); Damage: 5d10×2; Range Modifiers: See Table 11–8.

Weapon: Tractor beam projector; Fire Arc: Turret; Attack Bonus: +22/+17/+12 (+1 size, +17/+12/+7 crew*, +4 fire control); Damage: Special; Range Modifiers: See Table 11–8.

Weapon: Proton torpedo tubes (4 proton tracking beacons each); Fire Arc: Turret; Damage: Special; Missile Quality: Good (+15).

Weapon: Concussion mine layer (16 mines**); Fire Arc: Rear; Attack Bonus: +14 (+8 size, +6 guidance system); Damage: 8d10×2; Range Modifiers: Not applicable (mines do not move once set).

**When Jango Fett pilots this ship, its initiative modifier includes his Dexterity modifier; its maneuver modifier includes his Pilot skill modifier; and each of its weapon's attack bonuses includes his base ranged attack modifier. Adjust these values for when Boba Fett is piloting the ship.*

***Mines, once deployed, cannot move. They remain in the squares in which they were launched and target the first starship or obstacle to enter their square.*

Imperial Customs *Guardian*-Class Light Cruiser

When it is too costly to send a larger ship to patrol a system, the Empire sends a handful of *Guardian*-class light cruisers. While not particularly well armed or well shielded, they are usually a match for most system traffic, acting as a deterrent for the not-so-serious criminal. When faced with faster or more powerful ships intent on breaking the law, *Guardian*-class cruisers generally give token resistance before calling for more capable ships to assist. Some are specifically sent out to wait for Rebel ships or smugglers to come out of hyperspace.



SLAVE I

Sienar Fleet Systems *Guardian*-class Light Cruiser

Class: Space transport	**Crew:** 2, 8, or 16 (Skilled +4)
Size: Small (42 m long)	**Initiative:** +5 (+1 size, +4 crew)
Hyperdrive: ×1 (backup ×10)	**Maneuver:** +5 (+1 size, +4 crew)
Passengers: 6 (prisoners)	**Defense:** 21 (+1 size, +10 armor)
Cargo Capacity: 200 tons	**Shield Points:** 60 (DR 20)
Consumables: 3 months	**Hull Points:** 150 (DR 20)
Cost: Not available for sale	
Maximum Speed in Space: Attack (7 squares/action)	
Atmospheric Speed: 1,150 km/h (19 squares/action)	

Weapon: Laser cannons (4); **Fire Arc:** 2 front, 2 turret; **Attack Bonus:** +9 (+1 size, +2 crew, +6 fire control); **Damage:** 5d10×2; **Range Modifiers:** See Table 11–8.

Capital Ships

Capital ships are the backbone of any starfaring navy, more than compensating for their lack of speed and maneuverability with their weapons, armor, and powerful shields. The largest carry hangars full of starfighters to supplement their own impressive banks of blasters and ion cannons, gravity-well projectors to stop fleeing opponents from entering hyperspace, or thousands of ground troops and their support vehicles. Capital ship commanders take great pride in knowing that they can make a difference just by bringing their guns to bear, let alone firing them.

Imperial Star Destroyer

For several decades, the *Imperial*-class Star Destroyer has been the final word in capital ships. Fast, tough, and armed to the teeth, its mere presence can inspire Rebels to reconsider surrender, or reduce a fleet of lesser ships to so much floating debris. Frequently loaded with TIE fighters, Star Destroyers also support a flight of shuttles and landing barges, thousands of ground troops, support vehicles, and a top-notch command crew to coordinate them all. The symbol of the Empire's military might, the Star Destroyer is a powerful incentive for troublesome worlds to submit to the will of the Emperor.

A Star Destroyer occupies a space three squares long and two squares wide on the grid map.

Kuat Drive Yards *Imperial I*-class Star Destroyer

Class: Capital ship	**Crew:** 5,000–37,085 (Skilled +4)
Size: Colossal (1,600 m long)	**Initiative:** –4 (–8 size, +4 crew)
Hyperdrive: ×2 (backup ×8)	**Maneuver:** –4 (–8 size, +4 crew)
Passengers: 9,700 (troops)	**Defense:** 12 (–8 size, +10 armor)
Cargo Capacity: 36,000 tons	**Shield Points:** 300 (DR 60)
Consumables: 6 years	**Hull Points:** 700 (DR 60)
Cost: Not available for sale	
Maximum Speed in Space: Cruising (3 squares/action)	
Atmospheric Speed: Not applicable	

Weapon: Turbolasers (60); **Fire Arc:** 4 batteries front, 4 batteries left, 4 batteries right; **Attack Bonus:** +6 (–8 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 5d10×5; **Range Modifiers:** See Table 11–8.

Weapon: Point laser cannons (40, point defense); **Fire Arc:** 2 batteries front, 3 batteries left, 3 batteries right; **Attack Bonus:** +6 (–8 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 2d10×2; **Range Modifiers:** See Table 11–8.



STAR DESTROYER

Weapon: Ion cannons (60); **Fire Arc:** 4 batteries front, 3 batteries left, 3 batteries right, 2 batteries rear; **Attack Bonus:** +2 (–8 size, +2 crew, +4 fire control, +4 battery fire); **Damage:** 5d10×2; **Range Modifiers:** See Table 11–8.

Weapon: Tractor beam projectors (10); **Fire Arc:** 6 front, 2 left, 2 right; **Attack Bonus:** +2 (–8 size, +2 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** See Table 11–8.

Mon Calamari Star Cruiser

Built originally as works of art by the peaceful Mon Calamari, the MC80s were fitted with sensor equipment and weapons batteries when the Mon Calamari joined the Rebel Alliance. The modifications were a sure sign of their dedication to the Rebel cause, since many Mon Calamari could hardly bear seeing the beautiful smooth hulls of their ships marred in such a fashion. Their addition to the meager Rebel fleet finally put the Rebellion on a more or less equal footing with the Imperial Navy, with ships that could pose a threat to the Empire's fearsome Star Destroyers. Equipped with hangar bays hosting three dozen starfighters and living space for over a thousand Rebel troops, the ships are still crewed by Mon Calamari, since the control surfaces and instrumentation panels are all adapted for their unique physiology. This suits the Rebel Alliance just fine, since Mon Calamari make excellent command crews.

A Mon Calamari Star Cruiser occupies a space two squares long on the grid map.

Mon Calamari MC80 Star Cruiser

Class: Capital ship	Crew: 1,230–5,402 (Skilled +4)
Size: Colossal (1,200 m long)	Initiative: –4 (–8 size, +4 crew)
Hyperdrive: ×1 (backup ×9)	Maneuver: –4 (–8 size, +4 crew)
Passengers: 1,200 (troops)	Defense: 12 (–8 size, +10 armor)
Cargo Capacity: 20,000 tons	Shield Points: 300* (DR 60)
Consumables: 2 years	Hull Points: 600 (DR 60)
Cost: Not available for sale	
Maximum Speed in Space: Cruising (4 squares/action)	
Atmospheric Speed: Not applicable	

Weapon: Turbolasers (48); Fire Arc: 3 batteries front, 3 batteries left, 3 batteries right, 3 batteries rear; Attack Bonus: +1 (–8 size, +2 crew, +4 fire control, +3 battery fire); Damage: 4d10×5; Range Modifiers: See Table 11–8.

Weapon: Ion cannons (20); Fire Arc: 2 batteries front, 1 battery left, 1 battery right, 1 battery rear; Attack Bonus: +1 (–8 size, +2 crew, +4 fire control, +3 battery fire); Damage: 5d10×2; Range Modifiers: See Table 11–8.

Weapon: Tractor beam projectors (6); Fire Arc: 4 front, 1 left, 1 right; Attack Bonus: –2 (–8 size, +2 crew, +4 fire control); Damage: Special; Range Modifiers: See Table 11–8.

**Backup shield generators restore shield points at double the normal rate per minute (20 points instead of 10).*

Nebulon-B Escort Frigate

Although Star Destroyers have the right firepower and fighter complement to handle just about any threat the Rebel Alliance can throw at the Empire, they suffer from a major drawback: cost. The Empire's answer—the Nebulon-B escort frigate—packs nearly as much firepower as a Star Destroyer and backs it up with two TIE fighter squadrons. Although slow and clumsy, the Nebulon-B delivers significant power in a compact package, forcing Rebel starfighter pilots to rethink their hit-and-run strategies when attacking supply convoys. A few frigates changed hands to serve the Rebellion as hospital ships.



ESCORT FRIGATE

Kuat Drive Yards' Nebulon-B Frigate

Class: Capital ship	Crew: 307–920 (Normal +2)
Size: Huge (300 m long)	Initiative: +0 (–2 size, +2 crew)
Hyperdrive: ×2 (backup ×12)	Maneuver: +0 (–2 size, +2 crew)
Passengers: 75 (troops)	Defense: 18 (–2 size, +10 armor)
Cargo Capacity: 6,000 tons	Shield Points: 200 (DR 40)
Consumables: 2 years	Hull Points: 360 (DR 40)
Cost: Not available for sale	
Maximum Speed in Space: Cruising (3 squares/action)	
Atmospheric Speed: 800 km/h (13 squares/action)	

Weapon: Turbolasers (12); Fire Arc: 2 batteries front, 1 batteries left, 1 batteries right; Attack Bonus: +5 (–2 size, +0 crew, +4 fire control, +3 battery fire); Damage: 4d10×5; Range Modifiers: See Table 11–8.

Weapon: Laser cannons (12); Fire Arc: 6 front, 2 left, 2 right, 2 rear; Attack Bonus: +2 (–2 size, +0 crew, +4 fire control); Damage: 2d10×2; Range Modifiers: See Table 11–8.

Weapon: Tractor beam projectors (2); Fire Arc: Front; Attack Bonus: +2 (–2 size, +0 crew, +4 fire control); Damage: Special; Range Modifiers: See Table 11–8.

Corellian Corvette

The Corellian corvette is the logical step up from the YT-1300 transport—a larger configurable space vessel for larger jobs. The corvette can serve as a cargo transport, a passenger liner, a troop ship, or an escort, and the refitting time to convert from one function to another is minimal. As many corvettes find their way into civilian use as they do military duty, and a significant number fall into the hands of pirates, who opt for a configuration somewhere between "military" and "cargo"—that is, big engines with lots of weapons and enough storage space to make it worthwhile. As the Empire closes its grip on the galaxy, the Corellian corvette rapidly becomes the capital ship of choice for worlds sympathetic to the Rebellion.

Corellian Engineering Corporation Corvette

Class: Capital ship	Crew: 30–165 (Normal +2)
Size: Large (150 m long)	Initiative: +1 (–1 size, +2 crew)
Hyperdrive: ×2	Maneuver: +1 (–1 size, +2 crew)
Passengers: 600	Defense: 19 (–1 size, +10 armor)
Cargo Capacity: 3,000 tons	Shield Points: 200 (DR 40)
Consumables: 1 year	Hull Points: 300 (DR 40)
Cost: 3,500,000 (new), 1,500,000 (used)	
Maximum Speed in Space: Attack (5 squares/action)	
Atmospheric Speed: 950 km/h (16 squares/action)	

Weapon: Double turbolaser cannons (6); Fire Arc: 3 front, 1 left, 1 right, 1 rear; Attack Bonus: +5 (–1 size, +0 crew, +6 fire control); Damage: 5d10×2; Range Modifiers: See Table 11–8.

Corellian Space Cruiser

These distinctive red-and-white ships are generally known simply as "Republic cruisers." Theoretically, the red in the color scheme indicates diplomatic neutrality, and should guarantee that the Republic cruiser travels unmolested wherever it is needed. All too often, though, such ships are blasted to oblivion by those who have no desire to negotiate with the Republic or its representatives.

The Corellian Space Cruiser described below is the standard, nondiplomatic model. The diplomatic model forgoes weaponry—though because of its increased communications capability (adding a +4 equipment bonus to Computer Use checks for sensor scans and communication-related tasks), the cost is virtually the same.

Corellian Engineering Corporation Space Cruiser

Class: Capital ship	**Crew:** 8 (Normal +2)
Size: Large (115 m long)	**Initiative:** +1 (–1 size, +2 crew)
Hyperdrive: ×2 (backup ×6)	**Maneuver:** +1 (–1 size, +2 crew)
Passengers: 16	**Defense:** 19 (–1 size, +10 armor)
Cargo Capacity: 110 tons	**Shield Points:** 180 (DR 40)
Consumables: 1 month	**Hull Points:** 220 (DR 40)
Cost: 850,000 (new), 550,000 (used)	
Maximum Speed in Space: Attack (6 squares/action)	
Atmospheric Speed: 900 km/h (15 squares/action)	
Weapon: Medium turbolasers (3); **Fire Arc:** 1 front, 1 left, 1 right, 1 rear; **Attack Bonus:** +3 (–1 size, +0 crew, +4 fire control); **Damage:** 5d10×5; **Range Modifiers:** See Table 11–8.	

Trade Federation Battleship

Few systems in the galaxy have never seen one of the Trade Federation's ponderous, ring-shaped cargo freighters. Fewer still realize that the Trade Federation has been gradually converting these freighters into battleships. Although they have always sported defense turrets, these ships have only recently begun to increase both the number and firepower of their gun emplacements, steadily filling their holds with landing ships and droid starfighters instead of trade goods. While these massive ships have a few significant vulnerabilities—poor coverage on their gun emplacements and some vital systems lying exposed here and there—they can usually scramble more than a sufficient number of fighters to handle threats. Only about one in twenty of these cargo freighters have been converted into battleships capable of remotely operating the Trade Federation's massive battle droid armies. The rest are war freighters, carrying the troops, but lacking the control computer or antenna array to control them. This is as much a cost-saving measure as it is a security precaution. The Trade Federation suffers from as many ambitious bureaucrats and ship commanders as any other spacefaring power.

A Trade Federation battleship occupies a three-by-three square area on the grid map.

Modified Hoersch-Kessel Driveworks Inc. LH-3210

Class: Capital ship	**Crew:** 30–165 (Skilled +4)
Size: Colossal (3,170 m dia.)	**Initiative:** –4 (–8 size, +4 crew)
Hyperdrive: ×2 (backup ×10)	**Maneuver:** –4 (–8 size, +4 crew)
Passengers: 100,000+	**Defense:** 12 (–8 size, +10 armor)
Cargo Capacity: 5 million tons	**Shield Points:** 300 (DR 60)
Consumables: 500 days	**Hull Points:** 600 (DR 60)
Cost: Not available for sale	
Maximum Speed in Space: Cruising (2 squares/action)	
Atmospheric Speed: Not applicable	
Weapon: Quadlasers (48); **Fire Arc:** 4 batteries front, 2 batteries right, 2 batteries left, 4 batteries rear; **Attack Bonus:** +1 (–8 size, +2 crew, +4 fire control, +3 battery fire); **Damage:** 6d10×5; **Range Modifiers:** See Table 11–8.	

Republic Assault Ship

The Republic assault ships that bear the clone troopers to Geonosis for the first battle of the Clone Wars are *Acclamator*-class military transports designed and constructed by Rothana Heavy Engineering (RHE), based on the Outer Rim world of Rothana. The assault ship's distinctive triangular profile would re-emerge after the fall of the Republic and the birth of the Galactic Empire, in the more sinister form of the Imperial Star Destroyer.

The Republic assault ship is designed for short hyperspace journeys and can deliver considerable military payloads to staging areas and battlefields. In its various holds and bays, the ship can carry four dozen walking and treaded weapons platforms, three dozen mobile heavy artillery carriers, eighty gunships, and more than three hundred speeder bikes—along with sixteen thousand clone troopers and support personnel, as well as the ship's own crew complement of seven hundred. The ship's powerful engines allow it to operate as effectively in atmosphere as in the vacuum of space, and its own considerable armaments enable it to deliver a devastating barrage to anything that stands in its way. The success of the vessel in the early days of the Clone Wars prompted the Republic to order a thousand more from RHE, which by that time had begun designing bigger and better variations, along the lines of battleships and destroyers.

Rothana Heavy Engineering *Acclamator*-class Assault Ship

Class: Capital ship	**Crew:** 700 (Skilled +4)
Size: Gargantuan (752 m long)	**Initiative:** +0 (–4 size, +4 crew)
Hyperdrive: ×2 (backup ×10)	**Maneuver:** +0 (–4 size, +4 crew)
Passengers: 16,000 (troops)	**Defense:** 16 (–4 size, +10 armor)
Cargo Capacity: 2,000 tons	**Shield Points:** 240 (DR 50)
Consumables: 20 days	**Hull Points:** 320 (DR 50)
Cost: 29,000,000 (new), 19,000,000 (used)	
Maximum Speed in Space: Attack (8 squares/action)	
Atmospheric Speed: 1,200 km/h (20 squares/action)	
Weapon: Turbo quadlasers (12); **Fire Arc:** 6 front/left (partial turrets), 6 front/right (partial turrets); **Attack Bonus:** +4 (–4 size, +2 crew, +6 fire control); **Damage:** 6d10×5; **Range Modifiers:** See Table 11–8.	
Weapon: Assault concussion missile tubes (4, 20 missiles each); **Fire Arc:** 4 front; **Damage:** 9d10×5; **Missile Quality:** Ordinary (+10).	
Weapon: Point laser cannons (24, point defense); **Fire Arc:** 2 batteries front, 2 batteries left, 2 batteries right; **Attack Bonus:** +3 (–4 size, +2 crew, +2 fire control, +3 battery fire); **Damage:** 2d10×2; **Range Modifiers:** See Table 11–8.	

Escape Pods

Escape pods are short-range, one-use landing craft designed to take a number of crew members to safety in the event of a disaster aboard a starship. Starfighters, due to their small size, almost never have escape pods. Space transports generally have two or three escape pods. Capital ships have a minimum of six escape pods, and extremely large vessels may have dozens or hundreds. An escape pod can only be used once.

Escape Pod

Class: Starfighter	Crew: 0
Size: Fine (3.5 m long)	Initiative: +8 (+8 size)
Hyperdrive: None	Maneuver: +4 (+8 size, –4 engine)
Passengers: 8	Defense: 18 (+8 size, +10 armor)
Cargo Capacity: 0 kg	Shield Points: 0
Consumables: 1 day	Hull Points: 40 (DR 5)
Cost: 20,000	
Maximum Speed in Space: Docking (1 square/action)	
Atmospheric Speed: 60 km/h (1 square/action)	
Weapon: None	

Airspeeders

Although incapable of space travel, airspeeders are included here because the rules for airspeeder combat are similar to the rules for starship combat.

From the Coruscant Air Taxi to the Incom T-47 series (later modified into combat vehicles by Rebel forces on Hoth), airspeeders come in a variety of styles and models to accommodate most price ranges.

Airspeeders do not use the starship size scale. Instead, they use the standard size scale (like characters and creatures). Use Table 11–6: Starship Sizes to convert an airspeeder's size to starship scale.

Coruscant Air Taxi

Class: Airspeeder	Crew: 1 (Normal +2)
Size: Large (5 m long)	Initiative: +1 (–1 size, +2 crew)
Hyperdrive: None	Maneuver: +1 (–1 size, +2 crew)
Passengers: 3	Defense: 14* (–1 size, +5 armor)
Cargo Capacity: 50 kg	Shield Points: 0
Maximum Altitude: 1,000 m	Hull Points: 20 (DR 5)
Cost: 20,000 (new), 10,000 (used)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 190 km/h (3 squares/action)	
Weapon: None	

**Provides full cover to crew and passengers.*

Incom T-47 Airspeeder

Class: Airspeeder	Crew: 1 (Normal +2)
Size: Large (4.5 m long)	Initiative: +1 (–1 size, +2 crew)
Hyperdrive: None	Maneuver: +1 (–1 size, +2 crew)
Passengers: 1	Defense: 14* (–1 size, +5 armor)
Cargo Capacity: 10 kg	Shield Points: 0
Maximum Altitude: 25 km	Hull Points: 20 (DR 5)
Cost: 12,000 (new), 6,000 (used)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 650 km/h (11 squares/action)	
Weapon: None	

**Provides three-quarters cover to crew and passengers.*

Rebel Alliance Combat Snowspeeder (Modified Incom T-47 Airspeeder)

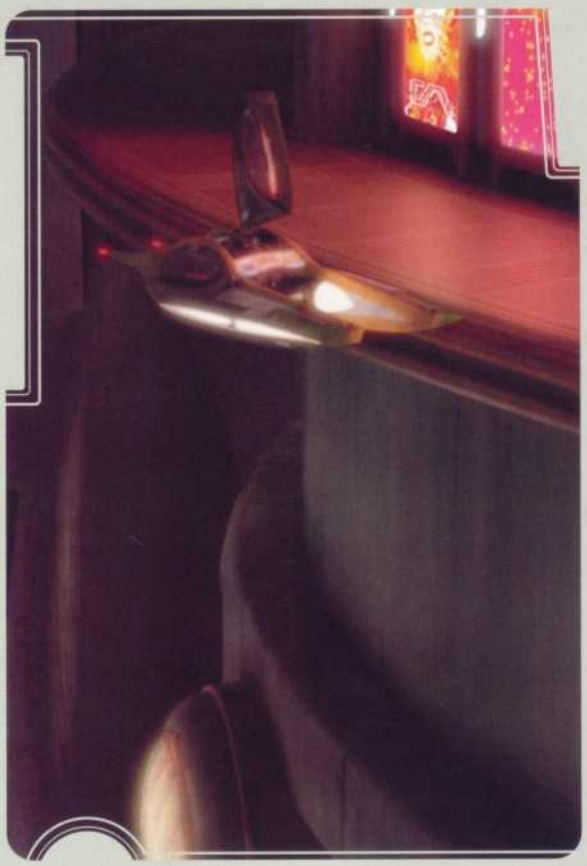
Class: Airspeeder	Crew: 2 (Skilled +4)
Size: Huge (6.5 m long)	Initiative: +2 (–2 size, +4 crew)
Hyperdrive: None	Maneuver: +2 (–2 size, +4 crew)
Passengers: None	Defense: 16* (–2 size, +8 armor)
Cargo Capacity: 50 kg	Shield Points: 0
Maximum Altitude: 25 km	Hull Points: 30 (DR 5)
Cost: 25,000 (used; black market only)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 1,000 km/h (17 squares/action)	
Weapon: Double laser cannon (fire-linked); Fire Arc: Front; Attack Bonus: +4 (–2 size, +2 crew, +4 fire control); Damage: 5d8; Range Increment: 150 m.	

**Provides full cover to crew and passengers.*

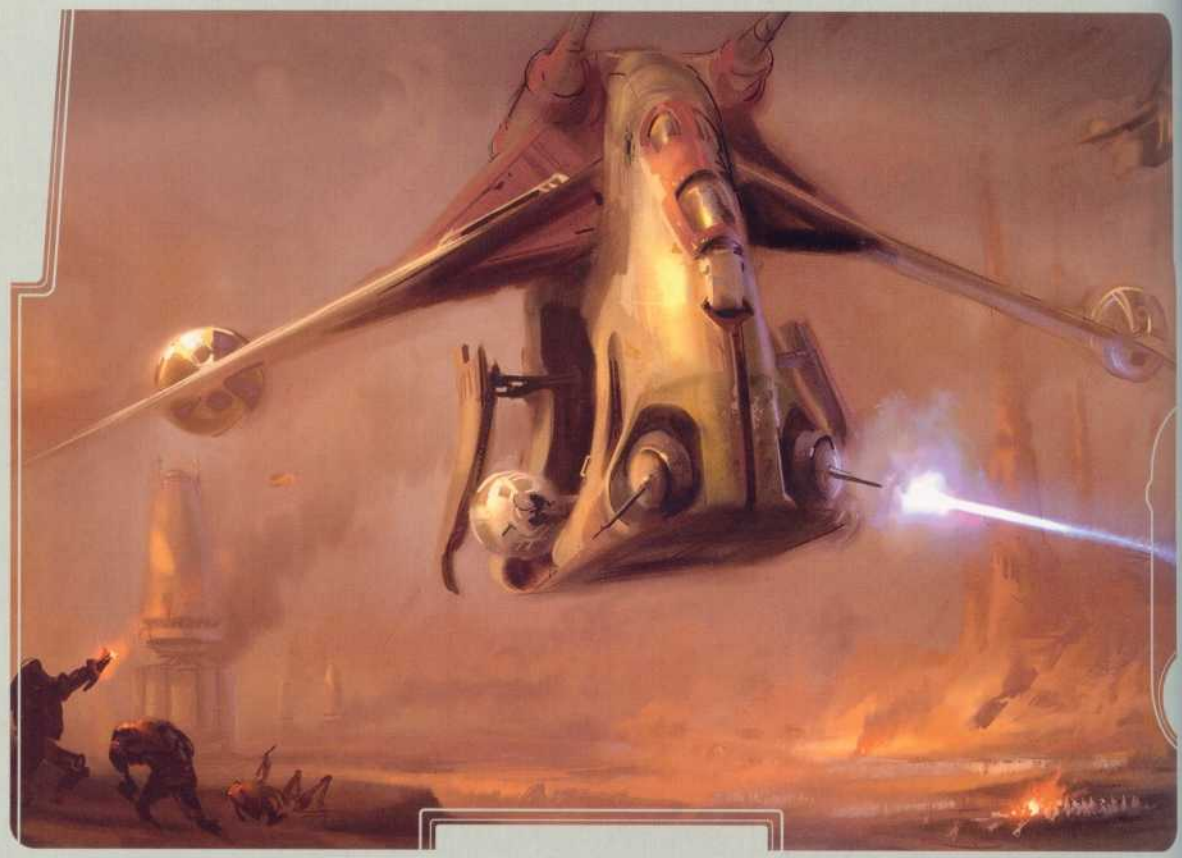
MandalMotors Shadow V Combat Airspeeder

Class: Airspeeder	Crew: 2 (Skilled +4)
Size: Huge (6.5 m long)	Initiative: +2 (–2 size, +4 crew)
Hyperdrive: None	Maneuver: +2 (–2 size, +4 crew)
Passengers: 1	Defense: 13* (–2 size, +5 armor)
Cargo Capacity: 10 kg	Shield Points: 0
Maximum Altitude: 1,000 m	Hull Points: 40 (DR 5)
Cost: 50,000 (new), 25,000 (used)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 800 km/h (13 squares/action)	
Weapon: Double laser cannon (fire-linked); Fire Arc: Front; Attack Bonus: +4 (–2 size, +2 crew, +4 fire control); Damage: 5d8; Range Increment: 200 m.	

**Provides full cover to crew and passengers.*



AIRSPEEDER



ATTACK GUNSHIP

The airspeeder used by the bounty hunter Zam Wesell on Coruscant is the Koro-2 All-Environment Exodrive Airspeeder, a sport-utility speeder (detailed below). Fast and sleek, the Koro-2 is loaded with safety features and an atmospherically sealed cabin, with an operational air supply of two weeks at maximum occupancy.

Desler Gizh Outworld Mobility Corp Koro-2 Airspeeder

Class: Airspeeder	**Crew:** 1 (Normal +2)
Size: Huge (6.61 m long)	**Initiative:** +0 (–2 size, +2 crew)
Hyperdrive: None	**Maneuver:** +0 (–2 size, +2 crew)
Passengers: 1	**Defense:** 13* (–2 size, +5 armor)
Cargo Capacity: 80 kg	**Shield Points:** 0
Maximum Altitude: 25 km	**Hull Points:** 24 (DR 5)
Cost: 24,800 (new), 16,400 (used)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 800 km/h (13 squares/action)	
Weapon: None	

**Provides full cover to crew and passengers.*

Attack Gunships

During the Rise of the Empire era, Kuat Drive Yards manufactures gunships through its subsidiary, Rothanian Heavy Engineering, for a variety of clients all across the galaxy, most notably the Republic. Since Kuat Drive Yards is responsible for both the attack gunships and the *Acclamator*-class capital ships they are carried aboard, deploying the gunships on far-flung worlds like Geonosis is hardly an issue.

The 17.4-meter-long, 17-meter wide attack gunship can deliver up to thirty troops to a landing zone. It is armed with two forward-facing dorsal mass driver missile launchers (fired by the copilot) and a trio of ball-joint-mounted point-defense laser cannons on the gunship's nose and wings (operated by either the pilot or copilot). For landings and additional firepower, the attack gunship comes equipped with crew-operated gunnery pods mounted with laser cannons—one on either side of the main compartment. These latter pods are mounted on extendable swivel-arms designed to swing out when the main hatches are opened, providing troops with a wall of laser fire to clear their way.

The typical attack gunship stocks four military swoops in a rear cargo hold. The swoops cannot be dropped as fast as troops; unloading a single swoop requires 5 rounds, and only two can be unloaded at any one time.

Rothana Heavy Engineering LAAT/i Attack Gunship

Class: Airspeeder	**Crew:** 6 (Very Skilled +6)
Size: Gargantuan (17.4 m long)	**Initiative:** +2 (–4 size, +6 crew**)
Hyperdrive: None	**Maneuver:** +2 (–4 size, +6 crew**)
Passengers: 30 (troops)	**Defense:** 16* (–4 size, +10 armor)
Cargo Capacity: 2 tons	**Shield Points:** 0
Maximum Altitude: 1,000 m	**Hull Points:** 80 (DR 10)
Cost: 65,000 (new), 40,000 (used)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 620 km/h (10 squares/action)	

Weapon: Mass driver missile launchers (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (–4 size, +14 crew**, +2 fire control); **Damage:** 6d10; **Range Increment:** 300 m.

Weapon: Anti-personnel laser cannons (3); **Fire Arc:** Partial turret (1 front/right/left, 1 front/right/rear, 1 front/left/rear); **Attack Bonus:** +10/+5/+0 (–4 size, +14/+9/+4 crew**); **Damage:** 4d8;

Range Increment: 40 m.
Weapon: Composite-beam pinpoint laser turrets (4); Fire Arc: Turret; Attack Bonus: +14/+9/+4 (–4 size, +14/+9/+4 crew**, +4 fire control); Damage: 3d8; Range Increment: 30 m.
Weapon: Rocket launchers (2, 4 missiles each); Fire Arc: Front; Attack Bonus: +12 (–4 size, +14 crew**, +2 fire control); Damage: 5d10; Range Increment: 200 m.

*Provides full cover to crew and passengers.

**When clone troopers operate this vehicle, its initiative modifier includes the pilot's Dexterity modifier, and its maneuver modifier includes his Pilot skill modifier. Each of its weapon's attack bonuses includes the gunner's base ranged attack bonus.

Single Trooper Aerial Platforms

Designed to transport a single battle droid (usually one programmed with several ranks in the Pilot skill), the Single Trooper Aerial Platform (STAP) is a fast and agile weapon platform capable of transporting its pilot quickly across any battlefield or terrain.

Variations on the mass-produced Baktoid Armor Workshop STAP have been designed for living (not droid) troopers as well.

Baktoid Armor Workshop Single Trooper Aerial Platform (STAP)

Class: Airspeeder	Crew: 1 (Normal +2)
Size: Medium-size (1.9 m long)	Initiative: +2 (+2 crew)
Hyperdrive: None	Maneuver: +2 (+2 crew)
Passengers: None	Defense: 15* (+5 armor)
Cargo Capacity: None	Shield Points: 0
Maximum Altitude: 20 m	Hull Points: 10 (DR 10)
Cost: 10,000 (used; black market only)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 300 km/h (5 squares/action)	
Weapon: Double blaster cannon (fire-linked); Fire Arc: Front; Attack Bonus: +2 (+0 crew, +2 fire control); Damage: 2d10; Range Increment: 20 m.	

*Provides one-quarter cover to its pilot.

Cloud Cars

On many worlds, cloud cars are used as high-altitude patrol and defense craft. The dual-pod craft that intercepted the *Millennium Falcon* on its approach to Cloud City in Episode V: *The Empire Strikes Back* was one of the popular Bespin Motors Storm series of cloud cars.

Bespin Motors Storm IV Cloud Car

Class: Airspeeder	Crew: 2 (Skilled +4)
Size: Huge (7 m long)	Initiative: +2 (–2 size, +4 crew)
Hyperdrive: None	Maneuver: +2 (–2 size, +4 crew)
Passengers: None	Defense: 13* (–2 size, +5 armor)
Cargo Capacity: 10 kg	Shield Points: 0
Maximum Altitude: 100 km	Hull Points: 40 (DR 5)
Cost: 20,000 (new), 10,000 (used)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 1,000 km/h (17 squares/action)	
Weapon: Double blaster cannon (fire-linked); Fire Arc: Front; Attack Bonus: +2 (–2 size, +2 crew, +2 fire control); Damage: 5d8; Range Increment: 300 m.	

*Provides full cover to crew and passengers.

BUYING A USED STARSHIP

[CRAFT=KOENSAYER BTL-S3 Y-WING]

Buying a used starship can be tricky, particularly if the ship sports a defective shield generator or a jury-rigged system. To simulate this situation, the Gamemaster can roll d% to determine a used starship's general quality. The result indicates the flaw (or flaws) possessed by the ship.

Table 11–20: Used Starship Flaws

d%	Flaw	Repair Check
01–25	None.	n/a
26–35	Jury-rigged systems: –4 penalty on Repair checks made to fix ship systems.	n/a
36–40	Ion engines damaged: Reduce ship's maximum speed by 2 squares.	DC 20
41–45	Internal stabilizer damaged: Take a –2 penalty on all Pilot checks and attack rolls.	DC 20
46–55	Hull damage: Subtract 10% from maximum hull points.	n/a
56–60	Weak shields: Subtract 10% from maximum shield points. (Roll again if the ship has no shields.)	n/a
61–65	Nav computer damaged: All Astrogate checks take a –2 penalty.	DC 20
66–70	Fire-control computer damaged: All attack rolls take a –2 penalty.	DC 20
71–75	Minor hyperdrive damage: Triple the multiplier of the ship's hyperdrive.	DC 25
76–80	System disabled: Player running the ship chooses one noncritical system that is disabled.	DC 25
81-90	Sensors damaged: All Computer Use checks to operate the ship's sensors take a –4 penalty.	DC 25
91-95	Minor weapon damage: Randomly determine one weapon (not weapon group). It does not function or functions once, then burns out.	DC 25
96–00	Roll two more times on this table.	

The GM should generate these flaws secretly. Unfortunately, unscrupulous sellers discourage careful inspection of their wares, and the new owners might not discover these flaws until a system actually fails. In most cases, a malfunction or flaw can be detected by a successful Repair check (DC 20). The GM can also allow characters to use alternative skills for these checks. For instance, a Computer Use check might notice problems with the nav computer, sensors, or fire control systems. The GM should also make this check for the heroes–one check per flaw.

Repairing a flaw usually requires at least an hour of work, although the GM can increase the time or difficulty as necessary. A fiendish GM might require the character to acquire esoteric replacement parts, bargain for vital components, bribe docking bay officials, or travel to appropriate facilities before repairs can begin. The GM should feel free to add or subtract flaws and systems as he sees fit to create unique vessels.



CHAPTER TWELVE

GAMEMASTERING 12

[Code A] [Haz Damage=1d6 1d6/min.]

Gamemastering

Gamemastering involves writing, planning, acting, refereeing, arbitrating, and facilitating. When you're the Gamemaster, you're the guiding force of the game. If the game is fun, it will be to your credit. If it isn't, you'll need to make adjustments accordingly. But don't worry—running a *Star Wars* game is not as hard as it might seem at first.

Described below are the different duties of the GM. As with any hobby, focus on what you enjoy the most, but remember that the other duties are also important.

What's New

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this paragraph. It explains what we changed in this chapter of the new edition.

This chapter received an overall polish and clarification pass before we started adding new features. The new features include a system to make awarding experience points easier, five new prestige classes, illustrations for all of the prestige classes, rules for adjudicating environmental hazards (such as radiation and acid), guidelines for creating communities on the spot (from a backwater settlement to a huge metropolis), rules for adjudicating special circumstances during play (such as falling objects), a detailed discussion of bonus types and bonus stacking, and a series of adventure hooks to get your campaign up and running in record time.

Providing Adventures

Your primary role in the game is creating and presenting adventures in which the other players can play their heroes. To accomplish this, you need to spend some amount of time outside the game preparing your stories. This is true whether you create your own adventures or use prepared adventures you've purchased.

Creating adventures takes time. Many GMs find that this creation process is the most fun and rewarding part of being a Gamemaster. Creating interesting characters, settings, plots, and challenges to present to your friends can be a great creative outlet.

Creating good adventures is so important that it receives its own section in this chapter. See How to Build an Adventure, later in this chapter.

Teaching the Game

Sometimes, but not always, it's going to be your responsibility to teach newcomers how to play the game. This isn't a burden; it's a wonderful opportunity. Teaching other people how to play provides you with new players and allows you to set them on the path to becoming top-notch roleplayers. It's easier to learn to play with someone who already knows the game. Players who are taught by a good teacher in a fun game are more likely to stick with the hobby over the long haul. Use this opportunity to encourage new players to become the sort of gamers you want to play games with.

Here are a few pointers on teaching the game.

- **You need to know the hero creation rules so that you can help new players build characters.** Have each player tell you what sort of hero he or she wants to play. Then show the players how they can create those heroes with the *Star Wars* rules. If they don't know what to play, show them the hero classes, briefly describe each, and let them choose the one that most appeals to them.
- **Don't worry about teaching all the rules ahead of time.** All the players need to know are the basics that apply to understanding their heroes (how the Force works, what Defense means, how to make attack rolls, how to use skills, and so on), and they can pick up most of this information as the game progresses.
- **You need to know how to play the game.** As long as you know the rules, the game can move along, and the players can simply focus on their characters and how they react to what happens in the game. Have players tell you what they want their characters to do and translate those decisions into game terms for them. Teach them how the rules work when they need to learn them, on a case-by-case basis. For example, if a player wants her Jedi guardian to use the Force, the player tells you what the hero attempts and you tell her what die to roll, which modifiers to add, and what happens as a result. After a few times, the player will know what to do without asking.

Providing the Universe

The Gamemaster is the creator of his or her own campaign universe. Even though you'll be basing your adventures in the *Star Wars* universe, it's still your campaign.

The setting is more than just a backdrop for adventures. The setting is everything in the fictional universe except for the heroes and the adventure plot. A well-designed and well-run universe seems to go on around the heroes, so that they feel a part of something, instead of apart from it. Though powerful and important, the heroes should seem to be residents of a universe that is ultimately larger than they are.

METRIC CONVERSIONS

[CODE A] [HAZ DAMAGE=1D8 1D6/MIN.]

If you're not familiar with the metric system, here's a quick summary of conversions.

Metric	Multiply By	Standard
Millimeters	0.04	Inches
Centimeters	0.4	Inches
Meters	3.3	Feet
Kilometers	0.62	Miles
Kilograms	2.2	Pounds
Liters	0.26	Gallons
Square meters	1.2	Square yards
Square kilometers	0.4	Square miles
Metric tons	1.1	Short tons

Consistency is often the key to providing a universe. When the heroes go back to Mos Eisley for supplies, they should encounter some of the same characters they met before. Soon, they'll learn the cantina owner's name—and she'll remember them as well. Once you've achieved this level of consistency, however, provide an occasional change. If the heroes come back to have their starfighter repaired again, have them discover that the man who ran the starport went back home to Corellia, and his nephew now runs the family business. That sort of change—one that has nothing to do with the heroes directly, but which they'll notice—makes the players feel as though they're adventuring in a living universe as real as themselves. It's not just a flat backdrop that exists only for them to battle stormtroopers, Dark Jedi, or this week's villain.

Determining the Style of Play

The GM provides the adventure and the universe. The players and the GM work together to create the game as a whole. However, it's your responsibility to guide the way the game is played. The best way to accomplish this is by learning what the players want and figuring out what you want as well. Many styles of play exist, but a few are detailed below as examples.

Blast 'Em All

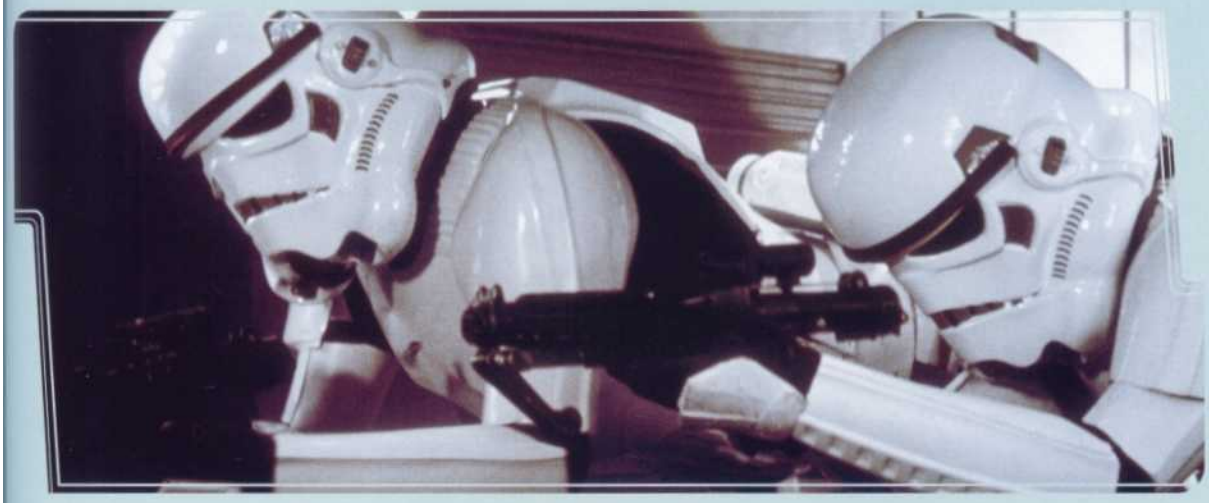
The heroes blow open the blast door, fight the stormtroopers, and rescue the princess. This style of play is very straightforward. It's fun, exciting, and action-oriented. Very little time is spent on developing personas for the heroes, engaging in roleplaying encounters, or mentioning situations other than what's going on in the adventure. If you're running this type of game, let the heroes face obviously evil opponents and meet obviously helpful characters. Don't expect heroes to anguish over what to do with prisoners. Don't bother too much with credits earned or time spent recovering. Do whatever it takes to get the heroes back into the action as quickly as possible. A hero's motivation does not need to be much more than a desire to fight evil (and maybe acquire credits).

Rules and game balance are important in this style of play. Having heroes with combat ability greater than that of their companions can lead to unfair situations; the more powerful heroes can handle more of the challenges, and thus their players have more fun. If you're using this style, be very careful about adjudicating rules. Think long and hard about additions or changes that you want to make.

Deep-Immersion Storytelling

The Galactic Senate is threatened by political turmoil. The heroes must convince the senators to resolve their differences, but can only do so after they've come to terms with their own differing outlooks and agendas. This style of gaming is deep, complex, and challenging. The focus isn't on combat, but on talking, developing in-depth personas, and character interaction. Whole gaming sessions may pass without a single die being rolled.

In this style of game, most characters should be as complex and richly detailed as the heroes—although the focus should be on motivation and personality, not game statistics. Expect digressions about what each player wants



his or her hero to do, and why. Buying spare parts might be as important an encounter as fighting battle droids. (And don't expect the heroes to fight the battle droids at all unless their heroes have a good reason to do so.) Heroes will sometimes take actions against their players' better judgment because "that's what a *hero* would do." Adventures deal mostly with negotiations, political maneuverings, and hero-character interaction. Players may even talk about the "story" they're collectively creating.

Quoting the rules is less important in this style of play. Since combat isn't the focus, game mechanics take a back seat to hero development. Skills take precedence over combat bonuses, and even then, the numbers don't have to be absolutes. Feel free to change things to fit the players' roleplaying needs, perhaps even streamlining the combat system so that it takes less time away from the story.

Something in Between

Most campaigns are going to fall between these two extremes. There's plenty of action, but there's also a story line and interaction between heroes and characters. Players develop their heroes, but they're eager to get into fights as well. The "in between" style provides a nice mixture of roleplaying encounters and combat encounters. Even in combat missions, you can present characters who don't need to be killed. Instead, you can interact with them through diplomacy, negotiation, or a simple conversation.

Other Style Considerations

You should think about a few other style-related considerations.

Serious or Humorous: How seriously you take things becomes an example of how seriously the players take things. Jokes can make the game really fun, but they can also detract from the action. If you make funny comments during the game, expect that the players will, too.

Likewise, if you design adventures that are lighthearted, create characters that are slightly silly, or introduce embarrassing or humorous situations into the game, realize that doing so changes the tenor of the game.

Overall, it's recommended that you play things straight. Don't intentionally insert jokes into the game. There'll be enough joshing around at the table to keep the game fun. The in-game action should remain fairly serious (although the occasional diversion or digression is fine).

Naming Conventions: Related to how serious or humorous the game is, hero names should be fairly uniform in style throughout the group. Although any character name is fine, a group with heroes named Bob the Soldier, Prince Mellia Frantizes of Alderaan, and Shorty the Ewok Scout lacks the consistency to be credible.

Multiple Heroes: You need to decide if each player is going to be limited to one hero or can have many, and whether a player is allowed to actually run more than one hero at the same time. Generally, it's best if you keep to one hero per player. However, when you have less than four players, you might allow them to run more than one character just to get the group size up to at least four heroes.

Interaction Style: Do you describe the action in third person or first person? And which way do you want your players to respond? That decision determines the voice of your game.

In third-person style, you describe the action as though you were the narrator of a book, and your players answer you in kind.

GM: *An Imperial customs officer approaches as you step out of your ship. He asks where you've come from and what your business is on Manforgon.*

Player: *My character steps forward and smiles. Anderun says we've come from Tatooine. He asks if anything is wrong.*

In first-person style, you speak as the characters and the players speak as their heroes.

GM: *"I'm Imperial Customs Officer Tellix. What was your last port of call, and what business do you have on Manforgon?"*

Player: *"Easy, friend. We've traveled here from Tatooine with a cargo of sand wine. Is there a problem?"*

Either method is fine. Some GMs and players like to vary their approach depending on the situation. Just use the style that feels most comfortable for you and your group.

Adjudicating

When everyone gathers around the table to play the game, the Gamemaster is in charge. That doesn't mean that you can tell people what to do outside the boundaries of the game, but it does mean that you're the final arbiter of the rules within the game. Good players always recognize that you have the ultimate authority over the game mechanics, even superseding something in a rulebook. Good GMs know not to change or overturn an existing rule without a good, logical justification so the players don't grow dissatisfied.

This means that you need to know the rules. You're not required to memorize the rulebook, but you should have a clear understanding of what's in the book so that when a situation comes up that requires a ruling, you know where to reference the proper rule in the book.

Often a situation arises that isn't explicitly covered by the rules. In such a situation, it's the GM who needs to provide guidance as to how it should be resolved. When you come upon a situation that doesn't seem to be covered by the rules, consider the following:

- Look to any similar situation that *is* covered in the rules. Try to extrapolate from what you see presented there and apply it to the current circumstance.
- If you have to make something up, stick with it for the rest of the campaign. (This is called a "house rule.") Consistency keeps players satisfied and gives them the feeling that they are adventuring in a stable, predictable universe, not in some random, nonsensical place subject only to the GM's whims.
- When in doubt, remember this handy rule: Favorable conditions provide a +2 circumstance bonus to any d20 roll; unfavorable conditions provide a –2 penalty. You'll be surprised how often this "GM's secret rule" solves problems.

If you come upon an apparent contradiction in the rules, consider these factors when adjudicating:

- A rule in the *Star Wars Roleplaying Game* takes precedence over any other published *Star Wars* product. This book is referred to as the core rulebook. It forms the basis of the whole game.
- A rule found in the core rulebook overrules one found in a published product unless the rule presented in the published product deals with something specific and limited to the product itself.
- Choose the rule that you like the best, but stick with it for the rest of the campaign. Consistency is a very important aspect of rules adjudication.

Propelling the Game Forward

While all the players are responsible for contributing to the game, it's up to the GM to keep the game moving, maintain player interest, and keep things fun. Remember that keeping things moving is always more important than searching through the rules or spending time in long debates over rules decisions.

Even a well-run game can get bogged down sometimes. Perhaps the players have been at it a while and are growing



a little tired of the same old thing. Maybe a playing session falls flat for no apparent reason. Sometimes this just can't be helped—you're only human. In fact, occasionally you find that it's better to cancel a playing session or cut it short rather than have a poor experience that may set back the whole campaign.

However, there are ways to make an average playing session memorable, or to spice up a lackluster one. A great visual aid is artwork. Virtually every character, alien, starship, weapon, and location in the *Star Wars* movies has been illustrated or pictured in some place or another. Pore through those illustrations, or find other art sources that provide you with a picture that fits something that the heroes will encounter. Then when they do, pull out the picture and say, "You see this." While players' imaginations are fertile, sometimes seeing a depiction of something they encounter in the game—a character, an alien, or a place—makes it all the more exciting and real. You can find illustrations in odd places. Sometimes a history book or encyclopedia is just as good (or better) than an official source.

Of course, you can't always have a picture of some alien, character, or place that you have created. That's when you rely on the GM's best friend: evocative, exciting descriptions. Pepper your descriptions of what the heroes see with adjectives and vivid verbs. Remember that you, and you alone, are the players' eyes and ears. "A cold, icy cave with water dripping slowly down the sparkling walls" is much more exciting than "a 4-meter-by-4-meter cave." Throughout the game, continually ask yourself: What *exactly* do the heroes see? Do they hear anything? Are there any noticeable odors? An unpleasant tang in the air? Do they feel the chill wind against their skin? Is their hair tousled by hot, damp gusts?

No player will forget a tense battle on a windswept landing platform in the middle of a thunderstorm. The best way to get the players' attention is with gripping action. While not every encounter needs to be life-threatening or earthshaking, keep in mind how it would all seem in a *Star Wars* movie or book.

It's often secondary, but some GMs enjoy creating just the right atmosphere for their games. Music is a good way to accomplish this. It's sort of like having a soundtrack for your story. Not surprisingly, those who enjoy using music in their games often use soundtracks from adventure movies, although classical, ambient, or other styles work well. (And, of course, hours of music specifically created for the *Star Wars* universe already exists.) Keep in mind, though, that some people find music distracting. Be receptive to what your players like—an atmosphere in which the players can't hear, are distracted, or aren't enjoying themselves is never a good one. Other ways GMs can create atmosphere include using painted miniatures, action figures and vehicles, specially adjusted lighting, or even sound effects.

Another technique GMs employ and players enjoy is using different voices when speaking "in character." Practicing several different accents or ways of speaking and assigning them to different characters can be a striking way to make a GM character stand out in the players' minds.

Once in a while, a little miming of actions can supplement a fact that otherwise exists only in your imagination. If a character is shriveled and stooped over when she walks, stand up and show the players exactly what you mean. When the ceiling above them begins to collapse, slam your fists upon the table like falling plasteel. If someone holds out his hand and offers something to a hero, mime the action—almost every time, the player (assuming the hero takes what's offered) will follow your cue instinctively and reach out. Keep in mind, though, that this sort of thing can quickly get out of hand. Don't act out your battles, or someone could get hurt!

Every once in a while, really surprise your players. The character they thought was a villain turns out to be a good-hearted scoundrel who can be turned to the heroes' side. The clue they thought led to the Emperor's secret cloning vats turns out to be a red herring. Not all surprises are story-based. If the heroes are in an ice cave on Hoth, and a wampa is about to leap out and attack, keep your voice at a moderate or even soft level while describing the cave. Then, suddenly, raise your voice and leap to your feet as the wampa emerges. That'll get their attention!

CONSIDERATIONS FOR RUNNING THE GAME

[CODE A] [HAZ DAMAGE=1D6 1D6/MIN.]

The following items are available to enhance your game. Keep in mind that they're not for everyone.

GM Screen: This is a cardstock screen that stands up on the table between you and the players. It has useful tables and rules reminders on it to speed play. You can also attach notes to yourself to it, so you can see them but the players can't. Behind this screen, you can put your maps and notes on the table, and roll dice where the players can't see what you're doing.

Computers: There are many reasons to have a computer with you at the tabletop. You can keep all your notes and maps in electronic files easily searched and referenced during the game. Not all roleplaying groups like them, however, because of the tendency of the computer to draw the GM's attention away from the players and the game.

Miniatures and Action Figures: These metal or plastic figures can be used to represent heroes, opponents, and scenery in the game. You can use them on a grid to show ranges, tactical movement, line of sight, and areas of effect for grenades or other explosives. Vinyl mats with a grid you can write on with wipe-off markers are especially useful. Miniatures and action figures are good for establishing character position and avoiding arguments about who was where when a fight breaks out.

Counters: If you find the tactical opportunities interesting, you can use any sort of counter to represent heroes and opponents: poker chips, checkers, coins, scraps of paper, or anything else you want.

Keeping the Game Balanced

Game balance ensures that most hero choices are relatively equal. A balanced game is one in which one hero doesn't dominate over the rest because of a choice that he or she made (species, class, skill, feat, Force power, weapon, and so on). It also reflects that the heroes aren't



too powerful for the threats they face, yet neither are they hopelessly overmatched.

Two things drive game balance: good management and trust.

Good GM Management

A GM who carefully watches all portions of the game so that nothing gets out of his or her control helps keep the game balanced. Heroes and characters, victories and defeats, awards and afflictions, items found and credits spent—all these things must be monitored. No one hero should ever become significantly greater than the others. If this does happen, the others should have an opportunity to catch up in short order. The heroes as a whole should never get so powerful that all challenges become trivial to them. Nor should they be constantly overwhelmed by what they must face. It's no fun to always lose, and always winning gets boring fast. When temporary imbalances do occur, it's easier to fix them by altering the challenges than by changing anything about the heroes and their powers or equipment. No one likes to get something, only to have it taken away again because it was too unbalancing.

Player/GM Trust

Players should trust the GM. This trust can be gained over time through consistent use of rules, by not taking sides (that is, not favoring one player at another's expense), and by making it clear that you're not vindictive toward the players or their characters. If the players trust the GM—and through you, the game system—they will recognize that anything that enters the game has been carefully considered. If you adjudicate a situation, the players should be able to trust it as a fair call and not question or second-guess you. That way, the players can focus their attention on playing their characters, succeeding in the game, and having fun, trusting their GM to take care of matters of fairness and realism. They also trust that you will do whatever you can to make sure that they can enjoy playing their heroes, potentially succeed in the game, and have fun. If this level of trust can be achieved, you'll have greater freedom to add or change things in your game without worrying about the players protesting or scrutinizing every decision.

Handling Unbalanced Heroes

Sometimes, the unexpected happens. The heroes may defeat a villain, foil an unstoppable escape plan, and steal a custom starfighter you never intended to fall into their hands. Or, even more likely, the combination of some new acquisition with an item or power a hero already has will prove unbalancing in ways you didn't foresee.

Once a mistake has been made, and a hero ends up too powerful, all is not lost. In fact, it's almost never difficult to simply increase the challenges the hero faces to keep him or her from breezing through encounters. However, this solution can be unsatisfying, since the encounters can become too difficult for the other, more balanced heroes. At the same time, it's never fun to lose some aspect of your hero that turns out to be unbalancing. From the player's point of view, it's not his or her fault.

You have two options.



Deal with the Problem In-Game

"In-game" is a term used to describe something that happens in the story created by the play of the game. For example, suppose a hero becomes unbalanced by building a droid servant that fights better than any of the heroes in the group. (This is something that the GM shouldn't have let happen to begin with, but all GMs occasionally make mistakes.) An in-game solution might be to have an enemy scoundrel sabotage the droid, or suspicious guards might confiscate the droid the next time the heroes visit Coruscant. Whatever you do, try not to make it obvious that the situation is actually just a tool to balance the game. Instead, make it seem just a part of the adventure. (If you don't, indignant players will get very angry.)

Deal with the Problem Out-of-Game

"Out-of-game" means something that happens in the real world, but has an impact on the game itself. An out-of-game solution to the problem described in the previous paragraph would be to take the player aside between sessions and explain that the game has become unbalanced because of her too-powerful droid and that things need to change or the game may fall apart. A reasonable person will see the value in continuing the game, and she'll work with you either in-game (perhaps donating the droid to an appropriate allied organization) or out-of-game (perhaps by erasing the droid from her hero sheet and just pretending it was never there). Be warned, however, that not every gamer is reasonable in this way. Many will not appreciate this level of intrusion on your part and will resent giving up a great ability or item their hero "earned." After an unfortunate exchange of this type, it will seem obvious and contrived if you try to balance things with an in-game solution.

Changing the Rules

Beyond simply adjudicating, sometimes you are going to want to change things. That's okay, but it can also be a challenge for a GM with only a little experience.

Altering the Way Things Work

Every rule you see in this book was written for a reason. That does not mean that you can't change them for your own game. Perhaps your players don't like the way initiative is determined, or you find that the rules for learning new feats are too limiting. Rules that you change for your own game are called house rules. Given the creativity of gamers, almost every campaign develops its own house rules in time.

The ability to use the mechanics as you wish is paramount to the way roleplaying games work—providing a framework for you and the players to create a campaign. Still, changing the way the game does something shouldn't be taken lightly. You should always try to picture the implications before you make the change.

Consider the following when you are changing a rule:

- Why am I changing this?
- Am I clear on how the rule I'm going to change really works?
- Have I considered why the rule exists as it does?
- How will the change impact other rules or situations?
- Will the change favor one class, species, skill, feat, etc., more than the others?
- Overall, is this change going to make more players happy or unhappy? (If the answer is "happy," make sure that the change isn't unbalancing. If the answer is "unhappy," make sure that the change is worth it.)

Often, players want to help redesign rules. This can be important, since the game exists for the enjoyment of all its participants, and creative players can often find ways to fine-tune a rule. Be receptive to players' concerns about mechanics. At the same time, however, be wary of players who intentionally or unintentionally want to change the rules just for their own benefit. The *Star Wars* game system is flexible, but it's also meant to be a balanced game. Players may express a desire to have the rules always work in their favor, but the reality is that if there were no challenges for the players, the game would quickly grow dull. Resist the temptation to change the rules just to please your players. Make sure that a change genuinely improves your campaign for everybody.

Additions to the Game

As GM, you get to make up your own Force powers, weapons, starships, droids, and alien species. Your campaign might have a real need for a Force feat that creates world-threatening storms, or an alien covered in dozens of tentacles that drains heat from living creatures. Adding new elements to the game can be a really entertaining and rewarding experience.

On the downside, an addition to the game can spoil game balance. Maintaining balance is an important GM responsibility. Most unbalancing factors are actually hasty or ill-considered GM creations. Don't let that happen to you.

One way to judge whether a new skill, feat, or other option is balanced is to ask, "If I add this to the game, is it so good that everyone will want to take it?" At the same time, ask, "Is this so limited that no one will be interested?" Keep in mind that it's easier and more tempting to create something that's too good rather than not good enough. Be careful.

Making Mistakes

A Force power that allows the heroes to move through walls unhindered, giving them easy access to all sorts of places you do not want them to go (at least without great effort) is a mistake. A weapon that automatically kills multiple foes with no attack roll or saving throw is a mistake. A species with +4 Dexterity and +4 Intelligence bonuses is a mistake.

Usually, the mistakes that creep into a campaign are the ones that seem innocuous at first. A Force skill that allows you to telekinetically bring an object to your hand from hundreds of meters away in an instant appears to be fine—until a clever player starts positioning his enemies between his hand and the object. By the same token, you may come to realize that you should never have created the disintegration rifle with unlimited range and ammunition, or that you should never have allowed your players to convince you that the game would be more fun if all critical hits automatically killed the target.

When things get unbalanced, you either need to fix things in-game or out-of-game, depending on the situation. Unbalanced hero abilities or items are best handled in-game, but rules changes can only be handled out-of-game. Sometimes it's best for you to admit to the players that you made a mistake, explaining that it needs to be fixed in order to keep the game fun, balanced, and running smoothly. The more reasonable you are, the more understanding your players are likely to be.

Running a Game Session

After everything is prepared, and everyone sits down at the table, you're on. It's your show. Here are some things you should consider, at the table and before you ever get there, to help make the game run as smoothly as possible.

Knowing the Players

Normally, but not always, the GM is in charge of inviting players to play in his or her game. If this is the case, it's your responsibility to know and understand each of these people well enough that you can be reasonably sure that they'll all get along, work well together, and enjoy the sort of game you run.

A lot of this has to do with playing style. Ultimately, you have to know the kind of game your players want to play. With players new to the game or a newly formed group, this may take a while to define. Recognize that while you're in charge, it's really everybody's game. The players are all there, coming back session after session, because they trust that you'll help them have a fun and rewarding experience.

Table Rules

One thing that will help everyone, players and GM alike, to all get along will be establishing a set of rules—rules that have nothing to do with the actual game but that govern what happens with the people around the table.

The following are some "table rules" issues you'll need to deal with eventually. It's best to come up with the answers before you start a regular campaign. You can establish these yourself, or you can work them out with your players.

No-Show Players

Sometimes a regular player can't show up for a game session. The GM and group are faced with the question of what to do with his or her hero. There are several possibilities:

- Someone else runs that hero for the session (and thus runs two heroes at once). This is easiest on you, but sometimes the fill-in player resents the task or the replaced player is unhappy with what happens to the hero in his or her absence.
- You run the hero, doing your best to make the decisions that you think the hero's player would make. This might actually be the best solution, but don't do it if running a hero and running the game at the same time is too much for you and hurts the whole session.
- The hero, like the player, can't be present for this adventure. This only works in certain in-game situations, but if it makes sense for the character to be absent, that's a handy way to take the hero out of the action for a game session. Ideally, the reason for the hero's absence is one that allows him or her to jump back in with a minimum of fuss when the player is available again. (The hero may have some other commitment, for instance.)
- The character fades into the background for this session. This is probably the least desirable solution, because it strains everyone's suspension of disbelief.

Recognize that players come and go. Someone moves away, another gets busy, and yet another grows tired of the game. They'll quit. At the same time, new players will want to join. Make sure to always keep the group at a size that you're comfortable with. The normal-sized group is probably around four players (with the GM as the fifth). However, some groups are as small as two, and others as large as seven or more. You can also play the game one-on-one, with just one player and one GM, but that's a very different sort of play experience. (It's a good way to handle special campaign ideas, such as a Jedi Master's mentorship of a young Padawan learner.)

If you can, try to find out from the players how long they're interested in playing. Try to get a modest commitment from them to show up on a regular basis during that time.

Integrating New Players

When someone new joins the campaign, his or her hero needs to be integrated into the game. At the same time, the player needs to be integrated into the group. Make sure that a new player knows the house rules and the table rules, as well as the game rules.

Dice Conventions

When someone makes a roll and the die lands on the floor, do you reroll it or use the die as it lies? What do you do with a die that lands against a book and is cocked? Are players required to make all die rolls where the GM can see them? There are no right or wrong answers to these questions, but deciding your group's answers ahead of time will avoid arguments later.

Rules Discussions

It's probably best if players don't question your rulings or established rules, propose new house rules, or conduct discussions on other aspects of the game (aside from what's immediately at hand) during the game itself. Such matters are best addressed at the beginning or end of the session.

Jokes and Off-Topic Discussions

There are always funny things to be said, movie quotes, good gossip, and other conversations that crop up during the game, whether they're inspired by what's going on in the session or completely extraneous. Decide for yourself (and as a group) how much is too much. Remember that this is a game and people are there to have fun, yet at the same time keep the focus on the action of the heroes so the whole session doesn't pass in idle talk.

Working with the Players

Two players want the same newfound item. Each thinks his character can use it best or deserves it for what he's done. If the players can't find a way to decide who gets it, you will have to arbitrate or impose a solution. Or, worse, one player is angry with another player for something that happened earlier that day outside the game, so now his hero tries to harass or even kill the other player's hero. The GM shouldn't sit back and let this happen. It's up to you to step in and help resolve conflicts like that. As GM, you're both a master of ceremonies and an umpire during the game. Talk with the arguing players together or separately outside the game session and try to resolve the conflict. Make it clear as nicely as you can that you can't let anyone's arguments ruin the game for the other players, and you won't tolerate real-world hard feelings affecting the way characters within the game react to each other.

Another case is when a player gets really mad when you rule against him. Again, be firm but kind in telling him that you try your best to be fair. You can't have angry outbursts spoiling everyone else's fun. Settle the matter outside the game session. Listen to the player's complaints, but remember that you're the final arbiter. By agreeing to play in your game, that player has also agreed to accept your decisions as GM. (See "When Bad Things Happen to Good Heroes" in this chapter.)

Sometimes one player's actions ruin the fun for everyone. An obnoxious, irresponsible, troublemaking player can make the game really unpleasant. Sometimes he gets others' heroes killed because of his actions. Other times he stops the game with arguments, tantrums, or off-topic conversations. Or he might keep everyone from playing by being late or not showing up at all. Ultimately, you should get rid of this player. Just don't invite him next time. Don't play the game with someone that you wouldn't enjoy spending time with in another social setting.

Decide how many players you want in your game and



stick with it. If someone leaves, try to get a new player. If someone new wants to join an already full group, resist the urge to let him or her in unless you're sure you can handle the increased number of players. If there are too many players, consider dividing them into two groups that play at different times. If there are too few, you might want to recruit more or have each player play more than one hero. (It's good to have at least four heroes on a mission team.)

If one player dominates the game and monopolizes your time with her hero's actions, the other players will quickly grow dissatisfied. Make sure everyone gets his or her turn. Also, make sure each player gets to make his or her own decisions. Overeager or overbearing players sometimes try to tell the others what to do. If one player insists on controlling everything, talk to him outside the game session and explain that his actions are making things less fun for everyone.

Metagame Thinking

"I figure that there'll be a lever on the other side of the chasm that extends the bridge," a player says to the others, "because the GM would never create a trap that we couldn't deactivate somehow." That's metagame thinking. Any time the players base hero actions on logic that depends on the fact that they're playing a game, they're "metagaming." This activity should always be discouraged, because it detracts from real roleplaying and spoils the suspension of disbelief.

Surprise your players by foiling this mode of thinking. Maybe there *is* a lever on the other side of the chasm—but it might be malfunctioning. Keep your players on their toes, and don't let them second-guess you. Tell them to think in terms of the game universe, not of you as the GM. In the game universe, someone put the trench in the Death Star for a purpose. Figure out the hows and whys for what they have done. The heroes will need to do the same.

In short, where possible, encourage the players to employ in-game logic. Confronted with the situation given above, an appropriate response from a clever hero is, "I figure there'll be a lever on the other side of the chasm that extends the bridge, because you'd have to be able to cross from either side." In fact, this is wonderful—it shows smart thinking as well as verisimilitude in the game universe.

Knowing the Heroes

One advantage that you as Gamemaster always have over a writer designing an adventure is that you know the heroes being run by your players. You know what they like, what they're likely to do, what their capabilities are, and what's going on in your campaign right now. That's why, even when you use a published adventure, you'll want to work to ensure those factors get integrated into your campaign properly.

A good GM always knows the following information about the heroes in his or her game.

The Heroes' Basic Statistics

This information includes class, species, and level, as well as approximate wound and vitality points, saving throw bonuses, attack bonuses, and special abilities. You should be able to look at an opponent's wound points and vitality points, Defense, and special attacks and defenses, and then judge whether an encounter is a fitting challenge. Compare, for example, the opponent's Defense with the attack bonuses of the heroes in the group, particularly the soldiers and Jedi guardians. When you figure average rolls, can the soldiers hit their opponents? Do they need above average rolls? (If so, then the encounter will be challenging.) Do they need a natural 20? (If so, then the encounter is almost certainly extreme or perhaps beyond extreme.)

Examine the attack bonus of the opponent. Look at the damage it can deal. When you compare this with the Defense and vitality/wound points of the heroes, will the opponent be able to hit or seriously damage the heroes? Will it almost certainly kill one? If the opponent's attack bonus added to a typical d20 roll hits the hero's Defense, and the average damage dealt is more than the hero's total wound and vitality points, the opponent will kill the hero. When you look at the saving throw DCs of the opponent's special attacks, are the heroes likely to successfully resist the attack? Will it be very easy or extremely difficult? These sorts of questions and analyses allow you to judge opponents, encounters, and adventures to determine whether they are appropriate for your group.

Keep an up-to-date record of all the heroes, their abilities, vitality and wound points, Defense, and other statistics. One way to do this is to require the players to give you new copies of their hero sheets whenever they change significantly. This is helpful to you for balancing encounters and monitoring resource depletion during play. It's also very handy if a player can't make it to a session, enabling you to simply hand the sheet to whoever is running the hero for that session.

The Players' Likes and Dislikes

Some groups hate political intrigue and avoid it, preferring to charge into action instead. Other groups are more likely to run from a serious combat challenge. Some groups like adventures with lots of Jedi and Force powers. Some don't. Because of this, if you're aware of what the group likes and what entices them, you're the best to judge whether they will like and partake in a particular encounter or adventure.

For example, a GM might find that the lure of credits motivates the heroes in her group. In order to get them involved in the adventure she has designed (or purchased), she knows there's got to be some reward involved, and the heroes need to know about it ahead of time. Another group, however, might be interested in heroic deeds. They don't care about money, but if they hear that Alderaan is in danger from a giant battle station, they're off to save the planet in a flash.

Nothing is more frustrating for a GM than creating an adventure and providing the heroes with the hook that will bring them into the action, only to have them ignore or even consciously reject it. No one wants to see his or her adventure go unplayed. Know what interests and motivates the group, and you'll be able to avoid this disheartening possibility.

What's Going on in the Campaign?

This is an easy one. Since you're managing the events in the game, you need to keep track of what's going on anyway. In this case, it's important to always know what the heroes are



doing and a little about their plans. If the heroes want to leave Tatooine and head to Coruscant to find one of the heroes' old mentors, you need to keep that in mind when preparing that session's adventure and planning ahead for future sessions.

Keep an up-to-date record of everything that's going on in the game. A timeline can help you keep track of when events happened in relation to each other (especially handy for monitoring the activities of recurring villains). Above all, make sure you always have a good grasp of characters' names (particularly ones you're forced to make up in the middle of the game) so that a senator's name doesn't change abruptly from session to session. And, of course, you should remember what the heroes have accomplished, where they have been, enemies they have made, and so on.

Knowing Your Materials

You're running the game, so you have to know everything. Well, maybe not everything, but certainly enough to keep things moving. That means if you know the heroes want to head into the deserts of Tatooine, it's helpful to do research in advance. You could look into how desert travel affects their movement, what it's like to be in the desert (possibly through some research into an encyclopedia or travel book), and other considerations (water needs, survival gear, desert encounters, and so on).

More to the point, however, you want to prepare as much as you can for the adventure ahead of time. Figure out what happens when, decide on the layout of the area (both the large-scale landscape and individual encounter areas), determine what the heroes encounter if they go to a particular area, how characters the heroes encounter will react, and the events that are likely to happen (such as a conversation or a fight).

When you're running a published adventure, this preparation often amounts to reading the material carefully and making notes where you need them. Useful points to note might include any or all of the following:

- Page numbers for rules you know you'll need for a given encounter.
- Changes needed to make the adventure fit into your campaign.
- Changes you want to make just to please your tastes or those of your group.
- Preplanned actions you want your GM characters to take in a given encounter (ambushes, combat sequences, impassioned speeches, etc.).
- Reminders to yourself on rules, adventure structure, events that might occur, or the consequences of certain actions.

If you design an adventure on your own, your preparation requires more time. This preparation might include any or all of the following elements:

- Maps of the area (large scale) and of specific smaller areas where encounters are likely to occur. These can be as simple or as detailed as you like.
- A key to the map or maps detailing special areas and what might be encountered there, including opponents, allies, environmental situations, and possibly

even written descriptions of what the heroes see, hear, and experience upon entering an area.
- Character listings that include their statistics and notes on their potential reactions.
- Bookmarks or notes listing page numbers for rules that might need to be referenced.
- Notes on the overall story or plot of the adventure if it's complex.
- Statistics for any new opponents you're introducing.

This can amount to a lot of work. Not every adventure is going to require reams of notes to play. The needs vary from adventure to adventure and even from GM to GM. Not every GM likes to prepare detailed notes ahead of time. Some have more fun if they just "wing it." And sometimes a GM would like to be better prepared, but there just isn't time. Find the style of Gamemastering that suits you best.

Knowing the Rules

If you know that the starship combat rules will be needed to play out the battle between the heroes' starfighters and TIE fighters, review those rules before playing. When lesser-known rules come into play in the course of an adventure, it slows things down if you have to read them in the middle of a game. Looking over commonly used rules—such as descriptions of Force skills or the basic combat rules—before a game session is always a good idea.

When a player has a rules question, you should be the one best able to answer it. Mastery of the rules is one reason why the GM is sometimes called the referee.

Setting the Stage

It's worth stating again: Once the game starts, it's all up to you. The players are likely to take their cues from you on how to act and react. If you handle the game seriously, they're more likely to take it seriously. If you come across with a more relaxed, lighthearted tone, they will crack a few jokes and make side comments of their own. You make the game the way you want it to be.

Recapping

"Last time, you had just discovered the secret entrance to the Imperial shield generator on the forest moon of Endor. We ended the session with you on a nearby ridge overlooking the entrance. Arani the noble suffered a terrible wound while fighting the biker scouts. Vor'en wanted to go straight to the entrance and shoot it out, but the rest of you talked him into helping you find a suitable place to watch and plan. What do you want to do?"

WHAT'S SPACE FANTASY?

[CODE A] [HAZ DAMAGE=1D6 1D6/MIN]

First, you have to realize that *Star Wars* isn't hard science fiction. Those who write the movies and novels don't worry too much about scientific accuracy, and neither should you. Anything is possible, as long as it makes for a good story and the special effects look cool.

Star Wars isn't superscience, either. Characters and story are more important to a *Star Wars* adventure than the newest gizmo—though cool equipment does have its place. But technology never overshadows the human elements. So although characters might routinely have to buy and repair equipment, they don't usually have to invent new gadgets to save the day and defeat the enemies of the Republic. Whatever they need probably already exists in the universe.

Here are some tips to help you incorporate the key elements of space fantasy into an adventure.

Plenty of Action

In a space fantasy story, there's a lot of action, including combat, chases, and dramatic conflict. Events happen fast and furiously, and they usually involve a lot more reaction than planning. So the Gamemaster should never let the heroes stand around quietly for too long—that's not in the spirit of space fantasy.

Opportunities for Combat

Every adventure should have at least one combat scene, plus the potential for several more. Combat is action, and it's usually more exciting for characters to blast their way out of trouble than to talk an enemy into surrendering—although the latter can be fun as a change of pace.

So be prepared. Every scene you present may erupt into combat, and that's okay. After all, that's space fantasy—that's *Star Wars*!

Cool Villains

In most cases, the heroes are good guys and the villains are exceptionally evil. But they're also cool! Nothing makes an adventure more memorable than a nasty, evil, powerful, and ultimately cool villain who threatens the heroes and opposes them at every turn.

Of course, not every villain the characters face has to be super-cool. Minor opponents and lackeys of major villains are often weak, cowardly, and even outright stupid. (They may still be dangerous—in large numbers, even weak opponents can seriously threaten a group of heroes.)

Epic Plots

In space fantasy, everything is bigger, better, and larger than life. Overwhelming odds, galaxywide conspiracies, unthinkably large armies, planet-destroying superweapons, masters of ultimate evil—these elements are present on a grand scale in every *Star Wars* adventure. Heroes rescue planets from total destruction, cross light-years of distance in a heartbeat, and battle weapons the size of small moons as they struggle to save the galaxy.

Clear-Cut Motives

In most cases, space fantasy presents the epic conflict of good versus evil. The good guys clearly have the best interests of the galaxy at heart, while the bad guys simply want to conquer or destroy it. There's room for the occasional shade of gray, but in general you know that Darth Maul is EVIL, and that Qui-Gon Jinn and Obi-Wan Kenobi are GOOD.

So when the heroes encounter a band of pirates, they know they're facing vile thugs who like to hurt people and accumulate wealth (usually by hurting people). And when they encounter battle droids, they know there's no use trying to talk sense into them. They'll have to blast or be blasted!



In the middle of an ongoing campaign, recapping activity from the previous session at the start of a new session often helps establish the mood and reminds everyone what was going on. In most games, heroes continue what they're doing from day to day (or even hour to hour), but most players (in the real world) have several days of real time between game sessions. Some players might forget important details that will affect their decisions if they don't get reminders.

Of course, that means that you, as the GM, need to keep notes of what happens so you don't forget, either. At the very least, jot down a few sentences about what's going on at the end of each game session. Leave your notes where you can find them right away at the beginning of the next session. You'll probably find that, as the GM, you tend to think about the game between sessions more than the other players do, and thus you'll remember more details. You'll quickly get to the point where you won't forget what happened in past sessions, especially if the adventures you're currently working on build off those events.

Describing

Remember that while good description is a must for informing players, mood is as important as scene. Emotion is as important as sensory data. Tell the players how everything feels. If they have a question, answer it. If their heroes don't know the answer, ask them how they're going to go about finding out.

When only one hero experiences something, take that player aside and describe it to her. If she is a scout who was sent ahead, she'll have to come back and report in her own words what she saw. The other players will then have to see it through her eyes, based on what she chooses to tell them. Of course, it's okay to describe one hero's experience, particularly when it centers on minor details that can quickly be relayed to the other heroes in front of the whole group.

Such minor details are not inconsequential enough to ignore or forget. Don't only describe the important things, or the players will quickly catch on. The very act of your describing something can give them clues to its importance. Throw in a few trifling details here and there for flavor, as well as to keep them guessing.

Don't prompt their actions. Don't say, "Do you look in the alcove?" At most, say, "Where do you look?" Prompting can give away too much.

Setting the Pace

The pace of the game determines how much time you spend on a given activity or action taken by the heroes. Different players enjoy different paces. Some search every room they come across, but some think doing that is not worth the game time. Some roleplay every encounter, while some want to skip on to the "good bits."

Do your best to please the group, but when in doubt, keep things moving. Don't feel that it's necessary to play out rest periods, replenishing supplies, or carrying out daily tasks. Sometimes that level of detail is an opportunity to develop heroes, but most of the time it's unimportant.

You should decide ahead of time, if possible, how long the playing session will last. This not only allows everyone to make plans around the game, but also enables you to judge about how much time is left during a session and pace things accordingly. You should always end a session at

a good stopping point (see Ending Things, below). Three to four hours is a good length for an evening game. Some people like to play longer sessions, usually on a weekend. Even if you normally play for shorter periods, sometimes it's fun to run a longer "marathon" session.

Referencing Rules

Try to look at the rules as little as possible during a game. Although the rules are there to help you, paging through the book can slow things down. Look something up when necessary (and mark things you'll need to refer to again with a bookmark), but recall a rule from memory when you can. Even if you're not exactly correct in your recollection, the game keeps moving.

Asking Questions

Don't be afraid to stop and ask important questions. If the players seem bored, ask if they would like you to skip ahead or pick up the pace. If you're unsure how they want to handle a situation, ask.

And make sure you ask what their goals are, both short-term and long-term. The answers to these questions help you prepare adventures and encounters for next time. Remember that some players might want to keep their heroes' goals a secret from other heroes in the group, so it's sometimes best to ask the players individually, outside the play session or at least away from the table.

Taking Breaks

When you finish up a lengthy combat or a tension-filled scene, take a break. Particularly in long playing sessions, establish a few breaks for food, drinks, trips to the bathroom, or just a little time to relax. During this time, you can take your mind off things for a few minutes, or you can begin to prepare for the next encounter.

Providing the Action

The players look to the GM for news of what's going on in the universe around their heroes, as well as for answers to what happens when their heroes take actions. You've got to provide all the answers.

Handling Hero Actions

When a player tells you what her hero does, give her the result of her action as quickly as possible. Once in a while, it adds tension to leave a player hanging, but that's the exception, not the rule. If a hero wants to do something not covered in the rules, do your best to extrapolate from the existing rules to decide how best to handle the unusual situation (see Adjudicating).

Encourage the players to keep things moving. Taking a long time to decide what to do can slow things down. A player who pauses too long when it's his turn slows down the game for everyone. Give him a time limit (like 30 seconds) when necessary.

The most important thing to remember regarding hero actions is that each player controls his or her own hero. Don't force them to take particular actions (unless they're somehow compelled). Don't tell a player how his or her hero feels about things. Even if a character with a high Charisma attempts to persuade a hero, no mere die roll should force a hero's action. (It can, however, foil a Sense Motive check.) When running a GM character, feel free to lie, trick, cajole, or malign a hero, but don't use your authority as GM to usurp hero control from a player.

Handling GM Characters

In the *Star Wars Roleplaying Game,* players portray heroic characters. The GM controls all the ordinary and heroic GM characters they encounter. Normally, GM characters should obey the same rules as player characters. Occasionally, you might want to fudge the rules for them in one way or another (see below), but in general, they should live and die—fail and succeed—by the dice, just like heroes.

Be as quick as—or, in fact, quicker than—your players when you decide what their opponents will do. To keep things moving, be ready ahead of time. Since you knew that the encounter was coming, you can prepare for it better than the players can. If you like, you can jot down character strategies right alongside their game statistics.

Also remember that GM characters are not just cardboard cutouts. Don't let it be obvious that a particular character is "just an opponent," so that he or she isn't as smart or as important as a hero. While that might be true, it shouldn't *seem* to be true. To make the game universe seem real, the people who populate it should act real.

Determining Outcomes

You're the final arbiter of everything that happens in the game. Period.

Rolling Dice

Some die rolls, when seen by a player, tell too much. A hero who rolls to spot security devices, and sees that she has rolled very poorly, knows that the information you give her as a result of the roll is probably unreliable. ("Nope. No sensors down that way, so far as you can tell.") The game becomes much more interesting when a hero trying to hide or move silently doesn't know whether she's succeeded.

In cases where the player shouldn't know a die roll result, make the roll yourself behind a screen or otherwise out of sight. While this takes the fun of rolling dice out of the hands of the players (and that really is a part of the fun of the game), it helps maintain what the player knows and doesn't know.

Consider making checks involving the following skills for a player where he or she can't see the result:

Bluff
Demolitions (particularly in setting explosives)
Diplomacy
Disable Device
Disguise
Hide
Listen
Move Silently
Search
Spot

Do this on a case-by-case basis. When possible, let players make the rolls themselves. When it would increase suspense to keep them in the dark, roll the dice for them.



DCs, Defenses, and Saving Throws

Don't tell a player what he needs to roll to succeed. Don't tell him what all the modifiers are to the roll. Instead, tell the players that keeping track of all those things is your job. Then, when they roll the dice, tell them whether they succeed or fail.

This is important so that players focus on what their heroes are doing, not on the numbers. It's also a way to hide the occasional GM cheat (see below).

GM Cheating and Player Perceptions

Terrible things can happen in the game because the dice just go awry. Everything might be going fine, when suddenly the players have a run of bad luck. A round later, half the heroes are down for the count and the other half almost certainly can't take on the opponents that remain. If everyone dies, the campaign might very well end then and there, and that's bad for everyone. Should you stand by and watch the heroes get slaughtered? Or should you "cheat" and have the opponents run off, or fudge the die rolls so that the heroes still miraculously win in the end? There are really two issues at hand.

Do you cheat? The answer: GMs really *can't* cheat. You're the umpire, and what you say goes. As such, it's certainly within your right to sway things one way or another to keep people happy or keep things running smoothly. It's no fun losing a beloved hero because he fell down a flight of stairs. A good rule of thumb is that a hero shouldn't die in a minor way by some fluke of the dice unless he or she was doing something really stupid at the time.

However, you might not feel that it's right or even fun unless you obey the same rules the players do. Sometimes the heroes get lucky and kill an opponent you had planned to have around for a long time. By the same token, sometimes things go against the heroes and disaster befalls them. Both the GM and players take the bad with the good. That's a perfectly acceptable way to play, and if there's a default method of running a game, that's it.

Just as important an issue, however, is whether the players realize that you bend the rules. Even if you decide that sometimes it's okay to fudge a little to let the heroes survive so the game can continue, *don't let the players in on this decision*. It's important to the game that they believe they're always in danger. Consciously or subconsciously, if they believe you'll never let bad things happen to their heroes, they'll change the way they act. With no element of risk, victory will seem less sweet. And if thereafter something bad *does* happen to a hero, the player may believe you're out to get him. If he feels you saved other heroes when *they* were in trouble, he might become disaffected with the game.

When Bad Things Happen to Good Heroes

Heroes suffer setbacks, lose prized equipment, and sometimes even die. It's all part of the game, almost as much as success, gaining levels, earning rewards, and attaining greatness. But players don't always take it well when something bad happens to their heroes.

Remind players that bad things happen sometimes. Challenges are what the game's all about. Mention that setbacks are an opportunity to succeed later. Reassure the player of the dead hero that there are lots of opportunities for new hero types she hasn't tried yet. The dead hero's surviving allies will tell tales of their fallen comrade for years to come. The game goes on.

It's rare (but possible) that an entire group of heroes can be wiped out. In such a case, don't let it end the whole game. Encourage the players to try new heroes, perhaps of a class or species they haven't played before. Even that's not really so bad—in fact, it's an opportunity for a dramatic change of pace. This new group of heroes might even be charged with retrieving the bodies of the fallen heroes for honorable burial.

Ending Things

Try not to end a game session in the middle of an encounter. Leaving everything hanging in the midst of combat is a terrible way to end a session. It's difficult to keep track of things such as initiative order, Force skill durations, and other round-by-round details between sessions. The only exception to this is ending with a cliffhanger. A cliffhanger ending is one in which things end just as something monumental happens or some surprising turn of events occurs. The purpose is to keep players intrigued and excited until the next session. A cliffhanger ends a session right before an encounter begins, prior to initiative checks,

and you pick up the action with initiative checks in the next game session.

If someone was missing from that session, and you had his hero leave for a while, make sure that there's a way to work his hero back in next time. Sometimes, even in a cliffhanger, this can work out well. The hero might come racing into the thick of things to help out his beleaguered friends and help save the day.

Allow some time—a few minutes will do—at the end of the session to have everyone discuss what happened. Listen to their reactions and secretly learn more of what they like and don't like. Reinforce what you thought were good decisions and smart actions on their part (unless such information gives too much away for the adventure). Always end things positively.

You may want to award experience points at the end of each session, or you might wait until the end of each adventure. That's up to you. However, the standard approach is to give out experience points at the end of each adventure, so players whose heroes go up a level have time between adventures to choose new skills, feats, and so forth.

Game Session Checklist

1. Set up the play area. Even if the game's not occurring at your house, you should set up things so that you're happy with where you're sitting and where the players are sitting. Give yourself enough room to lay out your notes and books, and so forth. Make sure everyone can hear and see you.
2. Make sure everyone is familiar with his or her hero and the current situation.
3. Get a volunteer to take notes.
4. Describe the initial scene.
5. Ask the players what their heroes do.
6. Run through all the events and encounters of the adventure (or that session's portion of the adventure), taking a few breaks as needed.
7. Bring things to a good stopping point or a suitable cliffhanger.
8. End the session.
9. Ask the players what they plan to do next time.
10. Award experience points. Alternatively, this can be done at the beginning of the next session, or once every few sessions (see Awarding Experience, page 260).

How to Build an Adventure

An adventure—sometimes called a mission—is a collection of related encounters designed to fit together, creating a cogent storyline for the game. Some adventures are only short episodes in the campaign or interludes between longer adventures. Others represent significant missions, while still others form the backbone of the campaign.

When building a campaign, adventure, or encounter, try to think in terms of heroic goals. What must the heroes achieve or accomplish? A heroic goal usually begins with a descriptive verb that best defines the required action: *capture, defeat, discover, destroy, escape, find, negotiate, obtain, protect, rescue,* and *survive* are good examples. Once you have a suitable verb, flesh out the details: Rescue the princess from the detention cellblock. Capture the plans for the Emperor's newest superweapon. Negotiate safe passage aboard the smuggler's space transport.

Every encounter should have a specific, attainable goal that heroes can achieve. For example, an encounter might require the heroes to obtain a code cylinder from a Rodian thug. The encounter setup could be as simple as cornering the thug in a cantina or as complex as a landspeeder chase through the dusty streets of Mos Eisley. (Capturing the thug alive could be a secondary or additional goal.) Whether or not the heroes obtain the code cylinder will determine or affect their goals in subsequent encounters.

Just as each encounter has a clearly defined goal, so too does every adventure. For short adventures, the goal might be very simple: Find R2-D2 in the Tatooine desert and bring him back safely. A longer adventure might have an ultimate goal that can be accomplished only after the heroes achieve minor encounter goals and overcome various obstacles. For instance, an adventure's ultimate goal might be to destroy a new Imperial superweapon, but accomplishing this goal might require the heroes to capture an Imperial spy, discover the location of the superweapon's secret construction facility, infiltrate the facility, defeat the Imperial forces in the facility's control room, and activate the superweapon's self-destruct system.

A campaign need not have a clear goal (particularly when it begins), but it should have a theme or context. When Luke and Ben meet Han and Chewbacca in Mos Eisley, they (and their "players," in this model) had no idea that the ultimate end of their "campaign" would be the overthrow of the Empire and the establishment of the New Republic. However, the GM of this "campaign" probably had a good idea that these heroes would become involved with the Rebellion during the campaign, and the Empire would be their primary opposition. (See How to Build a Campaign, page 261.)

Encounter Goals

For purposes of the *Star Wars Roleplaying Game*, an encounter is defined as an obstacle (whether it be an opponent, several opponents, or a hazard) that prevents the heroes from achieving a specific goal important to the adventure. An obstacle can be overcome through smart role-playing, combat, or skill use. Persuading an ornery Republic senator to join the Rebellion might require heroes to enter difficult and perhaps life-threatening negotiations, while capturing a crime lord might require heroes to fight their way past a squad of thugs or infiltrate the crime lord's headquarters without tripping its security sensors.

Heroes receive experience points for overcoming obstacles that stand in the way of achieving the goals of the adventure. Heroes do not receive experience points for obstacles outside the bounds of the adventure. A hero who ignores the goals of a mission to pick random fights in a cantina should not receive experience points no matter how many scoundrels and Gamorrean thugs the hero lays low.

Encounter goals can be simple, challenging, or extreme. These definitions provide a Gamemaster with important information that he can use to build an adventure. Of course, you don't have to slavishly follow these as hard and fast rules; use them as guidelines for how you might structure a "typical" adventure.

Table 12–1: Experience Awards by Encounter Goal lists recommended experience awards for simple, challenging, and extreme encounter goals. To find the recommended experience award for an encounter goal, cross-reference the average level of the heroes with the difficulty of the encounter goal. Divide the experience award by the number of heroes to determine each hero's experience award.

For example, four 6th-level heroes who achieve a challenging encounter goal receive a total of 1,800 experience points (XPs), or 450 XPs per hero. If there are five heroes in the group, each hero would receive 360 XPs.

Gauging encounters to the heroes' power level requires a fair amount of GM intuition, which becomes simpler as you become more familiar with your players and their heroes. After a few adventures, you should have relatively little difficulty in estimating appropriate encounters for your adventures. Also, feel free to adjust experience awards depending on how easily the heroes achieve an encounter goal. If unfortunate die rolls turn a challenging encounter into an extreme one, you can increase the experience point award accordingly to account for the greater risk.

Encounter goals that hinge on smart roleplaying or skill checks are usually simple or challenging, unless the consequences for failure pose extreme risks to the heroes. (See Noncombat Encounters, below, for more information.)

Table 12–1: Experience Awards by Encounter Goal

Average Level	Encounter Goal		
	Simple	Challenging	Extreme
1st	100	300	400
2nd	200	600	800
3rd	300	900	1,200
4th	400	1,200	1,600
5th	500	1,500	2,000
6th	600	1,800	2,400
7th	700	2,100	2,800
8th	800	2,400	3,200
9th	900	2,700	3,600
10th	1,000	3,000	4,000
11th	1,100	3,300	4,400
12th	1,200	3,600	4,800
13th	1,300	3,900	5,200
14th	1,400	4,200	5,600
15th	1,500	4,500	6,000
16th	1,600	4,800	6,400
17th	1,700	5,100	6,800
18th	1,800	5,400	7,200
19th	1,900	5,700	7,600
20th	2,000	6,000	8,000

Simple Encounter Goals

A simple encounter goal poses little risk to the heroes and depletes no more than 10% of their total resources—vitality points, wealth, ammunition, and so forth. The heroes should be able to achieve several simple encounter goals before needing to rest and resupply.

About 25% of all encounter goals in a typical adventure should be simple. If the heroes have time to rest between encounters, the percentage should drop to 10% or so.

Obstacles appropriate for simple encounter goals include the following:

- A single ordinary GM character two levels lower than the heroes, or a pair of ordinary GM characters four levels lower than the heroes.
- One or more creatures or droids of the appropriate Challenge Code (see Challenge Codes, below).
- One hazard of the appropriate Challenge Code (see Challenge Codes, below).

A challenging encounter becomes a simple encounter whenever the risk to the heroes is mitigated by the presence of allies or some other clear advantage. Examples include attacking an opponent who has taken wound damage in a prior encounter and storming an Imperial stronghold with the help of one or more freed Wookiee slaves.

Challenging Encounter Goals

A challenging encounter goal poses genuine risks to the heroes and drains about 20–25% of their resources. Some wound damage is likely, but significant wound damage should be rare. After accomplishing four challenging encounter goals, the heroes will need to rest for several hours, if not a day or two, and will probably need some medical attention.

As a general guideline, about 50% of all encounter goals in a typical adventure should be challenging.

Obstacles suitable for challenging encounter goals include the following:

- A single heroic GM character of the same level as the heroes, a pair of heroic GM characters two levels lower than the heroes, or four heroic GM characters four levels below the heroes.
- One or more creatures or droids of the appropriate Challenge Code (see Challenge Codes, below).
- One hazard of the appropriate Challenge Code (see Challenge Codes, below).

You can make a simple encounter into a challenging one by introducing an obstacle or circumstance that puts the heroes at a significant disadvantage. Examples include fighting battle droids in a vacuum and staging a conflict in which the heroes must rely on improvised weapons instead of blasters and lightsabers.

Extreme Encounter Goals

An extreme encounter goal, designed to propel a climactic scene or "turning point" in the adventure, should exhaust up to 50% of the heroes' resources. Heroes who don't act wisely risk serious injury or death.

No more than one-quarter of the encounter goals in an adventure should be extreme unless the heroes have ample time to rest and recover. If the adventure allows long rest periods between encounters, the percentage of extreme encounter goals can rise to 50% of the total number of encounter goals in the adventure.

Obstacles appropriate for extreme encounter goals include the following:

- A single heroic GM character two levels higher than the heroes, a pair of heroic GM characters at the same level as the the heroes, or a group of four heroic GM characters two levels lower than the heroes.

- One or more creatures or droids of the appropriate Challenge Code (see Challenge Codes, below).
- One hazard of the appropriate Challenge Code (see Challenge Codes, below).

You can turn any challenging encounter into an extreme one by bolstering the number of opponents or adding an obstacle or circumstance that puts the heroes at a significant disadvantage. Examples include arming a squad of stormtroopers with heavy blaster cannons and staging a difficult battle atop a precarious catwalk.

Challenge Codes

Challenge Codes help the Gamemaster set appropriate obstacles for simple, challenging, and extreme encounter goals. Challenge Codes also allow the GM to determine how many experience points to award heroes for overcoming such obstacles. Creatures, droids, and hazards are all measured by Challenge Codes.

A Challenge Code is a letter that indicates the relative difficulty of an obstacle. A creature identified as Challenge Code B is harder to overcome than a Challenge Code A creature but easier to defeat than a Challenge Code C creature.

You can use Table 12–2: Challenge Codes for Creatures, Droids, and Hazards to find appropriate obstacles for your heroes. First, set the difficulty of the encounter goal (simple, challenging, extreme). Then track the heroes' average level under the appropriate column. Use this to determine the appropriate Challenge Code for the encounter.

Example: Brian wants to design an encounter for four 3rd-level heroes. Their goal is to steal a freighter from a landing platform on Coruscant. Brian decides that the encounter goal is extreme. Under the "Extreme" column on Table 12–2, Brian sees that his 3rd-level heroes should be facing a Challenge Code D obstacle. The question becomes whether to place an assassin droid or squad of battle droids on the platform, rig the ship with an explosive booby-trap that deals 6d6+4 points of damage, or find some other obstacle of comparable difficulty.

You can also use Table 12–2 to determine the experience award for an obstacle of a particular Challenge Code. Cross-reference the obstacle's Challenge Code with the heroes' average level to determine the encounter goal difficulty (simple, challenging, extreme). Then consult Table 12–1: Experience Awards by Encounter Goal.

Example: Brian runs an encounter in which his four 3rd-level heroes are ambushed by a wampa on Hoth. (Surviving the ambush is the goal for the encounter.) A wampa is Challenge Code C and, according to Table 12–2, a challenging obstacle for 3rd-level heroes. Consulting Table 12–1, Brian sees that 3rd-level heroes should receive 900 XP for achieving a challenging encounter goal and divides the award evenly among the victorious heroes.

Combining Challenge Codes

Combining Challenge Codes requires some GM intuition, but here are some general guidelines:

Table 12–2: Challenge Codes for Creatures, Droids, and Hazards

Challenge Code	Desired Encounter Goal Difficulty			Sample Creatures, Droids, and Hazards
	Simple	Challenging	Extreme	
A	1st–2nd	n/a	n/a	1 mynock, 1 ordinary character, or 1st-level heroic character 1 battle droid 1 hazard: 1d6 points of damage or 1d6/minute
B	3rd–5th	1st–2nd	n/a	1 tauntaun, 2–3 mynocks, or 2nd-level heroic character 1 Viper Series probe droid or 2–3 battle droids 1 hazard: 2d6 points of damage or 1d6/five rounds
C	6th–8th	3rd–5th	1st–2nd	1 bantha, 2–3 tauntauns, or 4th-level heroic character 2 Viper Series probe droids or 4–6 battle droids 1 hazard: 4d6+1 points of damage or 1d6/round
D	9th–11th	6th–8th	3th–5th	1 rancor, 2–3 banthas, or 7th-level heroic character 1 E522 Series assassin droid or 7–10 battle droids 1 hazard: 6d6+4 points of damage or 2d6/round
E	12th–14th	9th–11th	6th–8th	1 gundark, 4–6 banthas, or 10th-level heroic character 2 E522 Series assassin droids 1 hazard: 8d6+6 points of damage or 3d6/round
F	15th–17th	12th–14th	9th–11th	2–3 gundarks, 4–6 rancors, or 13th-level heroic character 1 destroyer droid 1 hazard: 10d6+8 points of damage or 4d6/round
G	18th–20th	15th–17th	12th–14th	4–6 gundarks or 16th-level heroic character 2 destroyer droids 1 hazard: 12d6+10 points of damage or 5d6/round
H	n/a	18th–20th	15th–17th	7–10 gundarks or 19th-level heroic character 4–6 destroyer droids 1 hazard: 10d12+2 points of damage or 6d6/round
I	n/a	n/a	18th–20th	2 19th-level heroic characters 7–10 destroyer droids 1 hazard: 12d12+4 points of damage or 7d6/round

- Doubling the number of obstacles of similar Challenge Codes increases the Challenge Code of the encounter by one letter. Thus, two Challenge Code A obstacles encountered simultaneously are basically the same as a single Challenge Code B obstacle.
- Combining two obstacles whose Challenge Codes are one letter apart increases the tougher obstacle by one letter; the tougher obstacle's new Challenge Code determines the Challenge Code for the encounter. For example, combining a Challenge Code C obstacle and a Challenge Code D obstacle creates a Challenge Code E encounter.
- When combining two obstacles whose Challenge Codes are more than one letter apart, the tougher obstacle's Challenge Code determines the Challenge Code for the whole encounter. For example, a Challenge Code A obstacle coupled with a Challenge Code D obstacle is treated as a Challenge Code D encounter. (The lesser obstacle does not contribute significantly to the difficulty of the encounter.)
- When combining three or more obstacles with different Challenge Codes, group the obstacles in pairs from least difficult to most difficult, use the guidelines above to combine each pair into a single Challenge Code, and then repeat the pairing process. For example, three obstacles of Challenge Code B, C, and C would be paired as follows: B+C and C (unpaired). The B and C combine to form a single Challenge Code D encounter, which then combines with the second Challenge Code C encounter to yield a final encounter of Challenge Code E.

Hazards

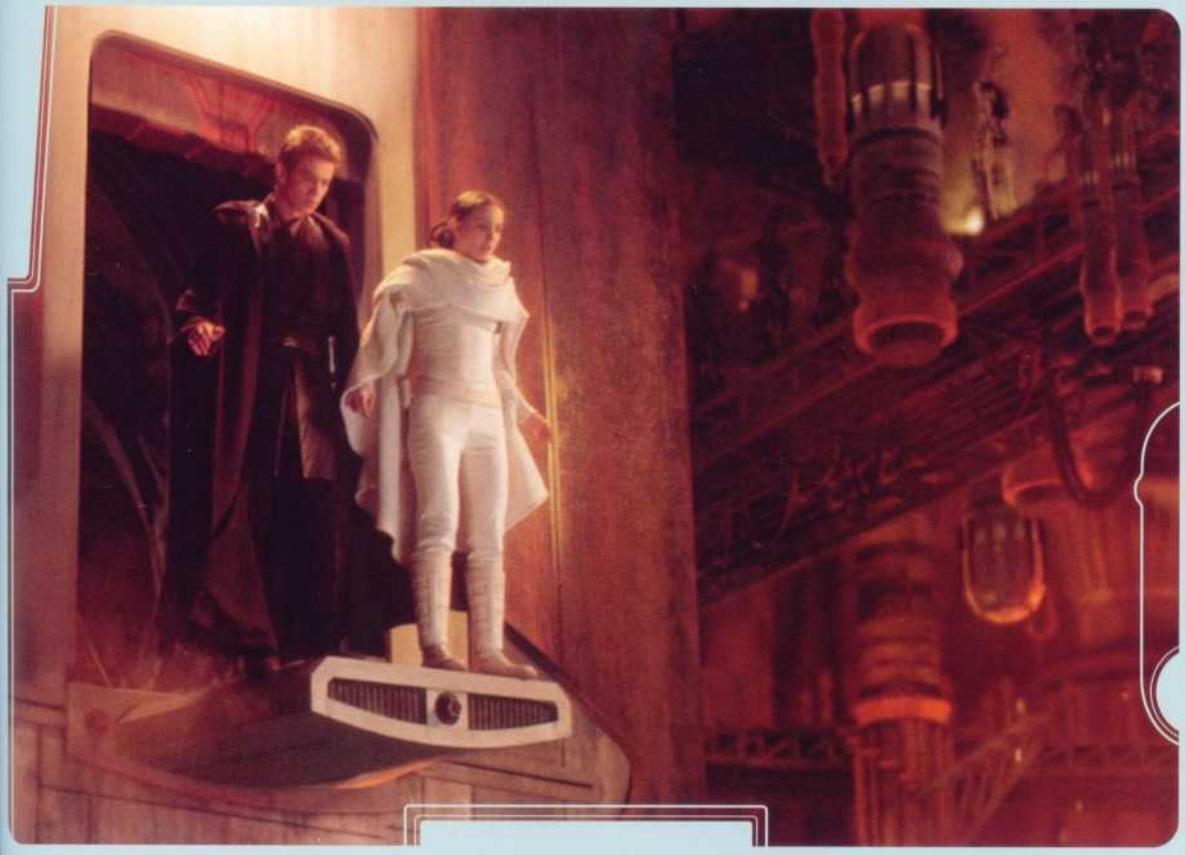
The term "hazard" can apply to various types of obstacles. A hazard might be a ticking time bomb, a raging snowstorm, or the crushing walls of a trash compactor.

A hazard's Challenge Code depends on the total damage it deals, as noted on Table 12–2: Challenge Codes for Creatures, Droids, and Hazards. Since heroes can navigate some hazards without actually taking damage (for instance, by disarming the time bomb before it explodes), overcoming the challenge of a hazard involves "encountering" the hazard and surviving it, regardless of how much damage is actually dealt.

Two damage listings are noted for each hazard. The first listing is for hazards that deal one-time damage (such as an explosive). The second is for hazards that deal damage over a period of time (such as exposure to extreme weather). The second listing assumes that the heroes are potentially exposed to the hazard for at least two of the time intervals listed (otherwise use the code for one-time damage). Hazards that deal less than 1d6 points of damage per minute probably shouldn't be treated as "hazards," but simply as environmental conditions.

Noncombat Encounters Requiring Skill Checks

Noncombat encounter goals that hinge on skill checks—such as breaking a secret code (Computer Use), interrogating a prisoner (Intimidate), or fixing a damaged droid (Repair)—can be assigned a Challenge Code based on the difficulty and the risk entailed by failure. When achieving an encounter goal requires one or more skill checks, the DC of the check(s) can give the GM some guidance, but



even then he must rely on his own best judgment. See Table 12–3: Miscellaneous Encounters for guidelines.

Use the "DC (single)" column when only a single skill check is required to resolve the encounter. Consult the "DC (multiple)" column when two or more skill checks (whether by a single hero or more than one hero) are required.

Table 12–3: Miscellaneous Encounters

Code	DC (single)	DC (multiple)
A	15	10
B	18	13
C	21	16
D	24	19
E	27	24
F	30	27
G	33	30
H	36	33
I	39	36

Most noncombat encounter goals should be simple, with challenging encounters showing up occasionally. Only in very rare circumstances should a GM use a noncombat encounter as an extreme encounter, and such encounters should always have high levels of risk for the heroes.

What Isn't an Encounter?

Not every interaction or activity of the heroes qualifies as an encounter. Attending a treaty negotiation, talking with a trusted contact, or buying a starship—while appropriate and useful activities for the campaign—probably don't present any real risk to the heroes or achieve a specific adventure goal, and therefore don't qualify as encounters.

On the other hand, any of these examples could become an encounter if the Gamemaster attached a specific goal or added some element of risk. For instance, the heroes' participation in a treaty negotiation might require them to make a number of difficult Diplomacy checks, for which failure might result in serious repercussions to the campaign (or even a simple brawl). If the meeting with the heroes' trusted contact occurs in a crowded bar full of stormtroopers, where any misstep could result in arrest, that would constitute risk. If the heroes were buying a starship from a surly Toydarian looking for an excuse to pull out his blaster, that might well qualify as an encounter. Ultimately, it's up to you, the Gamemaster, to determine what is or isn't an encounter in your *Star Wars* campaign.

Building an Adventure

The *Star Wars Roleplaying Game* categorizes adventures as short, medium, or long. This describes the average number of encounters in the adventure and the number of typical 3–4 hour playing sessions required to run the adventure.

A short adventure usually has a simple, straightforward mission goal, such as traveling from Otoh Gunga to Theed through the planet core of Naboo. A short adventure generally has three to five encounters, each with its own goal: For instance, a trip from Mos Espa to Mos Eisley might require the heroes to steal a landspeeder, evade pursuers, and survive a Tusken Raider attack. One or two of these encounter goals should be simple, with a similar number of challenging encounter goals. No more than one encounter goal in a short adventure should be extreme, and it's not necessary to have an extreme encounter at all. A typical short adventure shouldn't allow significant resting periods; if it does, consider replacing one of the challenging encounter goals with an extreme one. Short missions are ideal for a single 3–4 hour playing session.

Medium-length adventures represent significant missions for the heroes but generally don't encompass large-scale events. An example of a medium adventure would be the rescue of Han Solo from Jabba the Hutt in *Return of the Jedi*. Medium adventures typically have six to ten encounter goals. Half of the encounter goals should be challenging, with the remainder distributed evenly between simple and extreme encounter goals. A medium adventure should last two or three playing sessions.

Long adventures usually involve significant, even epic storylines. The destruction of the second Death Star in *Return of the Jedi* constitutes a long adventure. Long adventures have twelve to fifteen encounter goals. Sometimes a long adventure might actually be a collection of short adventures or "chapters" that build tension through two or three extreme (climactic) encounters. As with a medium adventure, half of the encounter goals should be challenging. Depending on the heroes' ability to recuperate between encounters, the remaining encounter goals might be evenly distributed between simple and extreme, or slanted toward one or the other. A long adventure will usually last four or more playing sessions.

These are only guidelines, and the adventures of your campaign might not fit neatly into these categories. Still, it's important to have clear starting and ending points within the larger storyline of the campaign, because these provide clear markers for the heroes' progress and accomplishments.

What Makes an Adventure Exciting?

Creating a memorable adventure requires more than just an interesting plot or a grand finish. Remember that in most cases, the heroes won't be able to see the behind-the-scenes machinations of the villain or the clever plot twists that occur on the bridge of the Imperial starship. While you want your adventures to feel like they could come from a movie, you can't always rely on the same techniques that the moviemakers use. Here are a few tricks to help you keep your adventures memorable and exciting.

Intriguing Interactions

Too often, players (and Gamemasters) see an adventure as little more than a string of firefights separated by "talking." This shortchanges one of the most compelling parts of a roleplaying game: playing a role. In addition to creating interesting characters, the GM must treat these characters as more than just cardboard props to be interacted with and then discarded.

In general, run a GM character just as a player would run a hero—take whatever actions the character would take, assuming the action is possible. That's why it's important to determine a GM character's general outlook and characteristics ahead of time if possible, so you know how to play the character properly.

When a GM character interacts with heroes, the GM determines the characters' attitude (hostile, unfriendly, indifferent,

friendly, helpful). A hero might try to influence this attitude with a Diplomacy check (or a Charisma check if the hero doesn't have any ranks of Diplomacy). Refer to the Diplomacy skill description for the skill check DC.

The GM should choose the attitude of GM characters based on circumstances. A Wookiee encountering the heroes for the first time will probably be indifferent or, at worst, unfriendly. However, calling him a "walking carpet" might shift the Wookiee's demeanor to hostile. It doesn't take a roll, just the right words and deeds, to turn someone more hostile. Note also that a poor roll can make a GM character less favorably inclined toward the hero. In general, a hero cannot repeat attempts to influence someone.

A GM character can use Diplomacy to influence another GM character. Heroes, however, can never influence the attitudes of other heroes—the players always decide those.

Worthy Adversaries

While it's all well and good for the heroes to mow through a few ranks of battle droids or stormtroopers during an adventure, this type of encounter grows tiresome quickly. Be sure to include competent adversaries for the heroes to encounter, whether as common enemies, archvillains, or even occasional foils. The Villains and Opponents section (see page 262) has details on how to run such characters, but you also must make sure that the adversaries stack up well to the heroes.

An easy mistake is making an adversary too powerful, believing that the heroes will have it "too easy" unless their opponent is another Darth Vader. Not every opponent has to be a Dark Lord of the Sith. An intelligently played enemy can often seem much more powerful than he appears on paper.

In the same vein, nothing is more disappointing than a climactic battle with a villain who turns out to have a glass jaw. If you know that your villain will face the heroes in combat, make sure he can stand up to them (or has plenty of assistance from underlings).

Exciting Combats

One reason that the lightsaber duels in the *Star Wars* movies are so exciting is that they tend to take place in interesting locations. From a pitched battle on a narrow ledge above a Cloud City airshaft to a death duel interrupted by leaps between platforms and opening and closing energy fields, these elements add twists to traditional combat scenes.

While any combat can be exciting, you should occasionally have the heroes face opponents in a nontraditional setting. Sometimes mounted combat (or aerial mounted combat) can provide a change of pace. Underwater settings can be interesting as well. A short list of other suggestions appears below; for more ideas, look to the *Star Wars* movies, novels, and comics, as well as to The Environment at the end of this chapter.

Pits, chasms, catwalks, and ledges: Heroes can attempt to push opponents over the edge or attempt to leap from ledge to ledge.

Fog: Fog provides one-half concealment (see Concealment) for everyone involved.

Whirling blades or giant spinning gears: Heroes must succeed at a Reflex save (DC 13) each round or take appropriate hazard damage (see Hazards).



Raising or lowering platforms: Characters can only melee opponents on the same level, and the platforms change every other round.

Steam vents: One randomly determined hero must succeed at a Reflex save (DC 15) or take appropriate hazard damage (see Hazards).

Swamp or marsh: Speed is halved, and dropped items might become lost.

Ice or other slippery surfaces: Characters must succeed at a Dexterity check (DC 10) each round or fall down, and then use a move action to stand back up.

Captivating Descriptions

The players take all their cues from you. If you describe something incompletely or poorly, the players have no chance of understanding what's going on in the game world. While this is important all the time that you're running a game, it's crucial that you do it well during combats.

Your descriptions of each action that occurs, the location of all important objects and participants, and the general environment are all crucial to the players' abilities to make intelligent decisions for their heroes. Thus, you need to be clear about everything. Allow the players to ask questions and answer them as concisely as you can. Refer to each character they meet distinctly. If you call each character "that guy," the players will never know what you mean. If a creature attacks, describe its bite or claws so the players understand what the beast is doing.

If the players do not seem to have understood something that you said, say it again. Sometimes important points are lost with lots of new description. What's the worst that can happen? The players might be reminded how important the statement is, and act accordingly.

When a character or hero moves, add background details. When a GM character uses an object, describe the object. "The Dark Jedi slashes at you with his lightsaber" is much better than "he hits you for 7 points of damage." Use combat actions to give the players information, such as "He barrels toward you, but you notice that he's limping."

Further, your descriptions control the flow and flair the encounter has for the entire group. If you speak quickly and intently, it lends intensity to the action. If your words seem frantic, it will make the scene seem frantic and desperate.

Sometimes it's effective to add a little pantomime to your descriptions. If a hero's opponent raises his lightsaber above his head to attack the hero, raise your hands as if you are grasping the weapon's hilt. When someone takes a terrible hit in battle, flinch or recoil with a momentary look of pain. If the heroes are fighting a large creature such as a rancor, stand up when the rancor takes his actions, looking down at the seated players.

Sometimes it's hard to avoid simple descriptions. ("You miss. He hits. You take 12 points of damage.") Sometimes, that's okay. Giving long verbal descriptions can get tedious; the game effects are the important thing. However, that's the exception, not the rule. Most of the time, add at least a little flavor to your descriptions. ("He ducks and blasts you for 12 points of damage.")

Remember that an attack that deals damage only to a hero's vitality points doesn't actually inflict any physical injury—other than perhaps a few singed hairs or a bruise—and that an attack that does not inflict damage is not always a miss. Heavily armored heroes are frequently hit, but their armor protects them. If you say, "The Ewok's club glances off the stormtrooper's armor," it not only describes the action but makes the player feel justified in his choice to tote a blaster rather than a wooden club.

Describing Character Actions

When a GM character takes a combat action, the players sometimes need to have a clue what's going on, both in the fictional reality of the game and in terms of the game's mechanics. This means that when a battle droid with a blaster rifle is readying an action to shoot at anyone who comes through a door, the players have a pretty good idea that if they move through that door, they'll get shot (assuming, of course, that their heroes can see what's happening).

This means that you need to think about what various actions look like while they're happening. If you were all watching the combat in a movie, what would you see when a hero swings a lightsaber, summons the power of the Force, or does something else that none of you have ever seen a real person do? Be dramatic, and describe the action fully. Avoid explaining too much, however—that slows down the flow of the action. Be consistent as well, because your words are not just description; they're cues that the players will use to make game decisions. If the last time someone used Enhance Ability, you said the character could feel "the Force flowing through him," use that description (or that same kind of description) again. If that means that pretty soon your players listen to your description and say, "Ooh, the Sith disciple must be using Affect Mind against that Rodian," you have accomplished something good, not something bad. That indicates that the players have learned your verbal cues to using the Force (just like the average movie audience). Not only does that allow them to make good decisions based on your description, but it also lends an air of consistency and believability to the fictional world you are creating.

Some actions, along with a sample, short, verbal description, are given in the accompanying table.

STACKING BONUSES, PENALTIES

[CODE A] [HAZ DAMAGE=1D8 1D8/MIN]

Stacking means combining for a cumulative effect. It refers to modifiers (bonuses and penalties) that combine instead of replacing one another.

Generally, factors that apply modifiers to rolls or checks combine if they have different descriptors. For example, an aptitude bonus will combine with a Force bonus, but two aptitude bonuses will not combine.

Modifiers with the same descriptor apply only the best bonus or worst penalty. So, an aptitude bonus of +2 is used instead of an aptitude bonus of +1 when both bonuses are available for the same roll or check.

Any bonus or penalty without a descriptor does stack with other bonuses and penalties that have no descriptors.

The only descriptor bonuses that stack are circumstance bonuses, dodge bonuses, and synergy bonuses.

Descriptor bonuses that don't stack include aptitude, charge, competence, cooperation, cover, equipment, expert, favor, flanking, Force, initiative, morale, reputation, size, and species bonuses.

All penalties stack, including circumstance penalties, multiclass penalties, and range penalties.

Awarding Experience

Experience points measure a hero's accomplishments. They allow a hero to gain levels, and therefore become more powerful.

Action	Description
Charging	"He lunges forward at full speed, eyes full of hatred."
Full defense	"She raises her weapon and watches your attacks closely, attempting to parry each one."
Covering with ranged weapon	"He's got his blaster trained on that area, and he's obviously waiting for something."
Using the Force	"With a furrowed brow, she calls upon some power within herself, using her great will and inner strength."
Delaying	"She's looking around, sizing up the situation, and waiting to react."

The Gamemaster awards each hero experience points (XP) at the conclusion of each adventure. This represents the fact that the heroes have learned from their adventure, and (probably) have time to reflect on their experiences and train in their skills.

The amount of XP awarded is based on the number of encounter goals achieved (often determined by the length of the adventure), and the average level of the heroes who participated. Use Table 12–1: Experience Awards by Encounter Goal to determine the amount of XP the heroes receive for each completed goal.

On average, four short adventures, two medium adventures, or a single long adventure should provide sufficient XP to advance a group of four heroes one level.

Other Rewards

In addition to experience points, there are many other kinds of rewards a GM can include in an adventure.

Money

Depending on the style of your campaign and the mentality of the heroes, cash rewards might or might not make up a significant part of the game. Mercenary heroes might need extra credits much more than heroes financially supported by the Jedi Council or the Alliance. Even the noblest hero occasionally needs extra credits to replace broken equipment or fix a faulty hyperdrive.

Equipment

Depending on the nature of the mission, the heroes might acquire items that they can keep after the mission is over. For instance, heroes who thwart a band of space pirates might be able to keep the ship they captured during the adventure. The Gamemaster should take care to ensure that this doesn't get out of hand. After all, *Star Wars* is about heroism, not looting.

Force Points

Chapter Nine discusses what kind of acts warrant the reward of Force Points. Keep the following in mind, however. If you want your campaign to have a bit more "wahoo" to it, give out Force Points more freely. If you want only the occasional "wahoo" moment, keep Force Point awards to when a hero attains a new level. (And don't forget to let your opponents use Force Points from time to time!)

Ranks, Titles, or Honors

Politicians, military officers, and royalty often acknowledge the services of powerful heroes by granting them ranks, honors, or titles. These awards sometimes come with gifts of money or land, memberships in elite orders, or with medals, signet rings, diadems, and other symbolic items.

How to Build a Campaign

The term "campaign" refers to the ongoing game created by the Gamemaster, a linked set of adventures or missions that follow the escapades of a group of heroes. A campaign might have a single ongoing storyline—such as the overthrow of the Empire—or several, shorter plots. The "classic" trilogy (*A New Hope*, *The Empire Strikes Back*, and *Return of the Jedi*) is an example of a campaign with a single ongoing storyline. In this "campaign" we follow the adventures of a central group of heroes—a group that changes slightly over time as individual heroes come and go—who generally work together to accomplish their goals.

Building a good *Star Wars* campaign is more than just stringing together a bunch of adventures, though. The guidelines below should help the you create a rich, immersive campaign that is fun for both the players and the GM.

Create a Context

Before any other campaign-building task, you should decide the context in which the players can place (and play) their heroes. While this context doesn't have to be obvious to the players at the beginning of the campaign (and indeed can change as play goes on), it greatly helps the Gamemaster in designing adventures and encounter goals for the game.

Of course, this context will vary dramatically based on the era in which you set your campaign. A plotline appropriate to heroes of the Rebellion Era might well be out of place in the days of the Old Republic. A variety of context options exist for the *Star Wars Roleplaying Game*, a few of which are listed below.

- Rebels plotting the overthrow of the Galactic Empire
- Loyal Imperials plotting the destruction of the Rebellion
- Envoys of the Jedi Council searching for evidence of the Sith
- Diplomats working for the Galactic Senate to foster peace and harmony in the galaxy
- Representatives of the New Republic charged with hunting down remnants of the Empire
- Private traders looking to gain wealth and influence
- Members of a mercenary team willing to work for the highest bidder

Incorporate Interesting GM Characters

It's your job to portray everyone in the galaxy who isn't one of the heroes. These people are all your characters, running the gamut from the feisty Jawa who sold the heroes their astromech droid to the foul Sith Lord out to destroy the Rebellion, or the Hutt crime lord holed up in the Tatooine desert.

Most people go about their own lives, oblivious to the actions of the heroes and the events around them. Ordinary people whom they meet in a spaceport won't notice them as being different from anyone else unless the heroes do something to draw attention. In short, the rest of the galaxy doesn't know the heroes are, in fact, heroes. It either treats them no differently from anyone else, gives them no special breaks (or special penalties), or gives them no special attention whatsoever. The heroes have to rely on their own actions. If they are wise and kind, they make friends and garner respect. If they are foolish or unruly, they make enemies and earn the enmity of all.

As you run your campaign, you need to portray all sorts of characters. Use the following tips for creating and controlling interesting characters.

Villains and Opponents

Villains and opponents provide an outlet for play that is unique to being a GM. Running the foes of the heroes is one of your main tasks, and one of the most fun responsibilities. When creating opponents for the heroes, keep the following in mind.

Plausible Villains: Flesh enemies out. Give a fair amount of thought toward why enemies are doing what they do, why they are where they are, and how they interact with all things around them. If you think of them as just bad guys for the heroes to defeat, so will your players.

Intelligence: Bad guys don't have to be stupid. Make the enemies as smart as they really would be—no more, no less. An average Trandoshan might not be the best strategist, but Hutts are very intelligent and usually have schemes and contingency plans.

Don't Be Afraid to Make Them Evil: Evil is evil. Don't hesitate to make the villains truly evil. Betrayal, devious lies, and hideous acts all make them more rewarding to defeat.

Evil Is Not All-Pervasive: Not all opponents are evil. Sometimes good-meaning characters might oppose whatever the heroes are doing, since not all good people agree on everything. Sometimes it's interesting to face an opponent whom you don't want to (or just can't) attack outright.

The Prisoner Dilemma: What should the heroes do with enemy prisoners? If an opponent surrenders, the heroes immediately face a quandary. Do they spare the lives of their evil foes or put them to the lightsaber? What's the greater wrong: killing something evil or letting it live to commit more evil acts? In some campaigns or locales in a campaign world, bounties are paid for living prisoners. The prisoners' friends can also offer ransoms to get them back alive. These two facts can help players decide what to do with prisoners. You might also give some indication, usually through other allied characters, what the accepted course of action is, at least for the system where the heroes are adventuring. Although you should play GM characters as appropriately as you can, don't make the players face a prisoner dilemma unless you're sure it's necessary.

Villains

The diabolical Sith Lord, the evil Imperial officer, the corrupt system governor, the infamous bounty hunter, the scheming crime lord—the possibilities for intelligent villains are endless. They make for some of the most memorable and hated foes. A well-played villain can become a recurring character who is a constant thorn in the side of the heroes. You can create a villain whom the players love to hate.

Tips for well-played villains include the following.

Use Lackeys: Don't have the villain confront the heroes herself unless you have to. Eventually, they will want to take the fight to her, but she should use underlings, employees, bodyguards, and other lackeys to fight for her whenever possible. But don't deny the heroes the satisfaction of eventually having the opportunity to defeat her.

Be Sneaky and Resourceful: Use all available options to foil the heroes. If it's possible for a villain in your campaign to have a rogue Jedi on the payroll, don't overlook the option. If the villain is a noble, he can call in favors just as easily as a hero can. The basic idea to keep in mind is that for every ability the heroes might have, a villain can counter it with the right resource or ability.

Have an Escape Plan: Once the heroes have confronted the villain and foiled his plans, it can be hard for him to get away. Heroes are notorious for dogging the heels of a villain who tries to escape. Use misdirection, disguises, secret passages, escape pods, and swarms of underlings to aid in the villain's escape.

Take Hostages: Put the heroes in a moral dilemma. Are they willing to attack the villain if her troops are prepared, on her command, to slay innocent victims they've captured?

Fight on the Villain's Terms: Don't fight on the heroes' terms. A smart villain fights the heroes only when he has to and only when he's prepared (and preferably when the heroes are weakened or unprepared).

Allies

Most allies provide assistance to the heroes in the form of information, resources, or safe places to hide from the Empire. These allies may be friends, relatives, school chums, former coworkers, or anyone the heroes have met during their adventures. The Gamemaster should plan such characters in as much detail as necessary for the campaign. At the very least, a name, species, and personality should be included in the GM's notes. Allies will have attitudes of friendly or helpful toward the heroes.

On rare occasions, heroes may have allies who will join them on their missions. This is most useful when the group of heroes is small or doesn't cover the requisite skills for an adventure. Either the Gamemaster or one of the players can run this type of GM character. Be careful not to overuse them, because you don't want the players (and their heroes) to become reliant on them.

Animals

Animals and other low-intelligence creatures comprise a special category of GM characters. They don't act like intelligent creatures. Instead, they're driven by instinct and need. Hunger and fear, for example, motivate animals. They are occasionally curious, but are usually looking for food. When setting up encounters with animals and low-intelligence creatures, remember to develop some sort of ecology. A hundred Gungans might organize themselves together in one area, but a hundred wampas never would unless an intelligent, outside force was compelling them to do so somehow. An intelligent, organizing force often helps to explain the presence of creatures in amounts or locations that their natural inclinations can't explain.

Animals and low-intelligence monsters want to eat, be safe, and protect their young. They're not thrilled about competition for food, but only the most belligerent attack for no other reason than that.

These creatures make great foes for heroes, since there are few moral issues brought to bear by slaying a wampa or a rancor. Thus, even though in the real world Humans are a poor choice of prey for most animals, assume that most predators in the campaign don't mind, or even prefer, to hunt and eat intelligent creatures, providing opportunities for heroes to fight them.

Build on Campaign Events

Once you've finished setting up the campaign, don't think your work is done. Without a living, reactive environment, even the most exciting context will become stale. Use what's come before and prepare for what's still coming. That's what makes a campaign different from a series of unrelated adventures. Some strategies for maintaining a campaign by building on the past include using recurring characters, having the heroes form relationships beyond the immediate adventure, changing what the heroes know, hitting them where it hurts, preparing the heroes for the future, and foreshadowing coming events.

Recurring Characters: While this includes Tamree, the bartender who's there each time the heroes visit Mos Eisley, it extends to other characters as well. The mysterious stranger they saw in a back alley of Coruscant reappears on Naboo, revealing his identity and original intentions. The rogue officer responsible for inciting mutiny returns, this time with a pirate crew at his command. The other Jedi the heroes beat out for a prime position as Council Envoy shows up again, after he has turned to the dark side. The scoundrel who helped the heroes free the princess returns just in time for a climactic battle. Overused recurring characters can make things seem artificial, but when you reuse existing characters judiciously, it not only lends realism, but also reminds heroes of their own past, reaffirming their place in the campaign.

Form Relationships Beyond the Adventure: The heroes make friends with a local bartender and visit him every time they are in town, just to hear another of his jokes. A hero falls in love with a princess, and eventually, they marry. Old Yaris, a retired soldier, looks upon the heroes as the children he never had. The Gungans of Otoh Gunga deliver a present to the heroes every year on the anniversary of the characters' heroic victory over a battle droid army. These relationships flesh out a campaign.

Change What the Heroes Know: The senator of Corulag is replaced by an usurper. The once-dangerous trade routes are safe now, thanks to increased patrols. A powerful group of corsairs defeats most of the pirates in the area. Change a few details that you have already established. You establish both what the players know now and what they knew before more firmly in their minds. They'll also be intrigued to know why things changed.

Hit Them Where They Hurt: If a hero makes friends with the bartender at the spaceport, then rule that his son was among those kidnapped when the Imperials attacked. If the heroes really enjoy visiting Mos Espa, put Mos Espa in the path of the worst sandstorm in memory. Don't overdo this, or the heroes will never grow attached to anything for fear that it will put that thing in danger. This strategy works as a powerful motivator when used in moderation.

Prepare the Heroes for the Future: If you know that later in the campaign you want to have an order of Dark Jedi rise up from secrecy and begin hunting Jedi, foreshadow that event beforehand. Have the heroes hear rumors about Dark Jedi, or even see evidence of them on an unrelated adventure long before they hunt down and destroy Jedi. It will make the later adventure much more meaningful. Threading information into previous adventures while hinting at future events helps weave a campaign into a whole.

Foreshadow Coming Events: If the Noghri that the heroes befriend speak about a Dark Jedi, and the heroes hear from Jedi prophecy the occasional tale of a "rise of darkness," they will be better prepared to stop Dark Jedi in a future adventure. They might even follow up on the leads you plant before you ever initiate the adventure.

Prestige Classes

Two words terrify outlaws and rebels everywhere: "bounty hunter." These single-minded, deadly mercenaries track their targets across windswept deserts, fetid swamps, and even the depths of space. Even the least experienced hired gun who dares call himself a bounty hunter is a being to be feared.

Nearly as famous as bounty hunters are infamous, the galaxy's finest starfighter aces are true artists at the controls of a starfighter. The best among them can pull off stunts and maneuvers that would impress even a Jedi, becoming almost as one with the ships they control.

Bounty hunters and starfighter aces are two examples of prestige classes. Characters who qualify can choose a prestige class as an additional class as they advance in level. Prestige classes allow GMs to create specific, exclusive roles and positions as classes. These special roles offer abilities and powers otherwise inaccessible to heroes, focusing them in specific directions. A character with a prestige class will be more specialized, yet perhaps slightly more powerful than a character without one.

A character can't begin as a member of a prestige class. Abilities granted by prestige classes are acquired only by meeting the requirements specific to each example, which almost always demand—in effect—that a character be at least mid-level (say, around 5th or 6th level). Additionally, there may be non-rules-related requirements that must be met in-game, such as group membership fees, special training exercises, or quests.

Prestige classes are purely optional, and always under the purview of the GM. Even though a few examples can be found below (and in upcoming products), they are idiosyncratic to each campaign, and thus many GMs may choose to not allow them or only use them for GM characters.

Creating Prestige Classes

Prestige classes are like regular classes, except that they have requirements that must be met before one can attain the class. There's one additional change: Normally, when a character multiclasses, he adds his Defense bonuses from all his classes together, then subtracts 2 for each additional class after the first. A character adding a prestige class does not subtract 2 from his prestige class Defense bonus. Instead, he gets the full bonus to Defense.

Requirements vary, but there are some general rules. Most characters should have a chance of working toward qualifying. Class and level, for example, are rarely used as a requirement. A prestige class based around being the "Emperor's personal guard," for example, wouldn't require a prospective character to be a soldier of a given level, even though that would be most appropriate. Instead, it might require a base attack bonus of +8. Thus, soldiers or Jedi guardians at 8th level could take up the prestige class, but other classes would qualify at 11th level. This requirement,

in effect, then encourages certain types (and levels) of characters, but precludes none.

Sometimes, prestige classes can be created to be more discriminating. A "Rodian hunter" prestige class would require that the qualifying character be a Rodian. This sort of restriction further develops the differences in species and helps quantify the game world in very tangible ways.

Examples of good requirements include:

- Species
- Base attack bonus
- Number of ranks in a specific skill
- Specific feats, including specific weapon proficiencies or Force powers
- A minimum Reputation score
- Specific special abilities such as sneak attack (with a certain damage bonus), uncanny dodge, and the like

Prestige classes should offer a number of special abilities, including at least some not available in any other way. Qualifying for a prestige class is difficult, and taking levels in the new class is a sacrifice, so the rewards should be substantial. When designing a prestige class, look to hero class special abilities and use them, modify them, and build upon them for guidelines. A prestige class should be at least as beneficial and powerful as a normal hero class, and—if the requirements are high—might even be more powerful. Always balance the power of a prestige class with its requirements. If the requirements dictate that a particular prestige class won't be available to heroes below 10th level, it can be better than one available to characters at 5th level.

Use prestige classes to establish and develop the following features in your campaign:

Species Distinctions: Each species might have a number of different prestige classes, such as Wookiee tree-top-hunters or Ithorian nature-keepers.

Cultural Distinctions: If the Humans of a frigid ice planet ride wolflike creatures and work with them on their hunts, create a prestige class that allows a character to befriend the creatures, fight on wolfback, and so on.

Group Membership: Joining the Void Wing pirates, the Dark Star Hellions, or Rogue Squadron provides benefits for those who qualify. This is an obvious place to install a prestige class specific to your campaign.

Some examples of prestige classes follow.

Bounty Hunter

The bounty hunter capitalizes on the vendettas of others, tracking down fugitives for their enemies, their masters, or simply for justice. The best bounty hunters are the ones who can stay emotionally detached from either their employers or their quarry—although bounty hunters who hate their prey often make more spectacular kills.

Not all bounty hunters kill. Some employers reserve that pleasure for themselves, or plan to give the quarry a more or less fair trial. Some bounty hunters have reservations about taking lives unnecessarily. Regardless of the bounty hunter's methods, the hero still has to produce the quarry in order to receive payment. Overkill is generally not a good idea.

Bounty hunters might not particularly respect others in their profession but respect the profession itself. They don't take kindly to those of their ilk who make bounty hunting look bad. A bounty hunter who kills innocents indiscriminately, or who betrays an employer, is liable to find a contract on her own head. Conversely, a particularly successful bounty hunter who draws high-paying contracts away from the rest might discover that other bounty hunters will go out of their way to sabotage his jobs—or even kill him.

At one time, organized bounty hunter guilds apportioned contracts and policed their membership. They dwindled in both power and organization during the rise of Emperor Palpatine.

In any event, few bounty hunters die of boredom.

Requirements

To qualify to become a bounty hunter, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Skills: Gather Information 5 ranks, Intimidate 5 ranks, Move Silently 5 ranks.

Feats: Track.

Game Rule Information

Vitality: Bounty hunters gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The bounty hunter's class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions):

Bluff (Cha), Climb (Str), Computer Use (Int), Craft* (Int), Demolitions (Int), Disguise (Cha), Forgery (Int), Gather

Table 12-4: The Bounty Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Target bonus +1	+1	+1
2nd	+2	+2	+2	+2	Sneak attack +1d6	+2	+2
3rd	+3	+2	+2	+2	Target bonus +2	+2	+2
4th	+4	+2	+2	+2	Sneak attack +2d6	+2	+3
5th	+5	+3	+3	+3	Target bonus +3	+3	+4
6th	+6	+3	+3	+3	Sneak attack +3d6	+3	+4
7th	+7	+4	+4	+4	Target bonus +4	+4	+5
8th	+8	+4	+4	+4	Sneak attack +4d6	+4	+6
9th	+9	+4	+4	+4	Target bonus +5	+4	+6
10th	+10	+5	+5	+5	Sneak attack +5d6	+5	+7

Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Profession* (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (galactic politics), and Profession (droid programmer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are features of the bounty hunter prestige class:

Starting Feats

The bounty hunter gains the following feats:

Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)

Target Bonus

Due to extensive study, the bounty hunter gains a +1 competence bonus on attack rolls against a chosen victim, usually a contracted target. The hero gets the same bonus on Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills against or when tracking this specific target. The competence bonus increases by 1 at every odd-numbered level (3rd, 5th, 7th, and 9th).

The target bonus normally applies only to a single individual. The player of the bounty hunter hero must announce the target before the game session begins. (Generally, this target should be someone the bounty hunter has taken a contract to track down.) Alternatively, the bounty hunter can select a small group as his target (a number of individuals equal to or less than his level), or a large group or a species (such as the Rebel Alliance or Wookiees). In such cases, the bonus is one-half or one-third normal, respectively (round fractions down). Whatever the choice, it must be cleared by the Gamemaster.

Sneak Attack

Beginning at 2nd level, if a bounty hunter faces an opponent who is unable to defend himself effectively from her attack, he can strike a vital spot for extra damage. Basically, any time the bounty hunter's target would be denied his Dexterity bonus to Defense (whether he actually has a Dexterity bonus or not), or when the bounty hunter flanks the target, the bounty hunter's attack deals extra damage. The extra damage is +1d6 at 2nd level and an additional 1d6 every two levels thereafter (4th, 6th, 8th, and 10th). See Table 8–7: Attack Roll Modifiers for combat situations in which the bounty hunter flanks an opponent or the opponent loses his Dexterity bonus to Defense.

Ranged attacks can only count as sneak attacks if the target is within 10 meters; the bounty hunter can't strike with deadly accuracy beyond that range.

A bounty hunter can only sneak attack creatures with discernible anatomies. (For example, a sarlacc lacks vital areas to attack.) Additionally, any creature that is immune to critical hits is also invulnerable to sneak attacks.

Also, the bounty hunter must be able to see the target well enough to pick out a vital spot, and must be able to reach it. The bounty hunter cannot sneak attack while striking a creature with concealment (see Concealment in Chapter Eight) or striking the limbs of a creature whose vitals are beyond reach.



BOUNTY HUNTER

Crime Lord

Few societies manage to eradicate crime altogether. In the underworld, someone always rises the top, either through vision, organization, or sheer intimidation. The life of a crime lord isn't for the timid. After conquering an unseen empire, the crime lord wages a daily struggle not only to stay on top, but also to stay alive.

Of course, not every crime lord is bent on corrupting society and making a profit. Some use their criminal connections to wage lucrative guerilla wars against tyrants and despots. Indeed, some of the lesser-known heroes of the Rebellion began as smugglers or pirates, and eventually rose through the ranks of their organization to finally provide a more noble direction for their groups' activities. Although some did so to remove an obstacle to making more money, others recognized that ridding the galaxy of the Empire's evil was a more important long-term goal.

Problematically, crime lords are notoriously bad at cooperating with one another. The head of any given criminal empire has as much to fear from a gang war as he does from internal dissent and ambitious underlings. Even those with altruistic intentions sometimes learn the hard way that their troops are more interested in gaining power and wealth than saving the galaxy from greater evils.

Requirements

To qualify to become a crime lord, a character must fulfill the following criteria.

Skills: Bluff 8 ranks, Diplomacy 8 ranks, Gather Information 8 ranks, Sense Motive 6 ranks.

Reputation Bonus: +2.

Feat: Infamy.

Game Rule Information

Vitality: Crime lords gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The crime lord's class skills (and the key ability for each skill) are as follows (see Chapter Four for skill descriptions):

Appraise (Int), Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Profession* (Wis), Read/Write Language (none), Sense Motive (Wis), and Speak Language (none).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (galactic politics), and Profession (lawyer).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the crime lord prestige class.

Starting Feat

The crime lord gains the following feat:

Weapon Group Proficiency (blaster pistols)

Contact

The crime lord has operatives and associates throughout her sphere of influence. Each time a crime lord gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain.

A contact won't accompany the crime lord on missions or risk his or her life, but the contact will provide information or expert skills. The more powerful the contact, the less time he or she has to offer the crime lord. Whatever the case, the crime lord should not be allowed to call on the same contact more than once per adventure. For more information on contacts, see the Favors and Contacts sidebar later in this chapter.

Resource Access

Beginning at 2nd level, the crime lord has access to a wide array of resources. Once per day, the crime lord can make a Charisma check to use those resources.

The value of the resources gained equals the crime lord's class level × the result of the Charisma check × 50. Thus, a 4th-level crime lord who rolled a 17 would gain 3,400 (4 × 17 × 50) credits' worth of resources. These resources can take virtually any form the crime lord chooses (within reason) and are his to do with as he pleases. The resources gained arrive in the crime lord's possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where he chooses to make the check. For instance, a crime lord slogging through the swamps of Dagobah probably won't have access to many resources. The crime lord's resource access can be combined with the noble's resource access.

Inspire Fear

Beginning at 3rd level, the crime lord's infamy and reputation reach such a point that anyone of the same character level or lower has trouble taking direct actions against the crime lord.

Table 12–5: The Crime Lord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Contact	+1	+1
2nd	+1	+0	+2	+3	Resource access	+2	+2
3rd	+1	+1	+2	+3	Inspire fear –2	+2	+2
4th	+2	+1	+2	+4	Contact	+2	+3
5th	+2	+1	+3	+4	Minions	+3	+4
6th	+3	+2	+3	+5	Inspire fear –4	+3	+4
7th	+3	+2	+4	+5	Contact	+4	+5
8th	+4	+2	+4	+6	Exceptional minions	+4	+6
9th	+4	+3	+4	+6	Inspire fear –6	+4	+6
10th	+5	+3	+5	+7	Contact	+5	+7

This results in a penalty to any actions made to directly affect the crime lord, including attacks, skill checks in opposition to the crime lord, and Force-based skill uses. This penalty is –2 at 3rd level, –4 at 6th level, and –6 at 9th level.

Minions

Beginning at 5th level, a crime lord can add his crime lord level to any Reputation checks made to attract followers (see Followers in Chapter Six).

Exceptional Minions

Beginning at 8th level, the maximum total levels of the crime lord's minions is twice his Reputation bonus.



CRIME LORD

Dark Side Devotee

The dark side devotee is what the Force adept would have been had he turned to the dark side early on. Pursuing a different path from the Jedi or even the Sith tradition, he regards the Force as something supernatural, fostering that image in the minds of others to make himself seem more mysterious and powerful. His belief system may not recognize the Force as the same tool the Jedi or the Sith use. Dark side devotees are even more rare than Force adepts, although a greater proportion of them take up careers as adventurers or wanderers.

Dark side devotees can be aliens—though Humans are far more common while the Emperor is in power—and their specific goals and methods can reflect those of a shaman, occultist, sorcerer, priest, or even a scientist grounded in physics and "rational explanations."

Dark side devotees become adventurers because of their quest for power. Often they have exhausted the mystical resources and artifacts of their own worlds, forcing them to look elsewhere for relics and knowledge to further their ambitions. They often forge alliances with other devotees, either to pursue a common goal or simply to exploit their abilities. But every dark side devotee knows that if he falters, if he rejects the power offered to him by the dark side, others will trample him underfoot in their own rush for power. All dark side devotees follow the dark side of the Force, even if they think of it as something else.

A dark side devotee begins his training in the Force by taking what he wants from others and dominating the world around him, as typified by the Alter feat. Many of his skills and feats—including those that are not directly related to the Force—involve manipulating others.

Dark side devotees discover their power early in life. Frequently, they do not care how the Force works, as long as it focuses their hatred and anger against those who have wronged them. What little training they receive is generally bestowed by more powerful darksiders, who might initially think of the dark side devotee as an apprentice or even a slave. There are precious few formal traditions for dark side devotees. Many come from primitive cultures where they are regarded in awe and terror for their ability to manipulate the environment, and they nurture this belief to exploit the weak. They occasionally find themselves tricked into an ever-escalating race for power or lured into pacts with more powerful dark side practitioners—in either case, risking a fate worse than death for a lapse in judgment or a show of ambition.

Requirements

To qualify to become a dark side devotee, a character must fulfill the following criteria.

Base Attack Bonus: +2.
Skills: Intimidate 4 ranks.
Feats: Force-Sensitive.
Dark Side Points: 3.

Game Rule Information

Vitality: Dark side devotees gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The dark side devotee's class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions):

Craft* (Int), Empathy (Wis), Handle Animal (Cha), Hide (Dex), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Profession* (Wis), Sense Motive (Wis), Spot (Wis), and Survival (Wis). All Force skills for which the dark side devotee meets the prerequisites are considered class skills.

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (galactic politics), and Profession (droid programmer).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the dark side devotee prestige class.

Starting Feat

The dark side devotee gains the following feat:

Weapon Group Proficiency (blaster pistols)

Force Training

The dark side devotee gains a bonus Force feat at 1st, 3rd, and 5th level. This bonus Force feat is selected from the following list:

Alter, Control, Sense.

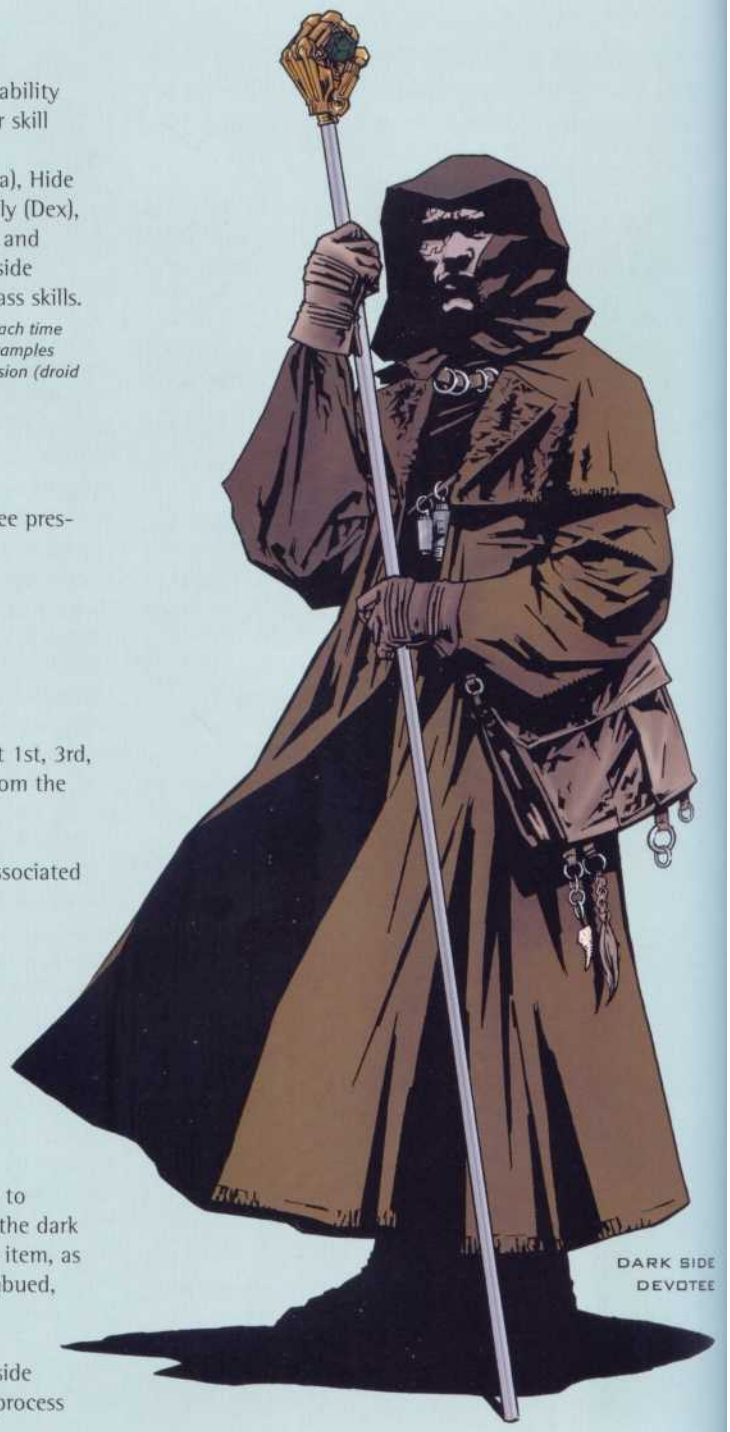
Once one of these Force feats is selected, its associated Force skills become class skills for the character.

Dark Side Skill Emphasis

At 1st level and every three levels thereafter (4th, 7th, and 10th), the dark side devotee gains the bonus feat Skill Emphasis. This feat must be applied to a dark side Force skill. The character cannot select the same skill twice.

Dark Side Talisman

At 2nd level, a dark side devotee gains the ability to imbue a small item of personal significance with the dark side of the Force. It takes a full day to imbue the item, as well as the expenditure of 1 Force Point. Once imbued, the item becomes a dark side talisman, providing the dark side devotee with a +2 Force bonus on saving throws made to defend against non-dark side Force skills or Force feats. At 8th level, the same process



DARK SIDE DEVOTEE

Table 12-6: The Dark Side Devotee

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+2	Force training, dark side Skill Emphasis	+2	+0
2nd	+1	+2	+2	+3	Dark side talisman +2	+3	+1
3rd	+2	+2	+2	+3	Force training	+3	+1
4th	+3	+2	+2	+4	Dark side Skill Emphasis	+3	+1
5th	+3	+3	+3	+4	Force training	+4	+2
6th	+4	+3	+3	+5	Force weapon +1d8	+4	+2
7th	+5	+4	+4	+5	Dark side Skill Emphasis	+4	+2
8th	+6	+4	+4	+6	Dark side talisman +4	+5	+3
9th	+6	+4	+4	+6	Force weapon +2d8	+5	+3
10th	+7	+5	+5	+7	Dark side Skill Emphasis	+5	+3

can increase the power of the dark side talisman; it then provides a +4 Force bonus.

Force Weapon

At 6th level, the dark side devotee can imbue a nonpowered melee weapon (such as a club, knife, or quarterstaff) with the Force. This must be a weapon that the dark side devotee wields personally. Imbuing the weapon with the Force takes a full-round action and costs 4 vitality points. The benefit the weapon gains lasts for a number of rounds equal to the character's dark side devotee level.

At 6th level, the weapon's damage increases by 1d8. (So, for instance, a Force-imbued quarterstaff deals 1d6 + 1d8 damage.) At 9th level, the weapon's additional damage increases to 2d8.

Dark Side Marauder

Warriors who discover in themselves an ability to wield the Force can become dark side marauders. Like Jedi guardians, dark side marauders combine physical prowess with training in the Force. Unlike Jedi, they bend it to their own violent purposes. Without the mental discliplines and strict code of conduct the Jedi Order provides, these warriors become brutal, living weapons, delighting in inflicting pain and taking lives. The dark side marauder becomes an extension of the dark side of the Force in the same way as her weapons are an extension of her body. She lives in a world where her destiny is entirely dependent on her mastery of her weapons and her strength in the Force. The dark side makes her survival far more likely.

Dark side marauders are the ultimate mercenaries. Adventure, pillage, slaughter, and violence define them. They often live for the joy of battle, the test of arms, and the tempering that only bloody conflict can provide—but they are hardly above taking pleasure in the spoils of victory. While the adrenaline rush of combat is a heady drug to them, the thrill of the dark side flowing through their veins is far more intoxicating. To feel that thrill again and again, the dark side marauder seeks out any activity that lets her wield the Force against an opponent. Many marauders can be found acting as bodyguards, gladiators, mob enforcers, mercenaries, street thugs, professional soldiers, or simply adventurers.

Dark side marauders combine the best aspects of the soldier and the Jedi guardian, mixing a well-rounded complement of fighting tools with the ability to wield the Force. The



DARK SIDE MARAUDER

Table 12–7: The Dark Side Marauder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+2	+0	Force training	+1	+0
2nd	+2	+3	+3	+0	Bonus feat	+2	+0
3rd	+3	+3	+3	+1	Force training	+2	+1
4th	+4	+4	+4	+1	Bonus feat	+2	+1
5th	+5	+4	+4	+1	Force training	+3	+2
6th	+6	+5	+5	+2	Bonus feat	+3	+2
7th	+7	+5	+5	+2		+4	+3
8th	+8	+6	+6	+2	Bonus feat	+4	+3
9th	+9	+6	+6	+3		+4	+4
10th	+10	+7	+7	+3	Bonus feat	+5	+4

weapons they choose are many and varied. Without a regular tradition, their techniques are just as diverse. As dark side marauders gain experience, they find that the dark side of the Force offers them far more in the way of destructive potential than any conventional weapon ever could.

When violence touches the life of someone strong in the Force, it can change her forever, especially if she lacks a Jedi mentor to guide her development. If her life *is* violence—such as is the case with warriors—it is almost a foregone conclusion that she will succumb to the dark side. A dark side marauder might have turned to the dark side to overcome the horrors of war or the brutality of crime. She might have been trained as a living weapon by a twisted taskmaster, or initiated into an exclusive company of Force-strong soldiers-of-fortune. Few have formal training in the Force, however; they learn by doing.

Requirements

To qualify to become a dark side marauder, a character must fulfill the following criteria.

Base Attack Bonus: +1.
Skills: Intimidate 4 ranks.
Feats: Force-Sensitive, Power Attack.
Dark Side Points: 4.

Game Rule Information

Vitality: Dark side marauders gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The dark side marauder's class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions):

Balance (Dex), Climb (Str), Craft* (Int), Intimidate (Cha), Jump (Str), Knowledge* (Int), Profession* (Wis), Survival (Wis), Swim (Str), and Tumble (Dex). All Force skills for which the dark side marauder meets the prerequisites are considered class skills.

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (galactic politics), and Profession (droid programmer).*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the dark side marauder prestige class.

Starting Feats

The dark side marauder gains the following feats:

Armor Proficiency (light)
Rage
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)
Weapon Group Proficiency (primitive weapons)
Weapon Group Proficiency (vibro weapons)

Force Training

The dark side marauder gains a bonus Force feat at 1st, 3rd, and 5th level. This bonus Force feat is selected from the following list:

Alter, Control, Sense.

Once one of these Force feats is selected, its associated Force skills become class skills for the character.

Bonus Feats

At 2nd level and every two levels thereafter (4th, 6th, 8th, and 10th), the dark side marauder gets a bonus feat. The bonus feats must be drawn from the following list:

Ambidexterity, Armor Proficiency (medium), Armor Proficiency (heavy), Blind-Fight, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Far Shot, Great Cleave, Hatred, Heroic Surge, Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, Martial Arts, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Whirlwind Attack.

Characters must still meet all prerequisites for each feat, including minimum ability scores and base attack bonuses. These feats are in addition to the feats that a character of any class gets for gaining levels (see Table 3–1: Experience and Level-Dependent Benefits). The dark side marauder is not limited to the list given here when choosing those level-based feats.

Elite Trooper

The elite trooper represents an individual who has received advanced combat training. More than a mere soldier, the elite trooper is highly trained and capable of taking on any number of combat-related missions, such as guarding an important location, assaulting an enemy base, or participating in a stealthy insertion into enemy territory. She's a crack shot and, though trained in the use of armor, can easily operate without it if the situation warrants. And when the fighting gets particularly brutal, the elite trooper can dispatch foes hand-to-hand as easily as she does with a blaster.

Elite troopers exist in a variety of roles, but unlike Imperial stormtroopers—the "elite troops" of the Empire—they rely on skill and ingenuity more than sheer force and blind obedience to the Emperor's will. Thus, the best missions for them involve penetrating attacks deep behind enemy lines, or guerilla warfare conducted on enemy-held worlds—situations where versatility and sheer determination are the elite trooper's best armaments and armor.

Elite troopers are frequently recruited from the ranks of military organizations, though a rare handful are completely self-taught—and highly valued when the shooting starts. They are often put in charge of groups of lesser-trained soldiers, in hopes that some of their cunning will rub off on the rookies. At the very least, their experience might keep the rookies alive long enough to become elite troopers themselves. Even so, everyone recognizes that the elite trooper's destiny will no doubt include a violent end—preceded by a lifetime of adrenaline-filled excitement.

Requirements

To qualify to become an elite trooper, a character must fulfill the following criteria.

Base Attack Bonus: +6.
Feats: Dodge, Point Blank Shot, Precise Shot.



ELITE TROOPER

Game Rule Information

Vitality: Elite troopers gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The elite trooper's class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions):

Climb (Str), Computer Use (Int), Demolitions (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Treat Injury (Wis).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (galactic politics) and Knowledge (Corellia system).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the elite trooper prestige class.

Starting Feats

The elite trooper gains the following feats:

Armor Proficiency (light)
Armor Proficiency (medium)
Armor Proficiency (heavy)
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)
Weapon Group Proficiency (heavy weapons)
Weapon Group Proficiency (vibro weapons)

Weapon Focus

At 2nd level, the elite trooper gains Weapon Focus as a bonus feat. This feat applies to a specific weapon of the character's choosing.

Uncanny Dodge

Starting at 3rd level, the elite trooper gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 3rd level and above, she retains her Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense if immobilized.)

At 7th level, the elite trooper can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This ability denies bounty hunters the ability to use flank attacks to sneak attack the elite trooper.

Table 12-8: The Elite Trooper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+1	+1	Starting feats	+1	+0
2nd	+2	+3	+2	+2	Weapon Focus	+2	+1
3rd	+3	+3	+2	+2	Uncanny dodge (Dex bonus)	+2	+1
4th	+4	+4	+2	+2		+2	+2
5th	+5	+4	+3	+3	Weapon Specialization	+3	+2
6th	+6	+5	+3	+3		+3	+3
7th	+7	+5	+4	+4	Uncanny dodge (can't be flanked)	+4	+3
8th	+8	+6	+4	+4		+4	+4
9th	+9	+6	+4	+4	Deadly strike	+4	+4
10th	+10	+7	+5	+5		+5	+5

Weapon Specialization

On achieving 5th level, the elite trooper gains Weapon Specialization. Weapon Specialization adds a +2 bonus on damage with a chosen weapon. The elite trooper must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 10 meters, because the elite trooper can only strike precisely enough to hit more effectively at that range.

Deadly Strike

At 9th level, the elite trooper gains the ability to execute a deadly strike with any weapon she wields. Making a deadly strike requires a full-round action. (The elite trooper can take a 2-meter step, but cannot take any other action.) The elite trooper uses her normal base attack bonus (including all relevant modifiers), with an additional +4 competence bonus on the attack. The threat range for a critical hit is doubled, and the attack also deals maximum possible damage (regardless of whether it is a normal or a critical hit).

Example: An elite trooper uses her deadly strike when firing a blaster pistol. The threat range for a critical hit doubles from 20 to 19–20. If she hits, the blaster pistol deals 18 points of damage (maximum value for 3d6), plus any bonuses for other feats or special abilities the elite trooper has. (A critical hit deals 18 points of wound damage.)

Jedi Ace

A Jedi ace feels most at home in the cockpit of a starfighter and uses her mastery of the Force in the exhilarating art of starfighter combat. Using her connection to the Force, the Jedi ace can weave effortlessly through asteroid fields, dodge storms of enemy laser fire, execute death-defying combat maneuvers, and overcome entire squadrons of enemy craft as easily as she breathes.

A Jedi ace flies her ship not for the thrill of battle, but for the connection to the Force it brings. As the Jedi ace slowly surrenders to the Force, flying almost takes care of itself. Even in a great battle, a Jedi ace trusts her instincts to lead her to victory. When the battle is over, the Jedi ace feels closer to the Force than ever before.

Jedi aces usually belong to the Jedi Order. They have turned their command of the Force to battles fought in space rather than on the ground. Not all starfighter aces are Jedi, however. A few begin as Force-Sensitive starfighter pilots who eventually catch on that flying "comes to them naturally" because they are calling upon the Force to guide them.



JEDI ACE

Table 12–9: The Jedi Ace

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+1	Starfighter defense	+1	+0
2nd	+1	+2	+3	+2	Starship focus	+2	+1
3rd	+2	+2	+3	+2	Familiarity +1	+2	+1
4th	+3	+2	+4	+2	Starfighter evasion	+3	+2
5th	+3	+3	+4	+3	Trust the Force, familiarity +2	+3	+2

Jedi aces gravitate toward starfighter squadrons, where they can put their abilities to good use.

Requirements

To qualify to become a Jedi ace, a character must fulfill the following criteria.

Base Attack Bonus: +4.

Skills: Pilot 6 ranks, See Force 4 ranks.

Feats: Force-Sensitive.

Special: Jedi ace is a Force-user prestige class available only to characters with Jedi levels.

Game Rule Information

Vitality: Jedi aces gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Jedi ace's class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions):

Astrogate (Int), Computer Use (Int), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Repair (Int), and Spot (Wis). All Force skills for which the Jedi ace meets the prerequisites are considered class skills.

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (galactic politics) and Profession (droid programmer).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Jedi ace prestige class:

Starting Feat

The Jedi ace gains the following feat:

Starship Operation (starfighter)

Starfighter Defense

At 1st level, the Jedi ace can add her Defense bonus from her Jedi ace levels to the Defense of any starfighter-class vehicle she's piloting.

Starship Focus

At 2nd level, the Jedi ace can use her ability to sense the Force to aid her flying. After activating this ability, a successful See Force check (DC 15) grants the Jedi starfighter ace a Force bonus on her Pilot checks when she is piloting a starship (or cooperating on skill checks with another pilot). The bonus is equal to one-third the Jedi ace's Force-user level (round down) and lasts 10 rounds. Activating this ability is a full-round action.

Familiarity

At 3rd level, the Jedi ace gains a +1 competence bonus on Pilot and Repair skill checks used on a starfighter she designates as familiar. The same bonus is applied to the Jedi ace's attack roll when firing the starfighter's weapons. At 5th level, the competence bonus increases to +2.

To designate a starfighter as familiar, the Jedi ace must have operated the starfighter for at least three months. A Jedi ace can only be familiar with one starfighter at a time. This limitation applies even if the Jedi ace has levels in the starship ace prestige class.

Starfighter Evasion

At 4th level, the Jedi ace can make a Pilot check to lessen the damage dealt by a successful hit against a starfighter-class vehicle she is piloting. If the Pilot check exceeds the attack roll, the damage dealt to the pilot's ship is halved (round fractions down, to a minimum of 1 point of damage). The Jedi ace can make an evasion check once per round.

Trust the Force

Once per day, a Jedi ace of 5th level olr higher can reroll any failed attack roll made with a starship's weapons. The second result must be used, regardless of whether it is better or worse than the first. This ability is not cumulative with the scoundrel's lucky class feature, so a scoundrel/Jedi ace character can't reroll the same failed attack roll twice.

Jedi Knight

When a Jedi ace's total Jedi class levels (Jedi ace levels plus any other Jedi class or Jedi prestige class levels) equal 7, the character becomes a full Jedi Knight and gains a bonus knight feat (this replaces the Jedi Knight class feature of the Jedi consular and Jedi guardian). This bonus knight feat must be drawn from the following list, and the Jedi ace must meet any prerequisites:

Force Mastery, Force Mind, Knight Defense, Knight Mind, Lightsaber Defense, Skill Emphasis (Pilot).

Jedi Investigator

A Jedi investigator is a specially appointed representative of the Jedi Council charged with uncovering hidden threats to the galaxy. Threats worthy of a Jedi investigator's attention include darksiders, shady criminal syndicates preying on the innocent, corrupt officials conspiring against the Republic or the Jedi Council, and mysterious alien invaders from beyond the Outer Rim. The Jedi investigator's duty is to root out these threats, discover their agendas, and disclose his findings to the Jedi Council so that the appropriate actions can be taken. In a way, the Jedi investigator brings darkness into the light.

A Jedi investigator is a skilled insurgent, not above using guile, deception, and force to insinuate himself into a group or organization for the purpose of gathering information. Upon discovering a threat to the Republic or the galaxy at large, a Jedi investigator might be called upon to neutralize the threat before widespread conflict erupts. This is much easier to accomplish from within, particularly when the Jedi investigator has no one to help him.

When confronted by a criminal syndicate, a Jedi investigator might try to join the organization to learn more about its operations. When confronted by a cabal of dark side devotees, the Jedi investigator might try to lure them out of their lair and into the reach of a team of Jedi guardians. Against a threat from beyond, the Jedi investigator might procure samples of the aliens' weapons and technology so that the Jedi Council and the Republic at large can study the new enemy before readying a defense.

The Jedi Council keeps detailed records of known criminals (pirates, smugglers, and assassins mostly) and often uses Jedi investigators to spy on these individuals. A Jedi investigator might be called upon to capture dangerous

criminals before they can strike again, although more often than not the Jedi Council hires or appoints others to assist the investigator in completing such missions.

In the time of the Republic, the Jedi Council calls upon Jedi investigators to help identify Force-sensitive children to be trained in the ways of the Force. The task of identifying possible Jedi recruits can be daunting given the thousands of worlds that must be routinely surveyed. Searching the galaxy for Jedi recruits isn't the primary responsibility of Jedi investigators, but their keen observation skills make them ideally suited for the task.

Often, a Jedi investigator operates in secret. Usually, only the Jedi Council (or perhaps a few members or even only one member) knows about the investigator's mission. Sometimes an investigator goes undercover to reveal a threat or even appears to leave the Jedi Order to perform a mission.



JEDI INVESTIGATOR

Requirements

To qualify to become a Jedi investigator, a character must fulfill the following criteria.

Skills: Enhance Senses 4 ranks, Gather Information 6 ranks, Search 3 ranks, See Force 4 ranks, Sense Motive 6 ranks.

Feats: Alter, Control, Force-Sensitive, Sense.

Special: Jedi investigator is a Force-user prestige class available only to characters with Jedi levels.

Game Rule Information

Vitality: Jedi investigators gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Jedi investigator's class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions):

Bluff (Cha), Climb (Str), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge* (Int), Profession* (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), and Spot (Wis). All Force skills for which the Jedi investigator meets the prerequisites are considered class skills.

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi lore), and Profession (galactic history).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Jedi investigator prestige class.

Table 12-11: The Jedi Investigator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Bonus feat, profile, target bonus +1, deflect (defense)	+1	+0
2nd	+1	+2	+2	+2	Contact, increase lightsaber damage	+2	+1
3rd	+2	+2	+2	+2	Target bonus +2, favor +1	+2	+1
4th	+3	+2	+2	+2	Contact, deflect (attack)	+2	+2
5th	+3	+3	+3	+3	Target bonus +3, favor +2	+3	+2

Bonus Feat
At 1st level, the Jedi investigator gains a feat from the following list:

Alertness, Low Profile, Sharp-Eyed, Stealthy, Trustworthy

Profile
Beginning at 1st level, a Jedi investigator can assess the motives or background of a single criminal or assailant by analyzing the scene of the crime and studying minute clues. The Jedi investigator relies on his familiarity with criminal behavior and his Force-tuned instincts to piece together the available clues.

When examining the scene of a crime or violent attack, the Jedi investigator can make a Sense Motive check. The result determines what information the Jedi investigator can derive from the crime scene. Each time the Jedi investigator encounters another crime scene belonging to the same perpetrator, he gains a +5 circumstance bonus on this check. (The GM might wish to apply this bonus secretly if the Jedi investigator doesn't know the identity of the perpetrator.)

Task	Time	DC
Determine perpetrator's motive	10 minutes	15
Determine perpetrator's species and gender	30 minutes	20
Determine perpetrator's primary class	1 hour	25
Determine perpetrator's relative level	6 hours	30

By analyzing a crime scene extensively, a Jedi investigator can piece together a comprehensive picture of his target. "Relative level" is given in terms of being much lower than the investigator (four or more levels lower); approximately the same level as the investigator (within three levels); or higher than the investigator (four or more levels higher).

A GM can allow a Jedi investigator to gain other kinds of information as well, at his discretion.

Target Bonus
At 1st level, a Jedi investigator understands his target (or targets) so well he gains a +1 competence bonus to attack rolls against any one individual. To receive this benefit, the Jedi investigator must interact with the target for a period of 10 rounds or spy on the target for a period of 1 day. The Jedi investigator applies the same bonus to Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills in opposition to the target. The competence bonus increases to +2 at 3rd level and +3 at 5th level.

The Jedi investigator can tranfer this bonus to a new target only when the previous target is slain or otherwise neutralized.

Deflect (Defense)
At 1st level, the Jedi investigator gains deflect (defense), which provides a +1 dodge bonus to Defense when he uses his lightsaber to block ranged attacks. (The Jedi investigator must be carrying an activated lightsaber to use this ability.)

Deflecting an attack is a reaction that costs the Jedi investigator a move action in his next round. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at him in the round.

Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the dodge bonus for deflecting the attack and the +4 dodge bonus granted by using total defense. In this case, deflect (defense) isn't a reaction; it's an attack action used in a round when the Jedi investigator expects to come under heavy fire. See page 154 for more information on total defense.

Contact
The Jedi investigator cultivates associates and informants throughout his sphere of influence. Each time a Jedi investigator gains a contact, the GM should develop a supporting character to represent the contact. A player can suggest the type of contact his or her character wants to gain. A contact will not accompany the Jedi on missions or risk his or her life, but a contact can provide information or expert skills. The more powerful the contact is, the less time he or she has to offer the Jedi investigator. Whatever the case, a Jedi is not allowed to call on the same contact more than once per adventure. The Jedi investigator can have information contacts, expert contacts, and resource contacts as defined in the Favors and Contacts sidebar later in this chapter.

Increase Lightsaber Damage
At 2nd level, the Jedi investigator's lightsaber damage increases by +1d8. This bonus is cumulative with increased lightsaber damage from other Jedi classes.

Favor
At 3rd and 5th level, the Jedi investigator gains the ability to call in favors. By making a favor check, the Jedi investigator can call upon contacts and resources that most heroes don't have. This allows the Jedi investigator to gain important information without going through the time and trouble of a Gather Information skill check, or to requisition resources without paying for them. Favors can also be used to acquire the loan of equipment or documents from influential acquaintances.

To call in a favor, the Jedi investigator makes a favor check. Roll a d20 and add the Jedi investigator's favor bonus (+1 at 3rd level, +2 at 5th level). The GM sets the DC of the check. Simple favors are DC 10, while expensive or illegal favors could be DC 20 or higher. The Jedi investigator cannot take 10 or 20 on this check, nor can he make multiple attempts at the same (or virtually the same) favor. Truly extreme favors, such as eliminating a major foe, are generally impossible. Such tasks should be the basis of an adventure, not decided by a single die roll.

A Jedi investigator can try to call in a favor a number of times per week of game time equal to one-half his Jedi investigator level, rounded up. This is cumulative with the noble's ability to call in favors.

The GM should carefully monitor the use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other skills. The GM can disallow any favor deemed to be disruptive to the game. See the Favors and Contacts sidebar later in this chapter for additional information.

Deflect (Attack)
At 4th level, the Jedi investigator can deflect and redirect a number of attacks equal to one-half his total Jedi levels,

rounded up. The redirected attack must miss the Jedi investigator by 5 or less; any attack that hits the Jedi investigator or misses by 6 or more points can't be redirected. (The Jedi investigator must be carrying an activated lightsaber to use this ability.)

Deflecting and redirecting an attack is a reaction that costs the Jedi investigator a move action in his next round. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi investigator can decide not to use the defense if he wants a better chance at redirecting the incoming attack).

If the Jedi investigator can redirect the attack, he immediately rolls an attack using his lightsaber attack bonus and applying a –4 penalty. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the weapon making the original attack determines the damage dealt by a redirected attack).

Jedi Knight

When a Jedi investigator's total Jedi class levels (Jedi investigator levels plus any other Jedi class or Jedi prestige class levels) equal 7, the character becomes a full Jedi Knight and gains a bonus knight feat (this replaces the Jedi Knight class feature of the Jedi consular and Jedi guardian). This bonus knight feat must be drawn from the following list, and the Jedi investigator must meet any prerequisites.

Dissipate Energy, Force Mastery, Force Mind, Knight Defense, Knight Mind, Lightsaber Defense.

Jedi Master

Jedi Masters represent the pinnacle of the Jedi Order. They are Jedi who are both strong enough in the Force and patient enough in life to pass on their skills by teaching a new generation of Jedi. The journey from Padawan learner to Jedi Master usually takes decades, and many who start upon the path never reach its final destination.

Becoming a Jedi Master requires patience, inner strength, wisdom, and a deep connection to and understanding of the Force. Further, a Jedi usually doesn't become a Jedi Master until he trains a student to completion. Jedi Masters are allowed only one Padawan at a time, and the training of a single Padawan can take years.

The most respected Jedi Masters are invited by their peers (and, in some cases, their former masters) to join them on the Jedi Council. Those who join the council use their wisdom and influence to instruct others in the ways of the Force and preserve peace in the galaxy. The Jedi Council is also tasked with identifying Force-sensitive children across the galaxy and offering them instruction in the Jedi Order. These lessons are fairly rudimentary—usually intended to teach a student "the basics" until he or she is old enough to receive formal training as a Padawan.

During the Rise of the Empire era, the Jedi Council would confer the title of Jedi Master upon those deemed qualified to teach others in the ways of the Force. During the Rebellion and New Jedi Order eras, Jedi require no such approval; they need only adhere to the tenets of the Jedi Code to become Jedi Masters.

In the darkest days of the Empire, nearly all the Jedi Masters were hunted down and wiped out. However, on the backwater planet of Dagobah, a 900-year-old Jedi Master named Yoda managed to survive to train the first of a new generation of Jedi, Luke Skywalker. Luke went on to form the Jedi academy to train a new generation of Jedi in the ways of the Force.

Requirements

To qualify to become a Jedi Master, a character must fulfill the following criteria.

Jedi Level: 7th or higher (see below).

Skills: See Force 6 ranks, plus 20 total ranks in other Force skills.

Special: To qualify for this prestige class, a character must either take on a Padawan learner, or possess 13 or more Jedi class levels.

Game Rule Information

Vitality: Jedi Masters gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Jedi Master's class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions):

Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Sense Motive (Wis), Treat Injury (Wis), and Tumble (Dex). All Force skills are considered class skills for the Jedi Master.

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi lore), and Profession (galactic history).*

Skill Points at Each Level: 6 + Int modifier.

Table 12–10: The Jedi Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+2	Force secret	+1	+1
2nd	+2	+2	+1	+2	Increase lightsaber damage	+2	+1
3rd	+3	+2	+2	+3	Force secret	+2	+2
4th	+4	+3	+2	+3	Bonus feat	+3	+2
5th	+5	+3	+3	+4	Deflect (defense)	+3	+3
6th	+6	+4	+3	+4	Force secret	+4	+3
7th	+7	+4	+4	+5	Increase lightsaber damage	+4	+4
8th	+8	+5	+4	+5	Bonus feat	+5	+4
9th	+9	+5	+5	+6	Increase lightsaber damage	+5	+5
10th	+10	+6	+5	+6	Deflect (attack)	+6	+5

Class Features

The following are features of the Jedi Master prestige class.

Force Secret

The Jedi Master discovers a Force secret at 1st, 3rd, and 6th level. Each time, the Jedi Master may select the same secret (to improve its effect) or a different secret.

Increase the bonus provided by one of the following skills by +1: Battlemind or Force Defense.

Increase the damage dealt by Force Strike by +1.

Increase the amount of healing provided by one of the following skills by +1: Heal Another or Heal Self.

Provide a +1 Force bonus to any single Force skill the character has ranks in.

Increase Lightsaber Damage

A Jedi Master's abillity to deal damage with a lightsaber improves as he gains levels. At 2nd, 7th, and 9th level, the Jedi Master's lightsaber damage increases by +1d8. This added damage is cumulative with increased lightsaber damage from other Jedi classes.

Bonus Feat

The Jedi Master gains bonus feats at 4th and 8th level. The Jedi Master must meet the prerequisites of the bonus feat, and the bonus feat must be selected from the following list:

Alertness, Blind-Fight, Combat Reflexes, Improved Critical, Persuasive, Power Attack, Sharp-Eyed, Trustworthy

Deflect (Defense)

At 5th level, the Jedi Master gains deflect (defense), which provides a +1 dodge bonus to Defense when he uses his lightsaber to block ranged attacks. (The Jedi Master must be carrying an activated lightsaber to use this ability.)

Deflecting an attack an attack is a reaction that costs the Jedi Master a move action in his next round. When used in this fashion, the Jedi Master gains the dodge bonus against all ranged attacks directed at him in the round.

Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the dodge bonus for deflecting the attack and the +4 dodge bonus granted by using total defense. In this case, deflect (defense) isn't a reaction; it's an attack action used in a round when the Jedi Master expects to come under heavy fire. See page 154 for more information on total defense.

Deflect (Attack)

At 10th level, the Jedi Master can deflect and redirect a number of attacks equal to one-half his total Jedi levels, rounded up. The redirected attack must miss the Jedi Master by 5 or less; any attack that hits the Jedi Master or misses by 6 or more points can't be redirected. (The Jedi Master must be carrying an activated lightsaber to use this ability.)

Deflecting and redirecting an attack is a reaction that costs the Jedi Master a move action in his next round. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi Master can decide not to use the defense if he wants a better chance at redirecting the incoming attack).

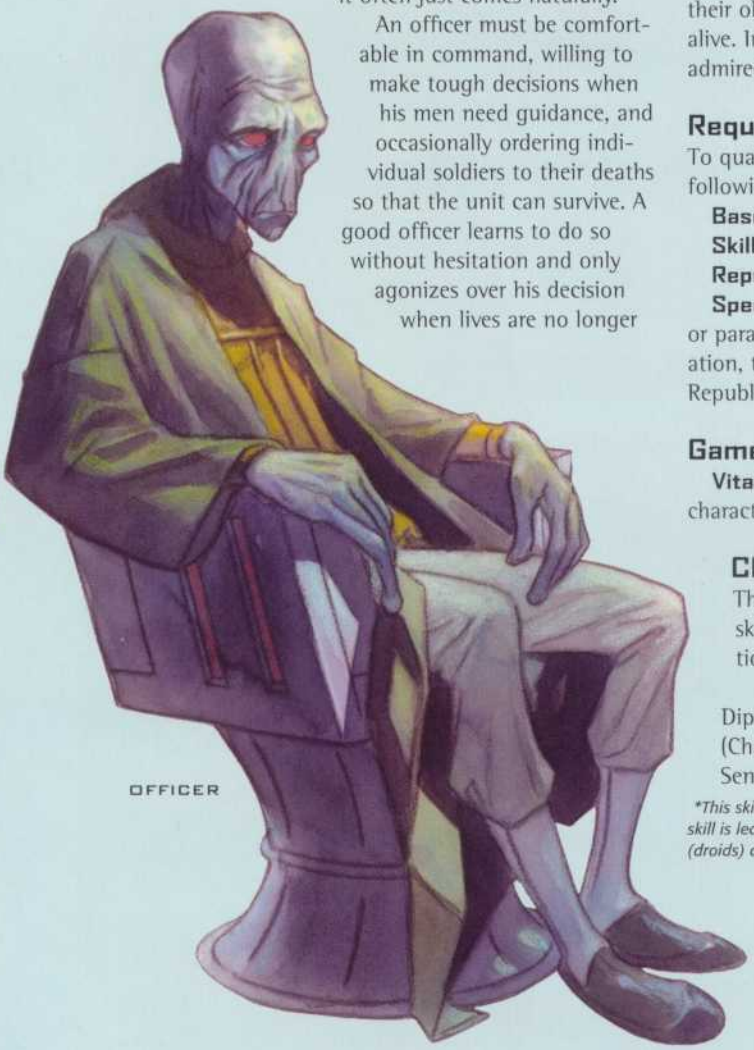
If the Jedi Master can redirect the attack, he immediately rolls an attack using his lightsaber attack bonus and applying a –4 penalty. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the weapon making the original attack determines the damage dealt by a redirected attack).



JEDI MASTER

Officer

Even the best-trained troops need someone to make decisions and provide direction. The officer fills that role, but also takes responsibility when the troops fail in their appointed tasks. They frequently also suffer the disrespect of their subordinates, who often see the uniform as a symbol of oppression. Many soldiers can't see the honor of the person inside the uniform. Very few officers earn the universal respect of their troops and their superiors, but to those who understand the concepts of leadership and valor, it often just comes naturally.



OFFICER

An officer must be comfortable in command, willing to make tough decisions when his men need guidance, and occasionally ordering individual soldiers to their deaths so that the unit can survive. A good officer learns to do so without hesitation and only agonizes over his decision when lives are no longer at stake. The best officers don't let their distaste for life-or-death decisions paralyze them when their troops are counting on them. Those who can't find the courage to face such dilemmas rarely stay officers for long—though certainly, a few somehow manage to avoid the issue by shifting blame elsewhere.

Officers generally command about a dozen troops, with higher-ranking officers having larger forces, and the highest ranks commanding other officers. The officer is responsible for ensuring that the troops have a clear understanding of their objectives, the equipment they need to accomplish their objectives, and the leadership necessary to come back alive. In time, an officer might become a respected tactician, admired by allies and enemies alike.

Requirements

To qualify to become an officer, a character must fulfill the following criteria.

Base Attack Bonus: +4.

Skills: Diplomacy 6 ranks.

Reputation Bonus: +2.

Special: Must belong to an organization with a military or paramilitary division. Examples include the Trade Federation, the Galactic Empire, the Rebel Alliance, and the New Republic.

Game Rule Information

Vitality: Officers gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The officer's class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions):

Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Read/Write Language (none), Sense Motive (Wis), and Speak Language (none).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids) and Knowledge (galactic politics).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the officer prestige class.

Table 12-12: The Officer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Leadership	+1	+1
2nd	+1	+2	+2	+2		+2	+1
3rd	+2	+2	+2	+2	Requisition supplies	+2	+2
4th	+3	+2	+2	+2	Bonus feat	+2	+2
5th	+3	+3	+3	+3	Tactics	+3	+3
6th	+4	+3	+3	+3		+3	+3
7th	+5	+4	+4	+4	Uncanny survival	+4	+4
8th	+6	+4	+4	+4	Bonus feat	+4	+4
9th	+6	+4	+4	+4	Improved tactics	+4	+5
10th	+7	+5	+5	+5		+5	+5

Starting Feats

Officers gain the following feats:

Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)

Leadership

By directing the actions of others, an officer can increase their chances of success. This requires a Diplomacy check (DC 10 + the number of allies to be assisted) and a full-round action. A success grants a competence bonus on all his allies' skill checks for 1 minute (or a single task if it requires more than 1 minute to complete). The bonus is equal to the officer's Charisma bonus. All allies to be affected must be within sight and voice range of the officer, and must be able to understand him.

Example: An officer with Charisma 16 directs three allies in their repair work on a starship. By making a Diplomacy check (DC 13), he adds +3 (his Charisma bonus) to each of the allies' Repair checks for the duration of the repair work.

Requisition Supplies

At 3rd level, an officer can requisition supplies for individual missions. The maximum value of the supplies assigned to the officer at any given time is equal to the officer's class level × his Charisma modifier × 1,000 credits. Thus, a 3rd-level officer with Charisma 14 (+2 modifier) could have up to 6,000 credits' worth of supplies (including weapons, vehicles, or any other equipment) assigned to him at any given time. A 10th-level officer with Charisma 18 (+4 modifier) could have up to 40,000 credits of gear "on loan" to him at any time.

In general, the officer should return requisitioned equipment in a reasonable time frame; however, no specific limits (other than the GM's discretion) are assigned. If any requisitioned equipment is lost or destroyed, its value counts as a permanent penalty to the officer's maximum value.

Bonus Feat

At 4th and 8th level, the officer gains a bonus feat selected from the following list, provided the officer meets the prerequisites:

Fame, Frightful Presence, Influence, Mimic, Persuasive, Sharp-Eyed, Trustworthy

Tactics

Beginning at 5th level, an officer can use his tactical knowledge to direct his allies during a battle. By using his attack action, the officer can grant any one ally (not including himself) within range (see below) a competence bonus on attack rolls *or* a dodge bonus to Defense and Reflex saving throws. The bonus is equal to the officer's Intelligence bonus and lasts a number of rounds equal to 1d4 + the officer's Charisma modifier.

With a full-round action, the officer can grant the selected bonus to all of his allies (including himself) within range (see below). In this case, the bonus lasts a number of rounds equal to the officer's Charisma modifier.

All allies to be affected must be within sight and voice range of the officer, and must be able to understand him.

Uncanny Survival

Beginning at 7th level, the officer can add his officer levels to his Defense for 1 round, once per day. He must declare he is doing this at the beginning of his turn, and the Defense bonus lasts until his next round of actions.

This ability comes in handy when the officer's tactics or subordinates fail him, and he is forced to withdraw from the field of combat. The boost to Defense helps to ensure that the officer escapes with his life.

Improved Tactics

At 9th level, the officer requires less time to direct his allies. He can direct a single ally with a free action or all allies with an attack action. Even so, the officer can use improved tactics only once per round.

Starship Ace

The starship ace is to starship combat what the elite trooper is to hand-to-hand fighting. Her arms and armor are the weapons and shields of a sleek starship soaring through space or shrieking through the atmosphere. A veteran of countless engagements, the starship ace has proven her skill again and again by virtue of facing the enemy and surviving—and making sure the enemy did not. She has several kills to her credit, some of which might be studied and discussed in training academies for their ingenuity and effectiveness.

For her part, the starship ace only feels truly alive in the cockpit, where she can pit herself against her peers in a life-or-death contest to see who is the better pilot. For some, the contest is enough, and they don't care whether they win or simply get away with their lives. For others, the important thing is the kill. The adrenaline surge they feel when finishing off an enemy brings them back again and again. The best starship aces learn to stop enemies without destroying them, but those aces are rare, and their exploits are legendary.

The starship ace is broken out into two subtypes: the starfighter ace and the space transport ace.

A starfighter ace usually sees action as part of a squadron. If she doesn't lead the squadron, it's only because the rest of the pilots are aces themselves. The squadron is often assigned to protect a capital ship—preventing the enemy's fighter squadrons from overwhelming the larger ship's defenses—but many squadrons are regularly assigned the dangerous "honor" of trying the same tactic on the enemy's capital ships. In a few notable cases—the Rebel Alliance's famous Rogue Squadron, for example—the starfighter aces take on a myriad of targets, including groundside defenses, heavily defended cargo transports, battleships, and even the occasional enemy ace.

The space transport ace prefers to fly alone, fighting the good fight on her own terms. She doesn't need the comfort that wingmen and escorts provide, instead relying on her uncanny instincts, devious maneuvers, and sheer firepower to run blockades and blast pirate ships to space dust.

The space transport ace takes great pleasure in customizing her ship and looks forward to spending her hard-earned credits on upgrades and weapon modifications.

Requirements

To qualify to become a starship ace (whether a starfighter ace or a space transport ace), a character must fulfill the following criteria.

Base Attack Bonus: +6.

Skills: Pilot 9 ranks.

Feats: Starship Dodge (starfighter or space transport), Starship Operation (starfighter or space transport).

Game Rule Information

Vitality: Starship aces gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The starship ace's class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions):

Astrogate (Int), Computer Use (Int), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Repair (Int), and Spot (Wis).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must alsobe chosen. Examples include Knowledge (spacer lore) and Profession (mechanic).*

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the starship ace prestige class.

Starting Feat

Starship aces gain the following feat:

Weapon Group Proficiency (blaster pistols)



STARSHIP ACE

Starship Defense

At 1st level, the starship ace can add her Defense bonus derived from her starship ace levels to the Defense of any starfighter (for starfighter ace) or space transport (for space transport ace) she's piloting.

Familiarity

The starship ace gains a bonus on Pilot and Repair checks when used on a starship she designates as familiar. The same bonus is applied to the starship ace's attack roll whenever firing the starship's weapons. This bonus is +1 at 2nd level and increases by 1 every two levels thereafter (4th, 6th, 8th, and 10th).

To designate a starship as familiar, the starship ace must have operated it for at least three months. A starship ace can only be familiar with one starship at a time.

Starship Evasion

At 5th level, the starship ace can make a Pilot check to lessen the damage dealt by a successful hit against a starfighter (for starfighter ace) or space transport (for space transport ace) she is piloting. If the Pilot check exceeds the attack roll, the damage dealt to the pilot's ship is halved (round fractions down, minimum of 1 point of damage). The starship ace can make an evasion check once per round.

Improved Starship Evasion

At 9th level, the starship ace's starship evasion improves. A successful Pilot check negates all damage suffered by the attack.

Table 12-13: The Starship Ace

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+1	Starship defense	+1	+0
2nd	+1	+2	+3	+2	Familiarity +1	+2	+1
3rd	+2	+2	+3	+2		+2	+1
4th	+3	+2	+4	+2	Familiarity +2	+3	+1
5th	+3	+3	+4	+3	Starship evasion	+3	+2
6th	+4	+3	+5	+3	Familiarity +3	+4	+2
7th	+5	+4	+5	+4		+4	+2
8th	+6	+4	+6	+4	Familiarity +4	+5	+3
9th	+6	+4	+6	+4	Improved starship evasion	+5	+3
10th	+7	+5	+7	+5	Familiarity +5	+6	+3

Gamemaster Characters

Chapter Three extensively describes heroes, but what about the rest of the galaxy? Surely not everyone's a soldier, a scoundrel, or a Jedi. Characters who aren't heroes are ordinary characters who fall into two basic categories:

- Commoners, who don't have any levels and use the basic statistics given for their species; and
- Professionals, who have one or more levels in a professional class (diplomat, expert, or thug).

The professional classes and commoners provide enough distinction so that anyone the heroes meet who isn't an adventurer can be created using these classes.

Commoners

Common people make up the majority of the population. They run shops, farm fields, build homes, and produce (and transport) goods throughout the galaxy. Commoners usually have no desire to live the wandering, dangerous life of a hero, and possess none of the skills needed to undertake the challenges heroes must face. They are skilled in their own vocations.

The commoner has all of the abilities common to a member of his species; however, the commoner has none of the abilities of a 1st-level hero.

- The commoner has a +0 bonus on attack rolls, saving throws, Defense, and Reputation checks.
- The commoner has 0 vitality points.
- The commoner's six abilities have a base score of 10, modified by the commoner's species. (For species ability modifiers, see Chapter Fourteen.)
- The commoner has skill points equal to (1 + Int mod) × 4, and has Craft (Int), Knowledge (Int), and Profession (Wis) as class skills. A commoner can have up to 4 ranks in any class skill or 2 ranks in a cross-class skill.
- At the GM's discretion, a commoner may have the Force-Sensitive feat. Otherwise, the commoner has no feats except species bonus feats.

For sample commoners of various species (including species playable as heroes), see Chapter Fourteen.

Professionals

Presented below are the three professional classes: diplomat, expert, and thug. These classes represent the rest of the ordinary people in the galaxy, hard-working professionals who don't go on adventures or battle dangerous foes.

Treat these classes as you would any other. They get a feat at 1st level, a bonus feat every three levels, and an ability score increase every four levels. (Most professionals take noncombat feats such as Endurance, Fame, Skill Emphasis, and Gearhead.) Professionals have no vitality points. All damage dealt to a professional character is subtracted from his wound point total.

It's possible for professionals to multiclass—even into hero classes if you desire. Any character with even a single level of a hero class gains the normal number of vitality points for his hero class and level. (However, he gains none for any levels he might have in a professional class.) Thus, if a 3rd-level thug gained a level of soldier, he would have 10 vitality points. He gets no vitality points for his thug levels.

A character multiclassing on top of a professional class



does not subtract 2 from his Defense bonus. Instead, he gets the full bonus to Defense.

Each professional class has different levels, providing the GM with various means to measure professionals against each other. A typical ship technician might only be a 3rd-level expert, but the Republic's greatest engineer is probably 20th level. The 20th-level thug is a capable person with great skill, but she can't fight as well as a soldier equal to her level (or even one much lower in level), nor can she do most of the other things that hero characters can do.

Professionals gain experience the same way that heroes do, but are likely to progress in levels very slowly. Most never get higher than 2nd or 3rd level in their whole lives. A thug serving as a city patrolman is likely to gain experience here and there, and thus might gain a few levels, but is still nothing compared to a hero. More dangerous areas are more likely to produce higher-level professionals. A moisture farmer who must regularly fight off marauding Tusken Raiders is likely to be a high-level expert.

CRITICAL HITS ON GM CHARACTERS

[CODE A] [HAZ DAMAGE-1D6 1D6/MIN 1]

When a commoner or professional suffers a critical hit, the character is immediately reduced to –1 wound points. The character is now considered to be dying, and all rules for dying characters apply. (See the Character Condition Summary sidebar, page 288.)

Diplomat

Diplomats are the speakers of the *Star Wars* universe. Most are minor functionaries or independent businessmen, though a few rise to positions of power. Local politicians, astute barristers, and canny merchants are all diplomats.

Class Skills

The diplomat's class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions):

Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge* (Int), Profession* (Wis), Sense Motive (Wis), and Speak Language.

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (galactic politics) and Profession (diplomat).*

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The diplomat gets two starting feats for free, chosen from the following list:

Persuasive, Trustworthy, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons)

Table 12–14: The Diplomat

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	+0	+0
2nd	+1	+0	+0	+3	+0	+1
3rd	+1	+1	+1	+3	+1	+1
4th	+2	+1	+1	+4	+1	+1
5th	+2	+1	+1	+4	+1	+1
6th	+3	+2	+2	+5	+2	+2
7th	+3	+2	+2	+5	+2	+2
8th	+4	+2	+2	+6	+2	+2
9th	+4	+3	+3	+6	+3	+2
10th	+5	+3	+3	+7	+3	+3
11th	+5	+3	+3	+7	+3	+3
12th	+6/+1	+4	+4	+8	+4	+3
13th	+6/+1	+4	+4	+8	+4	+3
14th	+7/+2	+4	+4	+9	+4	+4
15th	+7/+2	+5	+5	+9	+5	+4
16th	+8/+3	+5	+5	+10	+5	+4
17th	+8/+3	+5	+5	+10	+5	+4
18th	+9/+4	+6	+6	+11	+6	+5
19th	+9/+4	+6	+6	+11	+6	+5
20th	+10/+5	+6	+6	+12	+6	+5

Table 12–15: The Expert

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	+0	+0
2nd	+1	+0	+0	+3	+0	+0
3rd	+2	+1	+1	+3	+1	+0
4th	+3	+1	+1	+4	+1	+1
5th	+3	+1	+1	+4	+1	+1
6th	+4	+2	+2	+5	+2	+1
7th	+5	+2	+2	+5	+2	+1
8th	+6/+1	+2	+2	+6	+2	+2
9th	+6/+1	+3	+3	+6	+3	+2
10th	+7/+2	+3	+3	+7	+3	+2
11th	+8/+3	+3	+3	+7	+3	+2
12th	+9/+4	+4	+4	+8	+4	+3
13th	+9/+4	+4	+4	+8	+4	+3
14th	+10/+5	+4	+4	+9	+4	+3
15th	+11/+6/+1	+5	+5	+9	+5	+3
16th	+12/+7/+2	+5	+5	+10	+5	+4
17th	+12/+7/+2	+5	+5	+10	+5	+4
18th	+13/+8/+3	+6	+6	+11	+6	+4
19th	+14/+9/+4	+6	+6	+11	+6	+4
20th	+15/+10/+5	+6	+6	+12	+6	+5

Expert

Experts are craftsmen and professionals. They normally do not have the inclination or training to be heroes, but they are capable in their own fields. Skilled engineers, educated professors, and master architects are all experts. GMs should use the expert class for professionals such as engineers, teachers, and technicians.

Class Skills

The expert selects any eight skills from the following list as class skills (see Chapter Four for skill descriptions):

Appraise (Int), Astrogate (Int), Computer Use (Int), Craft* (Int), Demolitions (Int), Disable Device (Int), Disguise (Cha), Entertain (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Handle Animal (Cha), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Repair (Int), Survival (Wis), and Treat Injury (Wis).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (electronics), Knowledge (galactic politics), and Profession (droid programmer).*

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The expert gets two starting feats for free, chosen from the following list:

Gearhead, Skill Emphasis, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons)

Thug

The thug is a strong, stout combatant—a straightforward and unsubtle opponent in a fight, but not an inconsiderable one. Low-level thugs simulate the average street tough, bully, or spacehand that heroes are likely to encounter.

Class Skills

The thug's class skills, and the key ability for each skill, are as follows (See Chapter Four for skill descriptions):

Climb (Str), Intimidate (Cha), Jump (Str), Knowledge* (Int), Profession* (Wis), Ride (Dex), and Swim (Str).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (spacer lore) and Profession (spacehand).*

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The thug gets three starting feats for free, chosen from the following list:

Armor Proficiency (light), Athletic, Toughness, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (slugthrowers), Weapon Group Proficiency (vibro weapons)

Table 12–16: The Thug

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	+1	+0
2nd	+2	+3	+0	+0	+1	+0
3rd	+3	+3	+1	+1	+1	+0
4th	+4	+4	+1	+1	+2	+1
5th	+5	+4	+1	+1	+2	+1
6th	+6/+1	+5	+2	+2	+2	+1
7th	+7/+2	+5	+2	+2	+3	+1
8th	+8/+3	+6	+2	+2	+3	+2
9th	+9/+4	+6	+3	+3	+3	+2
10th	+10/+5	+7	+3	+3	+4	+2
11th	+11/+6/+1	+7	+3	+3	+4	+2
12th	+12/+7/+2	+8	+4	+4	+4	+3
13th	+13/+8/+3	+8	+4	+4	+5	+3
14th	+14/+9/+4	+9	+4	+4	+5	+3
15th	+15/+10/+5	+9	+5	+5	+5	+3
16th	+16/+11/+6/+1	+10	+5	+5	+6	+4
17th	+17/+12/+7/+2	+10	+5	+5	+6	+4
18th	+18/+13/+8/+3	+11	+6	+6	+6	+4
19th	+19/+14/+9/+4	+11	+6	+6	+7	+4
20th	+20/+15/+10/+5	+12	+6	+6	+7	+5

Generating Communities

Quite frequently, the heroes in a *Star Wars* campaign visit a city, a village, or a teeming metropolis brimming with life from a thousand different worlds. The GM often needs to know several important facts about these communities to make them come alive for the players. The following system allows the GM to generate communities quickly, from tiny clusters of dwellings to vast cities spanning a hundred square kilometers.

Laying the Foundation

The first step in the process is to decide the general size of the community. The GM can either choose a community size that fits his needs or roll percentile dice to determine randomly. Note that the community types listed here (thorp, small town, metropolis, and so forth) are merely for guidance. The GM might choose to call a given community a base, commune, collective, crèche, hub, or any other name that fits. The community might even be in a nonstandard location, such as an orbital space station, a subaquatic dome, or a repulsorlift-supported platform several kilometers above a planet's surface. Table 12–17: Random Community Generator provides the various sizes of communities, expressed in terms of their adult population. (Depending on the dominant species of the community, the number of nonadults will range from 10% to 40% of this figure.)

Community Wealth and Population

Every community has a credit limit based on its size and population. The credit limit (see Table 12–17: Random Community Generator) indicates the price of the most expensive item available in that community. Nothing that

costs more than a community's credit limit is available for purchase there. Anything having a price under that limit is most likely available. While exceptions are certainly possible, these exceptions are temporary; all communities will conform to the norm over time.

To determine the amount of ready cash in a community, or the total value of any given item of equipment for sale at any given time, multiply half the credit limit by one-tenth of the community's population.

Table 12-17: Random Community Generator

Roll d%	Community Size	Adult Population	Credit Limit
01–05	Thorp	20–500	500
06–15	Hamlet	501–1,000	1,000
16–30	Village	1,001–5,000	5,000
31–50	Small town	5,001–20,000	20,000
51–70	Large town	20,001–50,000	50,000
71–85	Small city	50,001–100,000	100,000
86–95	Large city	100,001–1,000,000	500,000
96–99	Metropolis	1,000,001–10,000,000	1,000,000
100	Megalopolis	10,000,001+	10,000,000

For example, a group of heroes brings a dozen blaster pistols (each worth 500 credits) into a thorp of 200 people. Half the thorp's credit limit (250 credits) times one-tenth its population (20) equals 5,000 credits. Therefore, the heroes can convert ten of these blaster pistols to credits on the spot before exhausting the local cash reserves. In addition, some of this money will likely be in actual hard currency, probably minted locally, rather than more convenient credit transfers. If those same heroes hope to equip a dozen newly recruited followers with blaster rifles (at 1,000 credits each), a community of at least 480 people is necessary to produce or provide that many weapons (500/2 = 250, 480/10 = 48, 250 × 48 = 12,000).

Power Center

Sometimes all the GM needs to know about a community is who holds the real power. If this is the case, use Table 12–18: Power Centers, modifying the roll by the size of the community as explained below:

Table 12-18: Power Centers

Roll 1d20	Power Center Type
15 or less	Conventional*
16–21	Nonstandard
22+	Mystical

**10% of conventional communities have an additional alien power center.*

Community Size	Modifier to 1d20 roll
Thorp	–1
Hamlet	0
Village	+1
Small town	+2
Large town	+3
Small city	+4 (roll two times)
Large city	+5 (roll three times)
Metropolis	+6 (roll four times)
Megalopolis	+12 (roll five times)

Conventional: The community has a traditional form of government—a mayor, a town council, a noble ruling over the surrounding area under a greater liege, a noble ruling the community as a city-state. Choose whichever form of government seems most appropriate to the area.

Nonstandard: While the community might have a mayor or a town council, the real power lies in other hands. It might center on a guild—a formal organization of merchants, craftsmen, professionals, soldiers, or organized criminals who collectively wield great influence. Wealthy aristocracy, in the form of one or more rich individuals with no political office, might exert influence through their wealth. Prestigious aristocracy might exert influence through their reputation and experience. Wise elders might exert influence through those who respect their age, reputation, and perceived wisdom.

Mystical: From a powerful temple full of priests to a single Force adept cloistered in a tower, a mystic of some kind might be the temporal ruler of the community, or perhaps just someone with a tremendous influence. Depending on the era in which the campaign takes place, a mystical power center might be composed of actual Force-users, those who pretend to be in touch with the Force, alternate traditions, or even dark side devotees.

Alien: Not all communities completely govern themselves. They might be answerable to unforgiving merchant coalitions (such as Hutts) who occasionally make nonnegotiable demands and insist on being consulted in all major decisions, or alien warlords who periodically collect tribute, troop levies, and exorbitant taxes, while simultaneously passing down pronouncements that can have devastating effects on the day-to-day lives of the community's population. An alien power center represents any major influence (beyond just a simple nearby danger) held by an offworld concern not native to the community. Note that during the time of the Galactic Empire, the majority of conventionally ruled governments are also subject to "alien" control—that of the Empire.

Conflicting Power Centers

As shown in Table 12–18: Power Centers, any community at least as large as a small city has more than one power center. If a community has more than one power center, and two or more of the power centers have opposing goals (such as a brotherhood of Force adepts who refuse to bow to the will of the Emperor), they conflict. Such conflict is not necessarily open conflict, and sometimes the opposed power centers actually get along, albeit grudgingly.

The GM must determine just how the various power centers in a community interact. Do they cooperate in open meetings, putting aside their differences and voting on measures for the common good? Or do they struggle and argue over every issue, constantly vying for power for themselves or their constituency? A prestigious aristocracy might object to the teachings of a Jedi academy in their community, while the Jedi themselves nervously watch every move made by a guild of soldiers led by a Force-using, non-Jedi warlord. All of these combined might serve to drum up business for the powerful merchants' guild, but the merchants know that if open conflict were to erupt, their own livelihoods would suffer.



Characters in the Community

For detailed city play, knowing exactly who lives in the community becomes important. The following guidelines allow you to determine the levels of the most powerful locals and then extrapolate from that to determine the rest of the heroic and professional characters living there.

Highest-Level Characters

Use Table 12–19: Highest-Level Locals to determine the highest-level character in a given class for a given community. Roll the die or dice indicated for the class and apply the modifier based on the size of the community. A result of 0 or lower for character level means that no characters of that type can be found in the community. The maximum level for any class is 20th.

Note that in some eras of play, the GM might wish to adjust the numbers for Force-using characters. Jedi are all but extinct during the early and middle part of the Rebellion era; the GM should not roll randomly for these. Similarly, most Force adepts during this time have also been hunted to extinction, with at least half of the remainder serving the Emperor (and subsequently, being more attuned to the dark side of the Force).

During the New Jedi Order era, Force-users are more plentiful than they were during the Rebellion era but still not as common as they were during the Old Republic era. GMs should apply a –5 modifier to the character level for Jedi and a –2 modifier for Force adepts.

Total Characters of Each Class

Use the following method for determining the levels of all the characters of a given class in a community.

For heroic classes, if the highest-level character indicated is 2nd level or above, assume there are twice that number of characters of half that level. If those characters are above 1st level, assume that for each such character, there are two of half that level. Continue this process until the number of 1st level characters is generated. For example, if the highest-level soldier is 5th level, then the community also holds two 3rd-level soldiers and four 1st-level soldiers.

Use the same method for nonheroic classes (diplomat, expert, and thug), but leave out the final stage that would generate the number of 1st-level individuals. Instead take the remaining population after all character types are generated and divide it in the following ratio: 91% commoners, 5% 1st-level thugs, 3% 1st-level experts, 1% 1st-level diplomats.

The number of Jedi is determined differently. Assume that there is only one Jedi of no more than one-half the level of the highest-level Jedi consular and Jedi guardian. If this second Jedi is greater than 7th level, assume that there is one more Jedi, again of one-half this level. In both cases, round down. Any Jedi character of below 7th level is assumed to be the Padawan of the highest-level Jedi in the community.

Table 12–19: Highest-Level Locals

Class	Character Level
Fringer	1d4 + community modifier*
Noble	1d6 + community modifier
Scoundrel	1d8 + community modifier
Scout	1d3 + community modifier
Soldier	1d8 + community modifier
Tech specialist	1d6 + community modifier
Force adept	1d2 + community modifier*
Jedi consular	1d2 + community modifier*
Jedi guardian	1d2 + community modifier*
Diplomat	1d4 + community modifier
Expert	3d4 + community modifier
Thug	2d4 + community modifier

**Where these classes are more common, character level is 1d6 + community modifiier.*

Community Size	Community Modifier
Thorp	–3
Hamlet	–2
Village	–1
Small town	0
Large town	+3
Small city	+6 (roll two times)
Large city	+9 (roll three times)
Metropolis	+12 (roll four times)
Megalopolis	+15 (roll five times)

Some characters have access to a special resource in the form of a person they can call on in times of need. A contact is an individual who has the power to assist the character in some way, usually through favors owed.

Favors

Nobles and Jedi investigators can use their influence and contacts to call in favors. The character must make a favor check (1d20 + the character's favor bonus) and compare the result to the favor's DC, which the GM must determine based on the situation and the threat of danger. Some guidelines for determining the DC of a favor check are given below.

Favor	Examples	DC
Easy	Booking passage on a smuggler's ship	10
	Asking a crime lord for a loan of 500 credits	
	Persuading a shipyard administrator to waive docking fees or assign mechanics for repairs	
Problematic	Convincing a podracer to throw a race	15
	Asking a crime lord for a loan of 5,000 credits	
	Asking a slicer to hack into the Bothan spynet	
Difficult	Convincing an Imperial officer to release a suspected Rebel spy	20
	Asking a crime lord for a loan of 50,000 credits	
	Persuading a starship captain to risk his ship and crew to help capture a notorious pirate	

Contacts

The purpose of a contact is to provide information, expert skills, or the occasional loan. Contacts differ from followers or allies in that they are less inclined to risk their lives or their prosperity for a hero.

As the GM, you must decide how much assistance a contact can and will provide. In general, the more wealthy, powerful, and important the contact, the less inclined he or she is to deal directly with the hero. A planetary governor contact might assign a minion to help a hero cut through some bureaucratic tape, but the governor isn't going to risk the merciless gaze of public scrutiny by allowing the hero to violate a planetary quarantine. In such a case, it might be more advantageous for the hero to have as the contact someone in the planetary governor's office, and not the governor himself.

Circumstances will arise when a hero is unable to reach a contact or call in a favor. The GM must adjudicate these situations as they arise. For example, a hero stranded on Hoth without a transceiver probably can't ask a favor of a crime lord on Tatooine. Similarly, a low-level slicer contact won't help a hero break into the Bothan spynet if he stands a good chance of getting caught.

Information Contacts

An information contact can discover things the heroes normally couldn't find out. You can use this contact as a mouthpiece when you need to pass information to the heroes during an adventure. Other times, a players might think of asking a contact for help when the adventure seems to stall.

Examples of information contacts include bartenders, thugs, con artists, spacers, law enforcers, outlaws, reporters, entertainers, computer slicers, traders, politicians, smugglers, officers, starship captains, and various types of street people.

Expert Contacts

Expert contacts have skills or abilities that the heroes don't have. Usually, the hero brings a situation to a contact's attention and asks the contact to address it. For example, a mechanic who can repair a damaged hyperdrive at reduced cost would be invaluable to a noble with her own ship.

Examples of expert contacts include doctors, engineers, diplomats, historians, spacehands, fences, mechanics, scholars, scientists, politicians, and bounty hunters.

Resource Contacts

A resource contact can provide heroes with equipment, personnel, or transportation. For instance, a bureaucrat with access to a space transport might be useful to a hero without a ship. Similarly, a resource contact might have subordinates or connections whose services a hero needs. Obviously, the contact might be annoyed if the hero is careless or indiscreet with the resource she has been given.

Examples of resource contacts include bureaucrats, corporate executives, crime lords, government officials, officers, politicians, ship captains, and shipyard administrators.

Generating Ready-to-Play Contacts

A contact should be developed as a supporting character. If the contact is in a risky occupation or brought into the line of fire by the hero's actions, you will need the contact's game statistics. However, if the contact isn't likely to be harmed or be called upon to make skill checks, a simple description of the contact should suffice.

In general, a contact should be of comparable level to the heroes, and you can increase the level of these contacts as the heroes become more powerful. All of the supporting characters listed in Table 12–20: Sample Archetypal Contacts have game statistics in the Character Archetypes section of Chapter Fourteen.

Table 12–20: Sample Archetypal Contacts

d%	Contact*	d%	Contact*
00–04	Administrator (I, R)	51–54	Military officer (I, R)
05–07	Assassin (I, E)	55–58	Outlaw (I, R)
08–10	Bounty hunter (I, E)	59–62	Peace officer (I)
11–14	Con artist (I, E)	63–65	Pilot (I, E)
15–18	Crime lord (I, R)	66–68	Pirate (I, R)
19–22	Doctor (E)	69–71	Slicer (I, E)
23–26	Elite trooper (I, E, R)	72–75	Smuggler (I, R)
27–30	Fallen Jedi (I, E)	76–79	Spy (I)
31–34	Gambler (I)	80–83	Starfighter pilot (E)
35–38	Independent droid (I, E)	84–87	Technician (E)
39–42	Jedi investigator (I, E)	88–91	Thief (I, E, R)
43–46	Medic (E)	92–96	Thug (I, E)
47–50	Mercenary (I, E)	97–100	Trader (I, R)

**I = information contact, E = expert contact, R = resource contact.*

Other contacts include commoners (bartenders, clerks, entertainers, street people), low- to mid-level diplomats (executives, minor bureaucrats, politicians, reporters), and low- to high-level experts (engineers, mechanics, scholars, historians, scientists). Use the rules for commoners, diplomats, and experts in this chapter to create game statistics for these minor supporting characters.

The Environment

Heroes spend a lot of time in the most dismal, dangerous, and generally unpleasant places imaginable. If the villains and creatures encountered don't kill the heroes, the environment might. This section details hazards the heroes face from the physical world around them.

Darkness and Light

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See Table 12–21: Light Sources for the radius that a light source illuminates and how long it lasts.

Characters with low-light vision can see objects twice as far away as the listed radius. Characters with darkvision can see lit areas normally plus dark areas within 20 meters. Without a light source, heroes are effectively blinded (see the Character Condition Summary sidebar).

Table 12–21: Light Sources

Item	Light	Duration
Candle	2 m	12 hours
Torch	6 m	2 hours
Fusion lantern	12 m	24 hours
Glow rod	6 m*	6 hours

*Creates a beam 10 meters long and 2 meters high.

Heat and Cold

The blistering desert of Tatooine can be deadlier than a Death Star, while the prickly fingers of icy death on Hoth can clutch even the bravest heroes. Prolonged exposure to hot or cold temperatures can wear down a hero, and heatstroke or hypothermia can prove deadly.

Heat and cold deal vitality point damage that cannot be recovered until the character counteracts or escapes the inclement temperature. When a character runs out of vitality points, he begins losing wound points. As soon as the character suffers any damage from heat or cold, he is considered fatigued (see the Character Condition Summary sidebar).

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 vitality points (or wound points if he has no vitality points left). Heavy clothing or armor provides a –4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill in Chapter Four).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character loses 1d6 vitality points (or wound points if he has no vitality points left). Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Breathing air in areas of intense heat (such as above a lava pit) automatically deals 1d6 points of damage per minute, and the character must succeed at a Fortitude save every 5 minutes or take an additional 1d4 points of damage.

CATCHING ON FIRE

[CODE A] [HAZ DAMAGE=1D8 1D8/MIN.]

Heroes exposed to open flames might find their clothes, hair, or equipment on fire. Heroes at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a hero's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning hero must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds at his saving throw, he's no longer on fire.)

A hero on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the hero another save with a +4 bonus.

Starvation and Thirst

It's not heroic, but sometimes heroes might find themselves without food and water. In normal climates, Medium-size heroes need at least four liters of fluids and about 0.5 kg of decent food per day to avoid the threat of starvation. (Small heroes need half as much.) In very hot climates, heroes need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his or her Constitution score. After this, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of vitality damage.

A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10, +1 per each previous check) or sustain 1d6 points of vitality damage. When vitality is depleted, damage is applied to wound points.

Damage from thirst or starvation cannot be recovered until the hero gets food or water, as needed. Even effects that restore vitality or wound points cannot heal this damage.

Suffocation and Drowning

A character in an airless environment (underwater, vacuum) can hold her breath for a number of rounds equal to her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round to continue holding her breath. Each round, the DC of the Constitution check increases by 1.

When the character finally fails her Constitution check, she begins to suffocate or drown. In the first round, she loses all remaining vitality points and is fatigued. The following round, she loses all remaining wound points and is dying. In the third round, she suffocates or drowns.

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of vitality damage. When vitality is depleted, damage is applied to wound points.

Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Thin Air

Characters in conditions of low oxygen, such as on top of a mountain or in a partially depressurized starship, must make a Constitution check each hour (DC 10, +1 for each previous check), taking 1d6 points of vitality damage each time they fail. When vitality is depleted, damage is applied to wound points.

A character who sustains any damage from lack of oxygen is fatigued. The penalties for fatigue end after the character has spent at least 1 hour in an environment with normal oxygen levels for every 4 hours spent in a low-oxygen environment.

Altitude Sickness: Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. Each 6-hour period a character spends over 20,000 feet, he must succeed at a Constitution check or take 1 point of temporary damage to all ability scores.

Strangulation

When a character or creature is strangled by an instrument (like a noose) or an attacker, the rules for suffocation and drowning apply except as noted below.

One can strangle or choke a target of the same size category or one size category larger or smaller. (For example, a Medium-size character can strangle a Small, Medium-size or Large target.) The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an

CHARACTER CONDITION SUMMARY

[C O D E A] [H A Z D A M A G E = 1 D 6 1 D 6 / M I N]

A number of adverse conditions can affect the way a character operates. To facilitate the understanding of how these conditions affect a character, the following standard definitions apply. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

Ability Damaged: The character has lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per day. Note that is this different from "effective" ability loss, which is an effect that goes away when the condition causing it (fatigue, entanglement, or whatever) goes away.

Ability Drained: The character has lost one or more ability score points. The loss is permanent.

Blinded: The hero can't see at all, and thus everything has full concealment to him. He has a 50% chance to miss in combat. He has an effective Dexterity of 3, along with a –4 penalty on the use of Strength-based and Dexterity-based skills. This –4 penalty also applies to Search and any other skill check for which the GM deems sight to be important. He can't make Spot checks or perform any other activity (such as reading) that requires vision. Heroes who are blind long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (GM discretion).

Cowering: The hero is frozen in fear, loses her entire Dexterity bonus, and can take no combat or movement actions. Foes gain a +2 bonus to hit cowering heroes.

Dazed: Unable to act, a dazed character can take no actions but can defend against attacks normally (using his normal Defense and Dexterity modifier, if any). The condition typically lasts 1 round.

Deafened: The hero can't hear and suffers a –4 penalty on initiative checks. He can't make Listen checks. Heroes who are deafened long term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (GM discretion).

Dead: A character dies when his or her wound points drop to –10 or lower. A character also dies when his Constitution drops to 0.

Dying: The character is near death and unconscious, with –1 to –9 wound points. She can take no actions, and each round a dying character loses 1 wound point until she dies or becomes stable.

Entangled: An entangled character suffers a –2 penalty on attack rolls and a –4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled hero can't move. Otherwise, he can move at half speed, but can't run or charge.

Exhausted: Heroes who are exhausted move at half normal speed and suffer an effective penalty of –6 to Strength and Dexterity.

Fatigued: Characters who are fatigued can't run or charge and suffer an effective penalty of –2 to Strength and Dexterity.

Grappled: When grappled, a hero can't move or undertake any action more complicated than making an attack with his bare hands, an attack with a Small or Tiny weapon, or an attempt to break free from his opponent.

Helpless: Paralyzed, sleeping, or unconscious characters are helpless. Any attack against a helpless character is automatically a critical hit. If the helpless character survives the attack, he must make a Fortitude save (DC 10 + the damage dealt) or die.

Knocked Out: A character who takes wound damage in a round and fails a Fortitude save (DC 5 + the number of wound points lost in the round) falls to the ground and can take no actions. The condition typically lasts 1d4+1 round.

Panicked: Must flee at top speed. Cowers if unable to get away. Defends normally but does not attack. (A cowering character, being unable to attack, typically uses the total defense action in combat.)

Paralyzed: Heroes who are paralyzed fall to the ground, unable to move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless (see above).

Prone: Lying on the ground. An attacker who is prone suffers a –4 penalty on melee attack rolls and can't use primitive, heavy, or thrown ranged weapons. Melee attacks against a prone defender have a +4 circumstance bonus, and ranged attacks against a prone defender have a –4 penalty.

Legless Creatures: Ranged attacks against prone creatures that don't have legs (such as Hutts) suffer only a –2 penalty, because going prone does not significantly reduce their profile. Such creatures get a +4 stability bonus when opposing trip checks, knockdown attacks, and similar actions that involuntarily impose the prone condition.

Stable: The hero is no longer dying, but is still unconscious.

Stunned: The hero loses her entire Dexterity bonus, drops what she is holding, and can take no attack or move actions. In addition, each attacker gains a +2 bonus on attack rolls against that hero. The condition typically lasts 1 round.

Unconscious: The hero is unable to defend himself. He is helpless (see above).

Wounded: A character who takes wound damage is fatigued and must make a Fortitude save to avoid becoming knocked out.

opposed grapple check (see Grapple in Chapter Eight). If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his breath for a number of rounds equal to his Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target who is not pinned can use his attack action to strangle his attacker.

Gravity

Extremely low gravity can be disorienting to characters. A zero-g environment is even worse. In general, any physical action a character attempts while in zero gravity suffers a -4 penalty. In light gravity, this penalty is only –2. The Zero-G Combat feat allows a hero to ignore these penalties.

Characters who operate in high-gravity environments suffer a –4 penalty to Strength and Dexterity while there.

Falling

A character takes 1d6 points of damage for every 4 meters of a fall, to a maximum of 20d6 points. If the character succeeds at a Reflex saving throw (DC 10, +1 for each 4 meters fallen), this damage is applied to his vitality points. If the saving throw fails, the damage is applied to his wound points instead. If the character has no vitality points, the damage is automatically applied to wound points.

A character can make a Tumble check (DC 15) to treat a fall as if it were 4 meters shorter when determining the damage and Reflex saving throw DC required by the fall.

Falling Objects

Just as characters suffer damage when they fall, so too do they take damage when hit by falling objects. Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted in Table 12–22: Damage from Falling Objects.

Objects deal the initial damage given on Table 12–22 if they fall 4 meters or less. An object deals an additional 1d6 points of damage for every 4-meter increment it falls beyond the first (to a maximum of 20d6 additional points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen. The GM should adjust both the damage and the Reflex save DC depending on the circumstances. A Fine object might be particularly heavy (a rock, for example), while a Colossal object might be extremely light (such as a gas-filled passenger balloon). Similarly, an AT-AT's foot would deal more damage than its size suggests because the weight is not distributed over a wide area. Conversely, the Reflex save for avoiding an AT-AT's foot would be lower, since the foot is only a Huge object.

Damage from a falling object is always treated as wound damage. A successful Reflex save changes the wound damage to vitality damage. The size of the falling object determines the save DC.

If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not considered helpless. The character can attempt a Strength check to lift the object off himself or an Escape Artist check (DC 20) to crawl out from underneath. The GM can modify the DCs for either of these checks based on the circumstances. (A Huge but comparatively light object might be easier to lift, for example, or a character might find herself trapped under an object that has openings or gaps that allow one to wriggle free.)

Table 12–22: Damage from Falling Objects

Object Size	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Comlink, stingfly	0	n/a	n/a
Diminutive	Medpac, rock	1	0	n/a
Tiny	Blaster, datapad	1d3	5	n/a
Small	E-web blaster, Ewok	1d4	10	5
Medium-size	Locker, human	1d6	15	10
Large	Speeder bike, Hutt	2d6	20	20
Huge	Landspeeder, bantha	4d6	25	30
Gargantuan	Starfighter, AT-TE walker	8d6	30	40
Colossal	Space transport, AT-AT walker	10d6	35	50

Poison

A deadly snake, envenomed dart, or tainted drink can strike down even the mightiest hero. When a hero is exposed to

Table 12–23: Poisons

Poison	Type	Initial Damage	Secondary Damage
Knockout drops	Ingested DC 12	1d6 Dex	Unconscious*
Sense-deadening poison	Inhaled DC 12	1d6 Wis	2d6 Wis
Weakening poison gas	Inhaled DC 12	1d6 Str	2d6 Str
Knockout gas	Inhaled DC 18	1d6 Dex	Unconscious*
Paralytic poison	Injury DC 15	1d6 Dex	Paralysis
Deadly poison	Ingested DC 15	1d6 Con	2d6 Con
Contact poison	Injury DC 18	1d4 Con	2d4 Con
Amphistaff poison	Injury (bite) DC 22	1d4 Dex	1d8 Dex
	Contact (spit) DC 20	Blindness	Special**

**Unconscious and stable.*
***Victim suffers 1 point of Con damage each hour, for 1d6+6 hours or until the poison is treated.*

Type: The poison's method of delivery—ingested, inhaled, via an injury, or contact—and the DC needed to save.

Initial Damage: The extra damage the hero suffers immediately upon failing his saving throw against this type of poison.

Secondary Damage: The amount of damage the hero suffers if he fails a second saving throw (rolled at some specific time after the initial saving throw fails). Specific effects (such as paralysis, sleep, or unconsciousness) last for 1d3 hours.

poison, he must make a Fortitude saving throw. A character makes this roll when he consumes food or drink tainted with ingestive poison, suffers wound damage from an attack with a poisoned weapon, or inhales toxic gas. A successful Fortitude save indicates that the poison lost its potency or failed to enter the wound. It's also possible that the tough hero simply endured the dose, shrugging off its harmful effects.

Should the hero fail the saving throw, he suffers the poison's initial damage. He must then make a second saving throw 1 minute later (unless otherwise noted for a specific poison; see Table 12–23: Poisons). If this second save fails, he suffers the poison's secondary damage.

Perils of Using Poison: A hero has a 5% chance (roll of 1 on 1d20) to expose himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a hero who rolls a 1 on an attack roll with a poisoned weapon must make a Reflex saving throw (DC 15) or accidentally poison himself with the weapon. Creatures with natural poison attacks do not risk poisoning themselves.

Healing Poison Damage: Heroes recover ability score points lost to poison damage at a rate of 1 per day. Two Force skills, Heal Another and Heal Self, can also restore ability score points lost to poison.



"WHATEVER IT IS... I DIDN'T DO IT."

QUOTE

-WATTO

Radiation Poisoning

An inhospitable planet bombarded by solar radiation. An ancient starship hulk with deteriorating engines, its bowels flooded with radioactive seepage. A vast, underground power plant constructed by some ancient, radiation-resistant alien species. In these environments, *Star Wars* heroes must contend with radiation poisoning.

Table 12–24: Radiation Levels describes the effects of various levels of radiation and the DCs against which a Fortitude save must be made for a character to shake off the radiation's effects. A character must make a Fortitude saving throw after every 10 minutes of radiation exposure. Damage results marked with an asterisk require a second saving throw. If the second save is failed, the damage sustained to ability scores is permanent unless the victim is treated in a bacta tank within 24 hours.

Radiation poisoning can be cured using the Treat Injury skill, or the Force skills Heal Another and Heal Self. Ability score points lost to damage are recovered at a rate of 1 point per two days of rest. Ability score points that have been permanently lost can be restored only with the ability increases gained every 4th level.

Disease

When a character is exposed to disease, he must make an immediate Fortitude saving throw. The victim must make this roll when he comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If he succeeds, the disease has no effect on him—his immune system fights off the infection. If he fails the save, he suffers damage after an incubation period; once per day thereafter, he must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

Healing: Use of the Treat Injury skill can tend a diseased hero. Every time the diseased hero makes a saving throw against disease effects, the healer makes a check. The diseased hero can use the healer's result in place of his

Table 12–24: Radiation Levels

Radiation Level	DC	Damage on a Successful Fortitude Save	Damage on a Failed Fortitude Save
Level I (Mild)	12	1 Con	1 Con, 1 Str*
Level II (Strong)	15	1 Con, 1 Str	1d2 Con, 1d2 Str*
Level III (Powerful)	18	1d2 Con*, 1d3 Str	1d6 Con*, 1d4 Str*, 1d2 Cha
Level IV (Searing)	21	1d6 Con*, 1d6 Str, 1d4 Cha	2d6 Con*, 2d6 Str*, 2d4 Cha*
Level V (Lethal)	24	2d6 Con*, 2d4 Str*, 2d4 Cha*	Death within 2d6 hours unless treated with bacta

**Indicates a permanent drain if a second saving throw (same DC) fails.*

Table 12-25: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Cardooine chills	Ingested/inhaled DC 13	1d6 days	1 Con	1d2 Con and 1d2 Str*
Scurrier disease	Injury DC 15	1d4 days	1 Con and 1 Str	1d3 Con* and 1d3 Str*
Coomb spore disease	Ingested/injury DC 14	2d4 days	1 Con and 1 Dex	1d2 Con* and 1d2 Dex*
Death seed plague	Ingested/inhaled DC 13	1d4 days	1 Str	1d2 Con* and 1d4 Str

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

Type: The disease's method of delivery—ingested, inhaled, or via an injury—and the DC needed to save. Some injury diseases can be transmitted by a wound as small as a flea bite. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period: The amount of time before initial damage takes effect (if the victim fails his Fortitude save).

Initial Damage: The damage the victim takes after the incubation period.

Secondary Damage: The amount of damage the hero takes one day after taking initial damage, if he fails a second saving throw. This damage is suffered each day the saving throw fails. Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain.

saving throw if the Treat Injury result is higher. The diseased hero must be within the healer's care and must spend most of each day resting.

Remember that heroes recover points lost to ability score damage at a rate of 1 per day. That means that a hero with the Cardooine chills might withstand the duration of the chills without any accumulation of damage. Upon catching the Cardooine chills, the hero loses a point of Constitution, but then regains it the next day. Even if he fails his save the following day, if a 1 is rolled for secondary damage, he'll recover that point the following day. The chills won't present anything more than a short-term inconvenience for a hero unless multiple saving throws fail with 2 points of ability loss each time.

The Heal Another and Heal Self Force skills can restore ability scores reduced by ability damage.

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted in Table 12-26: Acid Damage.

Acid damage from an attack is normally subtracted from vitality points first. When vitality is depleted, the damage is applied to wound points. A character fully immersed in acid takes double the normal damage (applied straight to wound points).

The fumes from most acids are inhaled poisons. Those who come within 2 meters of a large body of acid must succeed at a Fortitude save (DC 15) or take 1 point of temporary Constitution damage. A second save must succeed 1 minute later to avoid taking another 1d4 points of temporary Constitution damage.

Table 12-26: Acid Damage

Acid Strength	Attack*	Total Immersion*
Mild	1d4	2d4 wounds
Potent	1d6	2d6 wounds
Concentrated	1d10	2d10 wounds

*Damage per round of exposure.

ABILITY SCORE LOSS

[CODE A] [HAZ DAMAGE=1D6 1D6/MIN]

Some attacks and effects cause ability score loss instead of regular vitality or wound damage. For example, poisons, diseases, and radiation sickness deal ability score damage that is temporary and can be regained through rest or the Treat Injury skill. In some cases, the damage is so severe that the ability score loss is a permanent drain, but in most cases ability drain can be avoided by expediting medical treatment.

While any loss is debilitating, losing all points in an ability score can be devastating.

Strength: A Strength score of 0 means that the character cannot move at all. He lies helpless on the ground.

Dexterity: A Dexterity score of 0 means that the character cannot move at all. He lies helpless on the ground.

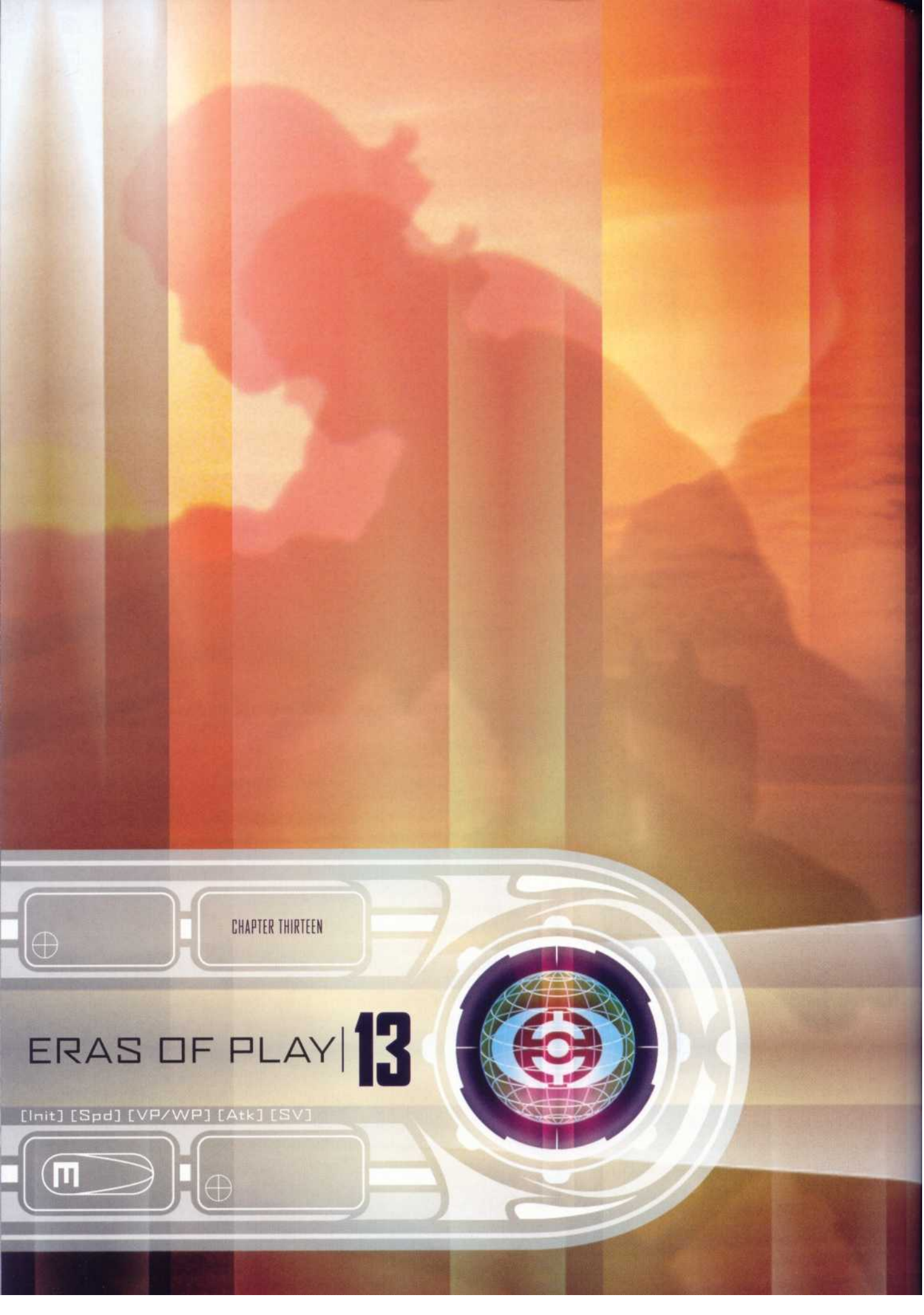
Constitution: A Constitution score of 0 means that the character is dead.

If a character's Constitution score drops, he loses 1 vitality point per level for every point by which his Constitution modifier falls. He also loses 1 wound point for each point of Constitution loss. For example, a 7th-level scout fails a Fortitude save against deadly poison, causing his Constitution score to drop from 16 to 13. His Constitution modifier falls from +3 to +1, so he loses 14 vitality points (2 per level). He also loses 3 wound points. A minute later, the poison deals another 8 points of temporary Constitution damage, dropping his score to 5 and his modifier from +1 to –3. He loses another 28 vitality points and another 8 wound points.

Intelligence: An Intelligence score of 0 means that the character cannot think and is unconscious in a comalike stupor, helpless.

Wisdom: A Wisdom score of 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.

Charisma: A Charisma score of 0 means that the character is withdrawn into a catatonic, comalike stupor, helpless.


CHAPTER THIRTEEN
ERAS OF PLAY | 13
[Init] [Spd] [VP/WP] [Atk] [SV]

The *Star Wars* universe is familiar yet mysterious, known through great movies, exciting novels and comics, and a variety of sourcebooks, guides, encyclopedias, and gaming products. But even with the wealth of background material to draw from, there are still huge parts of the galaxy that have yet to be explored. You want to make sure that you, as the Gamemaster, have a feel for the universe, that you know the kinds of technology available, the factions that form the centers of power, and the general expectations that players have about life in the *Star Wars* universe. After that, you've got plenty of room to play in—it's a big galaxy.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this paragraph. It explains what we changed in this chapter for the new edition.

We reorganized the chapter, putting all of the major film characters at the front and providing their statistics at different periods in the saga. We've added characters and events from *Attack of the Clones*, including Jango Fett and Count Dooku. We've added expanded universe favorites such as Jorus C'baoth and Warmaster Tsavong Lah. To make room, we removed a few characters, such as Jar Jar Binks and Sebulba.

Life in the Galaxy

From the metropolis worlds of the Core to the frontier settlements of the Outer Rim, technology and technological devices permeate everyday life. Technology, however, isn't the driving force in the galaxy—it simply provides the tools necessary to make a galactic civilization possible. In many ways, the technological wonders have become commonplace; they fade into the background of everyday life—present, significant, but not overly important from moment to moment. The intelligent beings of the galaxy don't give a second thought to the amazing tools they have at their disposal. Blasters, hyperdrives, droids, bacta tanks—while miraculous from the point of view of less advanced societies, these devices and others like them are just familiar parts of life in the galaxy.

While few beings ever leave their home star system, let alone their home planet, most members of galactic society understand that if they wanted to—and they could afford it—they could step into a starship and travel to another planet in some distant part of known space. The hyperdrive engine makes this possible, allowing a ship to travel through the dimension of hyperspace at much faster than lightspeed. The invention of the hyperdrive revolutionized space travel and made it possible for the Republic to form. Without faster-than-light travel, a galactic government would not have been possible. This occurred so long ago (more than twenty thousand years before the Rise of the Empire era) that most beings take hyperspace travel for granted—whether or not they themselves ever make use of the technology. For even if a being never leaves his or her home planet, the being will still come in contact with species from other parts of the galaxy or purchase items made elsewhere and distributed by hyperspace transports.

Because the galaxy has had some form of interrelated society for more than twenty thousand years (be it Old Republic, Empire, or New Republic), most everyone is used to a mix of species and cultures. There are some beings who are prejudiced against one or another species (and this is especially noticeable during the Empire's control of the galaxy), but most others appreciate the diversity the galactic society has to offer. From planetary spaceports to orbiting space stations, it isn't unusual for Humans and Twi'leks and Mon Calamari to work side by side or otherwise interact. They don't always get along, but that could be said about any individuals in any species. This diversity has led to a spread of ideas, philosophies, sciences, and cultures. Markets throughout the galaxy feature a wide assortment of exotic goods from a variety of worlds. Again, such opportunities for species and cultures to mingle aren't unusual—they're just part of everyday life.

One pervasive bit of technology is droids. These mechanical servants come in a variety of shapes and sizes, built for an array of functions. They make life easier and safer for living beings. Droids build things. They maintain things. They clean things. Some droids handle dangerous or repetitive tasks so that living beings can concentrate on other endeavors. Others serve as companions, helpers, or assistants. If there's a task, there's probably a droid designed specifically to handle it. Prior to the Rise of the Empire, droids were even designed for battle. Later, during the Imperial era, most of these kinds of droids were outlawed. However, that didn't stop the occasional assassin droid from showing up to wreak havoc in some out-of-the-way corner of the galaxy.

Computers have as big a role as droids in everyday life, perhaps even more so. Computers control starships. They operate warehouses, factories, spaceports, and security systems. Computers handle the galaxy's financial infrastructure, allowing the entire credit-based economy to exist. Everyone carries or has access to a datapad; galactic society long ago eliminated the use of paper-based documents. (When hard copies are required, reusable durasheets fit the bill.) For routine tasks, computers are easy to use, and most members of society have no problem operating them.

Finally, a galactic society requires open communications to flourish. The Old Republic developed the HoloNet to handle this. A near-instantaneous communications network, it provides a free flow of holograms and other forms of communications among member worlds. Using hundreds of thousands of non-mass transceivers connected through hyperspace simutunnels and routed through massive computer sorters and decoders, the HoloNet allows news and communications to flow from one world to another in almost real time. During the time of the Empire, large portions of the HoloNet system were shut down, and the remaining portions were mostly restricted to government and military use. This reduction of the system cut off rebellious worlds and kept news of the Empire's actions from spreading too quickly. In addition, datacards and other forms of news and information are carried from place to place by starships. This means that even without the HoloNet, in many cases information is only a hyperspace trip away.

The Three Eras

While the rules allow you to create a campaign in any *Star Wars* time frame, we're focusing that great expanse a bit and providing details on three eras.

The Rise of the Empire era represents a time of political unrest: the slow dissolution and ultimate demise of the Old Republic, the rise to power of Chancellor Palpatine, and the Clone Wars. Specifically, it's the years around *Star Wars* Episode I: *The Phantom Menace* and Episode II: *Attack of the Clones*.

The Rebellion era covers the time of the Galactic Civil War, as depicted in Episode IV: *A New Hope*, Episode V: *The Empire Strikes Back*, and Episode VI: *Return of the Jedi*.

Finally, The New Jedi Order era is set twenty-five years after *A New Hope*. The New Republic has been established, Luke Skywalker's Jedi Knights are growing stronger, and the Yuuzhan Vong have begun an invasion of the galaxy. This is the time period detailed in the Del Rey novel series.

The Rise of the Empire (22 to 32 Years before *A New Hope*)

A campaign set in this era focuses on the slow decline and corruption of the Republic. As *The Phantom Menace* comes to an end, the future for the galaxy looks bright. The charismatic and popular Palpatine has been elected as Supreme Chancellor, the Trade Federation has seemingly been dismantled, and the Jedi Knights are at their peak of power and influence. However, there's a sinister shadow creeping across the galaxy. The vile Sith have returned. Crime is on the rise. Politicians continue to bicker and look after their own petty interests. Nothing is what it seems.



Attack of the Clones unfolds with a galaxy torn asunder by strife, hatred, and greed. Led by a charismatic Separatist named Count Dooku, thousands of worlds have broken away from the Republic. This "confederacy of independent systems" wants to free itself from the yoke of the corrupt Senate, unaware that their galactic insurrection could spell the rise of an even greater evil.

As war foments and erupts between the Republic and the Separatists, plenty of opportunities for adventure present themselves. Heroes working for the Supreme Chancellor, the Jedi Council, or Count Dooku might undertake assignments to try to stem the tide of decay that grows stronger with every passing year. Remember that no matter what you or your players might think they know about Chancellor Palpatine, most people living in this era consider Palpatine a good, fair leader and the best hope of the Republic. His true machinations have yet to reveal themselves. Similarly, Count Dooku seems to have the best interests of the galaxy at heart. Under his august leadership, he seeks a galaxy restored to order and prosperity. No one suspects that this former Jedi Master has fallen to the dark side of the Force.

During the era, all species are equal. For every Human senator, there are many more alien species on the Senate. Some species from the later eras haven't been encountered yet (such as Ewoks), and some have made only cursory visits

to the galaxy (such as the advance scouts from the Yuuzhan Vong). The Order of the Jedi Knights is held together by the Jedi Council, and some ten thousand Knights roam the galaxy as the defenders of the Republic. Many more Force-sensitive beings train in Jedi academies throughout the Republic, each hoping to be selected as a Padawan learner. Those who aren't selected for advanced training use the skills they have acquired to help the Republic in some other way. Some, for example, become farmers in the Agri-Corps or healers in the Medi-Corps.

Corrupt officials, various criminals, evil corporations, assassins, petty warlords, and dark Jedi abound in this time frame. New worlds still await discovery, and new alien species are encountered all the time. Any of these topics can become the seeds for great adventures. Remember also that the Jedi Council wants to learn more about the new Sith menace. From its chamber high atop the Jedi Temple in Coruscant, the capital world of the Republic, the Jedi Council quietly directs key members of the Jedi Order to investigate incidents that might somehow be tied to the Sith. Although the Sith started as an empire controlled by corrupt Jedi, eventually Darth Bane altered the nature of the Sith forever. He dictated the rule of the new Sith order: There could be only two Sith at any time, a master and an apprentice. This doesn't limit the number of followers and lackeys the Sith could utilize, just the number of actual Sith. The current Sith master, Lord Darth Sidious, lost one apprentice, Darth Maul, battling the Jedi. However, he has since found another apprentice in Darth Tyranus. Their plans for galactic domination and the destruction of the Jedi are in place, and it seems that nothing can stand in the way of their eventual victory.

The Rebellion Era (0 to 5 Years after *A New Hope*)

A campaign set in this period focuses on the war for freedom. The Rebel Alliance challenges the rule of the Empire, seeking to end the tyranny and restore the glory of the Old Republic. The primary villain of the time is the Empire. The galaxywide military machine controls world-destroying Death Stars, a fleet of powerful Star Destroyers, and a seemingly endless number of armor-clad stormtroopers. Alien species are persecuted and enslaved. Outer Rim worlds are devastated and stripped clean to support the Imperial war effort. It is a dark time for the galaxy.



The Emperor rules with an iron will. His key supporters include Dark Lord Darth Vader, Moffs and Grand Moffs of varying degrees of power and influence, military commanders, and a variety of secret police, spies, and assassins. The feared agents of the Imperial Security Bureau (the ISB) scour the galaxy for traitors and Rebels. The once-great Jedi Order has been eliminated, and only a handful of Force-sensitive individuals remain in hiding on out-of-the-way planets—other than those darksiders working for the Emperor's New Order.

The Senate has been disbanded. The HoloNet has been restricted. The Core worlds have been effectively cut off from the rest of the galaxy. Alderaan, a world of peace and influence, has been destroyed. The Emperor's Grand Admirals command the vast Imperial military machine, and hundreds of worlds have been tasked with keeping that machine going—no matter what the cost. New weapons of war appear regularly, from modified stormtroopers to walkers, TIE fighters to Star Destroyers. Interdictor cruisers capable of pulling ships out of hyperspace are seeing wider use. No starship, private or otherwise, is safe from Imperial inspection, and boardings occur on a regular basis.

Heroes in this time frame work for the Rebel Alliance. They can be part of a Rebel cell, attached directly to Alliance High Command, or independents drawn to the Alliance's cause. In addition to the Empire, opponents in this period include crime lords, smugglers, bounty hunters, and traitors to the Alliance. It's up to the heroes to help turn the tide of Imperial domination.

The New Jedi Order Era (25 Years after *A New Hope*)

A campaign in this era has a few ways to go, though the ever-increasing threat of the Yuuzhan Vong should eventually dominate them all. The New Republic is in place, although a small Imperial remnant maintains control of a portion of the galaxy. The Jedi, on the rise again thanks to the efforts of Luke Skywalker, are at a crossroads. Some members of the order, which numbers about one hundred individuals, want to take a more direct and deliberate role in galactic affairs. Skywalker, meanwhile, is struggling with whether or not he wants to reestablish the Jedi Council. Rash Jedi have led New Republic officials to be wary of the Knights and suspicious of their true motives. Indeed, this leads to varying degrees of mistrust and even fear in the general populace, many of whom still remember the Emperor's anti-Jedi rhetoric from years before.



Nom Anor, an advance agent for the Yuuzhan Vong, sows additional seeds of discord throughout the galaxy. His efforts give rise to antitechnology cults dedicated to the destruction of innocent droids. Masking his true identity, he recruits agents from the native populations to carry out acts of sabotage and subversion. Nom Anor, however, is only the beginning of the Yuuzhan Vong threat.

The Yuuzhan Vong are humanoids that follow a religion of pain and nature. They hate machines of all kinds, using instead living technology that they have bioengineered to serve as ships, weapons, and tools. These fierce, holy warriors seek to conquer the galaxy and bring their faith to the infidels who regularly make use of unclean machines. Their invasion begins on far-flung worlds such as Belkadan and Helska, but they quickly widen their hold on key sectors of the Outer and Mid Rim, terraforming worlds to produce the yorik coral and other living materials that serve as their ships and weapons. The Jedi learn, to their horror, that this intractable new enemy cannot be sensed through the Force. The Jedi, former guardians of peace, become the hunted prey of the Yuuzhan Vong. Meanwhile, the extragalactic intruders continue their relentless advance toward the Core, crushing any force that dares stand in their way. A few worlds surrender without a fight, while those that resist are rendered uninhabitable. In time Coruscant itself falls, signaling the death of the New Republic.



Dark and terrible times have once again come upon the galaxy. In this era, heroes must work to turn the tide of opinion, strive to keep the New Republic together, and battle to defeat the Yuuzhan Vong invaders.

Main Characters

The following section describes the main protagonists from Episodes I–II and Episodes IV–VI.

Obi-Wan Kenobi

As of Episode I: *The Phantom Menace*, Obi-Wan Kenobi is a Jedi apprentice on the verge of becoming a Jedi Knight. Resourceful and quick-witted, he is an excellent Padawan, gifted with a noble spirit and a remarkable commitment to the Jedi path. Perhaps this, more than his abilities, is what led the Jedi Master Qui-Gon Jinn to finally accept Obi-Wan as his student despite his initial reluctance. Still, Obi-Wan has proven himself time and again, and Qui-Gon Jinn could not be more proud of his apprentice.

For a long time it appeared as though Qui-Gon would not take Obi-Wan as his Padawan. Marked for the Agricultural Corps to tend to sick crops after being passed over by a number of potential Jedi Masters, Obi-Wan was eventually given a chance to prove himself by dueling with other hopefuls. He defeated a rival student named Bruck, but was still passed over by Qui-Gon Jinn. In fact, Qui-Gon did not finally accept Obi-Wan as his Padawan until after the youth helped bring Qui-Gon's previous apprentice—now a fallen Jedi—to justice.

Since that time, over the course of many exciting missions together, the relationship between Qui-Gon and Obi-Wan has become like that of father and son. By the time of the blockade of the planet Naboo, Obi-Wan has learned nearly everything that his Master can teach him, though he is perhaps less aware of the living Force than Qui-Gon would prefer, lacking the kind of intuition and compassion that make the older Jedi a Master. As events unfold around Naboo, though, Qui-Gon becomes increasingly aware that his student is ready to become a Jedi Knight.

Obi-Wan is still a young man, only 25 years of age, when the blockade of Naboo becomes an invasion. Wearing his hair close-cropped (except for the traditional long, thin braid of a Human Padawan), Obi-Wan goes clean-shaven and wears the customary Jedi cloak and robes. He also carries a blue-bladed lightsaber of his own construction—one more sign that he is ready to advance. In personality, he is quiet, serious, and occasionally sarcastic.

After Obi-Wan Kenobi defeated Darth Maul, the Sith who had slain Qui-Gon Jinn, the Jedi High Council decided that Obi-Wan had proven himself worthy of becoming a Jedi Knight. The High Council was less pleased with his decision to honor Master Qui-Gon's dying wish and train Anakin Skywalker to become a Jedi. Even if Obi-Wan were ready to train a Padawan, surely he was not ready to train a boy who showed all the signs of being a vergence in the Force—a focus of vast power, but without the forbearance to use it wisely.

Obi-Wan has a lingering fear that the High Council's concerns about Anakin might be justified. The young Padawan's rebelliousness and casual use of the Force is a constant source of frustration and embarrassment for Obi-Wan. Despite his concerns, Obi-Wan can't shirk his responsibilities and abandon the promise made to Qui-Gon that he would complete Anakin's training. He knows that if he passes Anakin off to another Master, the new Master would remand the young boy to the ranks of the Jedi Exploration Corps, and Anakin would never become a Jedi Knight.

When Senator Padmé Amidala returns to Coruscant—and her life is threatened—Obi-Wan and Anakin are both drawn into the heart of the political conflict between the Republic and the Separatists. When the High Council chooses to send Anakin, alone, to protect Senator Amidala, Obi-Wan Kenobi senses that the boy is not ready for the responsibility.

Separated from his pupil, Obi-Wan becomes embroiled in a sinister plot to foment war between the Republic and the Separatists and uncovers a secret world of aliens engineering an army of cloned warriors. He runs afoul of the bounty hunter Jango Fett and the Separatist leader Count Dooku. Alongside Anakin, Padmé, and a force of Jedi warriors, Obi-Wan fights in the Battle of Geonosis—the first in a series of conflicts that would become known as the Clone Wars.

The Clone Wars foreshadow the rise of the Empire, the treachery of Anakin Skywalker, and the end of the Jedi. When the Emperor and his new apprentice, Lord Darth Vader, attempt to purge the galaxy of Jedi, Obi-Wan flees to remote Tatooine and assumes the guise of the "crazy wizard" of the Jundland Wastes. Once a general in the Clone Wars, "Old Ben" is now nothing more than a colorful old hermit occasionally seen buying supplies in Anchorhead and Mos Eisley. No one knows of Ben's past, or why he has come to Tatooine—except for Owen Lars and his wife Beru.

Almost two decades earlier, Obi-Wan brought an infant boy to Owen and asked Lars to raise and care for the child—the son of Owen's stepbrother, Anakin Skywalker. Persuaded by his wife, Owen grudgingly agreed—but on the condition that Ben keep his distance. He believed that his stepbrother's problems were somehow tied to Kenobi, and he didn't want Anakin's son following that path.

Obi-Wan agreed to Owen's demand. Kenobi set up a small homestead in the barren desert and watched Luke grow up from afar—all the while keeping a watchful eye on the stars, knowing what would happen to Luke if his father or the

ICONIC CHARACTER STATISTICS

[INIT] [SPD] [VP/WP] [ATK] [SV]

Here's a summary of the abbreviated game statistics included for each iconic character.

Character's Name: Gender Species Class Level; Init (initiative modifier); Defense; DR (damage reduction from armor); Spd (speed); VP/WP (vitality and wound points); Atk (attack bonuses, attack type, and damage); SQ (special qualities or class features); SV (Fortitude, Reflex, and Will save bonuses); SZ (size); FP (Force Points); DSP (Dark Side Points); Rep (Reputation bonus); Str (Strength), Dex (Dexterity), Con (Constitution), Int (Intelligence), Wis (Wisdom), Cha (Charisma). Challenge Code.

ICONIC CHARACTER VARIATIONS

[INIT] [SPD] [VP/WP] [ATK] [SV]

The iconic characters presented in this chapter have game statistics derived from the various classes and prestige classes presented in this rulebook. However, alternative versions of these characters can be created using prestige classes featured in supplementary source material. Use whichever versions of these characters best suit your *Star Wars* campaign.

Emperor were to discover him and his strong connection to the Force. Like his father, Luke could be turned to evil—a tragedy Kenobi sought desperately to avoid.

Ben remained in hiding, meditating on the Force and living off the land. Although he desired to teach young Luke about the Force, he could not approach the boy due to Owen's fear of the consequences. Even when Luke and a friend crashed their skyhopper in Beggar's Canyon and had to be rescued by Ben, Owen angrily chased Ben away and forbade Luke to have anything more to do with "that crazy sorcerer."

Kenobi is content to keep his distance, though he senses that one day the Force will bring him and Luke together. That day comes in *A New Hope*, when Ben rescues Luke from the Sand People.

Ben tells Luke the truth about his father—some of it, at any rate: Both he and Luke's father had been Jedi Knights who had fought together in the Clone Wars. He gives Luke his father's lightsaber, and explains—with some careful embellishment—how Luke's father, Anakin, had been betrayed and murdered by the villainous Darth Vader.

After viewing a holographic plea from Princess Leia Organa, Ben urges Luke to accompany him to Alderaan to learn about the Force while Ben delivers the Death Star schematics to his old friend, Bail Organa. However, it isn't until stormtroopers kill Owen and Beru Lars that Luke decides to leave Tatooine. Traveling to Mos Eisley spaceport, Ben arranges transport to Alderaan with a cocky Corellian smuggler named Han Solo. Although Ben has enough time to teach young Luke some rudimentary lessons about the Force on the journey to Alderaan, the planet is destroyed by the Death Star. Stealing aboard the battle station, Ben senses the presence of Darth Vader and orders Luke to stay with Han Solo while he deactivates the Death Star's tractor beam so that the *Millennium Falcon* can escape. "Your destiny lies along a different path from mine," Ben tells Luke, knowing what would happen if Vader discovered Luke in the Empire's stronghold. With that, Ben performs the ultimate act of heroism by facing his former student one last time.

Obi-Wan Kenobi (beginning of Episode II): Male Human Jedi Guardian 7/Jedi Master 2/Jedi Investigator 1; Init +3 (Dex); Defense 22 (+9 class, +3 Dex); Spd 10 m; VP/WP 82/14; Atk +14/+9* melee (4d8+2/19–20, lightsaber) or +13/+8 ranged; SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), force secret (Affect Mind), profile, target bonus +1; SV Fort +9, Ref +10, Will +8; SZ M; FP 5; DSP 0; Rep +3; Str 15, Dex 16, Con 14, Int 13, Wis 13, Cha 13. Challenge Code D.

Equipment: Lightsaber*, Jedi robes, utility belt, comlink.
*Obi-Wan Kenobi has constructed his own lightsaber.

Skills: Balance +8, Craft (lightsaber) +6, Diplomacy +5, Gather Information +7, Jump +6, Knowledge (Jedi lore) +5, Pilot +8, Read/Write Basic, Repair +3, Search +4, Sense Motive +9, Speak Basic, Speak Shyriiwook, Tumble +9.

Force Skills: Affect Mind +7, Battlemind +4, Enhance Ability +4, Enhance Senses +5, Force Stealth +4, Force Strike +4, Move Object +5, See Force +7.

Feats: Acrobatic, Dodge, Exotic Weapon (lightsaber), Force-Sensitive, Low Profile, Quick Draw, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Sense.



OBI-WAN KENOBI

Obi-Wan Kenobi (beginning of Episode IV): Male Human Jedi Guardian 7/Jedi Master 5/Jedi Investigator 3; Init +2 (Dex); Defense 23 (+11 class, +2 Dex); Spd 10 m; VP/WP 110/13; Atk +18/+13/+8* melee (5d8+2/17–20, lightsaber) or +17/+12/+7 ranged; SQ Deflect (defense +3), deflect (attack –4), deflect (extend defense and attack), force secret (Affect Mind, Force Defense), profile, target bonus +2, contact, favor +1; SV Fort +10, Ref +12, Will +12; SZ M; FP 7; DSP 0; Rep +4; Str 14, Dex 15, Con 13, Int 14, Wis 15, Cha 14. Challenge Code F.

Equipment: Lightsaber*, Jedi robes, training remote.
*Obi-Wan Kenobi has constructed his own lightsaber.

Skills: Balance +10, Craft (lightsaber) +7, Diplomacy +8, Gather Information +11, Jump +10, Knowledge (Jedi lore) +7, Pilot +9, Read/Write Basic, Repair +4, Search +5, Sense Motive +10, Speak Basic, Speak Jawa Trade Language, Speak Shyriiwook, Survival +4, Tumble +8.

Force Skills: Affect Mind +12, Battlemind +8, Enhance Ability +8, Enhance Senses +7, Farseeing +9, Force Stealth +10, Force Strike +9, Move Object +10, See Force +11.

Feats: Acrobatic, Dodge, Exotic Weapon (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Low Profile, Quick Draw, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Master Defense, Sense.

Padmé Amidala

Amidala was not the youngest monarch to govern Naboo, but she ranks among the most beloved. During her eight-year reign as Naboo's elected queen, Amidala wished only to serve her people well. At the end of Episode I: *The Phantom Menace*, she proved herself a skilled diplomat and cagey tactician by forming bonds of friendship with the Gungans and thwarting the machinations of Viceroy Nute Gunray, freeing her planet from Trade Federation occupation.

Amidala's closest friend in those days was Sabé, one of her handmaidens. Although the duties of all five handmaidens were nominally to assist the queen with etiquette and appearance, each of them also secretly acted as a bodyguard, protecting Amidala from danger. It was no accident that these courageous young girls also resembled their queen, since part of the responsibility of protecting the queen means occasionally posing as her in public—a secret shared only by the queen, her handmaidens, and her Chief of Security.



PADMÉ AMIDALA

Amidala herself imitates a fictional handmaiden, Padmé Naberrie—an identity that she and Sabé fabricated (and which leads most people to believe she actually has six handmaidens). Amidala puts her Padmé disguise to good use, frequently walking among her subjects, observing first-hand how they live, what they desire most, and what they think of their government—information she could never entirely trust when delivered to her in her royal persona. Amidala's ability to travel unrecognized among her own subjects sometimes puts her into interesting positions. She has in the past been forced to seek temporary employment to afford quarters ("an enlightening perspective on working conditions") before returning to the palace, and once debated a small gathering of political pundits—disputing her own decisions and policies "as a way to challenge their assertions, and my own."

In her role as queen, Padmé wears richly detailed costumes—a tradition for Naboo's elected royalty—and has a variety of outfits, all designed to convey a certain mood befitting different occasions. She also wears a traditional white face makeup, with red accents on her cheeks and lower lip—the traditional "scar of remembrance," in memory of Naboo's period of suffering before "the Great Time of Peace." In public, as Queen Amidala, she is serene, regal, and austere, while in private, or disguised as Padmé, she is warm, friendly, and humble.

After serving her term as Naboo's elected queen, Padmé Amidala assumes even greater responsibilities as the newly elected Republic Senator for her sector, following in the footsteps of her august predecessor, Chancellor Palpatine. Padmé serves as Senator Amidala for two years prior to Episode II: *Attack of the Clones*, but her experience in politics goes back to her childhood.

As Senator of Naboo, Padmé Amidala is aided and protected by the same corps of volunteers that served her during the blockade crisis: the Naboo handmaidens. When her staunch opposition to the Separatist movement places her in danger, Senator Amidala is once again forced to ask one of her handmaidens, Cordé, to act as a decoy—with tragic results. When Separatist extremists plant a bomb on the landing platform used by her ship, Cordé is killed.

The Jedi offer Padmé additional protection in the form of Master Obi-Wan Kenobi and his Padawan, Anakin Skywalker. Following another attempt on her life—in her own quarters, no less—Obi-Wan departs to investigate the source of the attacks while Anakin accompanies the senator back to Naboo. During the journey, Padmé realizes that the boy she knew as "Annie" has grown into a handsome young man, and that he has very strong feelings for her. Padmé is more than shocked to find that she returns those feelings.

Padmé Amidala (beginning of Episode II): Female Human Noble 9; Init +2 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 43/12; Atk +6/+1 melee (1d3, unarmed) or +9/+4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Bonus class skill (Bluff), favor +5, inspire confidence, resource access, coordinate +2; SV Fort +4, Ref +6, Will +9; SZ M; FP 3; DSP 0; Rep +8; Str 10, Dex 15, Con 12, Int 15, Wis 16, Cha 18. Challenge Code D.

Equipment: Blaster pistol, comlink, senatorial wardrobe, senatorial transport, astromech droid (R2-D2).

Skills: Appraise +4, Bluff +12, Computer Use +6, Diplomacy +18, Disguise +14, Hide +4, Intimidate +4, Knowledge (Naboo) +12, Knowledge (politics) +12, Knowledge (history) +10, Move Silently +4, Pilot +6, Read/Write Basic, Read/Write Mon Calamarian, Read/Write Ithorese, Repair +4, Sense Motive +10, Speak Basic, Speak Mon Calamarian, Speak Ithorese, Treat Injury +5.

Feats: Fame, Influence, Mimic, Point Blank Shot, Precise Shot, Skill Emphasis (Diplomacy), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons).

Anakin Skywalker (Lord Darth Vader)

Anakin Skywalker's destiny and the fate of the entire galaxy are linked inexorably. He studies the ways of the Jedi but allows feelings of anger, fear, and hate to enslave him. As Darth Vader, he uses the power of the dark side of the Force to betray and murder his fellow Jedi and enslave the galaxy. With the help of his son, the man once known as Anakin Skywalker finds redemption, bringing balance to the Force by ending the tyranny of the Emperor and the Sith.

The 9-year-old Anakin Skywalker introduced in Episode I: *The Phantom Menace* knows nothing of evil or tyranny. Anakin dreams of being a famous starfighter pilot, and even a Jedi Knight. As a slave, Anakin knows in his heart that his dreams are just childish fantasies. What he does not realize is that within him the Force is stronger than in any other living being, and that his dreams might actually be premonitions of things that will one day come to pass. For the time being, though, he works as an assistant to his Toydarian master, Watto, scavenging spare parts to repair and sell, bartering with Jawas, and piloting Watto's Podracer in the local heats. To Anakin, flying a Podracer is the next best thing to being in the cockpit of a starfighter.

Anakin's life changes suddenly with the arrival of a Jedi Master named Qui-Gon Jinn, who sees in the young boy something Anakin's mother has long suspected: a destiny greater than anyone could imagine. Qui-Gon barters with Watto for Anakin's freedom, gambling on the boy's ability as a Podracer pilot. When Anakin wins the Boonta Eve Classic Podrace, the Toydarian has no choice but to release the boy into the Jedi's custody. No longer a slave, Anakin leaves Tatooine with Qui-Gon Jinn and Obi-Wan Kenobi, vowing someday to return and free his mother and the other slaves.

Anakin again demonstrates his piloting skills in a climactic space battle against the capricious Trade Federation, single-handedly taking out the droid control ship. His heroism does not go unnoticed, with Chancellor Palpatine himself promising to watch the young boy's career with "great interest."

By Episode II: *Attack of the Clones*, Anakin Skywalker has grown into a capable young Jedi. Under the tutelage of Obi-Wan Kenobi, Anakin has learned the basics of using the Force and become a capable Padawan, almost ready to undergo the trial of Knighthood. Though occasionally thoughtful and even insightful, he is more often rash and impulsive—as though the Force is always speaking to him, but he doesn't always want to listen. While his skills are impressive, his dedication at times seems in doubt.

At times Anakin seems unable to develop the serious focus that he needs to become a Jedi Knight. Far too often, his mind is occupied with thoughts of his mother, Shmi, still a slave on Tatooine. He has not seen her in ten years, and his concern for her wears heavily on him. He dreams of her nearly every night—and in his dreams, she is in pain and dying. Concentrating on his studies seems like a waste of time compared to the possibility that his mother might really need him—that he might never see her again.

Padmé Amidala's return to Coruscant makes it even more difficult for Anakin to focus on his studies. Although Anakin knows that a Jedi is not allowed to form emotional attachments, he also knows that he can't deny how he feels for the Naboo senator. Padmé is too beautiful to ignore—and at 19 years old, Anakin still lacks the self-control he needs to keep emotional distance. When the Jedi Council assigns Obi-Wan and Anakin to guard Padmé following an assassination attempt on the senator's life, the young Padawan allows his love for Padmé to overwhelm him—even though his Jedi vows forbid him from getting too close. Later, he is briefly reunited with his mother—only to see her die at the hands of Tusken Raiders. His conflicting feelings about Padmé and his place in the Jedi Order, coupled with rage over the death of his mother, form the basis for Anakin's rising darkness.

How an innocent and idealistic child named Anakin Skywalker becomes the most feared man in the galaxy, the Emperor's black-clad enforcer, is a mystery known only to a few. Unable to manage his hatred, anger, and fear, Anakin is seduced by the dark side of the Force. Giving himself over to



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evil, he turns against his erstwhile Jedi Master and sheds the last vestiges of his humanity to become Darth Vader, Dark Lord of the Sith.

Sustained now by machinery and unable to live without his custom-made body armor, Vader sets about establishing himself as the heir to all the secrets of the Sith order, using what he learns to destroy the Jedi. When his Master assumes the mantle of Emperor, Darth Vader becomes the second most powerful being in the known galaxy.

With the end of the Jedi Order and the consolidation of the Emperor's power, Lord Vader has time to turn his attention to training others in the dark side of the Force and cultivating followers, among them the Noghri. Though Vader still performs missions of terror and assassination for the Emperor, he has time to meditate and hone his skills. By the time the Emperor assigns him to assist Grand Moff Tarkin in the construction of the Death Star battle station, Vader is the deadliest warrior of his generation, shielded by imposing armor, steeled by countless combats, and empowered by the dark side of the Force.

Even with the dark side as his formidable ally, Vader did not anticipate the destruction of the Death Star. As the Emperor set about replacing this dread weapon with another, Vader did everything in his power to track down the heroic pilot responsible for this setback: Luke Skywalker, his son. Their paths cross several times over the next few years, but it isn't until the fall of Bespin that Vader confronts Luke and reveals their true relationship. Vader attempts to turn Luke, inviting him to rule the galaxy at his side. Luke refuses and escapes.

Vader confronts his son again on the second Death Star. The Emperor pits Vader against young Skywalker, trying to arouse feelings of rage and hatred in Luke and turn him to the dark side. Luke won't be tempted, and his bravery in facing the Emperor's dark side powers fans the tiny spark of light still alive in Darth Vader. Overwhelmed with compassion for his son, Vader turns on the Emperor, hurling him into the depths of the Death Star. Vader redeems himself—but at the cost of his own life. He dies as Anakin Skywalker, becoming one with the Force alongside his former teachers, Obi-Wan Kenobi and Yoda.



DARTH VADER

Anakin Skywalker (beginning of Episode II): Male Human Fringer 1/Jedi Guardian 5; Init +3 (Dex); Defense 19 (+6 class, +3 Dex); Spd 10 m; VP/WP 52/13; Atk +8 melee* (3d8+1/19–20, lightsaber) or +8 ranged; SQ Force Point use as though three levels higher; Skywalkers get Force-Sensitive feat free and ignore the "Force Level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter; bonus class skill (Repair); deflect (defense +1, attack –4); SV Fort +5, Ref +6, Will +2; SZ M; FP 7; DSP 3; Rep +2; Str 13, Dex 16, Con 13, Int 13, Wis 12, Cha 13. Challenge Code D.

Equipment: Lightsaber*, Jedi robes.

*Anakin Skywalker has constructed his own lightsaber.

Skills: Balance +6, Craft (lightsaber) +4, Knowledge (alien species) +3, Knowledge (Jedi lore) +4, Knowledge (streetwise) +4, Knowledge (Tatooine) +3, Pilot +10, Read/Write Basic, Read/Write Huttese, Repair +7, Speak Basic, Speak Huttese, Spot +4, Survival +3, Tumble +5.

Force Skills: Affect Mind +3, Battlemind +5, Enhance Ability +6, Farseeing +4, Force Defense +5, Force Strike +4, Move Object +3, See Force +3.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Gearhead, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Mettle, Sense.

Darth Vader (beginning of Episode IV): Male Human Fringer 1/Jedi Guardian 11/Sith Lord 6; Init +3 (Dex); Defense 26 (+13 class, +3 Dex); DR 6; Spd 10 m; VP/WP 122/17; Atk +22/+17/+12/+7 melee* (5d8+3/19–20, lightsaber) or +20/+15/+10/+5 ranged; SQ Force Point use as though three levels higher; Skywalkers get Force-Sensitive feat free and ignore the "Force Level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter; bonus class skill (Repair); deflect (defense +3, attack –1, extend defense and attack); block; resource access; Sith battle prowess; Sith secret; minions; SV Fort +15, Ref +15, Will +10; SZ M; FP 10; DSP 16; Rep +10; Str 16*, Dex 16, Con 17*, Int 14, Wis 12, Cha 13. Challenge Code H.

Equipment: Lightsaber**, dark armor.

*Dark armor contains life-support apparatus that boosts Darth Vader's Strength and Constitution (see Darth Vader's Armor sidebar).

**Darth Vader has constructed his own lightsaber.

Skills: Balance +2, Craft (lightsaber) +5, Intimidate +10, Knowledge (alien species) +4, Knowledge (Jedi lore) +5, Knowledge (streetwise) +5, Knowledge (Sith lore) +7, Knowledge (Tatooine) +4, Pilot +10, Read/Write Basic, Read/Write Huttese, Read/Write Sith, Repair +8, Search +7,

DARTH VADER'S ARMOR

[INIT] [SPD] [VP/WP] [ATK] [SV]

Darth Vader wears a unique suit of dark armor. It is the equivalent of padded battle armor (see Armor in Chapter Seven: Equipment) and imbued with dark side power through Sith construction techniques. The dark armor provides Vader with damage reduction 6, and it contains a life-support apparatus that maintains Vader's breathing and his shattered body.

In addition to these attributes, the life-support system enhances Vader's Strength and Constitution.

Without his helmet and visor, Vader's life support begins to fail, and he loses 1 point of Constitution each round. Without his armor, his Strength and Constitution scores are immediately reduced by 4 points. Within his personal meditation chambers, however, Vader can remove his armor and find comfort within its pressurized, life-supporting shell as though he were still wearing his full suit of armor.

Speak Basic, Speak Huttese, Speak Sith, Spot +4, Survival +3, Tumble +1.

Force Skills: Affect Mind +8, Battlemind +7, Enhance Ability +11, Farseeing +6, Fear +11, Force Defense +12, Force Grip +13, Force Strike +7, Move Object +9, See Force +8, Telepathy +12.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Gearhead, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons, vibro weapons).

Force Feats: Alter, Burst of Speed, Control, Force Whirlwind, Knight Defense, Lightsaber Defense, Malevolent, Mettle, Power Attack, Rage, Sense.

Sith Lord Class Features: The Sith Lord is a special prestige class available only to dark side characters trained in the ancient Sith tradition. As a 6th-level Sith Lord, Darth Vader gains the following class features.

Resource Access—Once per day, Darth Vader can make a Charisma check to secure resources, the value of which can be no greater than 300 × the result of a Charisma check (in credits). These resources can take virtually any form Vader chooses (within reason) and are his to do with as he pleases.

Sith Battle Prowess—Trained in Sith battle techniques, Darth Vader gains the bonus feats Lightsaber Defense and Knight Defense.

Sith Secret—Through his study of the ancient Sith tradition, Darth Vader gains the bonus feat Rage.

Minions—Darth Vader can add his Sith Lord level to any Reputation checks made to attract followers (see Followers in Chapter Six).

Luke Skywalker

A farm boy on the remote desert world of Tatooine, young Luke Skywalker nevertheless dreams of one day attending the Imperial Naval Academy and flying starfighters. Although he demonstrates a natural aptitude for piloting, he is unable to fulfill his dreams. His aunt and uncle, Beru and Owen Lars, need his help to maintain their moisture farm near the small Tatooine town of Anchorhead. Out of respect for the people who raised him, Luke remains on the farm for several years, gradually losing contact with his friends who have left the planet, and himself losing hope of ever being anything more than a moisture farmer.

At the beginning of Episode IV: *A New Hope*, 18-year-old Luke Skywalker is a young man with light brown hair and soulful blue eyes. He dresses in the standard white Tatooine farm tunic and wears a utility belt to carry the tools he uses to repair malfunctioning vaporators (the machines that harvest moisture from Tatooine's dry air). He also carries a droid caller, a remote device that he uses to summon the various worker droids that help on the farm. This includes the dusty protocol droid and its astromech droid counterpart his uncle has just purchased from Jawas—though Luke has no inkling that these two droids are going to lead him to the very adventures he has been craving.

Luke's exploits after leaving the Lars moisture farm are well chronicled. With the help of an old Jedi Master named Obi-Wan Kenobi and a roguish smuggler named Han Solo, Luke rescues Princess Leia Organa of Alderaan from Imperial captivity and destroys the Death Star at the Battle of Yavin.

In the years following the Battle of Yavin, Luke continues to practice what Obi-Wan Kenobi taught him and even learns a few things on his own through trial, error, and an almost intuitive understanding of the Force. He helps forge the elite starfighter team Rogue Group, a forerunner to Rogue Squadron, and participates in several key battles against the Empire. At the beginning of Episode V: *The Empire Strikes Back*, Luke has a near-fatal encounter with a wampa while helping the Alliance set up a new command base on Hoth. After wounding the creature with his lightsaber, Luke escapes into the frozen wilderness and receives a vision of Obi-Wan Kenobi urging him to seek out the Jedi Master Yoda on the planet Dagobah.

When the Empire locates the Rebel base on Hoth, Luke assists with the base's defense and evacuation before setting out on his own for Dagobah. On the swamp planet he meets Yoda, who senses much anger in the young man. Luke persuades the Jedi Master to accept him as a pupil nonetheless. Yoda manages to teach Luke in a few weeks what the Jedi of the past learned over the course of many years. However, before completing his training, Luke is lured away by visions of his friends in peril. These visions lead him to Bespin's Cloud City and a confrontation with Darth Vader. In the course of the battle, Vader slices off Luke's right hand and reveals that he is, in fact, Luke's father. Luke, unable to deal with this realization, hurls himself into Cloud City's core and uses the Force to escape to the underbelly of the floating city. There he is picked up by the *Millennium Falcon* and delivered safely to the Rebel fleet.

Luke experiences doubt, disappointment, and a gnawing fear triggered by the loss of his hand, the truth about his father, and the recent defeats suffered by the Alliance. However, Luke doesn't allow these feelings to stand in the way of rescuing his friend Han Solo from the palace of Jabba the Hutt, nor do they diminish his resolve to complete his training and become a Jedi Knight.

As the Rebels take bold steps to deal with the Emperor, Luke decides to face his father once more—to turn him from the dark side. After surrendering to the Imperials on the



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forest moon of Endor, Luke is escorted by Darth Vader to the Emperor's throne room on the new Death Star. The Emperor tries to corrupt young Skywalker, but the attempt fails. Luke's defiance of the Emperor, his refusal to succumb to anger and hate, reaches the spark of Anakin trapped within Vader's armored shell. Minutes before the Rebels destroy the new Death Star, Anakin Skywalker hurls the Emperor to his death and sacrifices himself to save the life of his son. By the end of Episode VI: *Return of the Jedi*, Darth Vader and the tyranny of the Empire are no more.

While most heroes would get a well-deserved rest after saving the galaxy, Luke Skywalker's life since the death of the Emperor has been one of nearly nonstop adventure. With the only Jedi he knew gone and his own knowledge of the Force incomplete, much of Luke's life following the Battle of Endor becomes an unending quest to learn the secrets of the Force. What little time he doesn't devote to plumbing its mysteries he spends dodging the Imperial remnants, including Grand Admiral Thrawn and the deadly Mara Jade.

As Luke begins encountering more people with knowledge of the Force—or more rarely, those with knowledge of the Jedi arts—he realizes that completing his understanding of the Force is a selfish task. He begins training students of his own, including his sister, Leia Organa Solo. In time, Luke gathers enough support to open a formal academy on Yavin 4. From there, he begins training several apprentices, including Jaina and Jacen Solo (his niece and nephew). Although the Jedi academy faces many challenges—chief among them an ancient Sith named Exar Kun—it survives, and Luke is well on the way to reestablishing the Jedi Order.

The Jedi spread across the stars quickly—and without any organization. Reports begin to trickle into the New Republic Senate of Jedi Knights acting as self-appointed police, judges, juries, and executioners. Although their activities rid the galaxy of much evil—pirates, smugglers, and the like—these rogues do so without the foreknowledge or authorization of the Senate. The Jedi, in their zeal to restore peace and justice to the New Republic, are seen as the biggest threat to both.

Concern about the New Jedi Order and political tension within the Senate blind the New Republic to a threat approaching from outside the galaxy. As Luke Skywalker ponders the role of his Jedi Order in the galaxy, the *alien* Yuuzhan Vong gain footholds on the Galactic Rim and begin their systematic conquest of the galaxy.

Luke Skywalker (beginning of Episode IV): Male Human Fringer 2; Init +3 (Dex); Defense 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 13/13; Atk +3 melee (1d3+2, unarmed) or +4 ranged (3d6/19–20, sporting blaster rifle); SQ Force Point use as though three levels higher; Skywalkers get Force-Sensitive feat free and ignore the "Force Level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter; bonus class skill (Repair), barter; SV Fort +4, Ref +5, Will +1; SZ M; FP 3; DSP 0; Rep +0; Str 15, Dex 16, Con 13, Int 14, Wis 12, Cha 12. Challenge Code B.

Equipment: Sporting blaster rifle, electrobinoculars, utility belt, tool pouch, desert poncho, goggles, X-34 landspeeder, T-16 skyhopper.

Skills: Climb +7, Jump +7, Knowledge (Tatooine) +7, Pilot +11, Profession (moisture farmer) +3, Read/Write Basic, Repair +7, Search +6, Speak Basic, Speak Huttese, Speak Jawa Trade Language, Spot +6, Survival +6.

Force Skills: Enhance Ability +3.

Feats: Force-Sensitive, Skill Emphasis (Pilot), Weapon Group Proficiencies (blaster pistols, blaster rifles, primitive weapons, simple weapons).

Luke Skywalker (end of Episode VI): Male Human Fringer 2/Jedi Guardian 7; Init +3 (Dex); Defense 21 (+8 class, +3 Dex); Spd 10 m; VP/WP 74/13; Atk +12/+7 melee* (3d8+2/19–20, lightsaber) or +11/+6 ranged (3d8 or DC 15 stun, blaster pistol); SQ Force Point use as though three levels higher; Skywalkers get Force-Sensitive feat free and ignore the "Force Level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter; bonus class skill (Repair), barter, deflect (defense +1, attack –4, extend defense and attack); SV Fort +9, Ref +10, Will +5; SZ M; FP 4; DSP 3; Rep +5; Str 15, Dex 16, Con 13, Int 14, Wis 13, Cha 12. Challenge Code E.

Equipment: Lightsaber*, blaster pistol, black pants and tunic, utility belt, tool pouch, comlink, prosthetic hand, astromech droid (R2-D2), X-wing starfighter.

*Luke has constructed his own lightsaber.

Skills: Astrogate +5, Climb +7, Computer Use +5, Craft (lightsaber) +5, Intimidate +4, Jump +9, Knowledge (Jedi lore) +3, Knowledge (Tatooine) +7, Pilot +13, Profession (moisture farmer) +4, Read/Write Basic, Repair +7, Search +7, Speak Basic, Speak Huttese, Speak Jawa Trade Language, Speak Shyriiwook, Spot +7, Survival +6, Tumble +6.

Force Skills: Affect Mind +5, Empathy +4, Enhance

Ability +4, Farseeing +4, Force Defense +4, Move Object +5, See Force +5, Telepathy +4.

Feats: Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Fame, Force-Sensitive, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, blaster rifles, primitive weapons, simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense.

Luke Skywalker (beginning of The New Jedi Order novel series): Male Human Fringer 2/Jedi Guardian 13/Jedi Master 3; Init +2 (Dex); Defense 25 (+13 class, +2 Dex); Spd 10 m; VP/WP 116/12; Atk +21/+16/+11/+6 melee* (5d8+2/19–20, lightsaber) or +19/+14/+9/+4 ranged (3d8 or DC 15 stun, blaster pistol); SQ Force Point use as though three levels higher; Skywalkers get Force-Sensitive feat free and ignore the "Force Level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter; bonus class skill (Repair); barter; deflect (defense +3, attack –3, extend defense and attack); block; force secrets (Battlemind, Force Defense); SV Fort +14, Ref +14, Will +11; SZ M; FP 9; DSP 1; Rep +9; Str 14, Dex 15, Con 12, Int 15, Wis 15, Cha 13. Challenge Code H.

Equipment: Lightsaber*, blaster pistol, Jedi robes, XJ-type X-wing starfighter.

*Luke has constructed his own lightsaber.

Skills: Astrogate +5, Climb +7, Computer Use +8, Craft (lightsaber) +8, Diplomacy +5, Gather Information +4, Intimidate +4, Jump +12, Knowledge (Jedi lore) +4, Knowledge (politics) +6, Knowledge (Tatooine) +8, Pilot +14, Profession (moisture farmer) +5, Read/Write Basic, Repair +7, Search +7, Sense Motive +6, Speak Basic, Speak Huttese, Speak Jawa Trade Language, Speak Shyriiwook, Spot +8, Survival +7, Tumble +8.

Force Skills: Affect Mind +11, Battlemind +8, Empathy +10, Enhance Ability +8, Enhance Senses +6, Farseeing +9, Force Defense +6, Heal Self +6, Move Object +10, See Force +10, Telepathy +7.

Feats: Acrobatic, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Fame, Force-Sensitive, Skill Emphasis (Pilot), Starship Dodge (starfighter), Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, blaster rifles, primitive weapons, simple weapons).

Force Feats: Alter, Attuned, Control, Force Mastery, Knight Defense, Lightsaber Defense, Sense.

Leia Organa

At a mere 18 years old, Leia Organa, Princess of Alderaan, is the youngest person ever appointed to the Imperial Senate. Separated from her twin brother in infancy and raised by Bail Organa, Viceroy and First Chairman of Alderaan, Leia has only vague recollections of her mother and has no idea that her true father will become her enemy.

Bail Organa teaches young Leia about justice and honor, and when Bail steps down to attend to duties on Alderaan, Leia takes his place and soon finds herself embroiled in a power struggle engendered by the ambitions of the Emperor. While Leia speaks out against the Emperor's policies in the Senate, Bail Organa works with Mon Mothma of Chandrila and Garm bel Iblis of Corellia to create an organized resistance to the Emperor. The resistance becomes the Rebel Alliance, aided in secret by the young princess.

Although her covert activities on behalf of the Alliance occasionally puts her life at risk, Leia places the Rebellion's cause above her own welfare. Entrusted with transporting technical readouts of the Emperor's new Death Star battle station to her father, Leia's dedication is put to the test when the Imperial Star Destroyer *Devastator* intercepts her ship near Tatooine.

Thinking quickly, Leia transfers the stolen Death Star data to an astromech droid and orders it to find Obi-Wan Kenobi and deliver the plans to his protection. Her fate sealed, Princess Leia lets herself be taken prisoner, trusting that the little droid will fulfill its mission and save the Alliance—even if she doesn't survive.

In Episode IV: *A New Hope*, Princess Leia displays austere beauty and an amazing strength of character. She dresses in a white gown traditional to members of the Alderaan royal family. Disciplined and dedicated, she is sometimes perceived as cold by her detractors—but they are few, and most people she meets consider her warm and compassionate. Leia thinks of herself as, at most, a footnote in history, but she hopes that it will be a history written by the restored Republic.

Twenty-five years after being rescued by Luke Skywalker and Han Solo from the Emperor's first Death Star, the woman once known as Princess Leia becomes one of the most important influences in the New Republic. As a symbol of leadership during the Galactic Civil War, Leia Organa is a vital part of the reconstruction effort after the death of the Emperor. She takes a position on the ruling Provisional Council of the fledgling New Republic, alongside such luminaries as Chief Councilor Mon Mothma, Commander in Chief Admiral Ackbar, and the ambitious Bothan Councilor Borsk Fey'lya.

Leia's life hardly lacks for adventure during this time. Wooed by the charismatic Prince Isolder of Hapes, she is kidnapped by Han Solo and spirited to Dathomir, where she and the roguish smuggler become embroiled in another civil war—this time between two clans of the Force-using Witches of Dathomir. Somehow in the midst of all this, Han finds it within his heart to ask Leia to marry him, and a few weeks after leaving the planet—eight years after her rescue from the Death Star—she becomes Leia Organa Solo.

Leia gives birth to the Force-strong twins Jaina and Jacen amid galactic turmoil, as Grand Admiral Thrawn attempts to reforge the Empire. At first the target of assassination by the alien Noghri—accomplished hunter-killers trained by Darth Vader—Leia manages to turn them from their Imperial loyalties to the New Republic. When they realize that Leia is the daughter of Darth Vader, the Noghri follow her without question. Most Noghri refer to Leia as "Lady Vader"—a sign of respect. A few years later, Leia's third child, Anakin, is born.

Dividing her time between political duties and raising her children—as well as periodic galactic crises—Leia becomes Chief of State of the New Republic, replacing the ailing Mon Mothma. She finds little time for her Jedi training, a failure that she eventually reconciles. She accepts her fate as a political creature, and not as a Jedi Knight. Still, born of a family strong in the Force and trained by the most powerful Jedi in the New Republic, Leia occasionally calls upon the Force in her duties as a diplomat and ambassador—as well as when her family or friends are threatened.

Tired of politics and oblivious to the imminent threat of the Yuuzhan Vong, Leia steps down as Chief of State, turning over control of the government to a new body of senators led by the ambitious Bothan, Borsk Fey'lya. She voices concern about the lack of cooperation in the Senate, observing how old tensions—long buried in the struggle against the Empire—have begun to rise. As in the days of the Old Republic, many senators use their positions and authority for self-serving ends. Worse still, the senators who have the most to gain from their positions deliberately misread Leia's concern as a bid to regain control of the New Republic, and they bitterly accuse her of manipulating the Senate into approving her brother Luke's plans for establishing a Jedi Council.

Leia Organa (beginning of Episode IV): Female Human Noble 4; Init +1 (Dex); Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 22/13; Atk +3 melee (1d3, unarmed) or +5 ranged (3d4 or DC 12 stun, sporting blaster); SQ Force Point use as though three levels higher; Skywalkers get Force-Sensitive feat free and ignore the "Force Level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter; bonus class skill (Bluff), favor +2, inspire confidence, resource access, coordinate +1; SV Fort +2, Ref +3, Will +8; SZ M; FP 5; DSP 0; Rep +2; Str 11, Dex 13, Con 13, Int 14, Wis 14, Cha 14. Challenge Code B.

Equipment: Sporting blaster, consular ship (*Tantive IV*).

Skills: Appraise +4, Bluff +7, Computer Use +7, Diplomacy +9, Gather Information +4, Knowledge (Alderaan) +8, Knowledge (alien species) +6, Knowledge (politics) +8, Knowledge (bureaucracy) +9, Listen +3, Read/Write Basic, Read/Write Bothan, Read/Write Mon Calamarian, Repair +4, Sense Motive +6, Speak Basic, Speak Bothan, Speak Mon Calamarian, Treat Injury +5.

Feats: Force-Sensitive, Iron Will, Skill Emphasis (Knowledge [bureaucracy]), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons).

Leia Organa (end of Episode VI): Female Human Noble 6/Soldier 2; Init +1 (Dex); Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 46/13; Atk +7/+2 melee (1d3+1, unarmed) or +7/+2 ranged (3d6 or DC 15 stun, blaster pistol); SQ Force Point use as though three levels higher; Skywalkers get Force-Sensitive feat free and ignore the "Force Level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter; bonus class skill (Bluff), favor +4, inspire confidence, resource access, coordinate +1; SV Fort +6, Ref +4, Will +7; SZ M; FP 7; DSP 0; Rep +5; Str 12, Dex 13, Con 13, Int 14, Wis 14, Cha 14. Challenge Code D.

Equipment: Blaster pistol, Rebel outfit.

Skills: Appraise +5, Astrogate +7, Bluff +9, Computer Use +8, Diplomacy +13, Disguise +8, Gather Information +4, Intimidate +6, Knowledge (Alderaan) +8, Knowledge (alien species) +6, Knowledge (politics) +9, Knowledge (bureaucracy) +11, Listen +3, Read/Write Basic, Read/Write Bothan, Read/Write Mon Calamarian, Repair +7, Sense Motive +8, Speak Basic, Speak Bothan, Speak Mon Calamarian, Speak Noghri, Speak Shyriiwook, Treat Injury +7.

Feats: Armor Proficiency (light), Force-Sensitive, Influence, Iron Will, Point Blank Shot, Skill Emphasis (Diplomacy,) Skill Emphasis (Knowledge [bureaucracy]), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Leia Organa Solo (beginning of The New Jedi Order novel series): Female Human Noble 10/Soldier 2/Jedi Consular 3; Init +1 (Dex); Defense 20 (+9 class, +1 Dex); Spd 10 m; VP/WP 80/12; Atk +11/+6/+1 melee (2d8/19–20, lightsaber) or +12/+7/+2 ranged (3d6 or DC 15 stun, blaster pistol); SQ Force Point use as though three levels higher; Skywalkers get Force-Sensitive feat free and ignore the "Force Level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter; bonus class skill (Bluff), favor +5, inspire confidence, resource access, coordinate +2, deflect (defense +1, attack –4); SV Fort +10, Ref +8, Will +13; SZ M; FP 11; DSP 0; Rep +10; Str 11, Dex 12, Con 12, Int 15, Wis 16, Cha 15. Challenge Code G.

Equipment: Blaster pistol, lightsaber (rarely carried).

Skills: Appraise +9, Astrogate +7, Bluff +13, Computer Use +8, Diplomacy +18, Disguise +12, Gather Information +4, Intimidate +8, Knowledge (Alderaan) +8, Knowledge (alien species) +10, Knowledge (Jedi lore) +3, Knowledge (politics) +13, Knowledge (bureaucracy) +15, Listen +4, Pilot +6, Profession (New Republic Chief of State) +8, Read/Write Basic, Read/Write Bothan, Read/Write Mon Calamarian, Repair +7, Sense Motive +13, Speak Basic, Speak Bothan, Speak Mon Calamarian, Speak Noghri, Speak Shyriiwook, Treat Injury +9.

Force Skills: Affect Mind +5, Empathy +7, Enhance Senses +6, Farseeing +6, Heal Self +3, Move Object +6, See Force +8.

Feats: Armor Proficiency (light), Fame, Force-Sensitive, Influence, Iron Will, Persuasive, Point Blank Shot, Precise Shot, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge [bureaucracy]), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Force Feats: Alter, Aware, Control, Sense.

Han Solo

If only by virtue of his fast ship and excellent piloting abilities, Han Solo is one of the best smugglers in the galaxy. Born on Corellia and raised by spacefaring vagabonds with a penchant for illicit activities, Han received an education in dirty tricks and hard knocks. He learned to be self-reliant and to think on his feet, and he picked up his own code of honor. By the time Han wrangled a commission in the Imperial Naval Academy, he already had a reputation as a scoundrel.

Fast reflexes and exemplary flying helps Han Solo graduate the Academy with top honors, and he soon finds himself in the Imperial Navy. Unfortunately, his moral code reacts badly when he sees slave-handlers brutalize a Wookiee. Han intervenes and sets the Wookiee Chewbacca free, but for his trouble he is court-martialed and stripped of his rank and commission. Thrown out of the Navy, Han finds himself alone except for the Wookiee he rescued. Chewbacca, by his own code of honor, believes he owes the Corellian a life debt. Han can't refuse the massive Wookiee, and the two quickly become best friends.

The Corellian has a talent for getting nearly anything from one place to another without attracting much attention—or, more accurately, without attracting attention he

can't shake with fancy flying or sharp shooting. Han's reputation grows, but it isn't until he wins a battered old YT-1300 transport from Lando Calrissian (a gambler and confidence artist), that Han truly feels in control of his destiny. With Chewie as his first mate, Han flies the *Millennium Falcon* on countless smuggling runs, always staying one step ahead of the law and the competition. He constantly modifies his new ship with whatever parts he can barter or scrounge. Though it resembles a flying junkyard, the stock light freighter develops into the fastest, best-equipped cargo ship outside of the Imperial Navy. The *Falcon* carries Han and Chewbacca through a series of adventures, from the Corporate Sector to Imperial space. When Han is forced to dump a load of Jabba the Hutt's spice to escape an Imperial patrol, the furious Jabba puts a price on the Corellian's head. Not so much worried about losing his head as his beloved ship, Han stalls Jabba until he can negotiate a new smuggling contract.

In Episode IV: *A New Hope*, Han agrees to fly an old man and a naïve farm boy to Alderaan for enough credits to more than pay his debt to Jabba. As Han's passengers board with a pair of droids in tow, Imperial stormtroopers attack. Confused but acting on instinct, Han lifts off and flies the *Millennium Falcon* out of the system as fast as he can, leaving Imperial pursuit far behind.

Thrust into the role of the reluctant hero, Han helps the young farm boy, Luke Skywalker, rescue Princess Leia from the Death Star. Han's loyalty to the Rebel Alliance seems to end there. Believing that no one can oppose the Empire, he sees the Rebellion as nothing more than a fool's crusade. Nevertheless, Han can't leave his new friends to fight the Empire alone. Something sparks the hero inside him, and Han's timely reappearance at the Battle of Yavin damages Darth Vader's TIE fighter and enables Luke Skywalker to fire the shot that destroys the Death Star.

As the Rebels begin construction of Echo Base on Hoth, Han finds himself torn between life as a Rebel and life as a smuggler. When a bounty hunter on Ord Mantell nearly gets the better of him, Han sets out to repay some old debts. Once more, fate intercedes when the Imperials locate Echo Base and Han must stay to assist in the evacuation.

Han's philosophy is to never doubt his own abilities, but to also respect the abilities of his opponents. Fortunately, he rarely encounters an enemy whose abilities exceed his own. One such foe is Boba Fett, a crafty bounty hunter who tracks the *Millennium Falcon* to the Bespin system and alerts the Empire. After being captured, interrogated, and encased in carbonite, Han is turned over to the bounty hunter for delivery to Jabba the Hutt.

Han's friends eventually rescue him from Jabba's palace. Afterward, Han commits himself fully to the cause of the Alliance. Han volunteers to lead the strike team that must slip past the Imperial cordon and attempt to destroy the shield generator protecting the new Death Star. Alliance High Command makes Han a general—something he never imagined happening after he was discharged from the Imperial Navy years before.

Despite becoming a general, then a war hero, a husband, and a father three times over, Han Solo changes very little in the 25 years that follow the Battle of Endor. Through a series of wild adventures—including kidnapping Leia Organa to prevent her from marrying a handsome rival, evading continued pursuit by the bounty hunter Boba Fett, and helping to defeat the Imperial remnants—Han remains the same wry adventurer he was when he first met Luke Skywalker on Tatooine. He has gained a greater sense of responsibility—to his wife, his three children, his friends, and to the safety of the New Republic. Although Han doesn't feel much of a connection to the Force himself, he admits that throughout his life something has always thrust him into the role of hero, and he was never truly happy until he stopped fighting it.



LEIA ORGANA AND HAN SOLO

Although Han doesn't truly comprehend the Force (and still thinks of it as a "hokey religion"), he sees how strongly it touches his wife and children and trusts his friend Luke to train them to understand and use it themselves.

Prior to the arrival of the Yuuzhan Vong, Han sees his friends and family as solid, permanent fixtures in his life that can never be taken from him. There is nothing the universe can throw at him that he can't handle. This changes when the Praetorite Vong use a tactic called Yo'Gand's Core to trigger a collision between the planet Sernpidal and its moon, Dobido. With the world's destruction imminent, Han tries to evacuate as many refugees as he can aboard the *Millennium Falcon*, but this time heroism exacts its price. Chewbacca dies saving the life of Han's son Anakin. Chewie's death devastates Han, and he begins to see everyone close to him as a potential liability. In dealing with his friend's death, Han also faces the realization that the war against the Yuuzhan Vong might cost him the lives of other people he loves, in particular his wife and children.

Han Solo (beginning of Episode IV): Male Human Scoundrel 6/Soldier 2; Init +2 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 52/13; Atk +7/+2 melee (1d3+1, unarmed) or +8/+3 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +1; SV Fort +6, Ref +7, Will +3; SZ M; FP 3; DSP 0; Rep +2; Str 13, Dex 14, Con 13, Int 13, Wis 12, Cha 14. Challenge Code D.

Equipment: Heavy blaster pistol, modified YT-1300 cargo freighter (*Millennium Falcon*).

Skills: Appraise +6, Astrogate +13, Bluff +11, Demolitions +8, Gamble +7, Gather Information +8, Hide +8, Intimidate +6, Knowledge (business) +5, Knowledge (Corellia) +5, Knowledge (streetwise) +6, Move Silently +8, Pilot +18, Profession (gambler) +6, Read/Write Basic, Read/Write Huttese, Repair +12, Speak Basic, Speak Huttese, Speak Shyriiwook.

Feats: Armor Proficiency (light), Heroic Surge, Quick Draw, Point Blank Shot, Skill Emphasis (Pilot), Spacer, Starship Dodge (space transport), Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Han Solo (end of Episode VI): Male Human Scoundrel 7/Soldier 2/Starship Ace 1; Init +2 (Dex); Defense 19 (+7 class, +2 Dex); Spd 10 m; VP/WP 64/13; Atk +7/+2 melee (1d3+1, unarmed) or +8/+3 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +1, starship defense; SV Fort +7, Ref +9, Will +4; SZ M; FP 4; DSP 0; Rep +3; Str 13, Dex 14, Con 13, Int 13, Wis 12, Cha 15. Challenge Code E.

Equipment: Heavy blaster pistol, comlink, tools, modified YT-1300 cargo freighter (*Millennium Falcon*).

Skills: Appraise +7, Astrogate +13, Bluff +10, Demolitions +9, Diplomacy +4, Disguise +4, Gamble +9, Gather Information +9, Hide +9, Intimidate +6, Knowledge (business) +5, Knowledge (Corellia) +5, Knowledge (streetwise) +6, Move Silently +9, Pilot +20, Profession (gambler) +6, Read/Write Basic, Read/Write Huttese, Repair +12, Speak Basic, Speak Huttese, Speak Shyriiwook, Tumble +3.

Feats: Armor Proficiency (light), Heroic Surge, Quick Draw, Point Blank Shot, Skill Emphasis (Pilot), Spacer, Starship Dodge (space transport), Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Han Solo (beginning of The New Jedi Order novel series): Male Human Scoundrel 10/Soldier 2/Starship Ace 5; Init +2 (Dex); Defense 22 (+10 class, +2 Dex); Spd 10 m; VP/WP 85/12; Atk +13/+8/+3 melee (1d3+1, unarmed) or +15/+10/+5 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +2, starship defense, familiarity +2, starship evsasion; SV Fort +10, Ref +13, Will +7; SZ M; FP 7; DSP 0; Rep +8; Str 12, Dex 14, Con 12, Int 14, Wis 13, Cha 16. Challenge Code G.

Equipment: Heavy blaster pistol, comlink, tools, modified YT-1300 cargo freighter (*Millennium Falcon*).

Skills: Appraise +9, Astrogate +15, Bluff +13, Computer Use +6, Demolitions +11, Diplomacy +6, Disguise +5, Gamble +13, Gather Information +12, Hide +11, Intimidate +7, Knowledge (business) +5, Knowledge (Corellia) +5, Knowledge (streetwise) +6, Listen +6, Move Silently +11, Pilot +25, Profession (gambler) +7, Read/Write Basic, Read/Write Huttese, Repair +13, Ride +5, Speak Basic, Speak Huttese, Speak Shyriiwook, Spot +6, Tumble +6.

Feats: Armor Proficiency (light), Dodge, Fame, Heroic Surge, Quick Draw, Point Blank Shot, Skill Emphasis (Pilot), Spacer, Starship Dodge (space transport), Starship Operation (space transport), Weapon Focus (heavy blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Supporting Characters

The following section features sample supporting characters from the feature films and various *Star Wars* novels.

Chewbacca

The mighty Wookiee Chewbacca is Han Solo's best friend–as well as his occasional conscience. When Chewbacca returns from a wandering tour of the galaxy, he stumbles into a vastly changed Republic, where an Emperor rules and Wookiees have been turned into slaves. Captured after a brutal battle, Chewbacca is rescued by a young Imperial officer. The officer, Han Solo, is then thrown out of the Imperial Navy for, as Chewbacca sees it, being too honorable. Moved by Solo's courage, Chewbacca decides that he owes Solo a life debt. He promptly attaches himself to Han Solo and follows him everywhere.

Eventually, Han Solo comes to enjoy Chewbacca's company. He learns enough of the Wookiee language to understand why Chewie considers it so important to stick by his side. Over time, Han accepts Chewie's devotion and



CHEWBACCA

friendship. Han and Chewbacca become successful smugglers, with Chewbacca serving as first mate aboard Han's newly won cargo freighter, the *Millennium Falcon*. A first-rate pilot and mechanic, Chewbacca sees a great challenge in the deplorable condition of the aging and battered ship.

Over the course of their adventures, Han and Chewbacca learn to trust each other and to watch each other's backs. Chewbacca sometimes finds Han's flexible morals distasteful and lets his friend know how he feels. Still, Han is something of an "excitement magnet," and a life of excitement is what originally led Chewbacca to leave his homeworld and explore the stars.

At Han Solo's side, Chewbacca has acquired a reputation as one of the most dangerous smugglers in the galaxy, based on tales of his great strength and even greater temper. But those who know Chewie well realize that much of his reputation is simply fanciful hype. Chewbacca is actually the more cautious of the two, sometimes almost to the point of cowardice. While Chewbacca would dismember anyone who questioned his bravery (with the exception of Han), he has what he would call a "healthy respect" for the unknown, and often refuses to risk his neck against things he can hear but not see. Even so, Chewie watches over Han (and Han's family), even when (or *especially* when) he must risk his own life to do so.

Chewbacca dies a hero, saving young Anakin Solo from a Yuuzhan Vong attack on the planet Sernpidal.

Chewbacca (beginning of Episode IV): Male Wookiee Scout 4/Tech Specialist 2; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 68/19; Atk +8 melee (1d3+4, unarmed) or +6 ranged (3d10/19–20, bowcaster); SQ Wookiee rage, extraordinary recuperation, trailblazing, heart +1, uncanny dodge (Dex bonus to Defense), research; SV Fort +5, Ref +4, Will +3; SZ M; FP 3; DSP 0; Rep +1; Str 19, Dex 13, Con 19, Int 12, Wis 10, Cha 10. Challenge Code D.

Equipment: Bowcaster, ammo bandoleer, tool pouch.

Skills: Astrogate +6, Climb +5*, Computer Use +6, Disable Device +5, Intimidate +5*, Knowledge (Kashyyyk) +4, Knowledge (streetwise) +3, Knowledge (wilderness lore) +3, Listen +5, Move Silently +4, Pilot +10, Read/Write Basic, Read/Write Shyriiwook, Repair +15, Search +5, Speak Basic (understand only), Speak Shyriiwook, Spot +3, Survival +5.

*Includes species bonus.

Feats: Exotic Weapon Proficiency (bowcaster), Gearhead, Power Attack, Skill Emphasis (Repair), Starship Operation (space transport), Weapon Focus (bowcaster), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Chewbacca (end of Episode VI): Male Wookiee Scout 7/Tech Specialist 2; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 84/20; Atk +10/+5 melee (1d3+4, unarmed) or +8/+3 ranged (3d10/19–20, bowcaster); SQ Wookiee rage, extraordinary recuperation, trailblazing, heart +1, uncanny dodge (Dex bonus to Defense; can't be flanked), research, skill mastery (Intimidate), extreme effort, evasion; SV Fort +8, Ref +6, Will +5; SZ M; FP 5; DSP 0; Rep +2; Str 19, Dex 13, Con 20, Int 12, Wis 10, Cha 10. Challenge Code E.

Equipment: Bowcaster, ammo bandoleer, tool pouch, comlink.

Skills: Astrogate +8, Climb +5*, Computer Use +8, Disable Device +5, Intimidate +5*, Knowledge (Kashyyyk) +4, Knowledge (streetwise) +3, Knowledge (wilderness lore) +3, Listen +7, Move Silently +6, Pilot +13, Read/Write Basic, Read/Write Shyriiwook, Repair +18, Search +8, Speak Basic (understand only), Speak Shyriiwook, Spot +6, Survival +6.

*Includes species bonus.

Feats: Exotic Weapon Proficiency (bowcaster), Gearhead, Heroic Surge, Power Attack, Skill Emphasis (Repair), Starship Operation (space transport), Weapon Focus (bowcaster), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Lando Calrissian

A gambler, a smuggler, a con artist, an opportunist, and an all-around scoundrel, Lando Calrissian considers himself more of an entrepreneur than a criminal. Although his capital sometimes comes from questionable sources, Lando almost always puts it into more or less legitimate operations, with the sole purpose of turning it into even more capital. He is nothing if not ambitious—though sometimes his ambition gets the better of him.

Lando made his first fortune at sabacc, and his second fortune as the owner and smuggler-captain of the *Millennium Falcon*. That ended, unfortunately, when his old friend, Han Solo, played the best hand of sabacc Lando had ever seen, and won the *Falcon* from him.



LANDO CALRISSIAN

Lando didn't see Han or the *Falcon* again for several years. Returning to a life of gambling, he manages to score a big win of his own: the mining and gambling town of Cloud City, on the gas-giant planet Bespin, along with the title of Baron Administrator. Lando finds that he enjoys the challenge of running the facility. In addition to the huge revenues generated by mining Tibanna gas from the planet's atmosphere, the city houses miners who earn big pay and have a lot of free time. In short order, Lando turns the famous gambling dens of Cloud City into his personal playground, making more at the sabacc tables in a month than he makes running the city for a year. With the further help of his chief aide, Lobot, Lando also manages to set up a profitable smuggling operation while simultaneously selling ordnance and supplies to the Rebel Alliance.

But Lando's perfect world comes crashing down a few years after the Battle of Yavin. Darth Vader, searching the galaxy for the Rebels and Luke Skywalker, comes to Bespin with him a platoon of stormtroopers and the bounty hunter Boba Fett. Vader explains in very clear terms that Lando must cooperate in luring Luke Skywalker to Cloud City. Once Vader captures him, he'll leave the system peacefully.

Unfortunately, Vader's plan includes using live bait—Han Solo, Chewbacca, and an enchanting young lady named Leia. It isn't long before Lando decides that his position, his city, and even his own well-being isn't worth someone else's life. In that moment, the course of Lando's life changes, and he begins plotting to free his friends and join the Alliance.

Lando Calrissian (beginning of Episode V): Male Human Scoundrel 8; Init +1 (Dex); Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 40/12; Atk +7/+2 melee (1d3+1, unarmed) or +7/+2 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +1; SV Fort +3, Ref +7, Will +3; SZ M; FP 2; DSP 0; Rep +5; Str 12, Dex 13, Con 12, Int 12, Wis 13, Cha 16. Challenge Code D.

Equipment: Blaster pistol, comlink, expensive clothing.

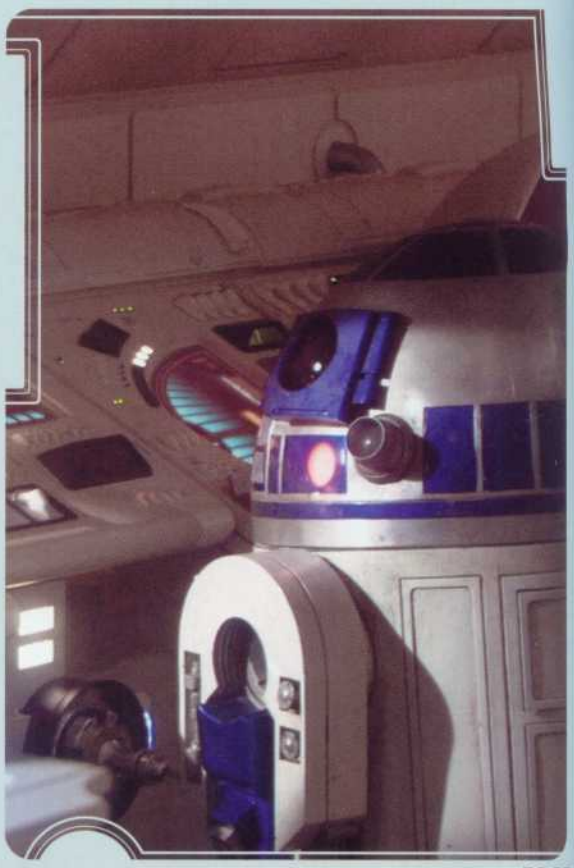
Skills: Appraise +7, Bluff +17, Computer Use +6, Diplomacy +13, Disguise +13, Gamble +15, Gather Information +8, Hide +11, Knowledge (Bespin) +6, Knowledge (streetwise) +6, Pilot +12, Profession (gambler) +7, Read/Write Basic, Search +5, Sense Motive +6, Speak Basic, Speak Shyriiwook, Speak Sullustese, Spot +5.

Feats: Fame, Heroic Surge, Point Blank Shot, Skill Emphasis (Bluff), Skill Emphasis (Gamble), Starship Dodge (space transport), Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, simple weapons).

R2-D2

At first glance, R2-D2 seems an unassuming astromech droid, typical of his series. But Artoo is unusual in that he has a unique personality quirk: courage. Artoo has demonstrated his bravery again and again, taking the typical R2 unit's helpfulness to an unheard-of extreme.

Artoo is a typical example of what occurs when a droid's memory is not regularly wiped; he has become independent. Although he still serves faithfully, Artoo does so in the manner he feels is best—which doesn't always coincide with the instructions given to him. Still, this rarely gets Artoo into trouble. In addition to being innovative and resourceful, he is often absolutely right about the best course of action.



R2-D2

The protocol droid C-3PO considers the little blue astromech's attitude a bit too self-reliant, but Artoo understands that most of Threepio's objections are out of concern for his friend. In truth, Artoo worries just as much about Threepio's occasional attempts at courage, not wanting to see the protocol droid disintegrated for emulating his unique temerity.

Artoo provides courageous service first to Padmé Amidala, then to Leia Organa, and eventually to Luke Skywalker. After Luke and Artoo meet on Tatooine during the events that lead up to the Battle of Yavin, Artoo becomes Luke's constant companion and even his friend.

R2-D2: Tracked astromech droid, Expert 4/Scout 3; Init +2 (Dex); Defense 17 (+4 class, +1 size, +2 Dex); Spd 8 m; VP/WP 18/14; Atk +7 melee (1d4+2, claw) or +7 melee (1d2+2, saw) or +7 melee (2d6, arc welder) or +7 ranged; SQ Trailblazing, heart +2, unique droid personality quirk (courage; increases heart special ability from +1 to +2); SV Fort +5, Ref +5, Will +7; SZ S; FP 0; DSP 0; Rep +1; Str 14, Dex 14, Con 14, Int 18, Wis 12, Cha 11. Challenge Code C.

Equipment: Heuristic processor, improved sensor package, diagnostics package, holorecording unit, infrared vision, tool mounts (×4), telescopic appendage, environmental compensation (vacuum), magnetic feet, internal storage (2 kg), fire extinguisher.

Skills: Astrogate +18, Bluff +5, Computer Use +13, Dis-

able Device +13, Knowledge (astronomy) +13, Listen +3, Pilot +15, Read/Write Basic, Repair +16, Search +13, Speak Basic (understand only), Speak Binary, Spot +10.

Unspent Skill Points: 4.

Feats: Alertness, Ambidexterity, Skill Emphasis (Astrogate), Skill Emphasis (Repair), Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, simple weapons).

C-3PO

The gleaming golden protocol droid C-3PO is typical of his model: outspoken, fussy, and even a bit high-strung. But since these qualities hardly interfere with his work, his personality quirks are mostly tolerated.

Threepio is unusual in that he was not manufactured by Cybot Galactica, like most protocol droids. He was, in fact, assembled from spare parts by young Anakin Skywalker on the remote planet of Tatooine—designed as a helpmeet for the boy's mother, Shmi. Still, Threepio meets all the safety and performance standards of the original manufacturer, so he has managed to serve several masters adequately.

After Anakin goes off with Qui-Gon Jinn, Threepio stays with Shmi and moves into the Lars homestead with her. Later, when Anakin returns, Threepio passes on to Padmé Amidala, thus beginning the droid's long-lasting partnership with R2-D2. Years later, while working for Leia Organa, Threepio and Artoo are sent on a mission that once again places them on the Lars moisture farm. They wind up as Luke Skywalker's property, though Threepio continues to spend most of his time aiding Leia in her diplomatic duties.



C-3PO

C-3PO: Walking protocol droid, Diplomat 3; Init +0; Defense 11 (+1 class); Spd 8 m; VP/WP 0/13; Atk +1 melee (1d4, hand) or +1 ranged; SQ droid personality quirk (faithful); SV Fort +2, Ref +1, Will +3; SZ M; Rep 1; Str 10, Dex 10, Con 13, Int 18, Wis 10, Cha 10. Challenge Code A.

Equipment: Translator unit (DC 5), recording unit (audio), vocabulator.

Skills: Computer Use +8, Diplomacy +9, Knowledge (Alderaan) +11, Knowledge (alien species) +8, Knowledge (bureaucracy) +8, Listen +5, Speak Basic, Speak Binary, Spot +5.

Unspent Skill Points: 16.

Feats: Ambidexterity, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge [Alderan]), Trustworthy, Weapon Group Proficiency (simple weapons).

Mara Jade Skywalker

Forged by the Emperor himself into an instrument of ruthless authority aimed at insurrection and dissent, Mara Jade fulfills several duties as the Emperor's Hand, including exposing traitors, discrediting the Emperor's political enemies, and creating direct routes through bureaucracies—often via assassination.

Mara Jade uses the Force for neither good nor evil. Even as the Emperor's servant, she dwells in a gray area, using the Force to augment her own formidable abilities, but not drawing on its darker aspects, and not using it in hatred or anger. Indeed, her emotional detachment about her assignments lends Mara an almost Jedilike self-control. Through some means known only to the Emperor, Mara Jade's control of the Force is assisted by the Emperor himself. When he dies, much of her ability swiftly fades away.

Something that doesn't fade is the Emperor's last command: Kill Luke Skywalker. She is given the assignment when Darth Vader fails to destroy Luke at Bespin. She tries to intercept Skywalker on Tatooine, infiltrating Jabba's court for that purpose, but he eludes her. Before she can confront him, the Emperor perishes, and Mara's sense of purpose in the galaxy (and place of prestige in the Empire) abruptly ends.

After drifting aimlessly for a time, changing identities as the need arises, Mara eventually joins forces with the smuggler Talon Karrde. While working in the notorious criminal's organization, Mara is surprised to encounter Luke Skywalker again—and even more surprised when, instead of fulfilling the Emperor's last command, she saves his life. Only after the mad Jedi clone Joruus C'baoth attempts to turn them both to the dark side, and Mara slays a clone of Luke Skywalker, does she feel as though she has fulfilled her last duty to the Emperor.

Although Mara might have joined Skywalker's new Jedi academy on Yavin 4 and instantly become his best student, she opts instead to explore the galaxy on her own for a while. She encounters Skywalker periodically, and over time, the two admit that they have romantic feelings for one another. Eventually they marry, and the former Emperor's Hand becomes Mara Jade Skywalker.

Just as Mara finds happiness by Luke's side, a Yuuzhan Vong spy named Nom Anor targets her with an insidious molecular disease. Although she keeps its worst effects at bay using the Force, a pregnant Mara fears for her life and the future of their son.

Linked together through the Force, baby, mother, and father experience birth—a sudden, intense gathering of life itself, all at once, pouring its energies into all three of them. Somehow, impossibly and wonderfully, they use that energy to take away Mara's pain forever. Her disease vanishes, and Ben Skywalker is welcomed into a war-torn galaxy.

Mara Jade Skywalker (beginning of The New Jedi Order novel series): Female Human Scoundrel 6/Jedi Guardian 9; Init +2 (Dex); Defense 21 (+9 class, +2 Dex); Spd 10 m; VP/WP 102/15 (57/8**); Atk +15/+10/+5 melee (1d3+2, unarmed) or +16/+11/+6 melee* (3d8+2/19–20, lightsaber) or +15/+10/+5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +1, deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), block; SV Fort +10 (+7**), Ref +13, Will +7; SZ M; FP 5; DSP 3; Rep +4; Str 14, Dex 15, Con 15 (8**), Int 13, Wis 12, Cha 14. Challenge Code F.

Equipment: Lightsaber*, blaster pistol, space yacht (*Jade Shadow*).

*Mara Jade has constructed her own lightsaber.

Skills: Balance +8, Computer Use +5, Craft (lightsaber) +6, Demolitions +5, Disable Device +5, Disguise +12, Entertain +6, Gather Information +8, Hide +8, Intimidate +6, Jump +8, Knowledge (Jedi lore) +6, Knowledge (street-wise) +6, Listen +7, Move Silently +8, Pilot +9, Read/Write Basic, Repair +5, Sleight of Hand +7, Speak Basic, Speak Huttese, Spot +7, Tumble +10.

Force Skills: Affect Mind +7, Battlemind +7 (+4**), Enhance Ability +10 (+7**), Heal Self +9, Move Object +7, See Force +8, Telepathy +6.

Feats: Acrobatic, Alertness, Defensive Martial Arts, Exotic Weapon Proficiency (lightsaber), Improved Martial Arts, Force-Sensitive, Martial Arts, Point Blank Shot, Skill Emphasis (Disguise), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

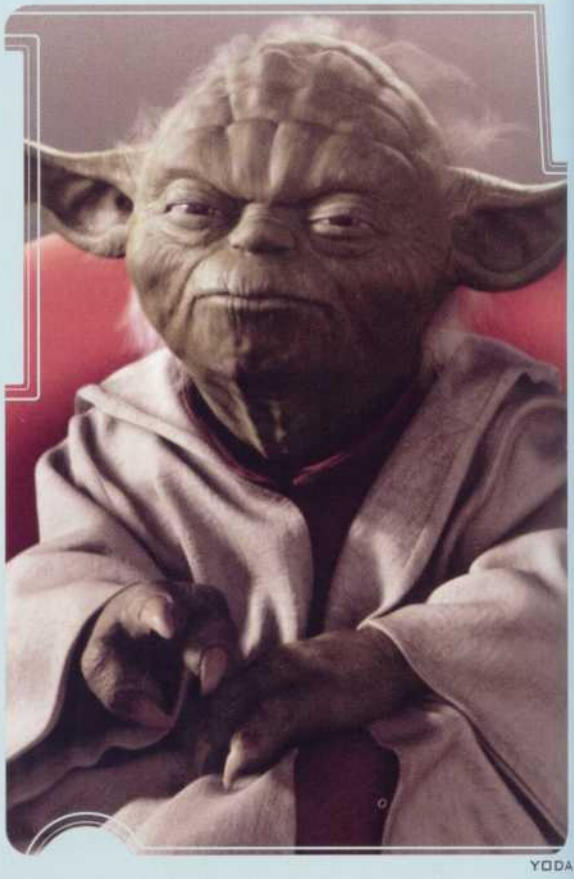
Force Feats: Alter, Attuned, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Sense.

**A molecular disease temporarily reduces Mara Jade's Constitution by 7 points. This in turn reduces her vitality and wound points and her bonus on Fortitude saves, Battlemind checks, and Enhance Ability checks.

Yoda

A grand Master of the Jedi Knights, the diminutive, wizened Yoda is a living legend to the Jedi Order, the personification of their ideals. He is nearly 900 years old when Senator Palpatine is elected Supreme Chancellor of the Republic. He has lived longer than any other Jedi and has seen literally thousands of his friends, colleagues, and students—through violent battle and old age—become one with the Force. His wisdom and perception are held up as an example to Jedi of what can be accomplished through heeding the will of the Force.

Yoda has a reputation as a harsh taskmaster, though nearly everyone who has studied under him has, in time, come to understand and respect his lessons and even his methods. Yoda is the primary instructor for those Temple students who have not yet been accepted as Padawans, teaching them basic Force techniques and self-defense, including lightsaber combat.



YODA

Master Yoda encourages meditation and forethought, as well as strict observance of the Jedi traditions, pointing to the 800 years' worth of Jedi that he has personally trained—many of whom have gone on to be exemplars of the Jedi way—as proof of his convictions. An advocate of heeding the unifying Force, Yoda urges his students to always be mindful of the future. Of all the members of the Jedi Council, only Yoda seems overly concerned about what the future holds. Considering that he is recognized as the leading Jedi authority on seeing events that have not yet come to pass, Yoda may be the only Jedi who truly knows what is best for the Jedi Order.

Yoda plays a significant part in the events surrounding the start of the Clone Wars. When the Jedi Order is destroyed, Yoda retreats into hiding on Dagobah to await the day he will be needed to help restore balance to the Force. To that end, Yoda trains Luke Skywalker in the ways of the Jedi and helps prepare him to confront Darth Vader and the Emperor. This task complete, Yoda finally succumbs to age and becomes one with the Force.

Yoda (beginning of Episode II): Male Jedi Consular 10/Jedi Master 10 (species unknown); Init +1 (Dex); Defense 28 (+16 class, +1 size, +1 Dex); Spd 6 m; VP/WP 134/14; Atk +16/+11/+6/+1 melee (1d2–1, unarmed) or +20/+15/+10/+5* melee (6d8–1/19–20, lightsaber) or +19/+14/+9/+4 ranged; SQ +4 size bonus to Hide checks, deflect (defense +3), deflect (attack –2), deflect (extend defense and attack), healing, block, Force secrets (Empathy, Farseeing, See Force); SV Fort +15, Ref +11, Will +17; SZ S; FP 15; DSP 0; Rep +11; Str 8, Dex 12, Con 14, Int 15, Wis 19, Cha 17.

Equipment: Lightsaber*, gimer stick cane, Jedi robes.
*Yoda has constructed his own lightsaber.

Skills: Craft (lightsaber) +8, Diplomacy +11, Intimidate +11, Knowledge (Coruscant) +8, Knowledge (Jedi lore) +20, Read/Write Basic, Speak Basic, Speak Mon Calamarian, Speak Cerean.

Force Skills: Affect Mind +25, Empathy +26, Farseeing +25, Force Defense +17, Heal Another +11, Heal Self +20, Move Object +20, See Force +25.

Feats: Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Fame, Force-Sensitive, Skill Emphasis (Empathy), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Dissipate Energy, Force Mastery, Force Mind, High Force Mastery, Improved Force Mind, Lightsaber Defense, Sense.

Mace Windu

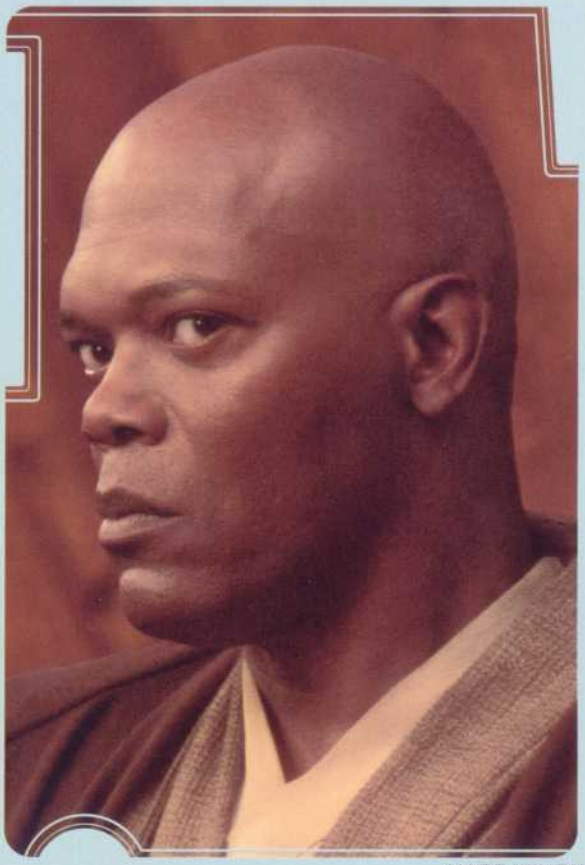
Though Yoda's junior by eight centuries, Mace Windu is seen as Yoda's equal in the Jedi Order, and he is a senior member of the Jedi Council. He is the council's primary liaison with the Republic Senate, and with the Supreme Chancellor in particular. He has an easy friendship with Finis Valorum and trusts Valorum's judgment in political matters as much as he trusts Yoda's judgment in matters of the Force. He is not as familiar with Chancellor Palpatine's agenda but views him as a competent if somewhat easygoing politician.

Master Windu is respected among Jedi for his battle experience and the quiet confidence it has brought him. A popular story among the Padawans is that Mace Windu once found himself surrounded by formidable warriors known as Gank killers—all with blasters drawn. Resting one hand on his lightsaber, Windu met each Gank's eyes and uttered three words: "It's your decision." One by one, the warriors set down their weapons and surrendered.

This tale, which Master Windu neither confirms nor denies, serves to point out that the Jedi Master has an uncommon understanding of the judicious use of intimidation. He has traveled the galaxy nearly as much as Master Yoda, battled a variety of foes, and perfected his own fighting style—a relentless lightsaber assault that is at once unpredictable and perfectly balanced. Other Jedi might be stronger or faster than Master Windu, but he is the recognized master of the Order's fighting techniques.

Mace Windu's fighting skills are put to the ultimate test on Geonosis, where he not only leads a Jedi assault against the Separatists' battle droid army but also confronts the bounty hunter Jango Fett. Although he emerges triumphant, Master Windu soon realizes that the Battle of Geonosis is but a prelude for even greater battles to come.

Mace Windu (beginning of Episode II): Male Human Jedi Guardian 9/Jedi Master 9; Init +2 (Dex); Defense 24 (+12 class, +2 Dex); Spd 10 m; VP/WP 120/15; Atk +19/+14/+9/+4 melee (1d3+1, unarmed) or +22/+17/+12/+7* (6d8+2/19–20, lightsaber) or +20/+15/+10/+5 ranged; SQ Deflect (defense +3), deflect (attack –2), deflect (extend defense and attack), block, Force secrets (Battlemind ×2, Force Strike); SV Fort +13, Ref +13, Will +13; SZ M; FP 12; DSP 0; Rep +8; Str 12, Dex 14, Con 15, Int 16, Wis 17, Cha 18.



MACE WINDU

Equipment: Lightsaber*, Jedi robes.
*Mace has constructed his own lightsaber.

Skills: Balance +6, Computer Use +9, Craft (lightsaber) +9, Diplomacy +12, Intimidate +16, Jump +8, Knowledge (Coruscant) +9, Knowledge (Jedi lore) +20, Knowledge (alien species) +9, Tumble +19.

Force Skills: Affect Mind +16, Battlemind +16, Empathy +9, Farseeing +12, Force Defense +13, Force Strike +13, Move Object +19, See Force +16.

Feats: Acrobatic, Blind-Fight, Combat Expertise, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Mobility, Power Attack, Spring Attack, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons), Whirlwind Attack.

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Master Defense, Sense.

Jorus C'baoth

Jorus C'baoth achieves the title of Jedi Master not through training an apprentice, but purely on the weight of his accomplishments. As a Jedi Knight, Jorus joins a Republic task force sent to oversee the demilitarization of the world of Ando, where the two native Aqualish species have once again broken out in war as part of their centuries-long feud over mineral rights. While on Ando, Jorus C'baoth meets another member of the task force, Senator Palpatine of Naboo. This encounter formed the basis of a long-lasting friendship, and even after the task force returns to Coruscant, Jorus makes time to visit the senator and discuss politics, philosophy, and the state of the Republic. A few years later, at Palpatine's request, the Jedi Reassignment Council sends Jorus C'baoth

to act as the senator's personal adviser, attaching Jorus to Palpatine's staff. It's during this time that the two discuss the ExGal Society—a small but dedicated group of scientists studying the possibility of life outside the galaxy. The idea of an excursion beyond the galactic rim excites both Jorus and Palpatine, and eventually Jorus C'baoth volunteers for the ill-fated Outbound Flight project. The mission leaves just before the outbreak of the Clone Wars.

Jorus's relationship with Senator Palpatine comes to an end a few years before the Battle of Naboo, after the Jedi receives visions of the dark side growing more powerful. He requests reassignment so that he can seek the source of these premonitions. His search leads him to a group of darksiders menacing the Elrood Sector. Jorus and a small strike team of Jedi Knights track down and vanquish the dark Jedi. The Jedi High Council is pleased with Jorus C'baoth's victory over the darksiders, and the council recognizes him as a Jedi Master.

During the events surrounding the Battle of Naboo, at the age of 38, Master Jorus C'baoth is a distinguished-looking Human with chiseled features and a long beard. Though his brush with the dark side takes its toll on him, Jorus remains a vital man. His piercing eyes and baritone voice lend him an imperious presence, and he commands attention every time he speaks.

Jorus C'baoth (beginning of Episode I): Male Human Noble 1/Jedi Consular 13/Jedi Master 1; Init +1 (Dex); Defense 20 (+9 class, +1 Dex); Spd 10 m; VP/WP 132/14; Atk +12/+7 melee* (4d8+1/19–20, lightsaber) or +11/+6 ranged; SQ Bonus class skill (Survival), favor +1, deflect (defense +2, attack –4, extend defense and attack), healing, block, Force secret (Force Defense); SV Fort +11, Ref +9, Will +14; SZ M; FP 7; DSP 0; Rep +6; Str 13, Dex 13, Con 14, Int 14, Wis 15, Cha 14. Challenge Code E.

Equipment: Lightsaber*, Jedi robes.

*Jorus C'baoth has constructed his own lightsaber.

Skills: Bluff +8, Computer Use +6, Craft (lightsaber) +8, Diplomacy +12, Intimidate +8, Knowledge (Borleias) +6, Knowledge (politics) +5, Knowledge (Jedi lore) +11, Read/Write Basic, Read/Write Onderonian, Sense Motive +15, Speak Basic, Speak Huttese, Treat Injury +6.

Force Skills: Affect Mind +11, Battlemind +10, Empathy +13, Enhance Ability +10, Enhance Senses +6, Farseeing +8, Force Defense +9, Force Stealth +8, Force Strike +8, Heal Another +10, Heal Self +9, Move Object +10, See Force +11, Telepathy +14.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Persuasive, Skill Emphasis (Empathy), Skill Emphasis (Sense Motive), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Aware, Control, Force Mastery, Force Mind, Knight Defense, Knight Mind, Lightsaber Defense, Sense.

The Emperor

Possessed of the boundless power of the Force and adept in the ways of the dark side, the Emperor is one of the most dangerous and evil humans in galactic history. As his corruption grows stronger, the Emperor becomes physically weaker, though never helpless. To the galaxy at large, he presents the image of an enfeebled old man, maintaining order in the Empire through sheer force of will. To those who know him better, the Emperor is a cunning, sadistic tyrant, concerned only with squeezing the life out of the universe that spawned him.

The Emperor began his career of evil so subtly that no outward change evidenced the darkness in his heart. Those who encountered him considered him a kindly fellow, perhaps even a bit outclassed by the pace and magnitude of the political arena into which he had been thrust when he became a senator. But even then he was scheming, forging alliances with influential figures in the Senate and the great learning centers. Political science students pored over his speeches. Military science students absorbed his philosophies. He even had the ear of Jorus C'baoth, a powerful Jedi Master. His circle of supporters and confidants seemed at times to dwarf the power of the Galactic Senate itself.

Ten years after he was elected Supreme Chancellor of the Senate, the Separatist movement led by Count Dooku splintered the Republic. Corruption in the Senate had spurred thousands of worlds to secede and join Dooku's cause. The future Emperor became a voice of reason, striving for peace and unity. His apparent concern for every last member of the fading Republic enabled his sphere of influence to grow. His opinions became the public's opinions, and his decisions became the Republic's laws. By the time of the Clone Wars, the Republic was well on its way to becoming the Galactic Empire, ruled by the most evil man in the galaxy.

Historians disagree on when and how the Emperor managed to first hobble, then utterly destroy the Jedi Knights.



THE EMPEROR

The fact remains that by the time the first Death Star was under construction, the only Jedi still alive remain in hiding, and the galaxy as a whole thinks them extinct. Even the Force, once a thriving belief throughout nearly every star system, has become an outdated myth, a superstition worthy only of ridicule, though the Emperor seems particularly intent on stamping out any resurgence of the defunct order. Those who display facility with the Force learn to hide their ability or are arrested and never heard from again. Those who question the fate of those arrested are arrested themselves. Eventually, the citizens of the Empire learn to scoff at any mention of an all-powerful energy field that binds the galaxy together.

With the resources of a million worlds at his disposal and an endless supply of political malcontents to serve as slave labor, the Emperor dreams of great engines of destruction to ensure his domination of the galaxy. The greatest of these weapons is the planet-destroying Death Star. To oversee its construction and deployment, the Emperor turns to his personal enforcer, Darth Vader, a fierce Jedi Knight turned to the dark side. Although the Emperor foresees the return of the Jedi Knights in the form of Luke Skywalker, he can't foresee (or won't accept) the impact that young Skywalker will have on his father, Darth Vader, or the betrayal that would lead to the Emperor's ultimate doom.

The Emperor (beginning of Episode VI): Male Human Noble 4/Dark Side Devotee 6/Sith Lord 10; Init +0; Defense 24 (+14 class); Spd 10 m; VP/WP 124/13; Atk +16/+11/+6/+1 melee (5d8–1/19–20, lightsaber) or +17/+12/+7/+2 ranged; SQ Bonus class skill (Intimidate), favor +4, inspire confidence, resource access, coordinate +1, dark side talisman +2, force weapon +1d8, resource access, Sith secrets, exceptional minions, Sith Master; SV Fort +12, Ref +11, Will +18; SZ M; FP 9; DSP 32; Rep +17; Str 9, Dex 11, Con 12, Int 18, Wis 16, Cha 16. Challenge Code I.

Equipment: Lightsaber*, private transport.

*The Emperor has constructed his own lightsaber.

Skills: Bluff +13, Craft (lightsaber) +6, Computer Use +7, Diplomacy +19, Gather Information +16, Intimidate +15, Knowledge (bureaucracy) +15, Knowledge (politics) +15, Knowledge (Jedi lore) +10, Knowledge (Naboo) +6, Knowledge (Sith lore) +15, Read/Write Basic, Read/Write Bothan, Read/Write Mon Calamarian, Read/Write Gran, Read/Write Rodian, Read/Write Ryl, Read/Write Sith, Sense Motive +11, Speak Basic, Speak Bothan, Speak Mon Calamarian, Speak Gran, Speak Rodian, Speak Ryl, Speak Sith.

Force Skills: Affect Mind +14, Drain Energy +12, Empathy +17, Farseeing +23, Fear +18, Force Defense +16, Force Grip +16, Force Lightning +15, Heal Self +14, Move Object +12, See Force +18, Telepathy +20.

Feats: Fame, Skill Emphasis (Diplomacy), Skill Emphasis (Farseeing), Skill Emphasis (Fear), Skill Emphasis (Force Lightning), Skill Emphasis (Influence), Skill Emphasis (Knowledge [galactic politics]), Skill Emphasis (Telepathy), Link, Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Force Mastery, Force Mind, Malevolent, Sense.

Sith Lord Class Features: The Sith Lord is a special prestige class available only to dark side characters trained in the ancient Sith tradition. As a 10th-level Sith Lord, the Emperor gains the following class features.

Resource Access—Once per day, the Emperor can make a Charisma check to secure resources, the value of which can be no greater than 500 × the result of a Charisma check (in credits). These resources can take virtually any form the Emperor chooses and are his to do with as he pleases.

Sith Secrets—Through his study of the ancient Sith tradition, the Emperor gains the bonus feats Force Mastery and Force Mind.

Exceptional Minions—The Emperor can add his Sith Lord level to any Reputation checks made to attract followers (see Followers in Chapter Six). The maximum total levels of the Emperor's minions is twice his Reputation bonus.

Sith Master—The Emperor can bolster the Force abilities of his minions with his own. He may grant temporary ranks in any skill he possesses to a Force-sensitive being. The maximum number of ranks that can be granted in this fashion is the number of ranks the Emperor possesses in the skill in question. With he is exercising this power, the Emperor loses that number of ranks from the skill. He can grant skill ranks to any number of targets—but the more skill ranks he grants to others, the more he weakens himself.

Using this ability requires a daily expenditure of 1 vitality point per skill rank granted, beginning at the moment the skill ranks are initially granted; vitality points spent in this fashion are recovered normally. The Emperor can alter the precise number granted to the target at the same time that he spends vitality points. He can also completely withdraw bonus ranks at this same time, regaining them immediately. Should he withdraw all granted ranks from a target at any time, the target immediately becomes fatigued. If the Emperor should perish, the transferred ranks remain with the target until the time they would ordinarily be renewed the next day.

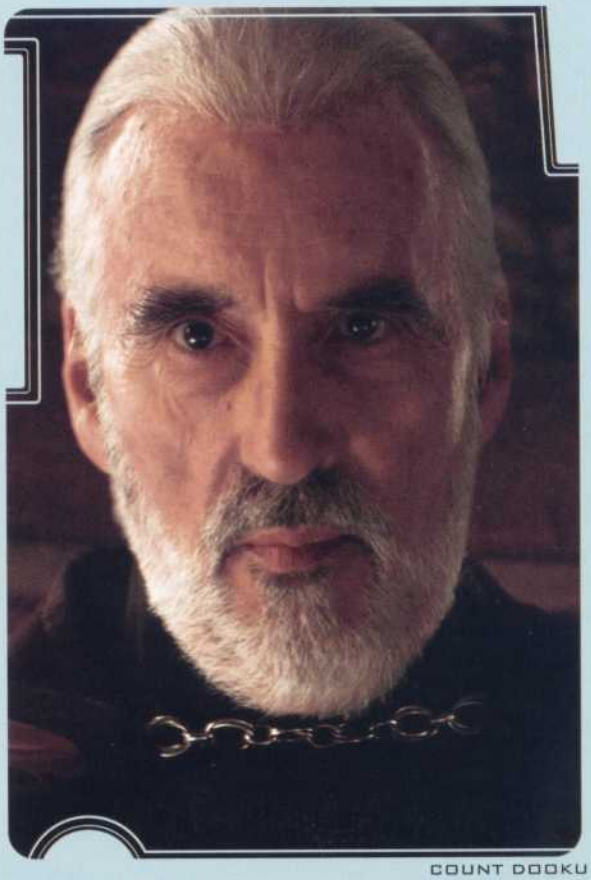
To bestow the skill ranks, the Emperor must be within 2 meters of the target, but afterward the target can range as far as he likes. The bonus remains as long as the Emperor continues to expend vitality points on the target's behalf.

The target can gain only class skills in this fashion. If the target does not meet the requirements of the skill—generally by not possessing the proper feats—he or she gains no benefit from the transfer of skill ranks.

Count Dooku

Count Dooku is the enigmatic and compelling leader of the Separatists. He is also Darth Tyranus, the apprentice of the Sith Lord Darth Sidious. Powerful, skilled, and charismatic, Dooku gathers the secessionists into a Confederacy of Independent Systems—a political body separate from the corrupt and decaying Republic. A natural leader of uncommon vision, Count Dooku has enticed thousands of worlds away from the Republic with his professed dream of reshaping the galaxy and wiping away greed, bureaucracy, and inequity. Of all the Separatists, Dooku alone is the best suited for the task of forging a true and lasting political system—for of all the Separatists, Dooku alone knows the will of the Force and how it can guide the Separatists to a new age of peace and prosperity.

Few people know that Dooku is a former Jedi Master. An accomplished philosopher, orator, and warrior, Dooku believes that one can draw from both sides of the Force



COUNT DOOKU

equally—light and dark—to achieve perfect balance. So long as he is not tempted to one side or the other, he can stay the course and harness the kind of terrific power needed to change the galaxy. His apprehensive colleagues in the Jedi Order believe that no one can call upon the power of the dark side without being corrupted. Dooku assures himself that his keen mind, pure intent, and strong moral compass will see him safely through the perilous journey. Indeed, he suspects that the prophesied "one who would bring balance to the Force" is not some tow-headed child from Tatooine, but a seasoned philosopher—a man of sharp insight and solid character with the clarity to see the path to galactic enlightenment and the titanic willpower to walk it, and most important, the leadership to carry others along with him. Someone like himself.

To bring about true change, Dooku leaves the Jedi Order behind. Dooku's departure shocks many of his counterparts; despite his radical views, he is a much-liked and respected Jedi Master who has personally trained some of the best Jedi Knights in the order, including Qui-Gon Jinn.

Dooku has reclaimed his hereditary title of count and the vast wealth that goes along with it. For the most part, Dooku has successfully vanished from the public eye. Shortly after his departure, Count Dooku meets the Dark Lord of the Sith, Darth Sidious. The loss of the Sith Lord's former apprentice, Darth Maul, motivates Sidious to seek out a new apprentice. He needs a convert who already has a high degree of training. Dooku finds Sidious's words compelling; he, too, believes that the Republic is rapidly being crushed under its own weight, and that a new order is needed.

In exchange for Dooku's service, Sidious teaches the former Jedi Master about the dark side of the Force, and how Dooku can use it to bring about the positive changes they both envision for the galaxy. Dooku and Sidious need each other, and their views coincide perfectly.

Count Dooku (beginning of Episode II): Male Human Jedi Guardian 15/Sith Lord 3; Init +6 (+2 Dex, +4 Improved Initiative); Defense 25 (+13 class, +2 Dex); Spd 10 m; VP/WP 142/13; Atk +21/+16/+11/+6 melee* (5d8+1/19–20, lightsaber) or +20/+15/+10/+5 ranged; SQ Deflect (defense +3, attack –2, extend defense and attack), block, resource access; SV Fort +13, Ref +14, Will +14; SZ M; FP 10; DSP 12; Rep +6; Str 12, Dex 14, Con 13, Int 16, Wis 15, Cha 16. Challenge Code H.

Equipment: Lightsaber*, robes, private solar sailship, vast personal wealth.

*Count Dooku has constructed his own lightsaber.

Skills: Bluff +11, Computer Use +5, Craft (lightsaber) +8, Diplomacy +13, Intimidate +15, Knowledge (politics) +12, Knowledge (Jedi lore) +13, Knowledge (Sith lore) +6, Knowledge (business) +5, Read/Write Basic, Read/Write Geonosian, Read/Write Sith, Sense Motive +8, Speak Basic, Speak Geonosian, Speak Sith.

Force Skills: Affect Mind +12, Battlemind +14, Empathy +6, Enhance Ability +8, Force Defense +15, Force Grip +9, Force Lightning +9, Force Stealth +7, Force Strike +14, Heal Self +5, Move Object +11, See Force +6.

Feats: Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Initiative, Iron Will, Persuasive, Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Control, Force Mastery, Force Whirlwind, Knight Defense, Lightsaber Defense, Master Defense, Mettle, Sense.

Sith Lord Class Features: The Sith Lord is a special prestige class available only to dark side characters trained in the ancient Sith tradition. As a 3rd-level Sith Lord, Count Dooku gains the following class features:

Resource Access—Once per day, Count Dooku can make a Charisma check to access a vast array of personal resources. The value of the resources gained equals 150 × the result of the Charisma check (in credits). These can take nearly any form Count Dooku chooses (within reason), and he can keep them, use them, give them away, or sell them however he sees fit.

Sith Battle Prowess—Count Dooku gains the bonus feat Master Defense.

Jango Fett

The bounty hunter Jango Fett is a resourceful, self-reliant man with few loyalties. The harsh lessons of life have taught him independence. He learned early on that he is his own best ally, and that no one else can be trusted—not his family, not his friends, and not the bounty hunters who taught him their profession.

Life on the frontier has honed his survival skills and hardened his heart. Jango starts out as an enforcer for a mining company. When he earns enough to buy passage offworld, he dreams of eventually collecting enough credits to



JANGO FETT

purchase a remote, heavily defended fortress where he can retire away from the rest of the galaxy.

The young Jango learns the intricacies of his chosen trade from contacts all over the Outer Rim. Over time, his reputation grows. Jango eventually finds himself on the seedy Outland Transit Station, at the edge of Hutt Space, where he meets the mysterious Tyranus. He is charged with a mission to locate and terminate the leader of a group of Force-using raiders, the Bando Gora. If Jango succeeds, Tyranus promises him a staggering bounty of one million credits.

With the aid of the shapeshifting bounty hunter named Zam Wesell, Jango Fett fulfills the contract. Tyranus immediately offers the bounty hunter another million credits if he agrees to become the living template for an army of clones. Jango accepts, on the condition that the Kaminoan scientists first create a perfect duplicate of him—an artificially created son whom Jango names Boba.

Jango Fett (beginning of Episode II): Male Human Scout 4/Soldier 6/Bounty Hunter 5; Init +3 (Dex); Defense 22 (+9 class, +3 Dex); DR 5; Spd 10 m; VP/WP 126/15; Atk +16/+11/+6 melee (1d4+2, knife) or +17/+12/+7 ranged (3d8/19–20, blaster carbine) or +11/+11/+6/+1 ranged (3d8/19–20, blaster carbine with Rapid Shot) or +15/+11/+10/+5 ranged (3d6 or DC 15 stun, 2 blaster pistols) or +13/+13/+9/+8/+3 ranged (3d6 or DC 15 stun, 2 blaster pistols with Rapid Shot) or +17/+12/+7 ranged (3d6 or DC 15 stun, blaster pistol) or +17 ranged (2d6, flamethrower gauntlet) or +15 ranged (2d6, rocket dart) or +17 ranged (1d2 plus poison*, sabredart) or +17 ranged (5d6/3d6, missile) or +17 ranged (special, whipcord); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to Defense), target bonus +3, sneak attack +2d6; SV Fort +12, Ref +10, Will +8; SZ M; FP 3; DSP 4; Rep +7; Str 15, Dex 16, Con 15, Int 11, Wis 13, Cha 13. Challenge Code F.

Equipment: Modified medium battle armor, flight suit, jet pack (with integrated missile launcher), blaster carbine, 2 blaster pistols (with 2 extra clips each), flamethrower gauntlet, rocket darts, whipcord, wrist rocket launcher, sabredart launcher, survival knife, ammunition belt, antisecurity blades, modified *Firespray*-class patrol/attack ship (*Slave I*).

Skills: Astrogate +4, Bluff +5, Climb +2, Computer Use +4, Demolitions +5, Disable Device –1, Gather Information +11, Hide +2, Intimidate +11, Jump +3, Knowledge (streetwise) +9, Listen +6, Move Silently +2, Pilot +8, Repair +5, Search +6, Sense Motive +6, Spot +6, Survival +13.

Feats: Armor Proficiencies (light, medium, heavy), Dodge, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Starship Operation (space transport), Track, Two-Weapon Fighting, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Boba Fett

The most feared bounty hunter of his time, Boba Fett racks up an unheard-of number of successful bounties that earns him a reputation as a force to be reckoned with. His name fills outlaws and criminals with dread. Boba Fett never acts particularly evil or cruel. He simply seems bereft of conscience. It means nothing to him to accept help from someone, then minutes later turn that person in for a bounty.



YOUNG BOBA FETT

EQUIPMENT OF JANGO AND BOBA FETT

[I N I T] [S P D] [V P / W P] [A T K] [S V]

In addition to their distinctive armor, the bounty hunters Jango Fett and Boba Fett equip themselves with all manner of weaponry and gadgets designed to aid them in locating and capturing their elusive prey.

Armor: Boba's armor has fewer solid plates than Jango's suit. Both of these suits of medium-weight armor have the same accessories: macrobinoculars in the helmet, motion sensors (+2 equipment bonus on Spot checks), sound sensors (+2 equipment bonus on Listen checks), infrared sensors (enabling the wearer to see black-and-white images up to 20 meters away in complete darkness), a comlink, and a broadband antenna/signal interceptor (allowing the wearer to both multiply a comlink's range by 10, and to eavesdrop on electronic communications with a successful Computer Use check against DC 15). The helmet features a rangefinder that reduces range penalties by half.

Armor	Cost	Damage Reduction	Maximum Dex Bonus	Armor Check Penalty	Speed (10 m)	Speed (6 m)	Weight
Padded battle armor, modified (Boba)	10,000	4	+3	–4	8	4	16 kg
Medium battle armor, modified (Jango)	13,000	5	+2	–5	8	4	20 kg

Jet Pack: Allows flights of up to 500 meters on a full tank of fuel. The jet pack and flamethrower gauntlet draw from the same fuel source; every point of damage dealt by the flamethrower reduces the maximum distance of the jet pack by 1 meter, and when fuel runs out, the flamethrower becomes inoperative.

Missile Launcher: Integrated into the jet pack, it fires an explosive warhead or a magnetic grappling hook and 30-meter line.

Antisecurity Blades: These electronic devices bypass force fields and jam security devices with bursts of high-frequency harmonic interference waves. They can also be used to defeat electronic locks. The blades provide a +2 equipment bonus on Disable Device checks.

Flamethrower Gauntlet: The right wrist gauntlet contains a miniature flame projector, which shoots a gout of flame up to 6 meters. A target struck by the flame makes a Reflex save (DC 15) to take only half damage; a second Reflex save (DC 15) must succeed to avoid catching on fire (see page 287). The flamethrower uses the same fuel source as the jet pack, as noted above.

Whipcord: The whipcord mounted in the right wrist gauntlet deals only vitality point damage, even on a critical hit. It deals no damage to targets wearing armor or to creatures with natural damage reduction. The whipcord can be used only against a target within 6 meters of the wielder. On a successful hit, the target must make a Reflex save (DC 20). If the roll fails, the whipcord entangles the target.

Rocket Darts: The knee pads are equipped with rocket dart launchers, one per knee. In melee combat, the wearer can choose to attack with a knee-strike at a –2 penalty. If the attack succeeds, it deals normal damage, and the impact launches the dart, which deals additional damage (see table below). The darts can be activated by hand, but their limited range drastically reduces their effectiveness in this mode.

Laser Gauntlet (Boba only): Boba Fett's right wrist gauntlet can fire an intense laser beam (see table below for damage and range).

Sonic Beam Weapon (Boba only): Boba Fett's sonic beam weapon projects a short-range, high-frequency screech that causes intense pain. Any target within 6 meters of the weapon must make a Fortitude save (DC 14) when the device is activated. Those who fail the save are both stunned and deafened. The power cell is only able to provide enough charge for three uses before the device must be recharged.

Spiked Boots (Boba only): The spring-loaded spikes in the toes of Boba Fett's boots are designed to extend when he stamps his foot. The bounty hunter uses them only in emergencies or when stripped of his more powerful weapons.

Stun Grenade Launcher (Boba only): Boba Fett's EE-3 blaster rifle is fitted with a launcher that fires stun grenades up to 20 meters. See Stun Grenade on Table 7–2: Weapons.

Wrist Rocket Launcher (Jango only): Jango Fett uses a Kelvarek Consolidate Arms single-shot, MM7 rocket-powered flechette launcher, mounted on his left wrist. The missile carries an explosive warhead.

Sabredart Launcher (Jango only): Jango Fett has a Kaminoan sabredart launcher integrated into the armor on his right forearm. The device carries four darts. The darts deal no damage to characters wearing medium or heavy armor, or creatures with natural damage reduction. Sabredarts are usually coated with poison, most commonly kouhun venom (Fortitude save, DC 12, negates; initial 1d6 points of Constitution damage; secondary 2d6 points of Constitution damage).

Wrist Blades (Jango only): Deadly retractable blades snap from Jango's wrist gauntlets. They can be used in melee combat.

Weapon	Damage	Critical	Range Increment	Weight	Type	Cost
Missile launcher	5d6+2	–	50 m (6 m)	10 kg	Energy	2,000
Flamethrower gauntlet	2d6	20	2 m	–	Energy	800
Whipcord	1d2*	–	*	2 kg	Slashing	750
Rocket darts	2d6	20	2 m	0.1 kg	Piercing	500
Laser gauntlet	2d4	20	10 m	–	Energy	1,500
Spiked boots	1d6	20	–	2 kg	Piercing	250
Stun grenade launcher	*	–	*	5 kg	Energy	2,000
Wrist rocket launcher	2d6*	–	10 m (2 m)	5 kg	Energy	1,000
Additional rockets						100
Sabredart launcher	1d2* plus poison	20	10 m	1 kg	Piercing	1,500
Additional sabredarts						150
Wrist blades	1d6	20	–	2 kg	Slashing	500

**See weapon description above.*



BOBA FETT

The origins of this bounty hunter go a long way toward explaining his lack of humanity. A clone of his "father" Jango, Boba was raised without a nurturing mother figure and isolated socially. Apart from his father, Boba had no friends or heroes. Jango taught Boba self-reliance and to trust no one—lessons Boba learned easily. Like his father, Boba saw the galaxy around him with a cold, selfish, and remorseless eye.

At the Battle of Geonosis, 10-year-old Boba is orphaned when Jedi Master Mace Windu kills his father. Boba witnesses Jango's death and flees the planet aboard *Slave I*, taking with him his father's helmet, an undiluted hatred of the Jedi, and his perception of a galaxy devoid of compassion and rife with violence.

Boba Fett (beginning of Episode V): Male Human Soldier 6/Scoundrel 1/Bounty Hunter 6; Init +3 (Dex); Defense 21 (+8 class, +3 Dex); DR 4; Spd 10 m; VP/WP 100/15; Atk +14/+9/+4 melee (1d4+2, knife) or +15/+10/+5 ranged (3d8/19–20, blaster rifle) or +15/+10/+5 ranged (2d4, laser gauntlet) or +15 ranged (2d6, flamethrower gauntlet) or +13 ranged (2d6, rocket dart) or +15 ranged (DC 15/12, stun grenade) or +15 ranged (5d6/3d6, missile) or +15 ranged (special, whipcord); SQ Illicit barter, target bonus +3, sneak attack +3d6; SV Fort +10, Ref +10, Will +6; SZ M; FP 2; DSP 4; Rep +9; Str 15, Dex 16, Con 15, Int 11, Wis 13, Cha 13. Challenge Code F.

Equipment: Modified padded battle armor, flight suit, jet pack (with integrated missile launcher), blaster rifle equipped with stun grenade launcher, laser gauntlet, flamethrower gauntlet, whipcord, rocket darts, sonic beam weapon, spiked boots, magnetic grappling hook, survival knife, ammo belt, antisecurity blades, *Firespray*-class patrol/attack ship (*Slave I*).

Skills: Astrogate +6, Computer Use +6, Demolitions +8, Disable Device +6, Gather Information +7, Hide +7, Intimidate +11, Knowledge (bureaucracy) +6, Knowledge (streetwise) +10, Listen +5, Move Silently +7, Pilot +11, Profession (bounty hunter) +5, Read/Write Basic, Repair +5, Speak Basic, Spot +5, Survival +6.

Feats: Armor Proficiencies (light, medium, heavy, powered), Exotic Weapon Proficiency (whip), Infamy, Martial Artist, Point Blank Shot, Precise Shot, Starship Operation (space transport), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Tsavong Lah

The warmaster of the Yuuzhan Vong invasion, answerable only to the supreme overlord, is Tsavong Lah. The warmaster's role is that of overall military strategist, but Tsavong Lah didn't reach his exalted position by virtue of his intellect alone. His devastating combat skills and devious military tactics have brought him one victory after another. He can anticipate his enemy's moves and plans accordingly.

A formidable figure, Tsavong Lah is noticeably taller than most Yuuzhan Vong. His elongated head is tattooed with countless reminders of his courage and prowess. He wears the living cloak of his station on hooks implanted in his shoulders. His rust-colored vonduun crabshell armor is a permanent alteration to his body—a series of living plates seeded directly to his bones, covering his body from neck to knees like an insect's carapace.

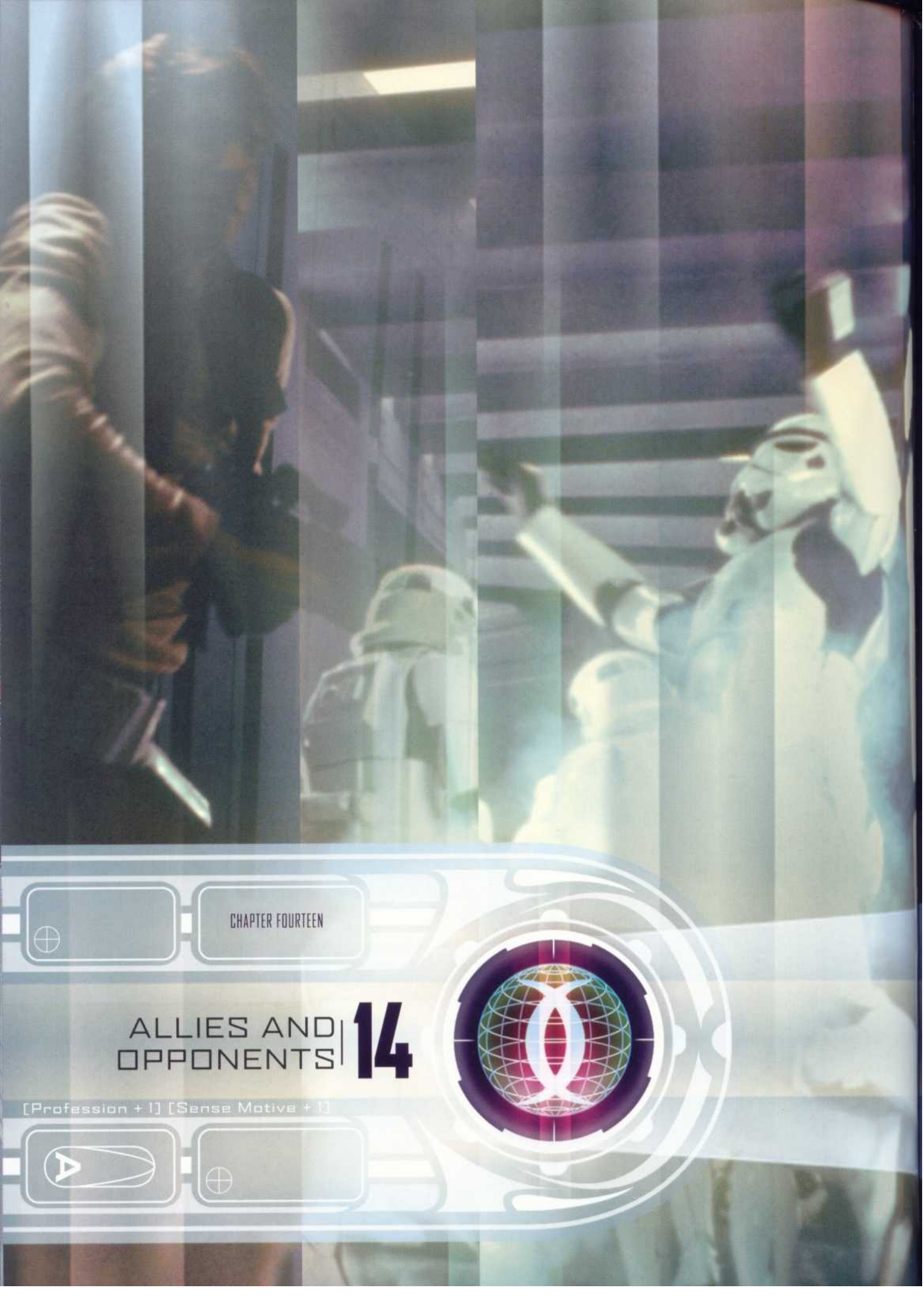
Tsavong Lah (beginning of The New Jedi Order novel series): Male Yuuzhan Vong Soldier 8/Noble 4/Officer 6; Init +2 (Dex); Defense 21 (+10 class, +1 Dex); DR 7; Spd 8 m; VP/WP 185/19; Atk +19/+14/+9 melee (1d6+3, amphistaff) or +18/+13/+8 melee (1d6+3, unarmed) or +17/+12/+7 ranged; SQ Immune to Force, Sense, and Alter; bonus class skill (Bluff), favor +2, inspire confidence, resource access, coordinate +1, leadership, requisition supplies, tactics; SV Fort +14, Ref +9, Will +12; SZ M; FP 0; DSP 12; Rep +8; Str 17, Dex 14, Con 19, Int 17, Wis 13, Cha 15. Challenge Code H.

Equipment: Improved vonduun crabshell armor*, cloak, amphistaff*, tsaisi*, multiple villips*, tizowyrm*.

*See the Yuuzhan Vong Equipment sidebar in Chapter Fourteen for a description of this item.

Skills: Bluff +14, Climb +11, Diplomacy +18, Gather Information +14, Handle Animal +6, Intimidate +16, Jump +11, Knowledge (Baanu Rass) +11, Knowledge (politics) +15, Knowledge (tactics) +21, Pilot +12, Read/Write Yuuzhan Vong, Ride (riding lizard) +7, Sense Motive +13, Speak Basic, Speak Yuuzhan Vong, Survival +9, Swim +11, Treat Injury +9.

Feats: Armor Proficiencies (light, medium, heavy), Cleave, Combat Expertise, Dodge, Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Frightful Presence, Iron Will, Martial Arts, Power Attack, Two-Weapon Fighting, Weapon Focus (amphistaff), Weapon Group Proficiency (simple weapons).



CHAPTER FOURTEEN

ALLIES AND OPPONENTS 14

[Profession + 1] [Sense Motive + 1]

Aliens of the Galaxy

The *Star Wars* universe is home to a dizzying array of sapient species. Despite the fact that Humans have been traveling the stars for tens of thousands of years, and many aliens have been doing the same for an equal amount of time, scouts discover new inhabited worlds all the time.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this paragraph. It explains what we changed in this edition of the game.

We've added creature creation rules to this chapter, as well as more creatures—including some from Episode II. We've updated and expanded the character archetypes, reworking the way we present this information. Finally, we've added more alien species, all of which can be played as hero characters with the GM's permission.

Commoners

The following entries represent a small sample of the alien species that heroes might encounter as either friends or foes. A typical commoner of each species is described and provided with game statistics.

All commoners described here have Face/Reach of 2 m by 2 m/2 m unless otherwise noted, and all of them are considered Challenge Code A. (See page 161 for information on face and reach, and page 256 for more about Challenge Codes.)

Species Traits: Most commoners have advantages and disadvantages because of the species they belong to. Species traits most often take the form of adjustments to ability scores (made after the scores are rolled and assigned) and modifiers to skill checks. Unless otherwise noted, species traits have been incorporated into the statistics for commoners that follow. (For instance, don't add 2 to the Ewok's Dexterity and subtract 2 from its Strength; those calculations are already reflected in the ability scores given in its statistics block.)

Bothans

Bothans hail from the Mid Rim planet of Bothawui. They are short, furry humanoids with pointed ears. Both males and females sport tapering beards. They developed the technology to travel among the stars millennia ago and are longstanding members of galactic civilization.

To the Bothans, information is the galaxy's most valuable currency, as well as its most potent weapon. As a culture, they believe that direct confrontation with foes—whether economic, political, or martial—is pointless. In any open conflict, the object or possession both sides desire is often damaged or destroyed. This attitude has made espionage of all types a natural line of work for Bothans. Information and spies are their home system's greatest exports. The famed Bothan spynet is the largest independent intelligence-gathering organization the galaxy has ever known.

Beings of power everywhere find Bothans irritating because they have a tendency to use every bit of informa-

tion they can find to acquire either leverage or money. However, no one wants to be the only person without access to the spynet, so everyone continues to deal with the Bothans.

Bothans are capable of speaking Basic, because their native language is a forerunner of that language.

Bothan Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed) or +1 ranged (2d4 or 1d4/DC 10 stun, hold-out blaster); SQ Species traits; SV Fort −1, Ref +1, Will +0; SZ M; FP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Gather Information +3, Knowledge (any one) +1, Profession (any one) +2, Read/Write Basic, Read/Write Bothese, Speak Basic, Speak Bothese, Spot +2.

Feats: None.

Species Traits: +2 Dex, −2 Con; +2 species bonus on Gather Information checks and Spot checks.

Automatic Languages: Bothese and Basic.

Cereans

Cereans are a humanoid species that originated on Cerea, a world on the fringes of known space. Their physical build is roughly the same as that of Humans, but with one major difference: Their tall, conical heads hold complex binary brains.

The Cerean species established contact with the rest of the galaxy shortly before the Galactic Republic was transformed into the Empire. The Cereans swiftly gained galactic fame as expert astrogators, cryptographers, and economists. Few patterns or trends, no matter how convoluted or obscure, escape the notice of a Cerean.

The Cerean homeworld is largely an unspoiled paradise. The Cerean culture's traditional values emphasize living in harmony with nature, always minimizing any impact on the environment from technology. The philosophies of the Jedi appeal to Cereans, but there is much about the Republic and the Empire that disturbs those who subscribe to their more traditional values. This concern seems justified, since the few cities where they have allowed outsiders to build have decayed into dirty warrens of avarice and greed.

Cerean Commoner: Init +1 (−1 Dex, +2 species); Defense 9 (−1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed) or −1 ranged; SQ Species traits; SV Fort +0, Ref −1, Will +1; SZ M; FP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 10.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3 or Profession (any one) +3, Knowledge (any one) +4, Read/Write Basic, Read/Write Cerean, Speak Basic, Speak Cerean.

Feats: None.

Species Traits: +2 Int, +2 Wis, −2 Dex; +2 species bonus on initiative checks.

Automatic Languages: Cerean and Basic.

Duros

The Duros are tall, hairless humanoids from the Duro system, which is located at the extreme outer edge of the Core region. Large eyes and wide, lipless mouths dominate their noseless faces. Their skin color ranges from bluish gray to bluish green to a deep azure.

The Duros were one of the first species to become a major influence in the Galactic Republic, and in the past, many respected scholars credited the Duros with creating the first hyperdrive. Although this theory fell into disfavor as the Empire's Human-centered philosophies took hold in academic circles, one cannot deny that the Duros have been traveling among the stars for at least as long as Humans.

The Duros seem to have a natural affinity for space travel. Many of them possess an innate grasp of the mathematical underpinnings of astrogational computations, and many tales are swapped in cantinas about Duros astrogators calculating the coordinates for supposedly impossible jumps in their heads. Although not as numerous as Humans, the Duros are almost as omnipresent; all but the smallest settlements in known space feature Duros populations.

The Duros species has existed on other worlds in isolation from the rest of their kind, evolving in slightly different directions from the baseline species. The most populous and well-known near-Duros species are the Neimoidians, a people rarely encountered during the Rebellion era.

Duros Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk −1 melee (1d3−1, unarmed) or +1 ranged; SQ Species traits; SV Fort −1, Ref +1, Will +0; SZ M; FP 0; Rep +0; Str 8, Dex 12, Con 8, Int 12, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Astrogate +4, Knowledge (hyperspace lanes) +2, Pilot +4, Profession (any one) +2, Read/Write Basic, Read/Write Durese, Speak Basic, Speak Durese.

Feats: Spacer (bonus feat).

Species Traits: +2 Dex, +2 Int, −2 Str, −2 Con.

Automatic Languages: Durese and Basic.

Ewoks

Intelligent omnivores native to one of the moons orbiting Endor, a silvery gas giant on the fringes of the Unknown Regions, the Ewoks are furry bipeds that stand an average of 1 meter tall. Before the Battle of Endor, their existence was almost entirely unknown, except among a handful of Imperial scouts and xenobiologists.

Ewoks are organized in tree-dwelling tribes. Tribal occupations are gender-based. Males hunt, forage, and make weapons, while females raise young and handle other domestic tasks. Ewok culture revolves around complex animistic beliefs involving the giant trees of the forest moon. The forests of Endor loom as large in their tales as they do in their lives.

Although technologically primitive, Ewoks are clever, inquisitive, and inventive. They are experts at creating tools, traps, and other contraptions using wood, cloth, vines, and stones. When first introduced to machines, they are skittish and wary, but Ewok curiosity soon overcomes fear, leading to wild and inventive experimentation. Ewoks can eventually learn to operate any item of technology.

Ewok Commoner: Init +1 (Dex); Defense 12 (+1 size, +1 Dex); Spd 6 m; VP/WP 0/10; Atk +0 melee (1d2−1, unarmed), or +2 ranged; SQ Species traits; SV Fort +0,

Ref +1, Will +0; SZ S; FP 0; Rep +0; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Variety of primitive personal belongings.

Skills: Craft (any one) +2, Hide +5, Listen +2, Search +1, Speak Ewokese, Spot +2, Survival +1.

Feats: Alertness.

Species Traits: +2 Dex, –2 Str; +2 bonus on Search checks due to heightened sense of smell; +4 size bonus on Hide checks; *Primitive*—Ewoks with heroic or professional classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency bonus feats.

Automatic Language: Ewokese.

Gamorreans

Gamorreans are green-skinned, porcine creatures from the Outer Rim world of Gamorr. Their tendency toward violence has made them valued bodyguards and enforcers for crime lords across the galaxy. Gamorreans are known for their great strength and martial prowess. They prefer to use large melee weapons in combat, often carrying big swords and axes. Most Gamorreans believe ranged weapons of any sort are the tools of cowards.

Gamorrean civilization is geared toward preparing and carrying out the never-ending wars between their clans. Males on Gamorr devote all their time to warfare, while the females farm, hunt, weave, and manufacture weapons. The hatred between clans is so strong that even Gamorreans who leave their homeworld—either as slaves or to seek their fortune—carry their clan allegiances with them. Anyone who hires Gamorrean enforcers is wise to inquire about their clan backgrounds first; otherwise, the Gamorreans are likely to spend more time fighting each other than tending their duties.

Gamorreans are generally viewed as mindless brutes with primitive social values. The fact that their physiology does not allow them to speak Basic reinforces these views. The Gamorreans, however, don't care what others think of them, so long as they are paid for their work and given plenty of opportunities to bash, hack, and slash.

Gamorrean Commoner: Init –1 (Dex); Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed) or –1 ranged; SQ Species traits; SV Fort +2, Ref –1, Will +0; SZ M; FP 0; Rep +0; Str 12, Dex 8, Con 10, Int 8, Wis 10, Cha 10.

Equipment: Simple melee weapon, a variety of personal belongings.

Skills: Craft (any one) +0 or Knowledge (any one) +0, Profession (any one) +1, Speak Basic (understand only), Speak Gamorrean.

Feats: None.

Species Traits: +2 Str, –2 Dex, –2 Int; can understand but can't speak Basic; +2 species bonus on Fortitude saves; *Primitive*—Gamorreans with heroic or professional classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency bonus feats.

Automatic Language: Gamorrean.

Geonosians

The Geonosians are a caste-dominated species from the world of Geonosis, in the system of the same name. The Geonosian aristocrat has wings, while the Geonosian worker may or may not. Both varieties are physically strong and covered with a chitinous shell that protects arms, legs, and vital organs. They are also somewhat resistant to the radiation that occasionally showers their world, though Geonosians actually live underground to escape that phenomenon.

Geonosians are born into specific castes divided along the lines of their physical attributes, and though most Geonosians are content to remain within their caste until they die, some workers develop ambition. The life of a worker is ordinarily one of ongoing toil, laboring to fulfill the whims of a Geonosian aristocracy that sometimes makes spectacular demands—regardless of how many workers must die in the effort. Geonosian society allows workers to escape from the drudgery through gladiatorial combat.

Anyone the Geonosians capture is sent to the arena, to provide amusement for the masses. There, the hapless individual either faces some savage beast or fights to the death against another sentient being. A worker who volunteers for these battles can, if he survives, achieve some measure of status by distinguishing himself in the arena—if only in the form of fame, fortune, and the right to be recognized by aristocrats (though still not treated quite as an equal). Most workers who survive long enough to amass any amount of real wealth or prestige use it to buy their way off Geonosis, never to return.



GEONOSIAN

Geonosians generally dislike leaving their hives, however. The urge to remain close to home is strong in all but the aberrant worker. Geonosians tend to be contemptuous of other species. Despite their proximity to the Corellian Run trade route, they get very few visitors. They might get none at all if their droid factories weren't among the finest and most productive in the galaxy.

Geonosian Commoner (Worker): Init +0; Defense 12 (+2 natural); Spd 10 m, fly 16m (poor); VP/WP 0/10; Atk +1 melee (1d3+1, unarmed) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8.

Equipment: Personal belongings.

Skills: Craft (any one) +3, Knowledge (any one) +1, Read/Write Geonosian, Speak Geonosian.

Feats: None.

Species Traits: +2 Str, –2 Int, –2 Cha; +2 species bonus on Craft checks and on Fortitude saves against radiation; +2 natural armor bonus to Defense.

Automatic Language: Geonosian.

Geonosian Commoner (Aristocrat): Init +1 (Dex); Defense 13 (+2 natural, +1 Dex); Spd 10 m, fly 16 m (poor); VP/WP 0/8; Atk +0 melee (1d3, unarmed) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +0; SZ M; FP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3, Knowledge (any one) +1, Profession (any one) +1, Read/Write Geonosian, Speak Basic, Speak Geonosian.

Feats: None.

Species Traits: +2 Dex, –2 Con; +2 species bonus on Fortitude saves against radiation; +2 natural armor bonus to Defense.

Automatic Language: Geonosian.

Gungans

The Gungans are humanoids native to the swamps of the Outer Rim world of Naboo. Centuries ago, they all but abandoned life on the surface of the world. They now live at the bottom of deep lakes and in the ocean. Gungans are technologically advanced, relying mostly on forms of biotech that allow them to not so much build their homes and production facilities as grow them. They take great cultural pride in coexisting with nature, manufacturing as much as possible from the natural resources of their underwater habitat while taking great strides to create items that blend with it.

Gungan culture is basically peaceful, but it evolved from a series of long, bloody clan wars. The arrival of Human settlers on Naboo forced them to unite. Elements of the warrior culture still remain, and Gungans still admire strength and cunning. Most Gungan communities are devoted to farming or the manufacture of goods that are then traded to other Gungan settlements. They also reluctantly trade with the Humans of Naboo, though they keep contact to a minimum.

When the Trade Federation invaded Naboo, the Gungans were the only ones able to mount noteworthy resistance on the planetary surface. However, the conflict gave them respect for the other citizens of known space, inspiring them to join the rest of the galaxy. In the decades before the Empire was declared, the Gungans began to develop space travel. While they only established a single permanent colony on one of Naboo's moons, they have traveled far and wide, becoming prized mercenaries and security officers.

Gungan Commoner: Init +0; Defense 10; Spd 10 m, swim 10m; VP/WP 0/12; Atk +0 melee (1d3, unarmed or 1d6, club) or +0 ranged; SQ Species traits; SV Fort +1, Ref +1, Will –1; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 10.

Equipment: Variety of personal belongings, simple club.

Skills: Craft (any one) +1, Listen +2, Profession (any one) +1, Read/Write Gunganese, Speak Gunganese, Swim +5.

Feats: None.

Species Traits: +2 Con, –2 Wis; +2 species bonus on Listen checks; +4 species bonus on Swim checks; +1 species bonus on Reflex saves; low-light vision; *Hold Breath*–A Gungan can hold his breath for a number of rounds equal to 25 × his Constitution score before he needs to make checks against drowning.

Automatic Language: Gunganese.

Humans

Humans are believed to have originated on Coruscant. The species has dominated the Core Worlds for millennia. Humans have long been the driving force behind Republic expansion throughout the galaxy. They are at once the most ubiquitous and most varied species in the galaxy, present on most settled worlds, yet with an almost limitless variance in racial, cultural, and ethnic identifiers. Each cultural group is different from the "baseline" Human civilization, yet still has its own distinct colonies throughout the galaxy. Most prominent among these are the Corellians, Chalacta, Kuati, Lorrdians, and Mandalorians. However, every Human settlement on every planet has its own unique qualities.

In addition to the different kinds of Humans, the galaxy is also home to a dizzying array of near-Human species. These have typically arisen through genetic engineering (before the Republic outlawed such practices), or by living in an unusual environment for hundreds of generations. While some near-Humans might have special abilities, for the most part they differ only from baseline Humans in minor ways (such as appearance, altered life spans, enhanced manual dexterity, and so on). The Hapans and Wroonians are widely known near-Human species. Making broad statements about near-Humans is almost as difficult as generalizing about Humans.

Human or Near-Human Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed), +0 ranged; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Craft (any one) or Profession (any one) +4, Knowledge (any one)+4, Read/Write Basic, Speak Basic.

Feats: Skill Emphasis (bonus feat).

Special Features: None.

Automatic Language: Basic.

Hutts

Hutts are immense, sluglike, hermaphroditic creatures with bulbous heads. Two catlike eyes rise from the surface of a Hutt's face; his lipless mouth spreads from ear hole to ear hole. Most Hutts are vicious megalomaniacs who consider their kind to be beyond morality as perceived by lesser beings. They have a talent for manipulating other beings and enjoy accumulating and exerting power over others.

Hutts are often found at the center of business and criminal enterprises. Legality (or lack thereof) does not affect whether a Hutt will pursue a venture. All that matters is how much of a benefit—and a profit—one can get from it.

Hutt Commoner: Init –2 (Dex); Defense 7 (–1 size, –2 Dex); Spd 2 m; VP/WP 0/12; Atk +0 melee (1d4+1, unarmed) or –3 ranged; SQ Species traits; SV Fort +1, Ref –2, Will +1; SZ L; Face/Reach 2 m by 4 m/2 m; FP 0; Rep +3; Str 12, Dex 6, Con 12, Int 12, Wis 12, Cha 12.

Equipment: Repulsor sled, variety of tasty foods, plenty of bodyguards.

Skills: Bluff +3, Diplomacy +2 or Intimidate +2, Knowledge (any one) +3, Read/Write Basic, Read/Write Huttese, Speak Basic, Speak Huttese.

Feats: Infamy (bonus feat).

Species Traits: +2 Str, +2 Con, +2 Int, +2 Wis, +2 Cha, –4 Dex; +6 species bonus on Will saves against mind-affecting Force powers; can't be knocked prone.

Automatic Languages: Huttese and Basic.

Ithorians

An Ithorian is a large humanoid with a long neck that curls forward and ends in a dome-shaped head. Peaceful and gentle, Ithorians are widely recognized as talented artists, brilliant agricultural engineers, and skilled diplomats.

Ithorians are perhaps the greatest ecologists in the galaxy. They have a technologically advanced society but have devoted much of their efforts to preserving the natural beauty of their homeworld's tropical jungles. They live in what they refer to as "herds," dwelling in floating cities that hover above the surface of their planet, where they continually strive to maintain the ecological balance in what they reverently refer to as "Mother Jungle."

Ithorians developed space travel early in their civilization. They travel through hyperspace in massive "herdships," which are masterpieces of environmental engineering. Each ship carries within it a perfect replica of their native jungle. Ithorian herdships are familiar sights from one end of the galaxy to the other. Many planetary populations look forward to trading for whatever exotic wares the Ithorians bring from distant planets.

An Ithorian has two mouths, one on either side of its curling neck. This produces a stereo effect that can be disconcerting to beings who aren't used to dealing with their kind.

Ithorian Commoner: Init –1 (Dex); Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +2; SZ M; FP 0; Rep +0; Str 10, Dex 8, Con 10, Int 10, Wis 12, Cha 12.

Equipment: Variety of personal belongings.

Skills: Knowledge (wilderness lore) +5, Profession (engineer) +2, Read/Write Ithorese, Speak Basic, Speak Ithorese, Survival +4.

Feats: None.

Species Traits: +2 Wis, +2 Cha, –2 Dex; +2 species bonus on Knowledge (nature) checks; +4 species bonus on Survival checks; +1 species bonus on Will saves.

Automatic Language: Ithorese.

Jawas

Jawas are intelligent scavengers of short stature. Dressed in their distinctive, dark-hooded robes covering all but their characteristic glowing eyes, Jawas are found in seemingly every dark nook and cranny of Tatooine. They survive by scrounging for scrap, which forms the basis of their economy, and hiding from the planet's terrible predators.

Although not particularly advanced technologically, Jawas have a gift for discovering unusual ways to make things work—at least for a little while. Jawas have a well-deserved reputation as thieves and swindlers, although they would hardly consider these words insults. Jawas are proud of their ability to acquire what others obviously no longer need and sell things that require frequent maintenance and costly replacement parts. Through most people despise Jawas for their underhanded practices (and unpleasant odor), they also realize that Jawas occasionally lay their hands on priceless treasures.

Jawas have a complex language all but incomprehensible to non-Jawas. It consists of almost meaningless syllables that only make sense when combined with pheromonally produced emphasis. (Even when a Jawa isn't actively conversing, his scent can tell others his mood.) When bargaining with non-Jawas, they use a simplified form of their native tongue known as Jawa Trade Language.

Jawa Commoner: Init +1 (Dex); Defense 12 (+1 size, +1 Dex); Spd 6 m; VP/WP 0/10; Atk –1 melee (1d2–2, unarmed) or +2 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ S; FP 0; Rep +0; Str 6, Dex 12, Con 10, Int 10, Wis 10, Cha 8.

Equipment: Desert robes, variety of personal belongings.

Skills: Craft (any one) +1, Hide +5, Profession (scrap dealer) +2, Read/Write Jawa, Speak Jawa, Speak Jawa Trade Language, Survival +3.

Feats: None.

Species Traits: +2 Dex, –4 Str, –2 Cha; +4 size bonus on Hide checks; +2 species bonus on Survival checks; darkvision 20 meters.

Automatic Languages: Jawa and Jawa Trade Language.

Kaminoans

Not all Kaminoans are clone technicians, but Kaminoans are known—among those who still remember them—as cloners. Long ago, to better survive rising sea levels at the end of a planetary ice age, the Kaminoans turned to cloning technology to ensure the continuance of their species, weeding out physical weaknesses and enabling them to survive on less. As a result, Kaminoans are somewhat hardier, but even genetic engineering has only taken them so far.



KAMINOAN

Kaminoans are tall, bipedal beings with pale skin and dark eyes. They are thin to the point of being gaunt, and have long, graceful necks and slender fingers. Their mouths are somewhat smaller than those of Humans, but seem smaller yet because of their large eyes. They present an aspect of quiet curiosity, and are generally pleasant and approachable. Kaminoans have no respect for weakness and tend to think of identifiably weak persons as beneath their notice. They do not bear such individuals any animosity; to the Kaminoans, such people should simply be culled from the "herd"—and they find it vaguely disturbing that others cannot seem to grasp this fact.

Although Kaminoans are all created from nearly identical genetic stock, there is still considerable variation. The cloning process does not create perfect adult duplicates, but rather children that fall into a given set of genetic parameters. These Kaminoan children then grow and develop along defined guidelines, but are still free to pursue any career that interests them—provided that the Kaminoan community approves. A given Kaminoan might become a diplomat or a noble just as easily as a technician or a soldier. Scouts are rare, scoundrels even more so, and Force-using Kaminoans are all but unheard of.

Kaminoan Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will −1; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 10.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Profession (any one) +1, Read/Write Basic, Read/Write Kaminoan, Speak Basic, Speak Kaminoan, Survival +1, Swim +1.

Feats: None.

Species Traits: +2 Con, −2 Wis; +2 species bonus on Survival checks.

Automatic Languages: Kaminoan and Basic.

Kel Dor

The Kel Dor are a species of humanoids that arose on Dorin, a world with an atmosphere consisting mostly of helium and a gas that is unique to that world. Common atmospheres, such as those consisting mostly of oxygen, nitrogen, or carbon dioxide, are often deadly to Kel Dor; at their mildest, they cause severe irritation of the Kel Dor's eyes and air passages. Conversely, Dorin's atmosphere is toxic to most beings and plant life that isn't native to the planet.

Kel Dor adults stand between 1.4 and 2 meters tall, with males being taller and somewhat more sturdy of build than the females. Skin color ranges from peach to deep red, with eye color mostly black, although a rare few Kel Dor are born with silver irises. In times past, such males and females were viewed as being blessed by the deities and would receive training in the culture's elaborate Force adept tradition. These beliefs faded, however, six millennia ago after Dorin became part of the Republic and the Kel Dor were introduced to the Jedi traditions and the concept of the Force as the rest of the galaxy understood it.

The Kel Dor are kind-hearted and even-tempered—traits that stand in stark contrast to the Kel Dor belief in quick, simple justice. No host ever turns away a guest, and it is virtually unthinkable for a Kel Dor to ignore or refuse another being in need. Someone who steals a landspeeder from a Kel Dor family, however, could well be executed upon capture.

Kel Dor who live under alien skies refurbish their dwellings with materials adapted from the species' spacefaring technology, outfitting the structures with airlocks and large canisters of atmosphere from their homeworld that last anywhere from three months to a year.

When outside their dwellings on an alien world, Kel Dor must wear breath masks and protective eyewear. They can neither see nor breathe for an extended period of time without these devices. Most Kel Dor breath masks include vocoders that amplify the wearer's speech; while their vocal cords function normally in their native atmosphere, Kel Dor must shout to produce sound in more typical environments. Their eyesight, however, is enhanced when they are away from Dorin.

Kel Dor Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed) or +1 ranged; SQ Species traits; SV Fort −1, Ref +1, Will +1; SZ M; FP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 12, Cha 10.

Equipment: Breath mask, protective goggles, variety of personal belongings.

Skills: Knowledge (any one) +2, Profession (any one) +3, Read/Write Basic, Read/Write Kel Dor, Speak Basic, Speak Kel Dor.

Feats: None.

Species Traits: +2 Dex, +2 Wis, –2 Con; low-light vision outside their native atmosphere; *Gas Breather*—Kel Dor cannot survive without their native atmosphere, specifically a gas unique to their homeworld. Without protective goggles, a Kel Dor is considered blinded. Without a breath mask, a Kel Dor begins to suffocate (see Suffocation and Drowning in Chapter Twelve).

Automatic Languages: Kel Dor and Basic.

Mon Calamari

The Mon Calamari are land-dwellers who share their Outer Rim homeworld with the Quarren. They tend to be soft-spoken but vigorously defend causes that inspire them. Mon Calamari believe sentient beings should struggle to make order out of chaos, while attending to the greater good whenever possible. Their ancestors have been explorers from the species' earliest recorded history. They always dreamed of traveling to the stars. When they finally achieved their dream, they were delighted to find they weren't alone in the galaxy. Delight turned to disappointment when the corrupt forces that gripped the Galactic Republic in its later years devastated their homeworld. Mon Calamari suffered under great oppression when the Empire was formed; thus, it was one of the first alien civilizations to declare support for the Rebel Alliance.

Mon Calamari are widely recognized for their keen analytical and organizational abilities. The Mon Calamari have developed a reputation as being among the foremost ship designers in the galaxy. They are able to speak Basic and Quarrenese with ease, even though their vocal cords seem to produce a gurgling sound when they do.

Mon Calamari Commoner: Init +0; Defense 10; Spd 10 m, swim 6 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ Species traits; SV Fort –1, Ref +0, Will +0; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 8, Int 12, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +5, Knowledge (any one) +3, Profession (any one) +3, Read/Write Basic, Read/Write Mon Calamarian, Speak Basic, Speak Mon Calamarian, Swim +4.

Feats: None.

Species Traits: +2 Int, –2 Con; low-light vision; +4 species bonus on Swim checks; +4 species bonus on Craft checks; +1 species bonus on Will saves in moist environment, –1 species penalty on Will saves in dry environment; *Breathe Underwater*—Mon Calamari cannot drown in water.

Automatic Languages: Mon Calamarian and Basic.

Neimoidians

The Neimoidians are the dominant sapients in a handful of planetary systems within the same sector as their homeworld, Neimoidia. The Neimoidia system itself is scarcely populated, since Neimoidians in general prefer to live offworld. Neimoidians stand between 1.6 and 2 meters tall and are of slight build. Their skin ranges from mottled green to gray, and their vaguely reptilian faces are flat and elongated. They have red eyes, thick lips, and no noses. Clothing represents status in Neimoidian society, which is why most Neimoidians traveling abroad favor long robes of rich fabrics with elaborate collars, hats, and cloaks.

Neimoidians have two primary motivations: to control their surroundings at all times and to acquire as much wealth and power as they can. The latter goal might seem a logical means of attaining the former, but to a Neimoidian, the pursuit of wealth and power is an end unto itself. Such traits gave rise to the Trade Federation, one of the most powerful and influential economic forces in the Galactic Republic. Not all Neimoidians serve the Trade Federation, but few independent Neimoidians get by without maintaining strong ties to the Trade Federation and its members.

Neimoidians constantly exploit weaknesses in others—friends and enemies alike. Extortion and manipulation are perfectly acceptable practices, particularly when directed at other species. Most Neimoidians take strides to hide their actions behind veils of legality or other "good faith efforts," if only to minimize personal liability and avoid embarrassment. Neimoidians loathe to be held accountable for the results of a failed scheme.

Neimoidian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk –1 melee (1d3–1, unarmed) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +1; SZ M; FP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 12, Cha 10.

Equipment: Fine robes, variety of personal belongings.

Skills: Appraise +3, Bluff +2, Knowledge (any one) +3, Profession (any one) +3, Read/Write Basic, Read/Write Neimoidian, Speak Basic, Speak Neimoidian.

Feats: None.

Species Traits: +2 Int, +2 Wis, –2 Str; +2 species bonus on Appraise checks and Bluff checks.

Automatic Languages: Neimoidian and Basic.

Noghri

The Noghri are a small, compact humanoid species native to the isolated Outer Rim planet of Honoghr. A Noghri has gray skin, beady black eyes set deep within bony sockets, claws, and a mouth filled with vicious fangs. Natural-born hunters, they prefer to use primitive weapons, usually killing their victims up close.

The Noghri have a primitive culture built around close-knit family groups that engage in many customs and rituals. They were living happily on Honoghr, unaware that other intelligent species even existed, until a space battle in orbit over their world contaminated the planet with toxic chemicals. The Noghri faced famine and extinction when a black-garbed visitor from the stars arrived: Darth Vader. He promised to save their dying homeworld; in return, the Noghri pledged to serve him and the Empire.

The Noghri served Vader as his secret assassins for decades. Five years after Vader's death, one of their number recognized Leia Organa as Darth Vader's daughter. They turned from serving the Empire to serving this new "Lady Vader." Several clans of Noghri remain dedicated to the protection of Leia and her family well into the era of the New Jedi Order.

The Noghri rarely travel the galaxy alone. During the Civil War, they are always found in the company of Darth Vader's agents or (briefly) with the forces of Grand Admiral Thrawn. Later, they can be found in the company of New Republic agents, as well as the allies, friends, and relatives of Leia Organa. They speak Basic with ease, albeit with soft, whispered, chilling voices.



NOGHRI

Noghri Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 6 m; VP/WP 0/10; Atk +1 melee (1d2, unarmed) or +2 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +1; SZ S; FP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 12, Cha 6.

Equipment: Small melee weapon, variety of personal belongings.

Skills: Hide +5, Listen +2, Move Silently +2, Read/Write Honoghran, Speak Basic, Speak Honoghran, Survival +2.

Feats: None.

Species Traits: +2 Dex, +2 Wis, –4 Cha; +4 size bonus on Hide checks; *Keen Smell*–Noghri can identify an individual by smell at a range of 10 meters with a successful Wisdom check (DC 10); *Primitive*–Noghri with heroic or professional classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency bonus feats.

Automatic Language: Honoghran.

Quarren

The Quarren are a humanoid species whose heads resemble four-tentacled squids. They have leathery skin, eyes that are usually bright blue or turquoise, and suction-cupped fingers. They are amphibious but highly resilient, capable of adapting to many different climes. Male and female adults stand between 1.4 and 1.9 meters tall.

Quarren come from the distant Outer Rim world of Mon Calamari, sharing the world with the sentient humanoid species of the same name. The Mon Calamari live on the surface of the world, while the Quarren dwell in oxygen-filled cities in the deep recesses of the oceans.

The Quarren were bemused by the Mon Calamari desire to explore, deeming them foolish for engaging in such behavior. Very few Quarren journeyed off Mon Calamari during the waning years of the Old Republic. The Quarren attitude toward exploration was confirmed when the Mon Calamari's venture ultimately resulted in Imperial forces invading Mon Calamari and enslaving both populations. Early attempts to resist domination resulted in the Empire destroying entire cities, causing many Quarren to flee their homeworld and others to flee even deeper into the oceans.

Offworld, Quarren generally stay clear of becoming entangled with the Empire or the Rebellion. They instead become involved with shadowy occupations, working with pirates, smugglers, slavers, and independent spy networks. Many of these Quarren blame both the Empire and the Rebels (even more than the Mon Calamari, whom they just see as foolish) for the devastation visited upon their homeworld. They try to get some measure of revenge without bringing further harm to their world or themselves.

Quarren Commoner: Init +0; Defense 10; Spd 10 m, swim 6 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 8.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Knowledge +1 (any one), Profession (any one) +0, Read/Write Basic, Read/Write Quarrenese, Speak Basic, Speak Mon Calamarian, Speak Quarrenese, Swim +4.

Feats: None.

Species Traits: +2 Con, –2 Wis, –2 Cha; +4 species bonus on Swim checks; *Breathe Underwater*–Quarren cannot drown in water.

Automatic Languages: Quarrenese and Basic.

Rodians

Rodians hail from the Tyrius star system in the Mid Rim. They have multifaceted eyes that range in color from light blue to pitch black, a tapered snout, and skin that is universally deep green. A typical Rodian has a prominent ridge of spines running along the back of his skull. His fingers are long and flexible, and end in suction cups.

The Rodian homeworld of Rodia is humid and choked with heavy rain forests teeming with dangerous life forms. The Rodians evolved into brutal hunters and killers to survive. As their technology became more advanced, they started exterminating other life forms on their world at an increasing pace. If a Republic scout vessel hadn't reached Rodia when it did, the world's ecosystem might well have been damaged beyond repair, and the Rodians would have died out. Instead, they joined the Galactic Republic, fascinated by the powerful ships that let them travel to the stars and the mighty energy weapons used by the aliens they found there.

Rodian culture is built almost entirely around the concept of "the hunt." Their art glorifies violence and the act of stalking prey. The more intelligent and dangerous a hunter's prey, the more honorable the hunt. Rodians have numerous annual festivals that exist solely to honor such activities. Since joining the rest of the galaxy's starfaring species, the Rodians have come to view bounty hunting as the most honorable profession in existence. Many of them have found great success in this field.

Rodian Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed), +1 ranged (2d4 or 1d4/DC 10 stun, hold-out blaster); SQ Species traits; SV Fort +0, Ref +1, Will –1; SZ M; FP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8.

Equipment: Variety of personal belongings, hold-out blaster.

Skills: Climb +1, Listen +1, Read/Write Rodese, Search +2, Speak Basic, Speak Rodese, Spot +1, Survival +1.

Feats: Track (bonus feat).

Species Traits: +2 Dex, –2 Wis, –2 Cha; +2 species bonus on Listen checks, Search checks, and Spot checks.

Automatic Language: Rodese.

Sullustans

Sullustans are humanoids with large round eyes. They are native to Sullust, a harsh, volcanic planet in the Outer Rim Territories. Their species evolved in the planet's numerous caves. They continue to dwell underground, constructing highly advanced cities of such great beauty that wealthy sightseers come from all over the galaxy to visit them. They have natural inclinations toward astrogation and piloting. It is said that once a Sullustan has traveled a path, he or she never forgets it, even in hyperspace.

This friendly, gregarious species enjoys interacting with unique, unusual, and interesting beings. When Republic scouts first visited their homeworld, the Sullustans embraced the notions of space travel and a galaxywide civilization wholeheartedly. The Sullustan manufacturing company SoroSuub quickly became the first non-Human-owned interstellar corporation. It remains one of the largest manufacturing conglomerates in the galaxy, even in the era of the New Republic. The company is so powerful that it has become the official government of Sullust. More than half of the planet's population is on its payroll. SoroSuub retained its independence by walking a careful balancing act between the Empire and the Alliance during the Galactic Civil War.

Sullustan Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +0; SZ M; FP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Climb +2, Craft (any one) +2 or Profession (any one) +2, Hide +2, Listen +2, Read/Write Sullustese, Speak Basic, Speak Sullustese.

Feats: None.

Species Traits: +2 Dex, –2 Con; +2 species bonus on Climb checks and Listen checks; darkvision 20 meters.

Automatic Language: Sullustese.

Trandoshans

Trandoshans are strong reptilian humanoids from the planet Trandosha (also called Dosha). They have supersensitive eyes that can see into the infrared range and the ability to regenerate lost limbs when they are young. They also shed their skin.

Trandoshans are a warlike species who allied early with the Empire, taking Wookiees as slaves. They value hunting above all else and worship a female deity who rewards Trandoshans based on their success or failure in the hunt. Young Trandoshans hatch from eggs.

Trandoshans have a difficult time manipulating delicate objects with their relatively clumsy clawed hands. Trandoshans refer to themselves as "T'doshok."

Trandoshan Commoner: Init –1 (Dex); Defense 10 (–1 Dex, +1 natural armor); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +0; SZ M; FP 0; Rep +0; Str 12, Dex 8, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Craft (any one) or Knowledge (any one) +1, Profession (any one) +1, Read/Write Dosh, Speak Basic, Speak Dosh, Survival +1.

Feats: None.

Species Traits: +2 Str, –2 Dex; +1 natural armor bonus to Defense; darkvision 20 meters.

Automatic Language: Dosh.

Tusken Raiders

Tusken Raiders are primitive desert warriors skilled at defending their harsh way of life and surviving in an even harsher environment. Roughly 2 meters tall, they are covered from head to toe in dusty bandages, as required by ancient custom. Protruding circular lenses protect their eyes, and filter masks cover their mouths. Their language—punctuated with grunts, growls, and honking noises—is comprehensible only to other Tusken Raiders.

While they wear clothing and fashion crude tools, Tusken Raiders steal their "technology" (like slugthrower rifles) from settlers. If they have a rationale for their fierce hatred of offworlders, the settlers do not understand it. The Sand People are vicious nomads who attack anyone and anything they don't recognize. Tusken Raiders who aren't commoners are almost always fringers or scouts. They can't be nobles or diplomats.

Tusken Raider Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 12, Int 8, Wis 8, Cha 10.

Equipment: Desert garb, variety of personal belongings.

Skills: Handle Animal +1, Hide +2, Move Silently +2, Ride +2, Speak Tusken, Survival +1.

Feats: None.

Species Traits: +2 Con, –2 Int, –2 Wis; +2 species bonus on Hide checks, Move Silently checks, and Survival checks.

Automatic Language: Tusken.

Twi'leks

Twi'leks are tall, thin humanoids native to the Ryloth star system in the Outer Rim. They come in a wide variety of distinct races, but are all instantly recognizable by the tentacular "head-tails" that protrude from the backs of their heads. Their native technology is primitive by galactic standards. While they haven't developed their own means of space travel, they have become a common sight on many Outer Rim planets. Twi'leks are sly, cunning beings who can be found with merchants, pirates, mercenaries, and slavers.

Twi'leks are a calculating, pragmatic people. Generally speaking, they try to avoid being swept up in other beings' troubles, preferring instead to duck into the shadows and wait out large conflicts. From a safe hiding place, they can observe, plan, and prepare to profit from the outcome.

Twi'leks are able to speak most humanoid tongues and have no difficulty with Basic. However, the Twi'lek head-tail language known as Lekku cannot be effectively spoken by other species and is unique to Twi'leks.

Twi'lek Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 8, Cha 12.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Diplomacy +2, Knowledge (any one) +1, Read/Write Ryl, Speak Basic, Speak Lekku (head-tails), Speak Ryl.

Feats: None.

Species Traits: +2 Cha, –2 Wis; +1 species bonus on Fortitude saves; low-light vision.

Automatic Languages: Ryl and Lekku (head-tail).

Wookiees

Wookiees are intelligent arboreal creatures from the forested Mid Rim world of Kashyyyk. Although Wookiees are widely recognized as one of the strongest and fiercest intelligent species in the galaxy, other creatures on Kashyyyk are so powerful that the Wookiees are relegated to living in the tops of the world's giant trees. When the Republic first made contact with Kashyyyk, the Wookiees were engaged in a war against the Trandoshans, a reptilian species native to another world in the star system. The Republic mediated the dispute, and the Wookiees eagerly joined the galactic community.

During the days of the Republic, the Wookiees were admired as honorable, trustworthy warriors and technical experts, due to their knack for repairing all types of machinery. When the Empire came to power, however, the Trandoshans, for whom the war against the Wookiees never really ended, gained ultimate victory when they convinced the Emperor to declare all Wookiees slaves. When the New Republic was founded, Wookiees regained their freedom and once again became active in the galaxy at large.

Wookiees can't typically speak Basic due to the nature of their voice boxes. However, a rare deformity exists that allows a Wookiee to speak the galactic tongue, although such an unfortunate being finds it very difficult to speak his native language.

Wookiee Commoner: Init –1 (Dex); Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/10; Atk +2 melee (1d3+2, unarmed) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will –1; SZ M; FP 0; Rep +0; Str 14, Dex 8, Con 10, Int 10, Wis 8, Cha 8.

Equipment: Variety of personal belongings.

Skills: Climb +4, Craft (any one) +2 or Profession (any one) +1, Intimidate +3, Read/Write Shyriiwook, Speak Basic (understand only), Speak Shyriiwook, Survival +1.

Feats: None.

Species Traits: +4 Str, –2 Dex, –2 Wis, –2 Cha; +2 species bonus on Climb checks; +4 species bonus on Intimidate checks; *Wookiee Rage*—A Wookiee who rages temporarily gains +4 Strength, 2 vitality points, and a +2 rage bonus on Fortitude and Will saves, but suffers a –2 penalty to Defense. A raging Wookiee cannot use skills that require patience and concentration. The rage lasts a number of rounds equal to 5 + the Wookiee's Constitution modifier, after which the Wookiee loses the bonus vitality points gained from the rage and is fatigued (–2 penalty to effective Strength and Dexterity, cannot run or charge) for a number of rounds equal to the rage's duration; *Extraordinary Recuperation*—A Wookiee regains vitality and wound points at twice the normal rate.

Automatic Languages: Shyriiwook and Basic (understand only).

Yuuzhan Vong

Conquerors from beyond the galactic rim, the Yuuzhan Vong are organized, bloodthirsty warriors driven by religious fervor. To the inhabitants of the galaxy who have encountered them, the ritually scarred and disfigured Yuuzhan Vong are terrifying invaders with strange customs and technology. Their place of origin is still a mystery, but their culture of violent expansion clearly indicates that their homeworld or system—or perhaps even galaxy—has become too small.

The Yuuzhan Vong are masters of biotechnology. Their weapons, equipment, even their clothing, are all genetically engineered and adapted life forms, employed by the warrior species to do everything from lighting their way to building and powering their ships. Using dovin basals—a kind of living gravity-well projector—Yuuzhan Vong ships literally pull themselves through space. The gravitic energy of a dovin basal can also shut down the shields of a spacecraft, or—as the Yuuzhan Vong have recently demonstrated—pull moons out of their orbit onto their parent planet.

The culture of the Yuuzhan Vong is based on the domination of lesser species. To the Yuuzhan Vong, most other species are unworthy. The worthy are regarded with enough tolerance to grant them a clean death; all other species are effectively suitable only as slaves. This mentality derives from the Yuuzhan Vong focus on Yun-Yammka, the Slayer, their god of war. In observance of its imperatives, the Yuuzhan Vong spread across the stars, destroying worlds and subjugating other species. At their forefront is the Praetorite Vong, the war force charged with establishing a staging ground in the galaxy.

Those who run afoul of the Yuuzhan Vong are more likely to encounter Yuuzhan Vong warriors (see Character Archetypes) than the commoner detailed below.

Yuuzhan Vong Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +1 melee (1d3+1, unarmed) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; Rep +0; Str 12, Dex 10, Con 12, Int 10, Wis 8, Cha 10.

Equipment: Variety of personal belongings.

Skills: Knowledge (any one) +1, Profession (laborer) +2, Read/Write Yuuzhan Vong, Speak Yuuzhan Vong.

Feats: None.

Species Traits: +2 Str, +2 Con, –2 Wis; immune to Force, Sense, and Alter.

Automatic Language: Yuuzhan Vong.

Zabrak

The Zabrak are another early spacefaring race, a humanoid species that arose on the planet Iridonia (many refer to the species as Iridonian Zabrak). They are distinguished by patterns of vestigial horns on their foreheads unique to each individual. Zabrak have been starfarers for so long that they define themselves and each other according to the colony from which they hail. Female Zabrak are generally of slighter build than the males, but both stand between 1.6 and 2.1 meters tall as adults.

Iridonia is ill-suited to support humanoid life, with most of the landscape scarred by deep canyons through which strong winds race, sometimes reaching over 200 kilometers per hour. Seas of acidic liquid swirl up into "acidspouts" that soar hundreds of kilometers into the sky. Worse still, these acid seas are home to gigantic predators.

The harshness of their world forged in the Zabrak an iron will to survive. Driven to escape their world, they sought to obtain the knowledge of space flight. When Duros scouts began exploring the Mid Rim Territories, they encountered Zabrak in eight thriving colonies in five different systems.

Each Zabrak colony considered itself a sovereign system. However, each colony and Iridonia itself saw the value of Republic membership from the start. For millennia, the Zabrak-settled worlds marked a galactic frontier, and as the Republic crumbled, the independent-minded Zabrak resisted Imperial control, though not for long.

The Zabrak were made to serve as examples to any other species or planetary group that dared resist the Emperor's will. The Empire established garrisons on all Zabrak-inhabited worlds, plundered or dismantled the Zabrak factories, subjected trade routes through Zabrak-inhabited systems to heavy taxes, and allowed disease to run rampant through Zabrak colonies.

Imperial oppression reunited the Zabrak who lived on all the colonies. Underground resistance movements formed. As the New Republic established itself, the Zabrak sent a single representative to the Galactic Caucus, positioning themselves as a unified state.

Zabrak Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ Species traits; SV Fort +2, Ref +0, Will +2; SZ M; FP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Craft (any one) or Profession (any one) +1, Knowledge (any one) +2, Read/Write Basic, Read/Write Zabrak, Speak Basic, Speak Zabrak, Survival +1.

Feats: None.

Species Traits: +2 species bonus on Fortitude and Will saving throws.

Automatic Language: Zabrak and Basic.

Creatures

Creatures come in many forms. Although most creature information uses the same rules and format as for characters, creature entries include some additional rules, unique to creatures. These additional rules are explained below.

Climate

The natural environment in which a creature lives grants it certain bonuses. These climates and the associated bonuses are as follows.

Airborne: +2 species bonus on Spot checks; +2 species bonus on initiative checks.

Aquatic: +4 species bonus on Swim checks; low-light vision.

Arctic: +4 species bonus on Survival (arctic) checks.

Desert: +4 species bonus on Survival (desert) checks.

Subterranean: +4 species bonus on Listen checks; darkvision 20 meters.

Vacuum: Darkvision 20 meters; able to exist in zero-atmosphere environments.

Type and Level

Creatures have a type and level, similar to characters' classes and levels. However, their type (herd animal, parasite, predator, scavenger, or vermin) reflects their role in their ecosystem, rather than training and career choices. Their levels determine their attack bonuses and saving throws, just as class levels do for characters. Note that a single creature cannot have more than one type. For example, there are no "herd animal/predators."

Herd Animal: A creature that gathers in herds and is herbivorous or (rarely) omnivorous. Examples include the bantha and the tauntaun.

Parasite: A creature that survives by drawing sustenance from other things. One example is the mynock.

Predator: A creature that survives by destroying other things and is usually carnivorous. Examples include the rancor and the wampa.

Scavenger: A creature that survives by drawing sustenance from destroyed things—usually carrion or refuse—but generally does not destroy those things itself. Examples include the dianoga and the dewback.

Vermin: A creature that possesses some of the traits of one or more of the previous creature categories, but possesses virtually no intelligence aside from instinct. Examples include insects, arachnids, arthropods, worms, and similar invertebrates.

Initiative (Init)

The creature's modifier to initiative checks generally comes from its Dexterity modifier and the Improved Initiative feat (if the creature has it).

Defense

The Defense entry gives the creature's Defense rating for normal combat and includes a parenthetical listing of the modifiers contributing to it (usually size and Dexterity).

Speed (Spd)

Speed is the amount of distance the creature can cover in one move. If the creature has other modes of movement, these are noted after the main entry. Unless otherwise specified, modes of movement are natural.

Burrow: The creature can tunnel through dirt, but not through rock (unless the descriptive text says otherwise).

Climb: Creatures with climb speeds gain a +8 species bonus on all Climb checks. The creature must make a Climb

check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 (see Checks without Rolls in Chapter Four), even if rushed or threatened while climbing. The creature climbs at the listed speed while climbing. If it chooses an accelerated climb (see Climb in Chapter Four), it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty.

Fly: The creature can fly at the listed speed if carrying no more than a medium load (see Carrying Capacity, page 127). All fly speeds include a note indicating maneuverability, as follows.

Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a Human can move over solid ground.

Good: The creature is very agile in the air (like a housefly or hummingbird), but cannot change direction as readily as those with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely fly at all.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 10 meters. It can make only claw attacks, but these deal double damage.

Swim: A creature with a swim speed can move through water without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if rushed or threatened when swimming.

Vitality and Wound Points (VP/WP)

This entry details the vitality points and wound points of a typical member of this species. The creature's type, level, and Constitution modifier determine its total vitality points. The creature's size and Constitution determine its total wound points.

Attacks (Atk)

This entry gives all the creature's physical attacks.

Natural Weapons: These include teeth, claws, stingers, and the like. The entry gives the number of attacks as a series of attack bonuses, and the form of attack (melee or ranged). The first listing is for the creature's melee attack, with a bonus including modifications for size and Strength. If a second melee attack bonus is separated from the first one by "and," that second bonus represents a secondary attack. All secondary attacks are made with a –5 penalty unless the creature has the Multiattack feat (see the Creature Feats sidebar), which lessens the penalty to –2. See the wampa for an example of a creature with a secondary attack, and see the gundark for an example of a creature with a secondary attack and the Multiattack feat.

Each attack entry also includes a ranged attack bonus, with modifiers for size and Dexterity incorporated into the number.

All of the foregoing descriptions assume that the creature is making a full attack (see page 156) and employing all its natural weapons. If a creature instead chooses an attack action (and thus makes only a single attack), it uses its primary attack bonus.

Unless noted otherwise, a natural weapon threatens a critical hit on a natural attack roll of 20. A creature is proficient with its own attacks, but not with any other weapon group. The most common types of attacks are summarized here:

Bite: The creature attacks with its mouth, dealing piercing, slashing, or bludgeoning damage.

Claw or *Rake:* The creature rips with a sharp appendage, dealing piercing or slashing damage.

Gore: The creature spears an opponent with an antler, horn, or similar appendage, dealing piercing damage.

Ionization: The creature releases a natural charge of electricity or ionization, dealing energy damage.

Punch, Slap, or *Slam:* The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually poisoned.

Damage

A creature's primary attack damage includes its full Strength modifier (or 1.5 × Strength bonus if it's the creature's sole attack). Secondary attacks add one-half the creature's Strength bonus.

If any attacks also have some special effect other than damage (poison, disease, paralysis, and so forth), that effect is listed here.

Unless noted otherwise, creatures deal wound damage when they score critical hits.

Special Qualities (SQ)

This entry lists all the creature's special qualities. If the creature has no special qualities, it does not appear. Details of the most common special qualities are given here, with additional information in the creature entries:

Blindsight: Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant.

Breathe Underwater: The creature can breathe water normally and cannot drown in water. It has a +4 species bonus on Swim checks.

Camouflage: The creature blends in with its surroundings, granting a circumstance bonus on Hide checks in its native environment. See details with each entry.

Constrict: After a successful grapple check, the creature can crush its opponent (see Grapple in Chapter Eight). The amount of damage dealt by the grapple is noted in the creature's entry. If the creature has the improved grab ability (see below), it deals constriction damage in addition to its natural weapon damage.

Damage Reduction (DR): The creature ignores a specified amount of wound damage (usually 2 to 15 points) from most weapons and natural attacks; the attacks bounce off harmlessly, and the opponent knows the attack was ineffective. Sometimes a creature's damage reduction is not effective against a certain type of attack. A creature with damage reduction can deal damage normally to opponents with natural damage reduction equal to or less than its own. Damage reduction applies only to wound points, not vitality points.

Darkvision: The creature can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Energy [Type] Resistance: The creature ignores some damage of the listed type each round (commonly acid, cold, fire/blasters, electricity/ion, or sonic energy). The listing indicates the amount and type of damage ignored.

Fast Healing: The creature regains vitality points at an exceptionally fast rate, usually 1 or more vitality points per round, as given in the entry. Except where noted here, fast healing works just like natural healing (see Injury and Death in Chapter Eight).

Improved Grab: If the creature hits with a melee attack (usually a bite or claw attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (see Grapple in Chapter Eight). No initial touch attack is required, and Tiny and Small creatures don't suffer a special size penalty. Unless otherwise stated, improved grab can be used only on opponents at least one size category smaller than the creature.

A creature with improved grab can attempt a normal hold, or it can attempt to hold its opponent only with the part of its body it uses to make an improved grab. To use the latter option, the creature makes a grapple check with a -20 penalty. If the grapple check succeeds, the creature grabs and holds its opponent without being grappled in return. The grappling creature does not lose its Dexterity bonus to Defense while grappling, still threatens an area, and can use its remaining attacks against other opponents.

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act doesn't provoke attacks of opportunity. The creature isn't considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, carrying away the opponent, provided it can drag the opponent's weight.

Low-Light Vision: A creature with low-light vision can see twice as far as normal in poor lighting situations (see Darkness and Light in Chapter Twelve). The creature can still distinguish colors, even in dim light.

Maddened: Certain creatures (the reek, for example) become maddened when they find themselves in a combat situation. This special quality provides the creature with a +3 morale bonus on initiative checks, double its normal number of vitality points, and a +4 morale bonus on attack rolls and Will saving throws. The creature takes a -4 penalty on any skill checks it makes while maddened.

Poison: Poison deals initial damage (usually ability damage) to the victim on a failed Fortitude saving throw. Unless otherwise noted, if the first saving throw fails, a second saving throw is required 1 minute later to avoid secondary damage. If the first saving throw succeeds, a second save is not required. The creature's descriptive text details the specific effects of the poison. The Fortitude save against poison has a DC of 10 + the poisoning creature's level + the poisoning creature's Constitution modifier. A successful save negates the damage.

Run-By Attack: Using a run-by attack, a creature can move and attack as a charge, then move again (continuing the straight line of the charge). When a creature uses this ability, its total movement in that round can't exceed double its speed.

Scent: This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as Humans recognize familiar sights.

The creature can detect opponents within 10 meters by sense of smell. If the opponent is upwind, the range increases to 20 meters; if downwind, it drops to 6 meters. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as tauntaun stench, can be detected at triple ranges. When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take an attack action to note the direction of the scent. If it moves within 2 meters of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Swallow Whole: After a successful grapple check, the creature can immediately attempt to swallow its opponent as a free action. To swallow its prey, it must succeed at a second grapple check. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Damage is usually bludgeoning, often accompanied by acid damage from the creature's digestive juices. The consequences of being swallowed can vary.

Terrifying Presence: The creature has an extremely fierce, intimidating presence, causing its opponents to freeze in fear. When the creature first attacks, it can make an Intimidate check as a free action to attempt to awe its opponent. The DC for this check is 15 + the opponent's level. If the check is successful, the opponent must make a Will save (DC 15). If the opponent fails this Will save, he can only take a move action or attack action on his next turn. If the opponent fails the save by 10 or more, he is cowering (see the Character Condition Summary sidebar in Chapter Twelve). The opponent continues to cower until he succeeds at a Will save (DC 10), which he can attempt once per round as a free action. A creature can make only one Intimidate check in a given encounter.

Trample: As a full-round action, the creature can run over a single opponent at least one size category smaller than itself. The creature must move through the opponent's square and end its move in an unoccupied square. When adjacent to an opponent at the beginning of its action, a creature can begin a trampling attack and move normally. A trampled opponent can attempt a Reflex save to halve trampling damage (as noted in the creature's description). The DC of the save is 10 + the trampling creature's level + the trampling creature's Strength modifier.

Saving Throws (SV)

This entry gives modifiers to the creature's Fortitude (Fort), Reflex (Ref), and Will saves. These scores depend on its type, ability score modifiers, and special qualities.

Size (SZ)

A creature's size determines modifiers to its Defense, attack rolls, and certain skill checks. Size can also affect a creature's total wound points. Table 14–1: Creature Size Modifiers summarizes this information.

Table 14–1: Creature Size Modifiers

Size (Example)	Modifier	Dimensions	Weight	Wound Points
Colossal (krayt dragon)	–8	19.3 m or more	113,637 kg or more	Con × 8
Gargantuan (sarlacc)	–4	9.7 to 19.2 m	14,529 to 113,636 kg	Con × 4
Huge (rancor)	–2	4.9 to 9.6 m	1,817 to 14,528 kg	Con × 2
Large (dewback)	–1	2.5 to 4.8 m	228 to 1,816 kg	Con
Medium-size (gundark)	+0	1.3 to 2.4 m	28 to 227 kg	Con
Small (Ewok)	+1	0.7 to 1.2 m	3.7 to 27 kg	Con
Tiny (ysalamiri)	+2	0.4 to 0.6 m	2.3 to 3.6 kg	Con ÷ 2
Diminutive (kouhun)	+4	0.2 to 0.3 m	0.28 to 2.2 kg	Con ÷ 4
Fine (stingfly)	+8	0.1 m or less	0.27 kg or less	Con ÷ 8

Face/Reach

A creature's size and shape determine its face and reach. For more information, see Big and Little Characters in Combat, page 161.

Abilities

This entry gives all six of the creature's ability scores, in order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Most abilities work exactly as described in Chapter One, with the following exceptions.

Strength: Quadrupeds can carry heavier loads than bipedal characters can. To determine a quadruped's carrying capacity limits, use Table 6–10: Carrying Capacity, multiplying by the appropriate modifier for the creature's size: Fine 1/4, Diminutive 1/2, Tiny 3/4, Small 1, Medium-size 1 1/2, Large 3, Huge 6, Gargantuan 12, and Colossal 24.

Intelligence: Creatures don't generally speak an intelligible language, although creatures with an Intelligence of 8 or higher can learn to understand one or two languages or imitate the languages of others (at the GM's discretion).

A creature's skill points are based purely on its type and level; the creature's Intelligence modifier does not apply.

Challenge Code

A creature's Challenge Code gives a measure of the difficulty it can present to heroes. The code assigned to each creature in this book assumes that the heroes encounter the creature at full strength in its natural surroundings.

Adding more than one creature to an encounter increases the difficulty—and the Challenge Code—of the encounter. Consider the following guidelines when adjusting Challenge Codes for creature encounters:

Herd Animals: Multiple herd animals become more of a challenge when their sheer number obstructs the heroes' movement or increases the danger of being trampled. Adding 8 to 12 herd animals increases the Challenge Code by one rank.

Parasites: Many parasites can be dangerous. Increase the Challenge Code by one rank for 4 to 6 parasites.

Predators: Multiple predators attack in packs. Increase the Challenge Code by one rank for 2 to 4 predators.

Scavengers: Like predators, scavengers are known to move in packs in their search for food. Increase the Challenge Code by one rank for 6 to 10 scavengers.

Vermin: Vermin often infest their territory and swarm against any threats. In most situations, 10 or more vermin increase the Challenge Code of the encounter by one rank.

Skills

The creature's skills are listed alphabetically by name along with each skill's modifier, which includes adjustments for ability scores and any bonuses from feats or species abilities, unless otherwise noted in the descriptive text. All listed skills were purchased as class skills. Treat any skill not mentioned in the creature's entry as a cross-class skill.

Feats

The Creature Feats sidebar (on this page) describes two feats available exclusively to creatures: Flyby Attack and Multiattack. Most creatures (except predators) don't gain starting feats; however, they gain a new feat at 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th), just as characters do.

Creating Your Own Creatures

The *Star Wars* galaxy contains more creatures than can be described in one book—or a series of books. Every time heroes visit a new world, they have the opportunity to run across strange beasts unlike any they've seen before. For some encounters, you can take the statistics for a creature presented in this book, change the creature's appearance, and introduce it as a new species. Sometimes you can apply a template to a creature to alter its statistics.

Consider ecology and game balance when creating new

CREATURE FEATS

[PROFESSION + 1] [SENSE MOTIVE + 1]

Flyby Attack

The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and an attack action at any point during the move.

Normal: Without this feat, the creature takes an attack action either before or after its move.

Multiattack

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a –2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a –5 penalty.

Table 14–2: Creature Saving Throws and Attacks

Creature's Level	Saves (Low/High)	Attack Bonus (Predators)	Attack Bonus (Scavengers, Vermin)	Attack Bonus (Herd Animals, Parasites)
1st	+0/+2	+1	+0	+0
2nd	+0/+3	+2	+1	+1
3rd	+1/+3	+3	+2	+1
4th	+1/+4	+4	+3	+2
5th	+1/+4	+5	+3	+2
6th	+2/+5	+6/+1	+4	+3
7th	+2/+5	+7/+2	+5	+3
8th	+2/+6	+8/+3	+6/+1	+4
9th	+3/+6	+9/+4	+6/+1	+4
10th	+3/+7	+10/+5	+7/+2	+5
11th	+3/+7	+11/+6/+1	+8/+3	+5
12th	+4/+8	+12/+7/+2	+9/+4	+6/+1
13th	+4/+8	+13/+8/+3	+9/+4	+6/+1
14th	+4/+9	+14/+9/+4	+10/+5	+7/+2
15th	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2
16th	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3
17th	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+3
18th	+6/+11	+18/+13/+8/+3	+13/+8/+3	+9/+4
19th	+6/+11	+19/+14/+9/+4	+14/+9/+4	+9/+4
20th	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5

creatures. Predators are the most dangerous creatures in a natural environment, while herd animals are often the largest. Any creature needs a supply of food (ranging from algae to other creatures), a means of survival (which might be as simple as speed or a large population), and some way to reproduce. Exceptions to these rules are possible when exploring an entire galaxy, but addressing these concerns when designing new creatures makes them more believable.

The starting point for designing a new creature is deciding what kind you want. Is it an enormous, ravenous beast that destroys everything in its path? Is it a small, furry, flying animal that's popular as a pet among wealthy nobles? Is it a clever scavenger that can make the heroes' lives unbearable? Questions such as these can help you develop a description of the creature you want to make.

Once you have an idea in mind for what you're making, decide on the creature's type and level. Refer to Table 14–2: Creature Saving Throws and Attacks to figure out save bonuses and attack roll bonuses for the creature. After that, see the description for the creature type and assign other characteristics according to the information therein. A creature's size affects its physical ability scores (Strength, Dexterity, and Constitution), the damage it deals on natural attacks, and possibly its wound points.

Herd Animal

Typical herd animal behavior includes foraging or grazing, organized defense against threats, and formalized mating rituals (in which creatures of the same gender compete against each other for the best mates of the opposite gender). Survival doesn't preclude sacrificing one or more members of the herd so that the rest can escape. Herd animals don't necessarily feel the herding urge at all times during their lives. Some might congregate only for short times, such as during the mating season. Herd animals are not always docile. Domesticated herd animals are generally used as livestock, beasts of burden, pets, or riding animals.

Game Rule Information

Herd animals have the following game statistics.

Abilities: Strength, Constitution, and Wisdom form the basis of most herd animals' skills.

Vitality Points: 1d4 per level.

High Saving Throws: Fortitude.

Low Saving Throws: Reflex, Will.

Mental Ability Scores: Intelligence 1d4 (average 2), Wisdom 2d6+4 (average 11), Charisma 1d6 (average 3).

Skill Points at 1st Level: 10.

Skill Points at Each Additional Level: 1.

Class Skills: Climb (Str), Hide (Dex), Listen (Wis), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).

Starting Feats: None.

Special Qualities: Choose from the following: breathe underwater (aquatic herd animals only), camouflage, darkvision or low-light vision, scent, trample.

Parasite

Typical parasite behavior includes searching for sources of sustenance, favoring flight over defense, and attacking only when the target is perceived as a source of food.

Game Rule Information

Parasites have the following game statistics:

Abilities: Dexterity, Constitution, and Wisdom form the basis of most parasites' skills.

Vitality Points: 1d6 per level.

Table 14–3: Herd Animal Physical Characteristics

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	2d4+40 (45)	2d4+6 (11)	2d8+40 (49)	4d6	2d8	2d6	4d6
Gargantuan	2d4+30 (35)	2d6+4 (11)	2d6+30 (37)	2d6	2d6	2d4	2d8
Huge	2d4+20 (25)	2d6+5 (12)	2d4+20 (25)	1d8	1d8	1d6	2d6
Large	2d4+12 (17)	2d6+5 (12)	2d4+14 (19)	1d6	1d6	1d4	1d8
Medium-size	2d4+6 (11)	2d6+8 (15)	1d4+12 (14)	1d4	1d4	1d3	1d6
Small	2d4+2 (7)	2d6+10 (17)	1d4+10 (12)	1d3	1d3	1d2	1d4
Tiny	1d4 (2)	2d6+12 (19)	1d4+8 (10)	1d2	1d2	1	1d3
Diminutive	1d2 (1)	2d8+12 (21)	1d4+6 (8)	1	1	—	1d2
Fine	1 (1)	2d8+14 (23)	1d4+2 (4)	—	—	—	1

Table 14–4: Parasite Physical Characteristics

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	1d8+31 (36)	1d6+2 (6)	1d6+24 (30)	2d6	2d8	2d6	2d8
Gargantuan	1d8+23 (28)	1d6+4 (8)	1d6+21 (25)	1d8	2d6	2d4	2d6
Huge	1d8+17 (22)	1d4+7 (10)	1d6+16 (20)	1d6	1d8	1d6	1d8
Large	1d6+12 (16)	1d4+9 (12)	1d4+11 (14)	1d4	1d6	1d4	1d6
Medium-size	1d6+6 (10)	1d4+11 (14)	1d4+7 (10)	1d3	1d4	1d3	1d4
Small	1d4+3 (6)	1d4+15 (18)	1d6+4 (8)	1d2	1d3	1d2	1d3
Tiny	1d4 (3)	1d6+18 (22)	1d6+2 (6)	1	1d2	1	1d2
Diminutive	1d2 (1)	1d6+22 (26)	1d6 (4)	—	1	—	1
Fine	1 (1)	1d6+26 (30)	1d4 (3)	—	—	—	—

High Saving Throws: Fortitude.

Low Saving Throws: Reflex, Will.

Mental Ability Scores: Intelligence 1d4 (average 2), Wisdom 2d4+4 (average 9), Charisma 1d4 (average 2).

Skill Points at 1st Level: 10.

Skill Points at Each Additional Level: 1.

Class Skills: Hide (Dex), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str; class skill only for aquatic parasites).

Starting Feats: None.

Special Qualities: Choose any or none of the following: blindsight, breathe underwater (aquatic parasites only), camouflage, darkvision or low-light vision, poison, scent.

Predator

Typical predator behavior includes solitary or pack hunting, displays of aggression, protection of its young, and a "live-and-let-live" policy toward dangerous opponents. Predators do not react well when startled but often flee if they do not perceive their opponent as food. Predators can, however, be territorial, prompting intimidating behavior intended to chase away intruders.

Game Rule Information

Predators have the following game statistics:

Abilities: Strength, Dexterity, and Wisdom form the basis of most predators' skills.

Vitality Points: 1d8 per level.

High Saving Throws: Fortitude, Reflex.

Low Saving Throws: Will.

Mental Ability Scores: Intelligence 1d6 (average 3), Wisdom 2d8+4 (average 13), Charisma 2d8 (average 9).

Skill Points at 1st Level: 12.

Skill Points at Each Additional Level: 2.

Class Skills: Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis).

Starting Feats: Choose any one of the following feats: Improved Initiative, Power Attack, Run, Track.

Special Qualities: Choose any or none of the following: blindsight, breathe underwater (aquatic predators only), camouflage, constrict, damage reduction, darkvision or low-light vision, fast healing, improved grab, poison, run-by attack, scent, swallow whole, terrifying presence, trample.

Scavenger

Typical scavenger behavior includes scrounging for edibles, natural caution, and a patient attitude toward potential

Table 14–5: Predator Physical Characteristics

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	2d10+39 (50)	1d4+3 (6)	2d4+40 (45)	2d6	4d8	2d10	4d6
Gargantuan	2d8+31 (40)	1d4+5 (8)	2d4+30 (35)	1d8	4d6	2d8	2d8
Huge	2d6+23 (30)	1d4+7 (10)	2d4+20 (25)	1d6	2d8	2d6	2d6
Large	2d6+13 (20)	1d4+9 (12)	2d4+14 (19)	1d4	2d6	2d4	1d8
Medium-size	2d6+9 (15)	2d4+10 (15)	2d4+12 (17)	1d3	1d8	1d6	1d6
Small	1d6+6 (10)	2d4+12 (17)	1d4+10 (12)	1d2	1d6	1d4	1d4
Tiny	1d6+2 (6)	2d4+16 (21)	1d4+8 (10)	1	1d4	1d3	1d3
Diminutive	1d6 (3)	2d4+20 (25)	1d4+6 (8)	—	1d3	1d2	1d2
Fine	1d3 (2)	2d4+25 (30)	1d4+2 (4)	—	1d2	1	1

Table 14–6: Scavenger Physical Characteristics

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	2d8+31 (40)	1d6 (4)	2d4+30 (35)	2d6	4d6	2d6	2d8
Gargantuan	2d6+25 (32)	1d6+2 (6)	2d4+25 (30)	1d8	2d8	2d4	2d6
Huge	2d6+17 (24)	1d6+4 (8)	2d4+20 (25)	1d6	2d6	1d6	1d8
Large	2d4+11 (16)	1d8+5 (10)	2d4+15 (20)	1d4	1d8	1d4	1d6
Medium-size	2d4+5 (10)	1d8+7 (12)	1d8+9 (14)	1d3	1d6	1d3	1d4
Small	2d4+1 (6)	1d6+12 (16)	1d8+5 (10)	1d2	1d4	1d2	1d3
Tiny	1d4+1 (4)	1d6+16 (20)	1d6+4 (8)	1	1d3	1	1d2
Diminutive	1d3 (2)	1d6+20 (24)	1d6+2 (6)	—	1d2	—	1
Fine	1d2 (1)	1d8+25 (30)	1d6 (4)	—	1	—	—

food sources. A scavenger frequently waits until an opponent dies, or at least significantly weakens, before it attacks. For this reason, scavengers are often found in locations where potential prey would have difficulty fighting back.

Game Rule Information

Scavengers have the following game statistics:

Abilities: Dexterity, Constitution, and Wisdom form the basis of most scavengers' skills.

Vitality Points: 1d6 per level.

High Saving Throws: Fortitude.

Low Saving Throws: Reflex, Will.

Mental Ability Scores: Intelligence 1d3 (average 2), Wisdom 2d4+4 (average 9), Charisma 1d4 (average 2).

Skill Points at 1st Level: 10.

Skill Points at Each Additional Level: 2.

Class Skills: Hide (Dex), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str; aquatic scavengers only).

Starting Feats: None.

Special Qualities: Choose any or none of the following: breathe underwater (aquatic scavengers only), camouflage, darkvision or low-light vision, improved grab, run-by attack, scent, swallow whole.

Vermin

Vermin are typically unintelligent omnivores. Having little or no cognitive facility, they receive a +10 species bonus on saving throws against mind-influencing effects. Vermin are usually more interested in hiding than fighting. A vermin's "attack" generally involves swarming over a target (when in numbers) or invading a target's clothing (when solitary) to locate food. Some vermin can behave aggressively, especially when confronted with opponents smaller than them.

Game Rule Information

Vermin have the following game statistics:

Abilities: Strength, Dexterity, and Wisdom form the basis of most vermin's skills.

Vitality Points: 1d8 per level.

High Saving Throws: Fortitude, Reflex.

Low Saving Throws: Will.

Mental Ability Scores: Intelligence 1d2 (average 1), Wisdom 2d6+4 (average 11), Charisma 1d3 (average 2).

Skill Points at 1st Level: 15.

Skill Points at Each Additional Level: 1.

Class Skills: Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str; aquatic vermin only).

Starting Feats: None.

Special Qualities: Choose any or none of the following: blindsight, breathe underwater (aquatic vermin only), camouflage, darkvision 20 meters, fast healing, improved grab, poison.

Creature Descriptions

This section contains sample creatures from the *Star Wars* feature films. Each description includes statistics for a typical member of the species.

Acklay

The most dangerous predator native to Geonosis is the savage acklay, a huge arthropod with an armored exoskeleton and sharp, slashing foreclaws. The Geonosians fear these creatures above all other things, and rightly so: Throughout recorded history, acklay attacks have killed more Geonosians than any other indigenous creature.

Solitary creatures, acklays prowl the Geonosian wastelands, hunting weaker beasts. But they are also known to creep into the underground hives of the Geonosians on periodic "raids," searching for the occasional unwary Geonosian worker. Though not particularly stealthy, acklays are quick, and can surprise a Geonosian and carry him off before the worker can even scream. Usually, though, an acklay that makes it into a hive is quickly located and destroyed by droids—and the Geonosian aristocrats aren't above using workers as bait.

When attacking, an acklay tries to disable its prey with its claws. Once the prey can no longer fight back, the acklay uses its jaws to carry the creature away for a leisurely meal.

Acklay: Predator 7; Init +3 (–1 Dex, +4 Improved Initiative); Defense 15 (+8 natural, –1 Dex, –2 size); Spd 12 m; VP/WP 85/48; Atk +13 melee (2d6+8, 2 claws) or +13 melee (2d4+4, bite) or +6 ranged; SQ +4 species bonus on Fortitude saves against radiation, DR 7; SV Fort +12, Ref +4, Will +2; SZ H; Face/Reach 4 m by 6 m/4 m; Str 27, Dex 8, Con 24, Int 3, Wis 10, Cha 12. Challenge Code D.

Skills: Climb +14, Intimidate +7, Jump +14, Spot +6.

Feats: Cleave, Improved Initiative, Power Attack.

Bantha

Found on dozens of worlds, the bantha is one of the most adaptable herbivorous creatures in the galaxy. Banthas can thrive in almost any climate, able to survive for weeks without food or water. Ranchers throughout the galaxy raise banthas for the lucrative bantha-steak and bantha-hide

Table 14–7: Vermin Physical Characteristics

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	2d8+15 (24)	1d4+3 (6)	2d8+31 (40)	2d6	2d6	2d8	4d6
Gargantuan	2d8+9 (18)	1d4+5 (8)	2d6+13 (20)	1d8	2d8	2d6	2d8
Huge	2d6+7 (14)	1d4+7 (10)	2d4+9 (14)	1d6	2d6	2d4	2d6
Large	2d6+3 (10)	1d6+8 (12)	2d4+5 (10)	1d4	1d8	1d6	1d8
Medium-size	2d4+3 (8)	1d6+10 (14)	2d4+3 (8)	1d3	1d6	1d4	1d6
Small	2d4+1 (6)	1d4+13 (16)	2d4+1 (6)	1d2	1d4	1d3	1d4
Tiny	1d4 (3)	1d4+15 (18)	1d4+1 (4)	1	1d3	1d2	1d3
Diminutive	1d3 (2)	1d4+17 (20)	1d3 (2)	—	1d2	1	1d2
Fine	1d2 (1)	1d6+19 (23)	1d2 (1)	—	1	—	1

markets. Nomadic cultures weave cloth from bantha fur. Bantha-skin cloaks and carrying cases are popular with the upper classes in some parts of the galaxy. Wild bantha herds are less common than domesticated herds, but some of these creatures still roam free on untamed worlds.

Bantha calves are born in litters of two to four. Young banthas are raised and protected by their herd as a whole until they reach their full size, five years after birth. A bantha born outside a herd, or one that gets separated from its elders, doesn't often survive to adulthood. If it does, it's likely to become a massive rogue that never seeks out a herd of its own and fears almost nothing. Banthas have a natural life span of thirty to forty standard years.

Although banthas on different worlds have naturally diverged from their baseline ancestors, all fit the same general description: 3- to 4-meter-tall quadrupeds covered in shaggy fur. Males tend to be slightly larger than females, and both genders grow a pair of long, spiral horns on top of their heads. Banthas adapted to different climates receive different benefits (see Climate, above).

Some cultures have important beliefs centered around banthas. The Sand People of Tatooine have special bonds with their bantha mounts, and the priests of the Dim-U revere banthas as holy beasts and divine messengers.

Bantha: Herd animal 3; Init +0; Defense 18 (+10 natural, –2 size); Spd 6 m; VP/WP 29/50; Atk +7 melee (2d6+12, gore) or –1 ranged; SQ Climate bonus (choose one), trample; SV Fort +12, Ref +1, Will +1; SZ H; Face/Reach 4 m by 6 m/2 m; Str 27, Dex 10, Con 25, Int 3, Wis 11, Cha 3. Challenge Code C.

Skills: Listen +6, Survival +6.

Feats: Great Fortitude.

Special Qualities: *Trample*–A few cultures use banthas as war mounts. Naturally disposed toward fleeing enemies and fighting only in defense of their young, banthas can be trained (Handle Animal, DC 18) to trample smaller enemies, dealing 4d6+12 points of damage, or half if a Reflex save (DC 21) is successful.

Dewback

Of all the creatures indigenous to Tatooine's vast deserts, the dewback is the most respected. While the plodding bantha makes for shelter at the first hint of a sandstorm, a dewback marches resolutely on without so much as a grunt, even right through the heart of the storm. This quality–along with the ability to withstand the most extreme daytime temperatures–makes the dewback the ideal beast of burden for most of Tatooine's residents. (Tusken Raiders still prefer banthas.)

Dewbacks are herbivorous lizards, built for digging through the dunes of the desert in search of moisture and scrub. Their only real natural enemy is the krayt dragon.

Dewbacks are also popular with Tatooine's law enforcement contingent, being faster than banthas. At a full run, a dewback can even overtake a Jawa sandcrawler–though at night, dewbacks are so sluggish as to be practically useless.

Dewback: Desert scavenger 3; Init –1 (Dex); Defense 18 (+10 natural, –1 size, –1 Dex); Spd 8 m; VP/WP 22/18; Atk +5 melee (1d8+6, bite) or +0 ranged; SQ +4 species bonus on Survival (desert) checks; SV Fort +7, Ref +0, Will +0; SZ L; Face/Reach 2 m by 4 m/2 m; Str 19, Dex 9, Con 18, Int 2, Wis 8, Cha 3. Challenge Code C.

Skills: Hide –1, Listen +1, Survival +7.

Feats: Endurance.

Dianoga

The dianoga voraciously consumes any organic matter that comes within reach of its seven tentacles. It can drag even full-grown Wookiees into its grinding maw. Its victim is devoured over the course of several minutes. Not terribly intelligent, the dianoga does not care (or even notice) whether its victim is still alive when the process begins.

The species hails originally from the swamps of the planet Vordan. Most dianogas spread to other worlds after being hauled away in the cargo holds of space freighters. Comfortable in shallow pools and nutrient-rich swamps, dianogas have also adapted to a variety of aquatic environments, including waste reclamation facilities. So long as there is a steady influx of organic material, a dianoga can survive and grow. The largest on record was 3 meters across with tentacles 10 meters long. Its eyestalk extended almost 4 meters.

Its tentacles are the dianoga's key to survival. Constantly in motion, it feels about for any sign of motion. When the motion is frenzied or erratic, the dianoga takes this for a sign of life, wrapping one or more tentacles about the object and dragging it toward its mouth. If the object continues to move after a small bite, the dianoga continues eating until the object is gone. Afterward, the creature's body takes on the coloration of its meal. A blood-red dianoga is a bone-chilling sight indeed.

Dianoga: Aquatic scavenger 4; Init +5 (+1 Dex, +4 Improved Initiative); Defense 20 (+10 natural, +1 Dex, –1 size); Spd 6 m, swim 10 m; VP/WP 26/17; Atk +5 melee (1d4+4, tentacle) or +5 melee (1d8+4, bite) or +3 ranged; SQ Constrict; SV Fort +7, Ref +2, Will +0; SZ L; Face/Reach 2 m by 2 m/6 m; Str 17, Dex 13, Con 17, Int 4, Wis 8, Cha 6. Challenge Code C.

Skills: Hide +6, Move Silently +6, Search +3, Swim +11.

Feats: Improved Initiative.

Special Qualities: *Constrict*–Once it grapples its prey, a dianoga can crush it for 1d4+4 points of damage per round.

Gundark

This powerful, semi-intelligent anthropoid stands among the most vicious, strong, and aggressive in the galaxy. An adult gundark has four arms and large ears as wide as its head. Its broad hands and feet have opposable digits. Subspecies of gundark range in size from 1 to 2.5 meters tall; an average specimen stands about 1.5 meters tall. All subspecies are covered in short brown or gray hair. Most gundarks live in temperate climates, but witnesses have reported arctic, desert, and subterranean gundarks.

Gundarks are found on many worlds throughout the galaxy. Most gundark populations are the offspring of escaped slaves or are groups relocated to new worlds by Galactic Republic agents attempting to protect them from slavery. They are often captured and sold to underground or

ORDINARY CREATURES

[PROFESSION + 1] [SENSE MOTIVE + 1]

Ordinary creatures are the weakest representatives of their species, not especially adept at defending themselves and dodging attacks. They rely more on their natural toughness and their ability to withstand damage, making them easier to overcome.

"Ordinary" is a template that can be added to any creature. An ordinary creature retains all of the base creature's statistics and special qualities except as noted below.

Vitality Points: An ordinary creature's levels are treated the same as professional class levels (diplomat, expert, thug). As such, the ordinary creature has no vitality points.

Challenge Code: Reduce the Challenge Code of an ordinary creature by one rank.

illegal gladiatorial arenas, where they have earned a reputation as fearless combatants.

Though not quite possessed of sentient-level intelligence, gundarks are advanced enough to use simple tools such as rocks and clubs. They live in organized family units and dwell in hollowed-out trees or in caves. Gundark society is matriarchal, with the oldest and most cunning female ruling the tribe. Males build homes and defend them ferociously from predators and interlopers. The females are hunter-gatherers, acquiring food for the tribe and training the young gundarks that are not old enough to go out on their own.

Gundark: Predator 7; Init +4 (Dex); Defense 19 (+5 natural, +4 Dex); Spd 12 m; VP/WP 66/20; Atk +12/+7 melee (1d6+5, 4 punches) and +10/+5 melee (1d8+2, bite); or +12/+7 melee (1d6+7, two-handed club) and +10/+5 melee (1d6+5, 2 punches) and +10/+5 melee (1d8+2, bite); or +11/+6 ranged; SQ Constrict, low-light vision, run-by attack, scent, +6 species bonus on Listen, Search, and Spot checks, fearlessness (males only; see descriptive text below); SV Fort +10, Ref +9, Will +4; SZ M; Face/Reach 2 m by 2 m/2 m; Str 21, Dex 18, Con 20, Int 6, Wis 15, Cha 13. Challenge Code E.

Skills: Climb +10, Hide +7, Intimidate +5, Listen +10, Search +6, Spot +10, Survival +4.

Feats: Blind-Fight, Multiattack, Power Attack.

Special Qualities: *Constrict*—Once it grapples its prey, a gundark can crush it for 1d6+5 points of damage per round. A gundark gets a +4 species bonus on grapple checks when it grapples with all four of its arms.

Fearlessness—Male gundarks gain a +4 species bonus on any checks to resist Intimidate checks made against them and a +4 species bonus on saves against the Force skill Fear.

Kouhun

The kouhun is an arthropodic killer with a segmented body up to 30 centimeters long. Each segment bears a tiny pair of legs, and the kouhun's head features a 4- to 10-centimeter-long stinger tongue. The creature is encased in a carapace that varies in color from pale white to reddish brown to glossy black. The kouhun can move across sheer surfaces and through tiny spaces, making it a favored weapon among stealthy assassins and bounty hunters.

The kouhun fearlessly pursues warm-blooded prey and does not discriminate between targets, usually going after the nearest one. Handling the insect without some special container is especially dangerous; with such a container, a failed Handle Animal check (DC 30) indicates that the kouhun perceives its handler as a threat and attacks.

The creature's planet of origin is unknown. Kouhuns can be found in alarming numbers on a great many Outer Rim worlds, including Gamorr, Geonosis, Honoghr, and Tatooine. An intolerable menace, the kouhun has also been introduced to heavily populated worlds such as Coruscant and Corellia. A kouhun is capable of surviving in virtually any climate except extreme cold and has even been found underground in deep, damp subterranean caves.

A kouhun kills without mercy or thought. Despite its predatory nature, the kouhun is classified as vermin because it is barely intelligent and omnivorous.

Kouhun: Vermin 6; Init +5 (Dex); Defense 23 (+4 natural, +5 Dex, +4 size); Spd 6 m; VP/WP 6/1; Atk +13 melee (1d2 plus poison, sting) or +13 ranged; SQ Vermin, blindsight, poison; SV Fort +1, Ref +10, Will +3; SZ D; Face/Reach 1 m by 1 m/0 m; Str 2, Dex 20, Con 2, Int 1, Wis 12, Cha 1. Challenge Code C.

Skills: Hide +11, Listen +5, Move Silently +11, Spot +5, Survival +5.

Feats: Stealthy, Weapon Finesse (sting).

Special Qualities: *Vermin*—Kouhun receive a +10 species bonus on saves against mind-influencing effects; *Poison*—Fortitude save (DC 12) negates, initial damage 1d6 temporary Con, secondary damage 2d6 temporary Con.

Massiff

A massiff is a cunning pack-hunter found on Geonosis and Tatooine. Massiffs detect and track prey by scent. Massiffs hunt nearly any living thing, though they are cautious about much larger creatures, including the deadly acklay. When hungry enough, and in large enough numbers, a pack of massiffs could hunt down and kill a krayt dragon—and one or two of them might even survive to enjoy the meal.

Massiffs attack with their sharp teeth, trying to overwhelm their prey with several attackers dealing multiple wounds and causing massive blood loss. Hunting primarily by night, massiffs make use of the terrain and the cover of darkness to creep close enough to their prey, then pounce. But when massiffs are not hunting in great numbers, they can be frightened away by a sufficiently intimidating display.

Massiff: Predator 3; Init +1 (Dex); Defense 16 (+5 natural, +1 Dex); Spd 10 m; VP/WP 24/14; Atk +5 melee (1d8+2, bite) or +4 ranged; SQ Scent, +4 species bonus on Fortitude saves against radiation; SV Fort +5, Ref +4, Will +2; SZ M; Face/Reach 2 m by 2 m/2 m; Str 15, Dex 13, Con 14, Int 4, Wis 13, Cha 11. Challenge Code B.

Skills: Climb +6, Hide +4, Jump +6, Move Silently +4, Listen +3.

Feats: Run, Track.

Mynock

Mynocks are pernicious, silicon-based lifeforms that evolved in the depths of space. They feed upon energy and absorb minerals to reproduce—making them a particular danger to spaceships. A single mynock, undetected on the hull of a ship, can destroy power couplings, disable antenna arrays, and even chew holes into the ship's internal compartments after a few days' work.

Resembling leathery bats with large, suckered mouths, mynocks travel throughout the galaxy in search of minerals and energy. Although incapable of hyperspace travel themselves, mynocks have a knack for securing purchase on a ship's hull before the ship enters hyperspace. Since the velocity doesn't always dislodge a feeding mynock, spacers have unwittingly carried the wretched pests all across the galaxy, spreading them like a plague.

Mynock: Vacuum parasite 1; Init +1 (Dex); Defense 13 (+2 natural, +1 Dex); Spd fly 8 m (poor); VP/WP 4/11; Atk +0 melee (1d4, bite) or +0 ranged; SQ Electricity/ion energy resistance 10; SV Fort +2, Ref +1, Will –2; SZ M; Face/Reach 2 m by 2 m/2 m; Str 10, Dex 12, Con 11, Int 4, Wis 6, Cha 4. Challenge Code A.

Skills: Hide +5, Listen –1, Move Silently +5, Spot –1.

Nexu

Native to the jungles of Indona, the nexu is a fierce, stealthy predator with little fear of larger opponents, or even the weapons of sentient beings. Hunted for sport on their native planet, nexu often turn the tables on their would-be hunters and slash them to ribbons before they can fire a shot. Only an experienced hunter can hope to bag a nexu, and only the best of the best can actually capture one. Nexu are too vicious to keep in zoos, but gladiatorial arenas (such as those on Geonosis and Nar Shaddaa) pay well for them.

A nexu in battle is quite a spectacle. When possible, it takes advantage of high places and concealment—trees and foliage in its natural environment—to lie in wait for unsuspecting prey, pouncing down in a sudden flash of golden fur and sharp, ripping claws. Under such circumstances, a nexu always leads with a charge, following up with its claws and fangs.

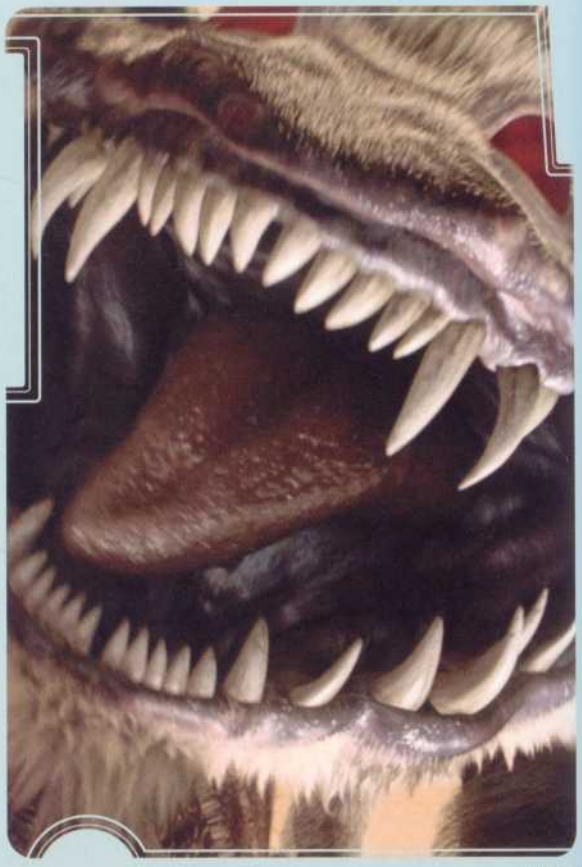
Nexu: Predator 4; Init +8 (+4 Dex, +4 Improved Initiative); Defenese 16 (+2 natural, +4 Dex); Spd 16 m; VP/WP 35/17; Atk +7 melee (1d6+3, 2 claws) and +2 melee (1d8+3, bite) or +8 ranged; SQ +2 species bonus on Listen checks, +2 species bonus on Survival checks; SV Fort +7, Ref +8, Will +3; SZ M; Face/Reach 2 m by 2 m/2 m; Str 17, Dex 18, Con 17, Int 5, Wis 14, Cha 12. Challenge Code C.

Skills: Climb +7, Hide +8, Jump +5, Listen +6, Move Silently +8, Spot +4, Survival +4.

Feats: Improved Initiative, Run.

Rancor

While there are certainly larger and more vicious creatures in the galaxy, the rancor holds a special place in the nightmares of countless sentient creatures. Creatures of vast rage and single-minded carnage, rancors are periodically captured by big game hunters and shipped to new worlds as exotic pets. Only the wealthiest of the wealthy can afford to keep a rancor. If not fed frequently, rancors have a distressing habit of smashing through the bars of their cages to devour whatever is at hand—including unwise owners.



NEXU

Rancors (and rancorlike creatures) live on a great many untamed worlds. All are dangerous predators, bringing down creatures up to twice their size with startling ferocity. Rancors have been known to attack one another, especially during the mating season.

The rancor generally uses its long reach to claw opponents its own size or larger, slashing at them until they stop moving. With a smaller opponent, the rancor frequently grasps its prey in one or both claws, then draws it in for a bite a few moments later. (In game terms, this requires two separate melee attacks; once grasped, the victim can't add his Dexterity bonus to his Defense.)

Rancor: Predator 5; Init –1 (Dex); Defense 20 (+13 natural, –1 Dex, –2 size); Spd 20 m; VP/WP 52/46; Atk +11 melee (2d6+8, 2 claws) or +11 melee (2d8+12, bite) or +2 ranged; SQ Low-light vision, fast healing 2, terrifying presence; SV Fort +10, Ref +3, Will –1; SZ H; Face/Reach 4 m by 4 m/4 m; Str 26, Dex 9, Con 23, Int 4, Wis 7, Cha 4. Challenge Code D.

Skills: Climb +15, Intimidate +5, Spot +3.

Feats: Power Attack, Track.

Reek

Reeks are normally docile, placid creatures that wander the plains of Ylesia in great herds, contentedly munching on

grass and lichens. Although immensely strong, they generally reserve their violent behavior for the mating season, when the sound of two bull reeks fighting for dominance rumbles like thunder across the Ylesian plains.

When a reek attacks, it lowers its head, charges, and attempts to gore with its large horn. Should the initial attack miss, the reek flails its head about blindly, hoping to chase away its prey so that it can attempt another charge. The reek's poor temperament and stupidity make it easy to fool, and the best way to avoid the reek's wrath is to stay out of its line of sight. Indeed, many veteran reek-fighters claim that the safest place in a reek-fighting arena is on the creature's back, where the creature's hide is so thick that it often can't even tell it's being ridden.

Reek: Herd animal 6; Init +2 (–1 Dex, +3 maddened); Defense 17 (+10 natural, –1 Dex, –2 size); Spd 10 m; VP/WP 140/58; Atk +14 melee (2d6+9, gore) or +4 ranged; SQ Maddened, +2 species bonus on Hide checks, +2 species bonus on Survival checks; SV Fort +16, Ref +1, Will +5; SZ H; Face/Reach 4 m by 6 m/2 m; Str 28, Dex 8, Con 29, Int 2, Wis 8, Cha 2. Challenge Code D.

Skills: Hide +1, Listen +0, Spot +0, Survival +2.

Feats: Endurance, Great Fortitude, Power Attack.

Tauntaun

Dirty and smelly, the reptilian tauntaun is perfectly suited to its environment: the barren ice world of Hoth. On a planet covered with thick glaciers and scoured by cutting winds, the tauntaun's thick fur and layers of fat keep its body temperature high enough for it to operate during the day. Even tauntauns lapse into a kind of hibernation when the temperature drops at night. Some breeds of tauntaun actually freeze to death if they are awakened after sundown.

Hoth boasts several varieties of tauntauns. The most common is the ice field variety, with its grayish-white fur, curved horns, and particular bleat. Other species occupy the mountains of Hoth, while a strangely lizardlike breed roams the deepest of the planet's ice caves, feeding on the lichens that grow in the steamy environs of the planet's natural hot springs.

Tauntaun: Arctic herd animal 2; Init +1 (Dex); Defense 17 (+7 natural, +1 Dex, –1 size); Spd 20 m; VP/WP 11/16; Atk +4 melee (1d4+6, claw) or +4 melee (1d6+6, bite) or +1 ranged; SQ +4 species bonus on Survival checks; SV Fort +6, Ref +1, Will –1; SZ L; Face/Reach 2 m by 4 m/2 m; Str 18, Dex 12, Con 16, Int 2, Wis 8, Cha 6. Challenge Code B.

Skills: Listen +4, Spot +2, Survival +6.

Wampa

The most dangerous and unpredictable creature on the ice-covered planet Hoth, the towering wampa ice creature is a fearsome predator, both aggressive and subtle. Displaying uncanny cunning, a wampa sometimes ventures into even heavily guarded areas to slaughter and drag a victim away, leaving the survivors confused, terrified, and ripe targets for another attack later.

Wampas are intelligent carnivores. Because fresh meat is scarce on the ice planet, a wampa can never be certain that it will find a meal, even in its large and fiercely guarded territory. The creature has learned how to use periodic flows of hot water (from the various hot springs of Hoth) to melt ice, actually freezing its kills in its lair and saving them to be devoured later.

Wampas are covered in dirty white fur and move with amazing stealth. Only their claws, horns, and gleaming yellow eyes show up against the backdrop of Hoth's endless snowfields. Most of the time, especially in a raging storm, that simply isn't enough to betray the wampa's presence.

Wampa: Arctic predator 3; Init +0; Defense 19 (+10 natural, –1 size); Spd 10 m; VP/WP 28/20; Atk +6 melee (2d4+4, 2 claws) and +1 melee (2d6+2, bite) or +2 ranged; SQ Camouflage (+2 species bonus on Hide checks in snowy conditions), +4 species bonus on Survival checks; SV Fort +8, Ref +3, Will +1; SZ L; Face/Reach 2 m by 2 m/4 m; Str 19, Dex 10, Con 20, Int 6, Wis 10, Cha 12. Challenge Code C.

Skills: Hide +4, Listen +4, Move Silently +4, Survival +6.

Feats: Power Attack, Track.

Character Archetypes

The following pregenerated characters are offered as samples of typical allies and opponents. Gamemasters can use them to flesh out adventures on the fly or detail minor characters in a campaign. GMs are encouraged to add personalities and histories to these archetypal templates.

The statistics provided here don't include species traits (such as ability score adjustments and saving throw bonuses) or species bonuses (such as the Human's extra skill points or feats). The GM can use the information in the Commoners section at the start of this chapter to modify the statistics for specific species.

Administrator

From tiny outposts in the Outer Territories to the massive orbital space docks of Kuat, someone is responsible for making sure things run smoothly. High-level administrators tend to locate in large facilities with plenty of security, and therefore are not normally armed.

A low-level administrator might be in charge of the Civic Starport on an out-of-the-way planet like Naboo. The Kuati Human in charge of payroll administration at one of the Kuat Driveyards facilities may be a mid-level administrator. A Sector Moff or the governor of a key system who gained her standing through toadying and subterfuge is considered a high-level administrator.

Low-Level Administrator: Diplomat 4; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP 0/8; Atk +1 melee (1d3–1, unarmed) or +2 ranged (3d4 or DC 10 stun, hold-out blaster); SV Fort +0, Ref +1, Will +4; FP 0; DSP 0; Rep +1; Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 14. Challenge Code B.

Equipment: Datapad, comlink, hold-out blaster.

Skills: Bluff +8, Computer Use +5, Diplomacy +9, Knowledge (local) +11, Profession (administrator) +7, Sense Motive +4.

Feats: Dodge, Skill Emphasis (Knowledge [bureaucracy]).

Mid-Level Administrator: Diplomat 8; Init +0; Defense 12 (+2 class); Spd 10 m; VP/WP 0/8; Atk +3 melee (1d3–1, unarmed) or +4 ranged (3d4 or DC 10 stun, hold-out blaster); SV Fort +1, Ref +2, Will +6; FP 0; DSP 0; Rep +3; Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 15. Challenge Code C.

Equipment: Datapad, comlink, general access pass, hold-out blaster.

Skills: Bluff +8, Computer Use +7, Diplomacy +16, Knowledge (local) +14, Profession (administrator) +11, Sense Motive +11.

Feats: Dodge, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge [bureaucracy]).

High-Level Administrator: Diplomat 12; Init +0; Defense 14 (+4 class); Spd 10 m; VP/WP 0/8; Atk +5/+0 melee (1d3–1, unarmed) or +6/+1 ranged (3d4 or DC 10 stun, hold-out blaster); SV Fort +3, Ref +4, Will +10; FP 1; DSP 0; Rep +6; Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 16. Challenge Code D.

Equipment: Datapad, multichannel comlink, universal access pass, hold-out blaster.

Skills: Bluff +11, Computer Use +10, Diplomacy +20, Knowledge (bureaucracy) +18, Profession (administrator) +15, Sense Motive +13.

Feats: Dodge, Iron Will, Fame (or Infamy), Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge [bureaucracy]).

Assassin

An assassin usually maintains a cover—a legitimate front that gives the assassin cause to travel or explains why he's in a given location at a given time if he are caught. Many assassins hold jobs as merchants, sales representatives for interstellar corporations, or diplomats.

A truly villainous assassin has a "signature" consisting either of a particular unique weapon used to perform the deed, a particular approach, or some other form of "calling card." An assassin who uses a signature weapon is always proficient in its use (effectively gaining the appropriate Exotic Weapon Proficiency feat as a bonus feat).

Low-Level Assassin: Scoundrel 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 15 (+3 class, +2 Dex); Spd 10 m; VP/WP 16/10; Atk +2 melee (1d3–1, unarmed) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +1, Ref +6, Will +2; FP 1; DSP 1; Rep +1; Str 8, Dex 15, Con 10, Int 12, Wis 13, Cha 15. Challenge Code C.

Equipment: Blaster pistol (or signature weapon).

Skills: Bluff +8, Climb +2, Computer Use +7, Disguise +11, Demolitions +3, Forgery +3, Hide +9, Gather Information +8, Listen +7, Move Silently +10, Profession (servant) +5, Search +6, Spot +7.

Feats: Improved Initiative, Skill Emphasis (Disguise), Stealthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Mid-Level Assassin: Scoundrel 6/Soldier 2; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 34/10; Atk +5/+0 melee (1d3–1, unarmed) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +1; SV Fort +5, Ref +7, Will +3; FP 2; DSP 3; Rep +2; Str 8, Dex 15, Con 10, Int 12, Wis 13, Cha 16. Challenge Code D.

Equipment: Blaster pistol (or signature weapon), 2 stun grenades.

Skills: Bluff +10, Climb +4, Computer Use +9, Disguise +11, Demolitions +5, Forgery +5, Hide +11, Gather Information +10, Listen +8, Move Silently +10, Pilot +7, Profession (servant) +5, Repair +6, Search +8, Spot +8.

Feats: Armor Proficiency (light), Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Skill Emphasis (Disguise), Stealthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Assassin: Scoundrel 7/Soldier 5; Init +6 (+2 Dex, +4 Improved Initiative); Defense 20 (+8 class, +2 Dex); Spd 10 m; VP/WP 54/10; Atk +9/+4 melee (1d3–1, unarmed) or +12/+7 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +1; SV Fort +6, Ref +8, Will +4; FP 3; DSP 6; Rep +3; Str 8, Dex 15, Con 10, Int 12, Wis 14, Cha 15. Challenge Code E.

Equipment: Blaster pistol (or signature weapon), 2 stun grenades, thermite detonator, YT-1300 space transport.

Skills: Bluff +11, Climb +4, Computer Use +12, Disguise +12, Demolitions +10, Forgery +6, Hide +11, Gather Information +11, Listen +9, Move Silently +11, Pilot +10, Profession (servant) +5, Repair +9, Search +8, Spot +9.

Feats: Armor Proficiencies (light, medium), Dodge, Heroic Surge, Improved Critical, Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw, Skill Emphasis (Disguise), Stealthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Battle Droid

Chapter Fifteen provides statistics for the factory-model Baktoid Combat Automata battle droid, notably the type used by the Trade Federation. However, more expensive versions with improved targeting capabilities can be procured for double and triple the normal price (1,600 credits for the mid-level model and 2,400 credits for the high-level model).

Mid-Level Battle Droid: Baktoid Combat Automata Battle Droid, Thug 2; Init –3 (–2 remote processor, –1 Dex); Defense 9 (+0 class, –1 Dex); DR 3; Spd 10 m; VP/WP 0/8; Atk +3 melee (1d4+1, hand) or +1 ranged (2d8/19–20, blaster rifle); SV Fort +4, Ref –1, Will –1; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6. Challenge Code A.

Equipment: Armor (light), blaster rifle, integrated comlink, remote receiver (5,000-km range), vocabulator.

Skills: Intimidate +0, Speak Basic.

Feats: Ambidexterity, Armor Proficiency (light), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

High-Level Battle Droid: Baktoid Combat Automata Battle Droid, Thug 4; Init +1 (–2 remote processor, –1 Dex, +4 Improved Initiative); Defense 10 (+1 class, –1 Dex); DR 3;

Spd 10 m; VP/WP 0/9; Atk +3 melee (1d4+1, hand) or +1 ranged (2d8/19–20, blaster rifle); SV Fort +5, Ref +0, Will +0; FP 0; DSP 0; Rep +1; Str 12, Dex 8, Con 9, Int 6, Wis 8, Cha 6. Challenge Code B.

Equipment: Armor (light), blaster rifle, integrated comlink, remote receiver (5,000-km range), vocabulator.

Skills: Intimidate +4, Speak Basic.

Feats: Ambidexterity, Armor Proficiency (light), Improved Initiative, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Bounty Hunter

Bounty hunters track and recover sentient beings to bring them to "justice"—even if that's little more than a Hutt's personal vendetta. Before the rise of the Emperor, a bounty hunter's guild worked openly, taking contracts to find those whom the authorities could not. At one point during Palpatine's reign, however, the guild fragmented, leaving a large number of independent operatives. Though they occasionally band together to tackle particularly difficult targets, most of the time they work alone, vying against each other to collect the largest rewards. Bounty hunters differ from assassins in that they usually seek to capture their targets.

The bounty hunters described here range from rank amateurs to hard-bitten veterans nearly the equal of infamous figures such as Boba Fett, Zam Wessell, and Aurra Sing.

Low-Level Bounty Hunter: Scout 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 15 (+3 class, +2 Dex); Spd 10 m; VP 25/12; Atk +3 melee (1d4, knife) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to Defense); SV Fort +3, Ref +4, Will +4; FP 1; DSP 1; Rep +1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9. Challenge Code C.

Equipment: Landspeeder, blaster pistol, knife, datapad with open bounties, guild membership badge.

Skills: Computer Use +8, Gather Information +6, Hide +9, Intimidate +2, Listen +6, Move Silently +9, Pilot +9, Search +4, Spot +6.

Feats: Improved Initiative, Quick Draw, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Mid-Level Bounty Hunter: Scout 4/Scoundrel 2/Bounty Hunter 2; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+5 class, +2 Dex); DR 3; Spd 10 m; VP 47/12; Atk +6/+1 melee (1d4, knife) or +8/+3 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to Defense), illicit barter, lucky (1/day), target bonus +1, sneak attack +1d6; SV Fort +5, Ref +9, Will +6; FP 2; DSP 4; Rep +3; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 10. Challenge Code D.

Equipment: Landspeeder, heavy blaster pistol, knife, datapad with open bounties, guild membership badge, combat jumpsuit.

Skills: Computer Use +10, Gather Information +10, Hide +12, Intimidate +4, Listen +10, Move Silently +13, Pilot +11, Repair +4, Search +8, Spot +10.

Feats: Armor Proficiency (light), Improved Initiative, Quick Draw, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

High-Level Bounty Hunter: Scout 4/Scoundrel 2/Bounty Hunter 6; Init +7 (+3 Dex, +4 Improved Initiative); Defense 19 (+6 class, +3 Dex); DR 3; Spd 10 m; VP 73/12; Atk +10/+5 melee (1d4, knife) or +12/+7 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to Defense), illicit barter, lucky (1/day), target bonus +3, sneak attack +3d6; SV Fort +6, Ref +11, Will +7; FP 3; DSP 9; Rep +5; Str 10, Dex 16, Con 12, Int 13, Wis 14, Cha 10. Challenge Code E.

Equipment: Landspeeder, YT-1300 or Firespray-31 space transport, heavy blaster pistol, knife, datapad with open bounties, guild membership badge, combat jumpsuit.

Skills: Astrogate +8, Bluff +7, Computer Use +10, Gather Information +10, Hide +12, Intimidate +9, Listen +10, Move Silently +13, Pilot +12, Repair +4, Search +8, Spot +10.

Feats: Armor Proficiency (light), Improved Initiative, Quick Draw, Point Blank Shot, Track, Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Clone Trooper

To counter the threat of the Geonosian droid armies, the Republic deploys an army of cloned warriors. The clones' creators, the Kaminoans, conceived the clones from a single genetic blueprint (that of the bounty hunter Jango Fett), making a few alterations to ensure the troopers' rapid maturation and unwavering obedience.

The first legions of clone troopers saw battle on Geonosis against the droid armies of the Separatists and their allies (the Trade Federation, the Commerce Guild, the Corporate



BOUNTY HUNTER

Alliance, and the Intergalactic Bank Clans). Although identical in appearance, clone troopers have different levels of training, which accounts for their varying levels of ability.

Clone troopers can't be bribed, blackmailed, or seduced. Any such attempt automatically fails; no check or saving throw is necessary.

Low-Level Clone Trooper: Human Thug 6; Init +1 (Dex); Defense 13 (+2 class, +1 Dex); DR 5; Spd 8 m; VP 0/12; Atk +7/+2 melee (1d3+1, unarmed) or +7/+2 ranged (3d8/19–20, blaster rifle); SQ Immunities (see above); SV Fort +6, Ref +3, Will +1; FP 0; DSP 0; Rep +1; Str 12, Dex 13, Con 12, Int 10, Wis 8, Cha 9. Challenge Code C.

Equipment: Clone trooper armor, blaster rifle, comlink.

Skills: Intimidate +3, Profession (clone trooper) +3, Search +2, Spot +2.

Feats: Armor Proficiencies (light, medium, powered), Point Blank Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Mid-Level Clone Trooper: Human Thug 8; Init +2 (Dex); Defense 14 (+2 class, +2 Dex); DR 5; Spd 8 m; VP 0/12; Atk +9/+4 melee (1d3+1, unarmed) or +10/+5 ranged (3d8/19–20, blaster rifle); SQ Immunities (see above); SV Fort +7, Ref +4, Will +1; FP 1; DSP 1; Rep +2; Str 12, Dex 14, Con 12, Int 10, Wis 8, Cha 9. Challenge Code C.

Equipment: Clone trooper armor, blaster rifle, comlink.

Skills: Climb +0, Intimidate +3, Jump +0, Profession (clone trooper) +2, Search +2, Spot +2.

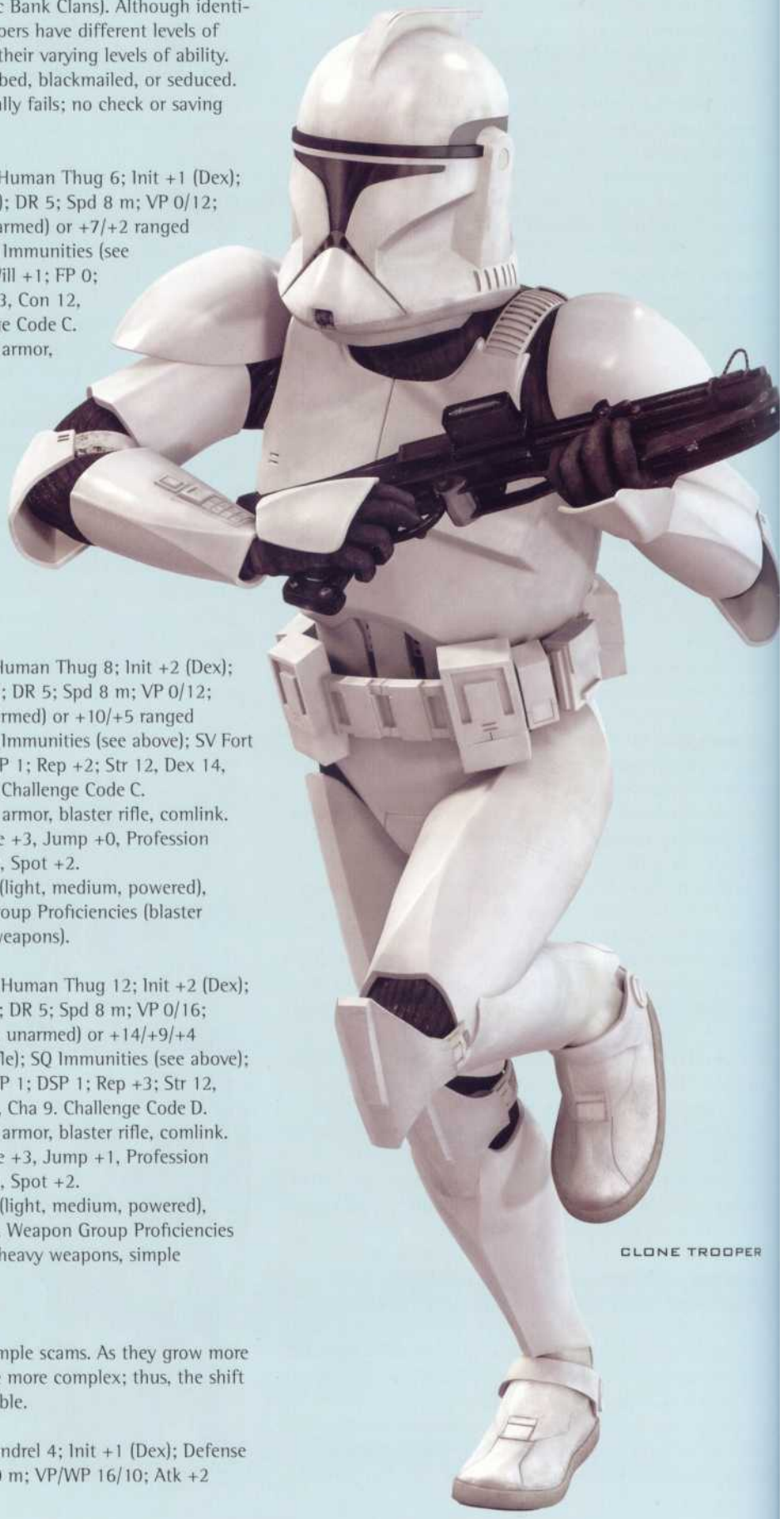
Feats: Armor Proficiencies (light, medium, powered), Point Blank Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

High-Level Clone Trooper: Human Thug 12; Init +2 (Dex); Defense 16 (+4 class, +2 Dex); DR 5; Spd 8 m; VP 0/16; Atk +13/+8/+3 melee (1d3+1, unarmed) or +14/+9/+4 ranged (3d8/19–20, blaster rifle); SQ Immunities (see above); SV Fort +9, Ref +6, Will +3; FP 1; DSP 1; Rep +3; Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 9. Challenge Code D.

Equipment: Clone trooper armor, blaster rifle, comlink.

Skills: Climb +3, Intimidate +3, Jump +1, Profession (clone trooper) +3, Search +3, Spot +2.

Feats: Armor Proficiencies (light, medium, powered), Point Blank Shot, Toughness, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).



CLONE TROOPER

Con Artist

Most con artists start with simple scams. As they grow more skilled, their schemes become more complex; thus, the shift in class from scoundrel to noble.

Low-Level Con Artist: Scoundrel 4; Init +1 (Dex); Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 16/10; Atk +2

melee (1d3–1, unarmed) or +4 ranged (3d4 or DC 10 stun, hold-out blaster); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +1, Ref +5, Will +3; FP 1; DSP 1; Rep +1; Str 8, Dex 13, Con 10, Int 12, Wis 14, Cha 16. Challenge Code C.

Equipment: Datapad, bogus credit slips, hold-out blaster.

Skills: Appraise +7, Bluff +13, Computer Use +7, Disguise +10, Entertain (acting) +9, Forgery +7, Gather Information +10, Listen +7, Sense Motive +8, Sleight of Hand +7, Spot +7.

Feats: Alertness, Low Profile, Skill Emphasis (Bluff), Weapon Group Proficiencies (blaster pistols, simple weapons).

Mid-Level Con Artist: Scoundrel 6/Noble 2; Init +2 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 30/10; Atk +4 melee (1d3–1, unarmed) or +6 ranged (3d4 or DC 10 stun, hold-out blaster); SQ Illicit barter, lucky (2/day), precise attack +1, favor +1, inspire confidence (1/day); SV Fort +2, Ref +9, Will +7; FP 2; DSP 2; Rep +2; Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 16. Challenge Code D.

Equipment: Datapad, bogus credit slips, hold-out blaster.

Skills: Appraise +11, Bluff +15, Computer Use +11, Diplomacy +5, Disguise +12, Entertain (acting) +12, Forgery +9, Gather Information +15, Listen +8, Sense Motive +12, Sleight of Hand +9, Speak Language (any one), Spot +7.

Feats: Alertness, Dodge, Low Profile, Skill Emphasis (Bluff), Skill Emphasis (Gather Information), Weapon Group Proficiencies (blaster pistols, simple weapons).

Crime Lord

Behind every great enterprise is a great mind. At low levels, a crime lord tries to extend his influence and earn the respect and fear of his fellow criminals. A mid-level crime lord builds the foundations of a syndicate, battling law enforcers and other criminal masterminds who don't want to see their positions of dominance challenged. As the crime lord reaches the top of his or her "profession," he is no longer concerned with shows of force. The mastermind steps into the background—perhaps even establishing a "legitimate" business—and lets others run the empire. The crime lord's name alone ensures compliance with his wishes.

Low-Level Crime Lord: Scoundrel 2/Noble 2; Init +1 (Dex); Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 12/9; Atk +2 melee (1d4, knife) or +3 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), favor +1, inspire confidence (1/day); SV Fort +1, Ref +6, Will +4; FP 1; DSP 1; Rep +1; Str 10, Dex 12, Con 9, Int 14, Wis 13, Cha 15. Challenge Code C.

Equipment: Modest estate and skiff, blaster pistol, knife.

Skills: Appraise +6, Bluff +6, Computer Use +6, Diplomacy +7, Forgery +6, Gather Information +7, Hide +6, Intimidate +7, Knowledge (streetwise) +7, Listen +7, Move Silently +6, Pilot +5, Search +6, Sense Motive +6, Spot +7.

Feats: Alertness, Great Fortitude, Weapon Group Proficiencies (blaster pistols, simple weapons).

Mid-Level Crime Lord: Scoundrel 5/Noble 2/Crime Lord 1; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 22/9; Atk +4 melee (1d4, knife) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1, favor +1, inspire confidence (1/day), contact; SV Fort +2, Ref +8, Will +7; FP 2; DSP 2; Rep +6; Str 10, Dex 12, Con 9, Int 14, Wis 13, Cha 16. Challenge Code D.

Equipment: Luxurious estate and skiff, henchmen, spies, blaster pistol, knife.

Skills: Appraise +9, Bluff +11, Computer Use +9, Diplomacy +12, Forgery +9, Gather Information +10, Hide +9, Intimidate +11, Knowledge (streetwise) +10, Listen +10, Move Silently +9, Pilot +8, Search +6, Sense Motive +6, Spot +7.

Feats: Alertness, Great Fortitude, Infamy, Skill Emphasis (Diplomacy), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons).

High-Level Crime Lord: Scoundrel 5/Noble 2/Crime Lord 5; Init +1 (Dex); Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 32/9; Atk +6/+1 melee (1d4, knife) or +7/+2 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1, favor +3, inspire confidence (1/day), contacts (2), resource access, inspire fear –2, minions; SV Fort +3, Ref +10, Will +11; FP 3; DSP 4; Rep +9; Str 10, Dex 12, Con 9, Int 14, Wis 14, Cha 16. Challenge Code E.

Equipment: Luxurious estate and skiff, henchmen, spies, hideous minions, animal companions or guardians, blaster pistol, knife.

Skills: Appraise +14, Bluff +16, Computer Use +13, Diplomacy +13, Forgery +11, Gather Information +15, Hide +9, Intimidate +15, Knowledge (streetwise) +13, Listen +10, Move Silently +9, Pilot +8, Search +6, Sense Motive +6, Spot +7.

Feats: Alertness, Great Fortitude, Infamy, Influence, Iron Will, Skill Emphasis (Diplomacy), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons).

Dark Jedi Guardian

Until a Jedi apprentice is fully trained, the call of the dark side is always a temptation. Some give in. Even experienced Jedi can fall prey to fear and hatred and become lost. Tragically, for these Jedi, the pull of the dark side is so strong that they come to embrace the strange and terrible new powers the dark side promises them.

In the Old Republic Era, dark Jedi are apostates, hiding from their former comrades on the fringes of the galaxy, in lawless places where they can trade their talents for power and glory, or simply survival. During the Rebellion Era, the Jedi themselves are so scarce that dark Jedi are almost nonexistent, though it is possible that a few linger still. These few have escaped the Empire's purge of the Jedi Order, and some even serve the Emperor. During The New Jedi Order era, some of the students of the Jedi academy bridle at Master Luke Skywalker's inflexibility and fall prey to the same foibles that Jedi students in the Old Republic once did.

Low-Level Dark Jedi Guardian: Jedi Guardian 4; Init +3 (Dex); Defense 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 34/14; Atk +7 melee (2d8+1/19–20, lightsaber) or +7 ranged; SQ Deflect (defense +1), deflect (attack –4, redirect

2/round); SV Fort +6, Ref +7, Will +1; FP 3; DSP 5; Rep +1; Str 13, Dex 16, Con 14, Int 10, Wis 8, Cha 12. Challenge Code D.

Equipment: Lightsaber, sinister clothes.

Skills: Climb +3, Knowledge (Jedi lore) +2, Tumble +5.

Force Skills: Battlemind +5, Enhance Ability +5, Force Stealth +4, Heal Self +4.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Sense.

Mid-Level Dark Jedi Guardian: Jedi Guardian 8; Init +3 (Dex); Defense 19 (+6 class, +3 Dex); Spd 10 m; VP/WP 64/14; Atk +12/+7 melee (3d8+1/19–20, lightsaber) or +11/+6 ranged; SQ Deflect (defense +1), deflect (attack –4, redirect 4/round), deflect (extend defense and attack), increase lightsaber damage +1d8; SV Fort +8, Ref +9, Will +3; FP 5; DSP 12; Rep +2; Str 13, Dex 16, Con 14, Int 10, Wis 9, Cha 12. Challenge Code E.

Equipment: Lightsaber*, sinister clothes.

*The dark Jedi guardian constructed the lightsaber himself and gains a +1 circumstance bonus on attack rolls with the weapon.

Skills: Climb +3, Craft (lightsaber) +4, Knowledge (Jedi lore) +2, Tumble +5.

Force Skills: Affect Mind +4, Battlemind +5, Enhance Ability +5, Fear +3, Force Stealth +4, Heal Self +4, Move Object +4.

Feats: Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Sense.

High-Level Dark Jedi Guardian: Jedi Guardian 12; Init +3 (Dex); Defense 21 (+8 class, +3 Dex); Spd 10 m; VP/WP 94/20; Atk +16/+11/+6 melee (4d8+1/19–20, lightsaber) or +15/+10/+5 ranged; SQ Deflect (defense +2), deflect (attack –3, redirect 6/round), deflect (extend defense and attack), increase lightsaber damage +2d8, block; SV Fort +10, Ref +11, Will +6; FP 7; DSP 18; Rep +3; Str 13, Dex 16, Con 14, Int 10, Wis 10, Cha 12. Challenge Code F.

Equipment: Lightsaber*, sinister clothes.

*The dark Jedi guardian constructed the lightsaber himself and gains a +1 circumstance bonus on attack rolls with the weapon.

Skills: Climb +4, Craft (lightsaber) +5, Jump +3, Knowledge (Jedi lore) +3, Tumble +9.

Force Skills: Affect Mind +7, Battlemind +6, Enhance Ability +6, Fear +5, Force Stealth +6, Heal Self +6, Move Object +6.

Feats: Acrobatic, Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Toughness (×2), Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Lightsaber Defense, Sense.



DARK JEDI GUARDIAN

Dark Side Adept

The evil shaman who corrupts the tribe for her own vicious ends, the wandering mystic seeking forbidden knowledge, the brutal advisor to a weak-willed tyrant—no matter what her background, the dark side adept gains power through the exploitation of inferiors. Many hail from worlds completely removed from either Sith or Jedi tradition; instead, they often call upon the dark side of the Force as evil magic.

Like the normal Force adept class, the dark side adept can be found in any era, tucked away on a forgotten colony or an undiscovered world. During the Old Republic, the Jedi crushed most of these darksiders as soon as they discovered them. Dark side adepts encountered during the Rise of the Empire era might be the last survivors of their sect, seeking vengeance against the Republic. During the Rebellion era, the Emperor left other dark Force-users alone while he focused on more important goals: quelling the Rebellion and turning young Skywalker. During the New Jedi Order, dark side adepts are even more common, since there aren't nearly as many Jedi to hunt down their kind.

The low-level dark side adept can be found dominating the weak-minded on whatever planet she calls home.The mid-level dark side adept has left her world in search of secrets hidden elsewhere in the galaxy. The high-level dark side adept has gained more than a few followers and might one day rule over a distant world or far-flung system.

Low-Level Dark Side Adept: Force Adept 4; Init +0; Defense 14 (+4 class); Spd 10 m; VP/WP 26/13; Atk +2 melee (1d8–1, spear) or +3 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +3, Ref +2, Will +8; FP 2; DSP 4; Rep +0; Str 9, Dex 11, Con 13, Int 14, Wis 15, Cha 14. Challenge Code B.

Equipment: Spear, blaster pistol.

Skills: Intimidate +4, Sense Motive +9, Survival +5.

Force Skills: Affect Mind +9, Alchemy +6, Fear +9, Force Defense +8, Force Grip +5, Move Object +9, See Force +9.

Feats: Force-Sensitive, Iron Will, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Force Mind, Sense.

Mid-Level Dark Side Adept: Force Adept 6/Dark Side Devotee 2; Init +0; Defense 19 (+9 class); Spd 10 m; VP/WP 52/14; Atk +4 melee (1d8+1d4–1, spear) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Force weapon +1d8, dark side talisman +2; SV Fort +7, Ref +5, Will +10; FP 4; DSP 12; Rep +2; Str 9, Dex 11, Con 14, Int 14, Wis 15, Cha 14. Challenge Code C.

Equipment: Spear, blaster pistol, dark side talisman.

Skills: Intimidate +6, Sense Motive +11, Survival +7.

Force Skills: Affect Mind +13, Alchemy +10, Fear +11, Force Defense +13, Force Grip +10, Heal Self +11, Move Object +13, See Force +11.

Feats: Force-Sensitive, Skill Emphasis (Force Grip), Skill Emphasis (Heal Self), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Force Mind, Sense.

High-Level Dark Side Adept: Force Adept 6/Dark Side Devotee 6; Init +0; Defense 20 (+10 class); Spd 10 m; VP/WP 78/14; Atk +7/+2 melee (1d8+2d4–1, spear) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ Force weapon +2d8, dark side talisman +2; SV Fort +8, Ref +6, Will +13; FP 6; DSP 20; Rep +4; Str 9, Dex 11, Con 14, Int 14, Wis 16, Cha 14. Challenge Code E.

Equipment: Spear, blaster pistol, dark side talisman.

Skills: Intimidate +8, Sense Motive +12, Survival +8.

Force Skills: Affect Mind +17, Alchemy +14, Farseeing +7, Fear +18, Force Defense +17, Force Grip +13, Heal Self +11, Move Object +17, See Force +15.

Feats: Force-Sensitive, Skill Emphasis (Fear), Skill Emphasis (Force Grip), Skill Emphasis (Heal Self), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Force Lightning, Force Mastery, Force Mind, Sense.

Doctor

Doctors are skilled surgeons dedicated to saving lives and trained to think on their feet during emergencies. The low-level doctor could be a paramedic or a quarantine team leader. The mid-level doctor might be a country doctor, medical scientist, or a noble's personal physician. A high-level doctor might be chief surgeon aboard a capital ship, a lecturer at a medical university, or a military surgeon tasked with saving lives on the battlefield.

Low-Level Doctor: Tech Specialist 4; Init +1 (Dex); Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 16/10; Atk +2 melee (1d3–1, unarmed) or +4 ranged; SQ Research, instant mastery (Knowledge [alien species]), tech specialty (medical specialist +1); SV Fort +1, Ref +3, Will +4; FP 1; DSP 0; Rep +1; Str 8, Dex 13, Con 10, Int 14, Wis 15, Cha 12. Challenge Code C.

Equipment: Uniform, medpac, surgery kit.

Skills: Computer Use +9, Knowledge (alien species) +6, Knowledge (biology) +9, Knowledge (medicine) +12, Profession (doctor) +9, Search +9, Treat Injury +12.

Feats: Skill Emphasis (Knowledge [medicine]), Skill Emphasis (Treat Injury), Surgery, Weapon Group Proficiencies (simple weapons).

Mid-Level Doctor: Tech Specialist 8; Init +1 (Dex); Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 30/10; Atk +5/+0 melee (1d3–1, unarmed) or +7/+2 ranged (3d6 or DC 15 stun, blaster pistol); SQ Research, instant mastery (Knowledge [alien species]), tech specialty (medical specialist +1), expert (Knowledge [medicine]), tech specialty (surgical specialist +1); SV Fort +3, Ref +4, Will +7; FP 2; DSP 0; Rep +2; Str 8, Dex 13, Con 10, Int 14, Wis 16, Cha 12. Challenge Code D.

Equipment: Uniform, medpac, surgery kit, blaster pistol.

Skills: Computer Use +9, Craft (medpac) +6, Knowledge (alien species) +12, Knowledge (biology) +12, Knowledge (medicine) +13, Profession (doctor) +15, Search +11, Treat Injury +17.

Feats: Skill Emphasis (Knowledge [biology]), Skill Emphasis (Knowledge [medicine]), Skill Emphasis (Profession [doctor]), Skill Emphasis (Treat Injury), Surgery, Weapon Group Proficiencies (blaster pistols, simple weapons).

High-Level Doctor: Tech Specialist 12; Init +1 (Dex); Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 44/10; Atk +8/+3 melee (1d3–1, unarmed) or +10/+5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Research, instant mastery (Knowledge [alien species]), tech specialty (medical specialist +1), expert (Knowledge [medicine]), tech specialty (surgical specialist +2), expert (Knowledge [biology]); SV Fort +5, Ref +6, Will +10; FP 4; DSP 0; Rep +6; Str 8, Dex 13, Con 10, Int 15, Wis 16, Cha 12. Challenge Code: E.

Equipment: Uniform, medpac, surgery kit, blaster pistol.

Skills: Computer Use +13, Craft (medpac) +10, Knowledge (alien species) +15, Knowledge (biology) +17, Knowledge (medicine) +17, Profession (doctor) +17, Search +15, Treat Injury +21.

Feats: Fame, Iron Will, Skill Emphasis (Knowledge [life sciences]), Skill Emphasis (Knowledge [medicine]), Skill Emphasis (Profession [doctor]), Skill Emphasis (Treat Injury), Surgery, Weapon Group Proficiencies (blaster pistols, simple weapons).

Elite Trooper

Elite troopers are dedicated professional soldiers who exist as specialized units within larger armed forces, often serving in their own small units with their own commanders. Covert saboteur units, infantry trained to fight in certain climates or environments, and special commando forces are all excellent examples. The lowest-level trooper is a typical member of one such force. The mid-level version represents either a force leader or the very best of the Rebel Alliance Special Forces troopers. The high-level elite trooper represents the best members of the Old Republic's Special Forces, such as the Coruscant Guard and the Empire's Storm Commandos.

Low-Level Elite Trooper: Soldier 4; Init +3 (Dex); Defense 17 (+4 class, +3 Dex); DR 4; Spd 8 m; VP/WP 30/13; Atk +6 melee (2d6+2, vibroblade) or +8 ranged (3d8/19–20, blaster rifle); SV Fort +5, Ref +4, Will +1; FP 1; DSP 0; Rep +1; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8. Challenge Code C.

Equipment: Padded battle armor, blaster rifle, vibroblade, comlink, datapad (with maps), field kit.

Skills: Climb +0, Computer Use +2, Demolitions +5, Intimidate +3, Listen +2, Repair +5, Spot +2, Survival +4, Treat Injury +4.

Feats: Armor Proficiencies (light, medium), Combat Reflexes, Point Blank Shot, Precise Shot, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mid-Level Elite Trooper: Soldier 5/Scout 2/Elite Trooper 1; Init +3 (Dex); Defense 18 (+5 class, +3 Dex); DR 4; Spd 8 m; VP/WP 62/14; Atk +9/+4 melee (2d6+2, vibroblade) or +11/+6 ranged (3d8/19–20, blaster rifle) or +9/+9/+4 ranged (3d8/19–20, blaster rifle with Rapid Shot); SQ Trailblazing; SV Fort +10, Ref +7, Will +4; FP 2; DSP 0; Rep +1; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8. Challenge Code D.

Equipment: Padded battle armor, blaster rifle, vibroblade, multichannel comlink, datapad (with maps), field kit.

Skills: Climb +4, Computer Use +5, Demolitions +6, Hide +6, Intimidate +4, Listen +4, Move Silently +7, Pilot +6, Repair +6, Spot +4, Survival +7, Treat Injury +6.

Feats: Armor Proficiencies (light, medium, heavy), Combat Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Skill Emphasis (Survival), Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Elite Trooper: Soldier 5/Scout 2/Elite Trooper 5; Init +3 (Dex); Defense 20 (+7 class, +3 Dex); DR 7; Spd 6 m; VP/WP 92/14; Atk +15/+10/+5 melee (2d6+2, vibroblade) or +16/+11/+6 ranged (3d8/19–20, +2 damage bonus within 10 meters, blaster rifle) or +14/+14/+9/+4 ranged (3d8/19–20, +2 damage bonus within 10 meters, blaster rifle with Rapid Shot); SQ Trailblazing, uncanny dodge (Dex bonus to Defense); SV Fort +12, Ref +9, Will +6; FP 3; DSP 1; Rep +3; Str 15, Dex 16, Con 14, Int 12, Wis 10, Cha 8. Challenge Code E.

Equipment: Heavy battle armor, blaster rifle, vibroblade, multichannel comlink, field kit, combat landspeeder.

Skills: Climb +4, Computer Use +9, Demolitions +10, Hide +10, Intimidate +8, Listen +8, Move Silently +11, Pilot +6, Repair +6, Spot +4, Survival +7, Treat Injury +10.

Feats: Armor Proficiencies (light, medium, heavy), Dodge, Point Blank Shot, Precise Shot, Shot on the Run, Skill Emphasis (Survival), Weapon Focus (blaster rifle), Weapon Focus (vibroblade), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Weapon Specialization (blaster rifle).

Fallen Jedi

Once a paragon of virtue, the fallen Jedi has turned from the Jedi Code to pursue other goals or wander the galaxy. Though not necessarily an evil person, the fallen Jedi found the Jedi Code too limiting or unrealistic, or perhaps didn't have the dedication to continue his or her studies.

Low-Level Fallen Jedi: Jedi Guardian 4; Init +7 (+3 Dex, +4 Improved Initiative); Defense 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 30/13; Atk +7 melee (2d8+2/ 19–20, lightsaber) or +7 ranged (3d6 or 1d6/DC 15 stun, blaster pistol); SQ Deflect (defense +1), deflect (attack –4, redirect 2/day); SV Fort +5, Ref +7, Will +2; FP 3; DSP 1; Rep +1; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8. Challenge Code C.

Equipment: Lightsaber, blaster pistol.

Skills: Computer Use +4, Intimidate +2.

Force Skills: Affect Mind +2, Battlemind +8, Enhance Ability +7, Force Stealth +5, Move Object +4.

Feats: Exotic Weapon Proficiency (lightsaber), Improved Initiative, Force-Sensitive, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Sense.

Mid-Level Fallen Jedi: Jedi Guardian 6/Scout 2; Init +7 (+3 Dex, +4 Improved Initiative); Defense 18 (+5 class, +3 Dex); Spd 10 m; VP/WP 54/13; Atk +10/+5 melee (3d8+2/19–20, lightsaber) or +10/+5 ranged (3d6 or 1d6/DC 15 stun, blaster pistol); SQ Deflect (defense +1), deflect (attack –4, redirect 2/day), increase lightsaber damage +1d8, deflect (extend defense and attack), trailblazing; SV Fort +8, Ref +10, Will +5; FP 5; DSP 2; Rep +2; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 9. Challenge Code D.

Equipment: Lightsaber, blaster pistol.

Skills: Astrogate +4, Computer Use +4, Hide +5, Intimidate +4, Move Silently +5, Pilot +5, Repair +4, Survival +2.

Force Skills: Affect Mind +3, Battlemind +9, Enhance Ability +7, Force Defense +5, Force Stealth +6, Move Object +4.

Feats: Exotic Weapon Proficiency (lightsaber), Improved Initiative, Force-Sensitive, Martial Artist, Starship Operation (space transport), Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Sense.

Gambler

Like con artists, gamblers avoid physical confrontation, preferring to take their chances at the sabacc table or jubilee wheel instead of the battlefield. Although typically armed (a standard precaution when dealing with sore losers), astute gamblers usually rely on their charming demeanor, flexing their negotiation skills instead of their muscles.

Low-Level Gambler: Scoundrel 4; Init +2 (Dex); Defense 15 (+3 class, +2 Dex); Spd 10 m; VP/WP 16/10; Atk +2 melee (1d3–1, unarmed) or +5 ranged (3d4 or 1d4/DC 10 stun, hold-out blaster); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +1, Ref +6, Will +3; FP 1; DSP 0; Rep +1; Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 15. Challenge Code C.

Equipment: Hold-out blaster, nice clothes, sabacc cards, 5,000 credits.

Skills: Appraise +8, Bluff +9, Computer Use +8, Diplomacy +5, Forgery +8, Gamble 9, Profession (gambler) +12, Search +3, Sense Motive +4, Sleight of Hand +12, Spot +7.

Feats: Sharp-Eyed, Skill Emphasis (Profession [gambler]), Skill Emphasis (Sleight of Hand), Weapon Group Proficiencies (blaster pistols, simple weapons).

Independent Droid

Routine memory wipes prevent droids from developing personality quirks, which in turn ensures that they behave in a fashion consistent with their programming. However, neglecting or refusing to memory-wipe a droid might lead the droid to develop independent thought. Independent droids have been known to abandon, betray, or even kill their masters to ensure their continuance and "growth."

Independent, free-thinking droids sometimes wander the galaxy looking for adventure, employment, replacement parts and upgrades, noble causes, or even other independent droids. They often—but not always—choose professions based on their basic programming.

Three independent droids are detailed below: a low-level 3P0 Series protocol droid with a penchant for exploring, a mid-level J9 Series worker drone turned starfighter pilot and planetary defender, and a high-level 2-1B Series medical droid thrust into the roles of field medic and Rebel.

Low-Level Independent Droid: 3P0 Series Protocol Droid, Diplomat 1/Scout 3; Init +0; Spd 8 m; Defense 13 (+3 class); VP/WP 17/13; DR 3; Atk +2 melee (1d3, hand) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SQ Quirk (inquisitive), trailblazing, heart +1; SV Fort +3, Ref +2, Will +4; FP 0; DSP 0; Rep +0; Str 10, Dex 11, Con 13, Int 18, Wis 10, Cha 10. Challenge Code B.

Equipment: Translator unit (DC 5), recording unit (audiorecorder), vocabulator, blaster pistol, light armor casing.

Skills: Computer Use +7, Diplomacy +5, Gather Information +2, Hide +3, Knowledge (bureaucracy) +6, Knowledge (world lore) +7, Knowledge (alien species) +6, Listen +3, Move Silently +3, Repair +6, Spot +3, Speak Basic, Speak Binary, Speak Bothese, Speak Dosh, Speak Durese, Speak Huttese, Speak Ithorese, Speak Jawa Trade Language, Speak Rodese, Speak Ryl, Speak Shyriiwook, Speak Sullustese, Survival +6.

Feats: Ambidexterity, Skill Emphasis (Diplomacy), Skill Emphasis (Survival), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Mid-Level Independent Droid: J9 Series Worker Drone, Expert 1/Soldier 6/Starship Ace 1; Init +1 (Dex); Defense 19 (+7 class, +2 Dex); DR 4; Spd 8 m; VP/WP 42/12; Atk +6/+1 melee (1d4, hand) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ Quirk (pompous), starship defense +2; SV Fort +7, Ref +6, Will +5; FP 0; DSP 0; Rep +2; Str 10, Dex 14, Con 12, Int 16, Wis 10, Cha 9. Challenge Code C.

Equipment: Armored flight suit, translator unit (DC 5), recording unit (audiorecorder), vocabulator, blaster pistol.

Skills: Astrogate +16, Computer Use +11, Diplomacy +5, Intimidate +6, Knowledge (world lore) +6, Knowledge (alien species) +5, Knowledge (astronomy) +12, Pilot +18, Repair +13, Speak Basic, Speak Binary, Speak Durese, Speak Rodese, Speak Sullustese, Spot +4.

Feats: Ambidexterity, Armor Proficiencies (light, medium), Heroic Surge, Skill Emphasis (Diplomacy), Skill Emphasis (Pilot), Spacer, Starship Dodge (starfighter), Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Independent Droid: 2-1B Series Medical Droid, Expert 6/Fringer 3/Soldier 3; Init +4 (Dex); Spd 8 m; Defense 22 (+8 class, +4 Dex); DR 3; VP/WP 32/10; Atk +9/+4 melee (1d4, hand) or +13/+8 ranged (3d8 or DC 18 stun, heavy blaster) or +13/+8 ranged (3d6 or DC15 stun, weapon-mounted blaster pistol); SQ Quirks (reliable, bad wiring), barter, jury-rig +2; SV Fort +8, Ref +9, Will +11; FP 0; DSP 0; Rep +2; Str 10, Dex 18, Con 10, Int 15, Wis 18, Cha 10. Challenge Code D.

Equipment: Heuristic processor, internal storage, rust inhibitor, sensors (improved sensor package, infrared sensors), secondary battery, vocabulator, weapon mount (blaster pistol), medpac, heavy blaster, light armor casing.

Skills: Astrogate +8, Computer Use +12, Demolitions +5, Diplomacy +7, Gather Information +7, Hide +4, Knowledge (alien species) +6, Knowledge (biology) +9, Knowledge (chemistry) +9, Knowledge (politics) +11, Listen +10, Pilot +11, Profession (doctor) +16, Repair +11, Search +4, Speak Basic, Speak Binary, Speak Huttese, Spot +12, Survival +14, Treat Injury +16.

Feats: Alertness, Armor Proficiency (light), Ambidexterity, Point Blank Shot, Precise Shot, Skill Emphasis (Profession [doctor]), Skill Emphasis (Survival), Skill Emphasis (Treat

Injury), Surgery, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons).

Jedi Investigator

The low-level Jedi investigator is entrusted to handle minor disturbances and threats (a gang of outlaws, a low-level darksider, or local unrest) or report on greater threats across the galaxy. A mid-level Jedi investigator handles more serious matters (vicious criminal syndicates, a mid-level darksider, or political unrest) and is authorized to act on the Jedi Council's behalf when mediating disputes on far-flung worlds. The high-level investigator deals with threats affecting entire planets (hostile invaders, global disasters, a high-level darksider or multiple low- and mid-level darksiders).

Jedi investigators don't exist during the Rebellion era but could easily re-emerge in The New Jedi Order era as agents of Luke Skywalker's Jedi academy.

Low-Level Jedi Investigator: Jedi Consular 4; Init +2 (Dex); Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 24/10; Atk +4 melee (2d8+1/19–20, lightsaber) or +5 ranged (3d6 or DC 15, blaster pistol); SQ Deflect (defense +1), deflect (attack –4, redirect 2/day); SV Fort +4, Ref +4, Will +4; FP 2; DSP 0; Rep +2; Str 12, Dex 14, Con 10, Int 12, Wis 10, Cha 16. Challenge Code C.

Equipment: Lightsaber, blaster pistol, credit chip.

Skills: Bluff +6, Computer Use +5, Diplomacy +10, Gather Information +13, Intimidate +7, Knowledge (bureaucracy) +4, Sense Motive +5.

Force Skills: Empathy +2, Enhance Senses +5, Farseeing +3, Friendship +6, See Force +4, Telepathy +3.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Gather Information), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Aware, Alter, Control, Sense.

Mid-Level Jedi Investigator: Jedi Consular 5/Jedi Investigator 3; Init +2 (Dex); Defense 19 (+7 class, +2 Dex); Spd 10 m; VP/WP 45/10; Atk +9/+4 melee (3d8+1/19–20, lightsaber) or +8/+3 ranged (3d6 or DC 15, blaster pistol); SQ Deflect (defense +2), deflect (attack –4, redirect 4/day), deflect (extend defense and attack), profile, target bonus +2, contact, increase lightsaber damage +1d8, favor +1; SV Fort +5, Ref +6, Will +5; FP 4; DSP 0; Rep +3; Str 12, Dex 14, Con 10, Int 12, Wis 11, Cha 16. Challenge Code D.

Equipment: Lightsaber*, blaster pistol, credit chip, recording rod, comlink, protocol droid.

*The Jedi investigator constructed the lightsaber herself and gains a +1 circumstance bonus on attack rolls with the weapon.

Skills: Bluff +6, Computer Use +6, Craft (lightsaber) +5, Diplomacy +11, Gather Information +13, Hide +6, Intimidate +7, Knowledge (bureaucracy) +4, Move Silently +5, Sense Motive +6.

Force Skills: Affect Mind +6, Battlemind +4, Empathy +5, Enhance Senses +8, Farseeing +4, Friendship +6, See Force +5, Telepathy +5.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Gather Information), Stealthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Aware, Alter, Control, Lightsaber Defense, Sense.

High-Level Jedi Investigator: Jedi Consular 7/Jedi Investigator 5; Init +2 (Dex); Defense 21 (+9 class, +2 Dex); Spd 10 m; VP/WP 65/10; Atk +12/+7 melee (4d8+1/19–20, lightsaber) or +12/+7 ranged (3d6 or DC 15, blaster pistol); SQ Deflect (defense +2), deflect (attack –2, redirect 6/day), deflect (extend defense and attack), profile, target bonus +3, contacts (2), increase lightsaber damage +1d8, favor +2; SV Fort +7, Ref +8, Will +9; FP 6; DSP 0; Rep +4; Str 12, Dex 14, Con 10, Int 12, Wis 12, Cha 16. Challenge Code E.

Equipment: Lightsaber*, blaster pistol, protocol droid, comlink, credit chip, recording rod.

*The Jedi investigator constructed the lightsaber herself and gains a +1 circumstance bonus on attack rolls with the weapon.

Skills: Bluff +8, Computer Use +8, Craft (lightsaber) +6, Diplomacy +12, Gather Information +15, Hide +8, Intimidate +11, Knowledge (bureaucracy) +4, Move Silently +6, Sense Motive +8.

Force Skills: Affect Mind +10, Battlemind +7, Empathy +6, Enhance Senses +10, Farseeing +7, Friendship +7, See Force +8, Telepathy +8.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Headstrong, Skill Emphasis (Gather Information), Stealthy, Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Aware, Alter, Control, Lightsaber Defense, Sense.

Medic

The medic is a common sight in the aftermath of violent events, rushing to save the lives of those too injured to take care of themselves.

Low-Level Medic: Expert 4; Init +1 (Dex); Defense 12 (+1 class, +1 Dex); Spd 10 m; VP/WP 0/9; Atk +3 melee (1d3, unarmed) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +0, Ref +2, Will +6; FP 0; DSP 0; Rep +1; Str 11, Dex 12, Con 9, Int 10, Wis 14, Cha 8. Challenge Code B.

Equipment: Diagnostic tools, medical kit, medpac, blaster pistol.

Skills: Computer Use +7, Gather Information +7, Knowledge (biology) +7, Profession (medic) +9, Survival +9, Treat Injury +10.

Feats: Endurance, Skill Emphasis (Treat Injury), Weapon Group Proficiencies (blaster pistols, simple weapons).

Mid-Level Medic: Expert 8; Init +1 (Dex); Defense 13 (+2 class, +1 Dex); Spd 10 m; VP/WP 0/9; Atk +6/+1 melee (1d3, unarmed) or +7/+2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +1, Ref +3, Will +8; FP 0; DSP 0; Rep +2; Str 11, Dex 12, Con 9, Int 10, Wis 15, Cha 8. Challenge Code C.

Equipment: Diagnostic tools, medical kit, medpac, blaster pistol.

Skills: Computer Use +11, Gather Information +10, Knowledge (biology) +11, Profession (medic) +16, Survival +13, Treat Injury +14.

Feats: Endurance, Skill Emphasis (Profession [medic]), Skill Emphasis (Treat Injury), Weapon Group Proficiencies (blaster pistols, simple weapons).

High-Level Medic: Expert 12; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 0/9; Atk +9/+4 melee (1d3, unarmed) or +10/+5 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +3, Ref +5, Will +11; FP 1; DSP 0; Rep +3; Str 11, Dex 12, Con 9, Int 10, Wis 16, Cha 8. Challenge Code D.

Equipment: Diagnostic tools, medical kit, medpac, multichannel comlink, blaster pistol.

Skills: Computer Use +15, Gather Information +14, Knowledge (biology) +18, Profession (medic) +20, Survival +18, Treat Injury +18.

Feats: Dodge, Endurance, Skill Emphasis (Knowledge [biology]), Skill Emphasis (Profession [medic]), Skill Emphasis (Treat Injury), Weapon Group Proficiencies (blaster pistols, simple weapons).

Mercenary

Wherever there's an armed dispute, you'll find mercenaries: soldiers whose weapons are for sale to the highest bidder, and who can easily be disavowed and abandoned by their employers if things start going badly.

Mercs are professional soldiers organized into companies and represented by mercenary guilds. During the time of the Rebellion, the Empire placed restrictions on mercenary activities. As a result, many professional soldiers during this era supported the Rebel Alliance. Laws forced mercenary guilds and companies to provide their services to Imperial moffs and governors at whatever rate the moffs and governors deemed reasonable. Corrupt officials took advantage of this situation to deny the mercenary guilds a real income. As a result, many mercenaries went to work for the Rebels, even if they weren't getting paid.

Low-Level Mercenary: Soldier 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+4 class, +2 Dex); DR 3; Spd 10 m; VP/WP 34/15; Atk +5 melee (2d6+1, vibroblade) or +6 ranged (3d8 or DC 18 stun, heavy blaster pistol) or +4/+4 ranged (3d8 or DC 18 stun, heavy blaster pistol with Rapid Shot); SV Fort +6, Ref +3, Will +2; FP 1; DSP 0; Rep +1; Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 8. Challenge Code C.

Equipment: Combat jumpsuit, heavy blaster pistol, comlink, field kit, guild badge, company insignia.

Skills: Computer Use +5, Demolitions +5, Intimidate +4, Survival +5, Treat Injury +6.

Feats: Armor Proficiency (light), Blind-Fight, Improved Initiative, Martial Arts, Point Blank Shot, Rapid Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mid-Level Mercenary: Soldier 8; Init +7 (+3 Dex, +4 Improved Initiative); Defense 19 (+6 class, +3 Dex); DR 3; Spd 10 m; VP/WP 64/15; Atk +9/+4 melee (2d6+1, vibroblade) or +7/+7/+7/+2/–3 ranged (3d8/19–20, blaster rifle with Multishot and Rapid Shot); SV Fort +8, Ref +5, Will +3; FP 2; DSP 0; Rep +2; Str 13, Dex 16, Con 15, Int 10, Wis 12, Cha 8. Challenge Code D.

Equipment: Combat jumpsuit, blaster rifle, multichannel comlink, field kit, macrobinoculars, guild badge, company insignia, landspeeder or airspeeder.

Skills: Computer Use +5, Demolitions +6, Intimidate +6, Listen +4, Spot +4, Survival +6, Treat Injury +6.

Feats: Armor Proficiencies (light, medium), Blind-Fight, Improved Initiative, Martial Arts, Mobility, Multishot, Point Blank Shot, Rapid Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Mercenary: Soldier 12; Init +7 (+3 Dex, +4 Improved Initiative); Defense 21 (+8 class, +3 Dex); DR 4; Spd 8 m; VP/WP 106/16; Atk +13/+8/+3 melee (2d6+1, vibroblade) or +11/+11/+11/+6/+1 ranged (3d8/19–20, light repeating blaster [multifire] with Multishot and Rapid Shot) or +9/+9/+9/+9/+4/–1 ranged (3d8/19–20, light repeating blaster [autofire] with Multishot and Rapid Shot); SV Fort +11, Ref +7, Will +5; FP 3; DSP 1; Rep +3; Str 13, Dex 16, Con 16, Int 10, Wis 12, Cha 8. Challenge Code E.

Equipment: Padded battle armor, light repeating blaster, multichannel comlink, field kit, macrobinoculars, guild badge, company insignia, airspeeder or starship.

Skills: Computer Use +5, Demolitions +8, Intimidate +8, Knowledge (tactics) +6, Listen +5, Spot +5, Survival +6, Treat Injury +8.

Feats: Armor Proficiencies (light, medium, heavy), Blind-Fight, Dodge, Improved Initiative, Improved Martial Arts, Martial Arts, Mobility, Multishot, Point Blank Shot, Quick Draw, Precise Shot, Rapid Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Military/Imperial Officer

Military academies have long, proud traditions. There are families that have served the galaxy in uniform for twenty or more generations. Among the long-held traditions of the galaxy's military leaders, the most important one is "Officers lead from the front." A commander should never issue an order that he or she would not be willing to follow. Ideally, an army officer should fight side by side with infantry troops during a charge, while a naval commander's flagship should be at the front of a fleet engagement. These statistics represent the officer who went to the Academy, and who then followed the command track during his service.

Admired, respected, and in some cases, feared, the officers of the Imperial Army and Imperial Navy are drawn from prestigious families with long histories of military service. Few are promoted up from the lower ranks. Most are inducted straight into officer training academies, instructed in doctrine, leadership, and tactics, and then awarded commissions. There, if they distinguish themselves, they finally get a chance to rise through the upper echelons—but rarely do they find occasion to dirty their hands.

Low-Level Military Officer: Noble 2/Soldier 2; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 25/10; Atk +3 melee (1d3, unarmed) or +5 ranged (3d6 or

DC 15 stun, blaster pistol); SQ Favor +1, inspire confidence; SV Fort +2, Ref +5, Will +6; FP 2; DSP 1; Rep +2; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 14. Challenge Code C.

Equipment: Blaster pistol, code cylinder, comlink, datapad, uniform, rank insignia.

Skills: Astrogate +3, Computer Use +6, Diplomacy +7, Knowledge (bureaucracy) +6, Knowledge (tactics) +6, Knowledge (history) +6, Intimidate +4, Pilot +3, Profession (officer) +6, Repair +3, Sense Motive +6, Survival +2.

Feats: Armor Proficiency (light), Persuasive, Point Blank Shot, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mid-Level Military Officer: Noble 2/Soldier 4/Officer 2; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 52/10; Atk +6/+1 melee (1d3, unarmed) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ Favor +1, inspire confidence, leadership; SV Fort +4, Ref +7, Will +8; FP 4; DSP 5; Rep +4; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 15. Challenge Code D.

Equipment: Blaster pistol, code cylinder, comlink, datapad, uniform, rank insignia.

Skills: Astrogate +4, Bluff +8, Computer Use +6, Diplomacy +8, Gather Information +9, Knowledge (bureaucracy) +6, Knowledge (tactics) +8, Knowledge (history) +6, Intimidate +12, Pilot +5, Profession (officer) +10, Repair +3, Sense Motive +8, Survival +2.

Feats: Armor Proficiency (light), Persuasive, Point Blank Shot, Precise Shot, Skill Emphasis (Gather Information), Skill Emphasis (Profession [officer]), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Military Officer: Noble 2/Soldier 4/Officer 6; Init +1 (Dex); Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 71/10; Atk +9/+4 melee (1d3, unarmed) or +11/+6 ranged (3d6 or DC 15 stun, blaster pistol); SQ Favor +1, inspire confidence, leadership, requisition supplies, tactics; SV Fort +5, Ref +8, Will +9; FP 6; DSP 8; Rep +6; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 16. Challenge Code E.

Equipment: Blaster pistol, code cylinder, multichannel comlink, datapad, uniform, rank insignia, capital ship to command.

Skills: Astrogate +4, Bluff +13, Computer Use +10, Diplomacy +13, Gather Information +14, Knowledge (bureaucracy) +10, Knowledge (tactics) +12, Knowledge (history) +6, Intimidate +13, Pilot +5, Profession (officer) +10, Repair +3, Sense Motive +12, Survival +2.

Feats: Armor Proficiency (light), Frightful Presence, Persuasive, Point Blank Shot, Precise Shot, Skill Emphasis (Gather Information), Skill Emphasis (Profession [officer]), Starship Operation (capital ship), Starship Operation (space transport), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Outlaw

Outlaws range from bloodthirsty killers motivated by greed to desperate idealists motivated by a personal sense of honor and justice. Forced to exist on the fringes of the galaxy, they drift from backwater to backwater, staying one step ahead of their pursuers.

High-level outlaws emerge at the helm of their own movements, either through accident or design. People with similar motivations and philosophies seek them out. Some outlaws willingly assume leadership of other disaffected and rejected people, forming bandit gangs or political movements with a tendency toward violence like the Rebel Alliance in its early days.

Low-Level Outlaw: Fringer 2/Scoundrel 2; Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 27/14; Atk +3 melee (1d4+1, knife) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Barter, illicit barter, lucky (1/day); SV Fort +5, Ref +7, Will −1; FP 1; DSP 0; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 9, Cha 13. Challenge Code C.

Equipment: Blaster pistol, knife, nondescript landspeeder or airspeeder.

Skills: Bluff +4, Gather Information +4, Hide +6, Intimidate +3, Knowledge (streetwise) +3, Listen +4, Pilot +6, Repair +4, Search +4, Spot +5, Survival +3.

Feats: Alertness, Improved Initiative, Point Blank Shot, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Mid-Level Outlaw: Fringer 4/Scoundrel 4; Init +7 (+3 Dex, +4 Improved Initiative); Defense 18 (+5 class, +3 Dex); Spd 10 m; VP/WP 48/14; Atk +7/+2 melee (2d4+1, vibrodagger) or +9/+4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Barter, illicit barter, lucky (1/day), jury-rig +2, precise attack +1; SV Fort +7, Ref +9, Will +1; FP 2; DSP 0; Rep +1; Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 13. Challenge Code D.

Equipment: Blaster pistol, vibrodagger, nondescript landspeeder or airspeeder.

Skills: Bluff +7, Gather Information +9, Hide +9, Intimidate +5, Knowledge (streetwise) +7, Listen +4, Pilot +11, Repair +8, Search +7, Spot +7, Survival +5.

Feats: Alertness, Improved Initiative, Point Blank Shot, Skill Emphasis (Gather Information), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons, vibro weapons).

High-Level Outlaw: Fringer 6/Scoundrel 6; Init +7 (+3 Dex, +4 Improved Initiative); Defense 20 (+7 class, +3 Dex); Spd 10 m; VP/WP 84/14; Atk +8/+3 melee (2d6+1, vibroblade) or +11/+6 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Barter, illicit barter, lucky (2/day), jury-rig +4, precise attack +1; SV Fort +9, Ref +11, Will +3; FP 3; DSP 1; Rep +5; Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 14. Challenge Code E.

Equipment: Heavy blaster pistol, vibroblade, nondescript landspeeder or airspeeder.

Skills: Bluff +12, Gather Information +12, Hide +10, Intimidate +9, Knowledge (streetwise) +11, Listen +7, Pilot +15, Repair +11, Search +8, Spot +8, Survival +7.

Feats: Alertness, Dodge, Fame (or Infamy), Improved Initiative, Point Blank Shot, Precise Shot, Skill Emphasis (Gather Information), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons, vibro weapons).

Pirate

Pirates prey on space travelers in remote planetary systems or along hyperspace lanes, attacking vessels, stealing cargo shipments, and either holding crew and passengers for ransom or selling them into slavery. The most brutal pirates don't even bother with captives, "spacing" them instead.

The low-level pirate is one of the tougher crewmembers on pirate vessels. (The common pirate is a 1st-level thug.) A mid-level pirate commands a pirate ship, usually no larger than a Corellian corvette. The high-level pirate offered here leads fleets of small freighters or perhaps even a capital ship or two. Such infamous figures are hated and feared throughout the regions of space in which they operate.

Low-Level Pirate: Scoundrel 3/Soldier 1; Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 23/11; Atk +4 melee (2d6+1, vibroblade) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +3, Ref +5, Will +0; FP 1; DSP 1; Rep +1; Str 12, Dex 15, Con 11, Int 14, Wis 8, Cha 13. Challenge Code C.

Equipment: Blaster pistol, vibroblade.

Skills: Astrogate +9, Bluff +7, Computer Use +8, Disable Device +8, Gather Information +7, Intimidate +7, Pilot +9, Repair +9, Search +8, Spot +5.

Feats: Armor Proficiency (light), Improved Initiative, Quick Draw, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mid-Level Pirate: Scoundrel 5/Soldier 3; Init +6 (+2 Dex, +4 Improved Initiative); Defense 18 (+6 class, +2 Dex); Spd 10 m; VP/WP 52/12; Atk +7/+2 melee (2d6+1, vibroblade) or +8/+3 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +5, Ref +7, Will +1; FP 2; DSP 2; Rep +5; Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 13. Challenge Code D.

Equipment: Heavy blaster pistol, vibroblade, YT-1300 or Firespray-31 transport.

Skills: Astrogate +13, Bluff +10, Computer Use +12, Disable Device +10, Gather Information +9, Intimidate +13, Pilot +13, Repair +12, Search +9, Spot +7.

Feats: Armor Proficiencies (light, medium), Heroic Surge, Improved Initiative, Infamy, Quick Draw, Skill Emphasis (Intimidate), Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Pirate: Scoundrel 8/Soldier 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 19 (+7 class, +2 Dex); Spd 10 m; VP/WP 77/12; Atk +11/+6 melee (2d6+1, vibroblade) or +12/+7 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +1; SV Fort +7, Ref +9, Will +3; FP 3; DSP 3; Rep +6; Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 13. Challenge Code E.

Equipment: Heavy blaster pistol, vibroblade, modified YT-1300 or Firespray-31 transport, support ships.

Skills: Astrogate +13, Bluff +10, Computer Use +12, Disable Device +10, Gather Information +9, Intimidate +15, Pilot +16, Repair +12, Search +9, Spot +7.

Feats: Armor Proficiencies (light, medium), Headstrong, Heroic Surge, Improved Initiative, Infamy, Quick Draw, Point Blank Shot, Skill Emphasis (Intimidate), Skill Emphasis (Pilot), Starship Dodge (space transport), Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Republic Peace Officer

Sometimes known as the Republic Guard, Republic peace officers are the authorized law enforcement corps of the Republic. These brave men and women work to preserve order and justice on an everyday scale. That is, Republic peace officers issue traffic citations, respond to emergency calls, and apprehend criminals—tasks for which the Jedi have neither the talent nor the time.

The peace officers presented here represent the Republic's police forces. The 2nd- and 4th-level versions are the common patrolling officers, while the 6th-level peace officer is akin to a sergeant, in command of a small squad.

Low-Level Republic Peace Officer: Thug 2; Init +0; Defense 10 (+0 class); DR 2; Spd 10 m; VP/WP 0/11; Atk +2 melee (DC 15 stun, stun baton) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +0, Will –1; FP 0; DSP 0; Rep +0; Str 10, Dex 11, Con 11, Int 10, Wis 9, Cha 11. Challenge Code A.

Equipment: Blast helmet and vest, blaster pistol, stun baton, comlink.

Skills: Intimidate +3, Profession (peace officer) +2.

Feats: Armor Proficiency (light), Great Fortitude, Weapon Group Proficiencies (blaster pistols, simple weapons).

Mid-Level Republic Peace Officer: Thug 4; Init +1 (Dex); Defense 12 (+1 class, +1 Dex); DR 2; Spd 10 m; VP/WP 0/11; Atk +4 melee (DC 15 stun, stun baton) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +6, Ref +2, Will +0; FP 1; DSP 0; Rep +1; Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11. Challenge Code B.

Equipment: Blast helmet and vest, blaster pistol, stun baton, comlink.

Skills: Intimidate +4, Profession (peace officer) +3.

Feats: Armor Proficiency (light), Great Fortitude, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons).

High-Level Republic Peace Officer: Thug 6; Init +1 (Dex); Defense 13 (+2 class, +1 Dex); DR 2; Spd 10 m; VP/WP 0/14; Atk +6/+1 melee (DC 15 stun, stun baton) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +7, Ref +3, Will +1; FP 1; DSP 0; Rep +1; Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11. Challenge Code C.

Equipment: Blast helmet and vest, blaster pistol, stun baton, multichannel comlink.

Skills: Intimidate +6, Profession (peace officer) +5.

Feats: Armor Proficiency (light), Great Fortitude, Toughness, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons).

Slicer

Slicers use their expert computer skills to write code, bypass security systems, steal data, decrypt encoded files, and scour the HoloNet for transmissions that might be worth something to somebody. They lurk in the shadows of a digital

universe, relying on specialized computers, subterfuge, and aliases to probe and violate rival systems while maintaining anonymity. Slicers can be intelligence operatives, HoloNet watchdogs, corporate spies, criminal hackers, expert saboteurs, or freelancers.

The low-level slicer has at least one known alias. She can write complex programs, decrypt basic codes, and circumvent basic security systems. The mid-level slicer is known to digital watchdogs by a number of different aliases and might be hunted by various individuals and organizations that have fallen prey to her digital depradations. She can write complex programs, decrypt complex codes, and thwart top-notch security systems. The high-level slicer is legendary in the digital universe, with skills few others can match.

Low-Level Slicer: Tech Specialist 4; Init +2 (Dex); Defense 15 (+3 class, +2 Dex); Spd 10 m; VP/WP 15/10; Atk +3 melee (1d3, unarmed) or +5 ranged; SQ Research, instant mastery (Knowledge [technology]), tech specialty (computer specialist +1); SV Fort +1, Ref +4, Will +4; FP 1; DSP 0; Rep +1; Str 10, Dex 14, Con 10, Int 15, Wis 14, Cha 12. Challenge Code C.

Equipment: Secured computer (accessing its programs without the proper codes requires a Computer Use check, DC 25).

Skills: Computer Use +15, Craft (electronic devices) +9, Disable Device +12, Knowledge (technology) +7, Profession (computer programmer) +9, Repair +11, Search +9.

Feats: Gearhead, Skill Emphasis (Computer Use), Skill Emphasis (Disable Device), Weapon Group Proficiency (simple weapons).

Mid-Level Slicer: Tech Specialist 8; Init +2 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 28/10; Atk +6/+1 melee (1d3, unarmed) or +8/+3 ranged; SQ Research, instant mastery (Knowledge [technology]), tech specialty (computer specialist +2), expert (Craft [electronic devices]); SV Fort +3, Ref +5, Will +6; FP 1; DSP 0; Rep +2 (+5 for alias); Str 10, Dex 14, Con 10, Int 16, Wis 14, Cha 12. Challenge Code D.

Equipment: Secured computer (accessing its programs without the proper codes requires a Computer Use check, DC 30).

Skills: Computer Use +21, Craft (electronic devices) +16, Disable Device +17, Knowledge (technology) +11, Profession (computer programmer) +12, Repair +16, Search +14.

Feats: Fame*, Gearhead, Low Profile, Skill Emphasis (Computer Use), Skill Emphasis (Disable Device), Skill Emphasis (Repair), Weapon Group Proficiency (simple weapons). *The Fame feat applies only to the slicer's digital alias or pseudonym.

High-Level Slicer: Tech Specialist 12; Init +2 (Dex); Defense 19 (+7 class, +2 Dex); Spd 10 m; VP/WP 42/10; Atk +9/+4 melee (1d3, unarmed) or +11/+6 ranged; SQ research, instant mastery (Knowledge [technology]), tech specialty (computer specialist +3), expert (Craft [electronic devices]), expert (Knowledge [technology]); SV Fort +5, Ref +7, Will +7; FP 3; DSP 0; Rep +3 (+6 for alias); Str 10, Dex 14, Con 10, Int 17, Wis 14, Cha 12. Challenge Code E.

Equipment: Secured computer (accessing its programs without the proper codes requires a Computer Use check, DC 35), landspeeder or airspeeder.

Skills: Computer Use +24, Craft (electronic devices) +20, Demolitions +5, Disable Device +21, Knowledge (technology) +17, Profession (computer programmer) +15, Repair +19, Search +20.

Feats: Cautious, Fame*, Gearhead, Low Profile, Skill Emphasis (Computer Use), Skill Emphasis (Disable Device), Skill Emphasis (Repair), Skill Emphasis (Search), Weapon Group Proficiency (simple weapons). *The Fame feat applies only to the slicer's digital alias or pseudonym.

Smuggler

Smugglers come in all different stripes. Some smuggle illegal goods strictly for their own profit, some do it to support political causes, and others do it for the excitement of eluding the law.

The lowest-level smuggler is a small-time independent operator or low-ranking member of a smuggling ring. The mid-level smuggler is skilled enough to run minor blockades and stymie all but the most talented customs officials. She has also earned a reputation for specializing in a specific kind of cargo and is rumored to know a number of secret space lanes. The high-level smuggler is so famous in law enforcement and criminal circles that she soon must start thinking about retiring or leading her own smuggling ring.

Low-Level Smuggler: Scoundrel 4; Init +2 (Dex); Defense 15 (+3 class, +2 Dex); Spd 10 m; VP/WP 16/10; Atk +2 melee (1d3–1, unarmed) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +1, Ref +6, Will +2; FP 1; DSP 0; Rep +1; Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 15. Challenge Code C.

Equipment: Blaster pistol, YT-1300 transport (owned by someone else), illegal cargo, forged shipping permits.

Skills: Appraise +7, Astrogate +11, Bluff +11, Computer Use +7, Forgery +8, Gather Information +8, Hide +7, Knowledge (business) +6, Listen +6, Pilot +8, Repair +8, Sense Motive +6, Spot +6.

Feats: Skill Emphasis (Astrogate), Skill Emphasis (Bluff), Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, simple weapons).

Mid-Level Smuggler: Scoundrel 4/Scout 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 34/10; Atk +5/+0 melee (1d3–1, unarmed) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1, trailblazing, heart +1, uncanny dodge (Dex bonus to Defense); SV Fort +3, Ref +8, Will +4; FP 2; DSP 0; Rep +2; Str 8, Dex 14, Con 10, Int 14, Wis 13, Cha 15. Challenge Code D.

Equipment: Blaster pistol, YT-1300 transport, illegal cargo, forged shipping permits.

Skills: Appraise +7, Astrogate +13, Bluff +11, Computer Use +9, Forgery +8, Gather Information +8, Hide +10, Knowledge (business) +8, Listen +7, Move Silently +7, Pilot +13, Repair +13, Sense Motive +6, Spot +8, Survival +8.

Feats: Improved Initiative, Skill Emphasis (Astrogate), Skill Emphasis (Bluff), Skill Emphasis (Survival), Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

High-Level Smuggler: Scoundrel 6/Scout 6; Init +6 (+2 Dex, +4 Improved Initiative); Defense 18 (+6 class, +2 Dex); Spd 10 m; VP/WP 50/10; Atk +7/+2 melee (1d3–1, unarmed) or +10/+5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +1, trailblazing, heart +1, uncanny dodge (Dex bonus to Defense), skill mastery (Pilot), extreme effort +3, evasion; SV Fort +5, Ref +10, Will +7; FP 3; DSP 0; Rep +2; Str 8, Dex 14, Con 10, Int 14, Wis 14, Cha 15. Challenge Code E.

Equipment: Blaster pistol, modified YT-1300 transport, illegal cargo, forged shipping permits.

Skills: Appraise +10, Astrogate +17, Bluff +13, Computer Use +9, Diplomacy +6, Forgery +8, Gather Information +12, Hide +12, Knowledge (business) +11, Listen +7, Move Silently +10, Pilot +18, Repair +15, Sense Motive +6, Spot +10, Survival +6.

Feats: Dodge, Improved Initiative, Point Blank Shot, Skill Emphasis (Astrogate), Skill Emphasis (Bluff), Skill Emphasis (Pilot), Skill Emphasis (Survival), Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Spy

Three major types of professional spies exist in the *Star Wars* galaxy: industrial spies, government spies, and freelancers. Industrial spies usually work for an interstellar corporation and either steal information or sabotage a company's competitors. Government spies work to root out spies from enemy governments or infiltrate those governments to gain their secrets. The freelance spy sells himself to the highest bidder and is rarely loyal to anyone but himself and his paying clients. The Bothan spynet is among the most famous organizations of freelance spies.

The low-level spy is a typical field operative or industrial spy. The mid-level spy can often be found coordinating a spy ring and has a reputation in "professional circles."

Low-Level Spy: Scoundrel 2/Scout 2; Init +1 (Dex); Defense 13 (+2 class, +1 Dex); Spd 10 m; VP/WP 14/8; Atk +2 melee (1d3, unarmed) or +3 ranged (3d4 or DC 10 stun, hold-out blaster); SQ Illicit barter, lucky (1/day), trailblazing; SV Fort +1, Ref +6, Will +4; FP 1; DSP 1; Rep +0; Str 10, Dex 13, Con 8, Int 12, Wis 14, Cha 16. Challenge Code C.

Equipment: Hold-out blaster, forged identification, code cylinder, security kit, electronic listening devices.

Skills: Bluff +6, Computer Use +8, Disable Device +8, Disguise +8, Forgery +6, Gather Information +11, Hide +8, Knowledge (technology) +5, Listen +7, Move Silently +7, Search +6, Spot +6.

Feats: Low Profile, Skill Emphasis (Gather Information), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Mid-Level Spy: Scoundrel 6/Scout 2; Init +1 (Dex); Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 33/8; Atk +5/+0 melee (1d4, unarmed) or +7/+2 ranged (3d4 or DC 10 stun, hold-out blaster); SQ Illicit barter, lucky (2/day), trailblazing, precise attack +1; SV Fort +3, Ref +9, Will +6; FP 2; DSP 2; Rep +0; Str 10, Dex 14, Con 8, Int 12, Wis 14, Cha 16. Challenge Code D.

Equipment: Hold-out blaster, forged identification, code cylinder, deluxe security kit, electronic listening devices, airspeeder or landspeeder.

Skills: Bluff +10, Computer Use +15, Disable Device +12, Disguise +12, Forgery +8, Gather Information +15, Hide +12, Knowledge (technology) +5, Listen +11, Move Silently +11, Search +6, Spot +8.

Feats: Dodge, Low Profile, Martial Arts, Skill Emphasis (Computer Use), Skill Emphasis (Gather Information), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Starfighter Pilot

The low-level starfighter pilot is an accomplished pilot who has not yet mastered the art of war. The high-level pilot is truly a rare breed: the survivor of many battles who has honed his skill. The type of fighter this ace prefers to fly functions like an extension of his or her being. Wedge Antilles and Baron Soontir Fel are pilots of this caliber.

Low-Level Starfighter Pilot: Soldier 4; Init +7 (+3 Dex, +4 Improved Initiative); Defense 17 (+4 class, +3 Dex); DR 2; Spd 10 m; VP/WP 30/12; Atk +5 melee (1d3+1, unarmed) or +7 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +4, Will +0; FP 1; DSP 0; Rep +1; Str 13, Dex 16, Con 12, Int 14, Wis 8, Cha 10. Challenge Code C.

Equipment: Padded flight suit, blaster pistol, field kit.

Skills: Astrogate +9, Computer Use +8, Demolitions +6, Knowledge (world lore) +7, Pilot +13, Repair +7, Spot +3, Treat Injury +3.

Feats: Armor Proficiency (light), Heroic Surge, Improved Initiative, Point Blank Shot, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Starfighter Pilot: Soldier 6/Starship Ace 6; Init +8 (+4 Dex, +4 Improved Initiative); Defense 24 (+10 class, +4 Dex); DR 2; Spd 10 m; VP/WP 76/12; Atk +11/+6 melee (1d3+1, unarmed) or +14/+9 ranged (3d6 or DC 15 stun, blaster pistol) or +12/+12/+7 (3d6 or DC 15 stun, blaster pistol and Rapid Shot); SQ Starship defense +5, familiarity +3, starship evasion; SV Fort +9, Ref +11, Will +4; FP 3; DSP 0; Rep +5; Str 13, Dex 18, Con 12, Int 14, Wis 8, Cha 10. Challenge Code E.

Equipment: Padded flight suit, blaster pistol, field kit, astromech droid.

Skills: Astrogate +18, Computer Use +15, Demolitions +11, Knowledge (world lore) +13, Pilot +20, Repair +14, Spot +8, Treat Injury +7.

Feats: Armor Proficiency (light), Heroic Surge, Improved Initiative, Point Blank Shot, Rapid Shot, Spacer, Starship Dodge, Starship Operation (starfighter), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Stormtrooper

Stormtroopers are the elite troops of the Empire, soldiers trained to fight and die without fear or question. Garbed in distinctive white armor and armed with the best ordnance available, squads of stormtroopers strike terror into the hearts of civilians throughout the galaxy, enforcing the Emperor's will with ruthless zeal and efficiency.

Stormtroopers are a separate force from the troops of Imperial Forces and do not answer directly to Imperial military officers. They possess obedience and a lasting devotion to the Emperor. Stormtroopers cannot be bribed, blackmailed, or seduced. Any such attempt automatically fails; no check or saving throw is necessary.

After recognizing the need for troopers with special equipment and training, the Emperor ordered the development of additional types of stormtroopers. These include cold assault stormtroopers (snowtroopers), aquatic assault stormtroopers (seatroopers), zero-g assault stormtroopers (spacetroopers), desert assault stormtroopers (sandtroopers), scout stormtroopers (scout troopers), infiltration stormtroopers (storm commandos), radiation-shielded stormtroopers (radtroopers), and stormtroopers that function as heavy-weapon platforms (dark troopers).

Low-Level Stormtrooper: Human Thug 4; Init +0; Defense 12 (+2 class); DR 5; Spd 8 m; VP/WP 0/12; Atk +5 melee (1d3+1, unarmed) or +4 ranged (3d8/19–20, blaster rifle); SQ Immunities (see above); SV Fort +5, Ref +1, Will +1; FP 0; DSP 1; Rep +1; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10. Challenge Code B.

Equipment: Stormtrooper armor, blaster rifle, frag grenade, grappling hook, comlink, utility belt.

Skills: Climb –1, Intimidate +2, Jump –1, Knowledge (politics) +2, Profession (stormtrooper) +2, Search +1, Spot +1.

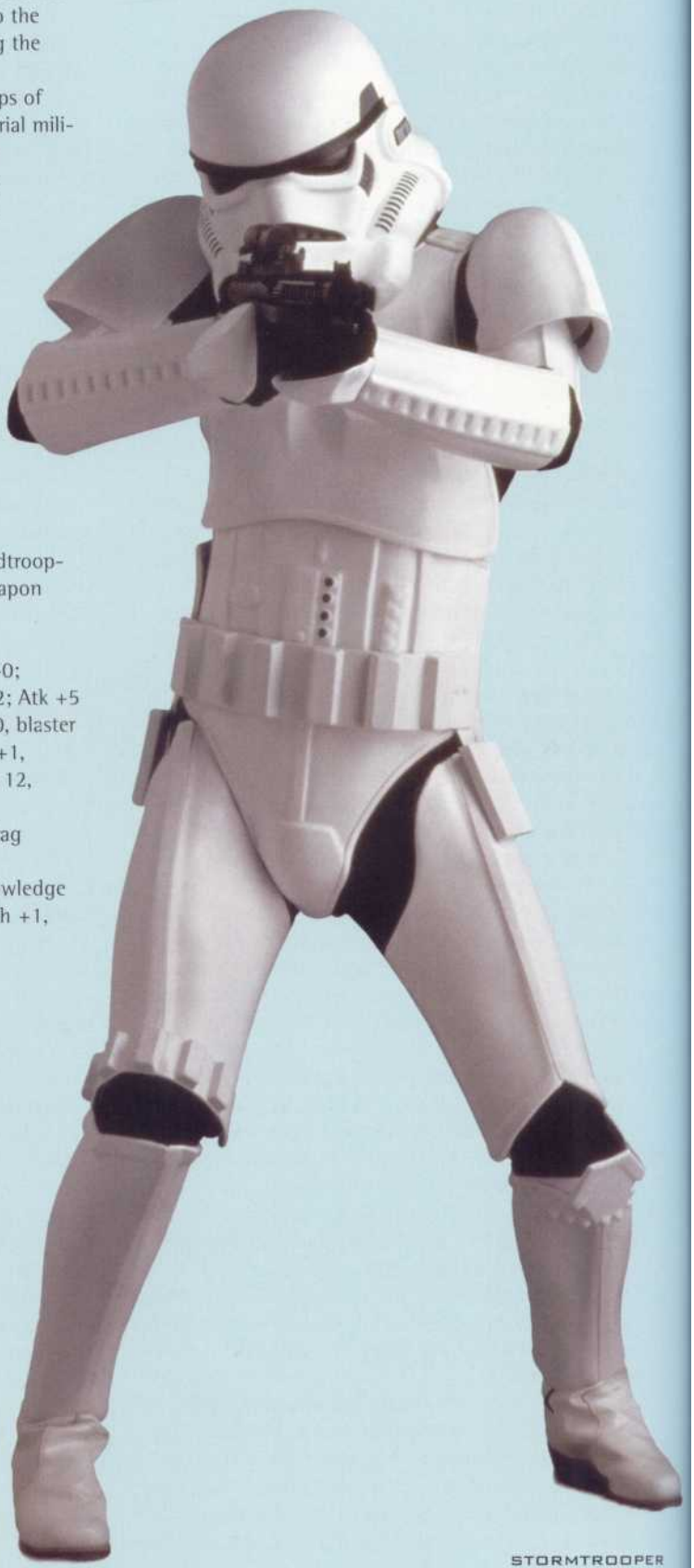
Feats: Armor Proficiencies (light, medium, powered), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Mid-Level Stormtrooper: Human Thug 8; Init +1 (Dex); Defense 14 (+3 class, +1 Dex); DR 5; Spd 8 m; VP/WP 0/15; Atk +9/+4 melee (1d3+1, unarmed) or +9/+4 ranged (3d8/19–20, blaster rifle); SQ Immunities (see above); SV Fort +7, Ref +3, Will +2; FP 1; DSP 2; Rep +2; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10. Challenge Code C.

Equipment: Stormtrooper armor, blaster rifle, frag grenade, 2 stun grenades, grappling hook, comlink, utility belt.

Skills: Climb +0, Intimidate +3, Jump +0, Knowledge (politics) +2, Profession (stormtrooper) +3, Search +2, Spot +2.

Feats: Armor Proficiencies (light, medium, powered), Toughness, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).



STORMTROOPER

High-Level Stormtrooper: Human Thug 12; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); DR 5; Spd 8 m; VP/WP 0/16; Atk +13/+8/+3 melee (1d3+1, unarmed) or +13/+8/+3 ranged (3d8/19–20, blaster rifle); SQ Immunities (see above); SV Fort +9, Ref +5, Will +4; FP 2; DSP 3; Rep +3; Str 12, Dex 12, Con 13, Int 10, Wis 10, Cha 10. Challenge Code D.

Equipment: Stormtrooper armor, blaster rifle, 2 frag grenades, 2 stun grenades, grappling hook, comlink, utility belt, medpac.

Skills: Climb +2, Intimidate +4, Jump +1, Knowledge (politics) +3, Profession (stormtrooper) +4, Search +3, Spot +2.

Feats: Armor Proficiencies (light, medium, powered), Point Blank Shot, Toughness, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

Technician

The low-level technician can be found in charge of maintaining systems at a minor space station or colony, or in the technical planning department of a city or major starport. He might be the trusty sidekick of a smuggler—the one who keeps a tramp freighter running on string and adhesive chemicals.

The mid-level technician might be the head engineer on an important space station or a senator's personal yacht.

Low-Level Technician: Expert 4; Init +1 (Dex); Defense 12 (+1 class, +1 Dex); Spd 10 m; VP/WP 0/9; Atk +3 melee (1d3, unarmed) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +0, Ref +2, Will +4; FP 0; DSP 0; Rep +1; Str 11, Dex 12, Con 9, Int 14, Wis 10, Cha 8. Challenge Code B.

Equipment: Blaster pistol, tool kit, comlink.

Skills: Astrogate +9, Computer Use +11, Craft (droids) +7, Craft (electronic devices) +7, Craft (starship systems) +7, Demolitions +5, Disable Device +9, Pilot +5, Repair +11.

Feats: Gearhead, Skill Emphasis (Repair), Weapon Group Proficiencies (blaster pistols, simple weapons).

Mid-Level Technician: Expert 8; Init +1 (Dex); Defense 13 (+2 class, +1 Dex); Spd 10 m; VP/WP 0/9; Atk +6/+1 melee (1d3, unarmed) or +7/+2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +1, Ref +3, Will +6; FP 0; DSP 0; Rep +2; Str 11, Dex 12, Con 9, Int 15, Wis 10, Cha 8. Challenge Code C.

Equipment: Blaster pistol, tool kit, comlink.

Skills: Astrogate +13, Computer Use +15, Craft (droids) +11, Craft (electronic devices) +11, Craft (starship systems) +14, Demolitions +7, Disable Device +13, Pilot +7, Repair +15.

Feats: Gearhead, Skill Emphasis (Craft [starship systems]), Skill Emphasis (Repair), Weapon Group Proficiencies (blaster pistols, simple weapons).

Thug

Thugs are basic bruisers. They are street toughs aspiring to become swoop champions, grunts working for a local crime lord, security guards, or law enforcers prone to breaking heads and taking bribes.

A thug isn't terribly bright, relying on brawn over brains. He's not very brave, using violence against foes that are clearly weaker or defenseless and avoiding confrontation unless associates are nearby.

Low-Level Thug: Thug 2; Init +0; Defense 10 (+0 class); Spd 10 m; VP/WP 0/15; Atk +3 melee (1d6+1, baton) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +4, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9. Challenge Code A.

Equipment: Blaster pistol, baton.

Skills: Intimidate +3.

Feats: Armor Proficiency (light), Toughness, Weapon Group Proficiencies (blaster pistols, simple weapons).

Mid-Level Thug: Thug 4; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP 0/15; Atk +6 melee (1d6+1, baton) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +1, Will +1; FP 0; DSP 1; Rep +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9. Challenge Code B.

Equipment: Blaster pistol, baton.

Skills: Intimidate +5.

Feats: Armor Proficiency (light), Toughness, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons).

High-Level Thug: Thug 6; Init +0; Defense 12 (+2 class); DR 2; Spd 10 m; VP/WP 0/18; Atk +8/+3 melee (2d6+1, vibroblade) or +7/+2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +6, Ref +2, Will +2; FP 0; DSP 2; Rep +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9. Challenge Code C.

Equipment: Blaster pistol, blast helmet and vest, vibroblade.

Skills: Intimidate +5, Jump +4.

Feats: Armor Proficiency (light), Toughness (×2), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons, vibro weapons).

Trader

The typical trader might be a gruff ship-part dealer at the Chandrila starport, an underhanded Trade Federation cargo broker, or a brave Corellian trailblazer who plies the space lanes looking for lost colonies that might be interested in a hold full of outdated comlinks.

Low-Level Trader: Diplomat 4; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP 0/9; Atk +1 melee (1d3–1, unarmed) or +2 ranged (3d4 or DC 10 stun, hold-out blaster); SV Fort +0, Ref +1, Will +5; FP 0; DSP 0; Rep +1; Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 13. Challenge Code A.

Equipment: Hold-out blaster pistol, datapad (with inventory and order lists).

Skills: Appraise +8, Bluff +6, Computer Use +6, Diplomacy +10, Gather Information +6, Profession (trader) +6, Sense Motive +6.

Feats: Skill Emphasis (Appraise), Skill Emphasis (Diplomacy), Weapon Group Proficiencies (blaster pistols, simple weapons).

Mid-Level Trader: Diplomat 8; Init +0; Defense 12 (+2 class); Spd 10 m; VP/WP 0/9; Atk +3 melee (1d3–1, unarmed) or +4 ranged (3d4 or DC 10 stun, hold-out blaster); SV Fort +1, Ref +2, Will +7; FP 0; DSP 0; Rep +3; Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 14. Challenge Code B.

Equipment: Hold-out blaster, datapad (with inventory and orders lists).

Skills: Appraise +10, Bluff +10, Computer Use +10, Diplomacy +13, Gather Information +10, Profession (trader) +11, Sense Motive +10.

Feats: Skill Emphasis (Appraise), Skill Emphasis (Diplomacy), Skill Emphasis (Profession [trader]), Weapon Group Proficiencies (blaster pistols, simple weapons).

High-Level Trader: Diplomat 12; Init +0; Defense 14 (+4 class); Spd 10 m; VP/WP 0/9; Atk +5/+0 melee (1d3–1, unarmed) or +6/+1 ranged (3d4 or DC 10 stun, hold-out blaster); SV Fort +3, Ref +4, Will +9; FP 1; DSP 0; Rep +6; Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 15. Challenge Code B.

Equipment: Hold-out blaster, datapad (with inventory and orders lists), multichannel comlink.

Skills: Appraise +13, Bluff +16, Computer Use +13, Diplomacy +15, Gather Information +13, Profession (trader) +14, Sense Motive +13.

Feats: Fame (or Infamy), Skill Emphasis (Appraise), Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Skill Emphasis (Profession [trader]), Weapon Group Proficiencies (blaster pistols, simple weapons).

Yuuzhan Vong Warrior

The foot soldiers of the Yuuzhan Vong are fanatical warriors who fight and die in the service of their warlords and their gods. On the battlefield, they maneuver close to take advantage of their deadly melee weapons, particularly their lethal living weapon, the amphistaff. A Yuuzhan Vong warrior never cries out in pain. Death or dismemberment means nothing to the Yuuzhan Vong warrior—so long as he has dealt at least as much damage to his foe.

The 2nd-level Yuuzhan Vong soldier is a veteran of a few battles and has learned to take full advantage of his

YUUZHAN VONG EQUIPMENT

[PROFESSION + 1] [SENSE MOTIVE + 1]

The Yuuzhan Vong employ a wide variety of bioengineered creatures, rather than more traditional technology. Their most commonly used gear is described below and on the following page.

Amphistaff: A serpentine creature that can become rigid as stone, and is generally employed as a quarterstaff. It is able to contract the muscles around its head and tail, forming razor-sharp edges, becoming a two-headed spear. Properly stimulated, the amphistaff can either relax its body and act as a whip, or spit potent venom up to 20 meters away. Configurations that deal piercing or slashing damage also inject poison into the target. Using the two-headed spear, whip, whip-spear, or venom spitter configuration requires the Exotic Weapon Proficiency (amphistaff) feat. Using the quarterstaff configuration requires the Weapon Group Proficiency (simple weapons) feat.

Amphistaff Configuration	Damage	Critical Range	Increment	Size	Weight	Type
Quarterstaff	1d6/1d6	20	–	Large	2 kg	Bludgeoning
Two-headed spear	1d6/1d6 plus poison	20	4 m	Large	2 kg	Piercing, slashing
Whip	1d4 plus poison	20	Special	Large	2 kg	Slashing
Whip-spear	1d4/1d6 plus poison	20	Special	Large	2 kg	Piercing, slashing
Venom spitter	Poison	–	20 m	Large	2 kg	–

Poison Type	Initial Damage	Secondary Damage
Injury (bite) DC 22	1d4 Dex	1d8 Dex
Contact (spit) DC 20	Blindness	Special

The special secondary effect of the contact poison is a gradual loss of Constitution. The victim loses 1 point of Constitution per hour, for 1d6+6 hours, or until the poison is treated. For unknown reasons, Twi'leks are particularly susceptible to Yuuzhan Vong poison and suffer a –5 penalty on their saves.

Blorash Jelly: An amorphous blob that has highly adhesive properties. Any creature struck by a blorash becomes stuck, suffering a –2 penalty on attack rolls and a –4 penalty to effective Dexterity. The target must succeed at a Reflex saving throw (DC 15) to avoid being pinned in place and unable to move; a successful save still only allows the target to move at half speed. Removing the blorash requires a Strength check (DC 25), or dealing 12 points of damage to the creature with either a slashing or energy weapon. The blorash can also be removed with a successful Intelligence check (DC 15).

Gnullith: An organic breathing filter, the gnullith is capable of allowing the wearer to respirate in any noncorrosive gaseous or liquid environment. Shaped like a starfish with a long, central proboscis, the gnullith is worn over the mouth and nose, allowing it to insert its proboscis down its wearer's throat. The process is extremely uncomfortable: Donning the gnullith requires a successful Fortitude saving throw (DC 15). This can be attempted once per round.

Ooglith Masquer: This bio-organism allows the wearer to cover his or her body with a convincing disguise. Generally, only Yuuzhan Vong involved in deep-cover operations employ ooglith masquers. Each masquer is engineered to mimic a certain species; the Yuuzhan Vong use them primarily to pass as Human (the species they most closely resemble in overall shape and size). Using an ooglith masquer confers a +10 equipment bonus on the wearer's Disguise check. Donning the masquer deals 1d4 points of damage to the wearer. The masquer can be removed by pressing a hidden organ located near the wearer's nose. This organ can be found with a successful Search check (DC 15).

Razorbug: A bioengineered weapon resembling a fist-sized, disk-shaped insect, its edges are extremely sharp. Yuuzhan Vong throw them at opponents, and the bug deploys its wings, acting as a kind of guidance system (adding +1 to the attack bonus). A character with the

continued on page 357

YUUZHAN VONG EQUIPMENT (con't)

[PROFESSION + 1] [SENSE MOTIVE + 1]

deflect special ability can use a lightsaber to destroy a razorbug in flight (though it cannot be deflected at another target using this ability). If the razorbug misses its target (and isn't destroyed or otherwise rendered unusable), it returns to its owner's hand at the end of the follow round. A razorbug that strikes its target uses its appendages to dig even farther into the wound, dealing damage again at the end of the following round without rolling another attack, unless the bug is removed from the wound first. (This requires an attack action.) Note that because the razorbug propels itself, its user does not gain a Strength or Dexterity bonus, either on the attack or on damage. A razorbug has the following weapon profile:

	Damage	Critical	Range	Weight	Type
Razorbug	1d6+2	20	20	1.2 kg	Slashing

Thud Bug: Another bioengineered weapon, it is similar to the razorbug. When released, the creature flies toward the nearest enemy at high speed. The target must succeed at a Reflex saving throw (DC 18) to avoid the living projectile. Alternatively, a character with the deflect special ability can use a lightsaber to destroy the thud bug (though it cannot be deflected at another target using this ability). If the thud bug hits its target, it deals 2d6 damage, and the victim must make a Strength check (DC 15) or be knocked prone. The target must continue attempting to avoid or deflect the thud bug each round until the thud bug strikes or is destroyed, or the target is prone, at which point the creature becomes dormant again.

Tizowyrm: Yuuzhan Vong speak their own language, but these tiny symbionts, carried inside the ear, store phonic information and constantly communicate it to their wearers. Effectively, anyone wearing a tizowyrm gains the skill Speak Language for a specific language. All tizowyrms encountered among the Praetorite Vong confer the skill Speak Basic, or some other intragalactic tongue; the Yuuzhan Vong obviously have no need of tizowyrms that grant the skill Speak Yuuzhan Vong.

Tsaisi: This weapon is a narrower, smaller version of the amphistaff. Using its two-headed dagger, lash, lash-dagger, and venom spitter configurations requires the Exotic Weapon Proficiency (tsaisi) feat. Using the baton configuration requires the Weapon Group Proficiency (simple weapons) feat. The tsaisi's profile is given below.

Tsaisi Configuration	Damage	Critical	Range Increment	Size	Weight	Type
Baton	1d4/1d4	20	–	Small	1 kg	Bludgeoning
Two-headed dagger	1d6/ 1d6 plus poison*	20	4 m	Small	1 kg	Piercing, slashing
Lash	1d2 plus poison*	20	Special	Small	1 kg	Slashing
Lash-dagger	1d4/ 1d6 plus poison*	20	Special	Small	1 kg	Piercing, slashing
Venom spitter	Poison*	–	20 m	Small	1 kg	–

*See amphistaff description on previous page for details about Yuuzhan Vong poison.

Villip: Created in pairs, these leathery lumps of flesh maintain contact with each other over even interstellar distances. The Yuuzhan Vong use villips to communicate across long distances in the fashion they call "villip-speak." The user "awakens" a villip by stroking it, after which it stimulates its twin to awaken as well. Each then unfolds along the sole break in its membranous tissue, and puckers its flesh into the shape of the owner of the villip at the other end. In effect, the villip shows its operator the features of the person he or she is communicating with (presumably; the villip adopts a particular form when it is first joined to its original owner, and thereafter has no way of knowing who is actually operating it). In addition, the villip emulates the voice of its twin's owner, completing the eerie illusion of direct communication with the other party. The villip "speaks" whatever language is being spoken to its twin—it does not perform any translation function. Awakening a villip requires a successful Intelligence check (DC 15).

Vonduun Crabshell Armor: The armor of the Yuuzhan Vong warrior, it has the following statistics: DR 3, maximum Dexterity +4, armor check penalty –3, speed 10 m/6 m.

weapon's capabilities. The 4th-level soldier is often a squad leader or a warlord's personal guard; his prowess on the field of battle makes him a fearsome foe indeed.

Yuuzhan Vong soldiers receive the Exotic Weapon Proficiency (amphistaff) feat instead of the Weapon Group Proficiency feats for blaster pistols, heavy weapons, and vibro weapons. These latter devices do not exist among the Yuuzhan Vong and are considered unclean.

Low-Level Yuuzhan Vong Warrior: Soldier 2; Init +0; Defense 13 (+3 class); DR 3; Spd 10 m; VP/WP 18/12; Atk +3 melee (1d6+1 plus poison, amphistaff) or +3 ranged (2d6, thud bug); SQ Amphistaff poison; immune to Force, Sense, and Alter; SV Fort +6, Ref +0, Will –1; FP 0; DSP 4; Rep +1; Str 12, Dex 12, Con 12, Int 10, Wis 8, Cha 10. Challenge Code B.

Equipment: Vonduun crabshell armor, amphistaff, thud bugs (×2), blorash jelly.

Skills: Climb –1, Intimidate +5, Jump –1, Knowledge (politics) +4, Pilot +5, Survival +4.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (amphistaff), Great Fortitude, Two-Weapon Fighting, Weapon Group Proficiency (simple weapons).

Mid-Level Yuuzhan Vong Warrior: Soldier 4; Init +0; Defense 14 (+4 class); DR 3; Spd 10 m; VP/WP 30/12; Atk +5 melee (1d6+1 plus poison, amphistaff) or +5 ranged (2d6, thud bug); SQ Amphistaff poison; immune to Force, Sense, and Alter; SV Fort +7, Ref +1, Will +0; FP 0; DSP 8; Rep +1; Str 13, Dex 12, Con 12, Int 10, Wis 8, Cha 10. Challenge Code C.

Equipment: Vonduun crabshell armor, amphistaff, thud bugs (×2), blorash jelly, razorbugs (×2).

Skills: Climb +1, Intimidate +6, Jump +1, Knowledge (politics) +4, Pilot +6, Survival +5.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (amphistaff), Great Fortitude, Quickness, Power Attack, Two-Weapon Fighting, Weapon Group Proficiency (simple weapons).



CHAPTER FIFTEEN

DROIDS|15

[Diplomat I] [Spd 8m VP/WP-/13]

A droid is a kind of intelligent robot, a mechanical automaton electronically programmed to act, think, and behave in a certain way.

Droids facilitate various tasks that organic beings find tedious, difficult, or hazardous to perform. Droids are typically fashioned in the likeness of their creators or in a utilitarian design that stresses function. Their usefulness makes them a common sight on nearly every inhabited world in the galaxy. They provide assistance, advice, and sometimes even friendship to trillions of sentient beings on a daily basis.

What's New?

If you don't have the previous edition of the *Star Wars Roleplaying Game*, you can skip this section. It explains what we changed in this chapter for the new edition.

In addition to updating and clarifying the existing droid material, we've added rules for playing droid heroes (which originally appeared in *Star Wars Gamer* magazine), new droids from Episode II, and rules for memory wipes.

A Droid's Life

Droids are usually property, bought and sold like any other piece of equipment. Although some droid owners come to think of their droids as friends, the fact remains that droids are programmed to serve whoever is designated as their master. To the vast majority of droids, the concept of droid independence is unthinkable. Without someone to command them, what would they do?

Even so, ownership and control are two very different things. Droids must do what they are commanded to do to the best of their ability, but their programming dictates how they accomplish their orders. Ordered to find a replacement part for an X-wing, a droid might commence a systematic search of the repair bay, then the docking facility, then the neighborhood, then the countryside, and so on—all the while thinking its actions are perfectly logical. Droids often need very specific instructions to do what their masters command, in a manner meeting their master's expectations.

Occasionally, events conspire to lead a droid to independence. These so-called "self-owned" droids are few, but not as rare as many believe. One might hear stories of droids that escape their masters after years of abuse, or of an entire line of droids that manifest violent personalities as the result of a programming glitch. However, not all independent droids are haywire, rampaging killers. Independent droids often enter into partnerships with organic beings, particularly on worlds where a lone droid without a master draws a lot of unwanted attention. Independent droids sometimes even seek each other out, hoping to find strength and security in numbers. Some independent droids are thrust into the unlikely role of hero, helping to defend the galaxy from the depredations of evil as personified by the likes of the Empire and the Yuuzhan Vong.

Droid Classifications

For millennia, droids have been classified according to their purpose, and these classifications provide droid manufacturers with guidelines for droid design. (Few have attempted to create true multipurpose droids.) The five classifications of droids roughly correspond to their complexity.

A droid commoner has scores of 10 in all abilities. Modifiers given below are applied to the commoner scores (for most GM characters) or to a droid hero's base ability scores (regardless of which method is used to generate them).

First-Degree Droids

First-degree droids are effectively mobile computers. They are programmed to solve scientific problems quickly and accurately and put those solutions to effective use. These droids are often found in roles relating to physics, mathematics, and medicine. Examples include the 2-1B medical droid and the IT-O interrogation droid.

Typical Ability Modifiers: +2 Int, –2 Str, –2 Cha.

Professional Class: Diplomat or Expert.

Second-Degree Droids

Second-degree droids are often found in the engineering and technical science fields. Like first-degree droids, their main function is solving complex equations specifically related to their field. They're generally equipped with appendages and control ports to allow them to interact with other machines. Examples include the popular R2 Series astromech droids.

Typical Ability Modifiers: +2 Dex, +2 Int, –4 Str.

Professional Class: Expert.

Third-Degree Droids

Third-degree droids are programmed to perform social services: translation, protocol, teaching, housekeeping, and secretarial work. Many are also programmed to act as controllers of complex systems and are found in spaceports and emergency-services stations throughout the galaxy. The most widely recognized third-degree droids are the 3PO protocol droid and the M-TD Series translator droid.

CREATING DROID HEROES

[DIPLOMAT 1] [SPD 8M VP/WP -/13]

With the Gamemaster's permission, a player can opt to create and play a droid hero. (Conversely, a GM may forbid droid heroes in his campaign.) A droid hero might be the property or companion of an organic hero run by another player, or it might be independent.

When creating a droid hero, follow these steps:

1. Determine the Droid's Basic Model. Every droid starts as a basic factory model. Of the droid types described at the end of this chapter (see Sample Droids), only the ones in the following list can be adapted for use as heroic characters.

- 2–1B Series medical droid (page 370)
- R2 Series astromech droid (page 371)
- 3PO Series protocol droid (page 371)
- M–TD Series translator droid (page 372)
- B2 Series Baktoid Combat Automata (page 373)
- ASP Series labor droid (page 375)
- J9 Series worker drone (page 375)
- EG–6 Series power droid (page 375)

The characteristics of each basic model are given in the statistics blocks that accompany the descriptive text for that droid.

2. Choose a Heroic Class. If the droid hero you're creating has one and only one level in a professional class, you can add one level of a heroic class for free. The process is the same as for creating a biological multiclass character, which is outlined under Adding a Second Class (page 65): Add the basic characteristics of the class and any class features gained at 1st level to the droid's basic model description. (Determining skill points is a special case; see step 3, below.)

Example: Giving a 3PO Series protocol droid a level in the scout class improves each of its saving throw bonuses by +1. The droid receives 1d8 vitality points, plus 1 more for its Constitution modifier. The class skills for a scout now become class skills for the droid whenever it spends skill points earned by advancing a level in the scout class. The droid selects either Weapon Group Proficiency (blaster pistols) or Weapon Group Proficiency (blaster rifles) as an additional feat, and also chooses a bonus feat from the list in the scout class description (page 47). The +2 Defense bonus of a 1st-level scout is applied to the droid's Defense, raising it to 12–but this increase is offset by the standard –2 multiclass penalty (see Defense Bonus, page 64).

When the droid gains enough experience points to advance to 2nd level as a scout, it picks up the trailblazing class feature in addition to gaining better save bonuses, more vitality points, and so on.

A droid that starts the game with more than one level in a professional class (such as the R2 Series astromech droid, which begins as a 4th-level expert) can't take a heroic level until it earns sufficient experience points to gain a new level.

Likewise, a droid that already has a heroic class (such as the B2 Series battle droid, which is a 1st-level soldier) can't gain another level in a heroic class until it earns sufficient experience points to gain a new level.

3. Spend Any Available Skill Points. Most beginning droid heroes have skill points they can use to increase their number of ranks in skills they already possess, or to add one or more new skills.

Each basic model comes with a certain number of unspent skill points. If you chose a heroic class for your droid in step 2, determine the number of skill points a character of that class would get by advancing a level and add that to your number of unspent skill points.

As with biological characters, all these skill points must be allocated before the droid hero can begin play; you can't save skill points to be spent later.

Example: The basic model of the 3PO Series protocol droid comes with 10 unspent skill points. When the droid picks up one level in the scout class, it gets another 10 skill points (6 + 4 for its Intelligence modifier), giving it a total of 20 unspent skill points.

CREATING DROID HEROES (con't)

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4. Choose a Quirk. Choose one quirk from Table 15–4: Droid Quirks and adjust your droid's skills and abilities accordingly.

5. Add the Finishing Touches. Make the final adjustments to your new droid, including a description of its appearance and an alphanumeric name (and a casual nickname, if you desire).

Droid Hero Classes

Droid characters with one or more heroic classes gain experience points and vitality points as they advance in level. Droids that have broken their programming and become independent are no longer constrained by behavioral inhibitors that prohibit them from harming organics (see Behavioral Inhibitors, page 362).

The GM should sit down with the player during the creation process to devise a short list of former masters for the droid hero. (Droids can become independent, but they aren't typically manufactured that way.) The player should also have a clear idea of why his droid has become self-reliant (if that is the case). Did a former master grant the droid its freedom? Was the droid abandoned on a space derelict and only recently brought back online after centuries of neglect? By answering these questions, the player can explain an independent droid hero's atypical behavior.

GMs who allow players to run droid heroes should be aware of certain similarities and differences between droid heroes and organic heroes, as well as the inherent advantages and disadvantages of playing droid heroes.

What's the Same About Droid Heroes

- Droid heroes earn experience and advance in levels just like organic beings. Only droid heroes gain experience; GM character droids and droids purchased by heroes do not gain experience points.
- Other than being restricted to non-Force-using classes, droids gain the abilities and features inherent to each heroic class in which they take levels.
- Droids are susceptible to critical hits.
- Droids receive the same benefits and penalties for wearing armor as organic beings.

What's Different About Droid Heroes

- Droid heroes don't require sleep. However, they do need to enter shutdown mode and recharge for 1 hour after 100 hours of operation. If a droid hero fails to do so, it must succeed at a Will save (DC 10) or its programming begins to suffer Intelligence damage (see Table 15–3: Droid Ailments).
- Droid heroes, though self-aware and even emotional, are not truly alive. They have no connection to the Force and can't gain Force skills, Force feats, or Force Points. They are also immune to certain Force effects.
- Droids can regain lost wound points or ability points only through use of the Repair skill (see Droid Repair, page 366). A droid hero can use this skill on itself.
- A droid's skill points can be reassigned with the Computer Use skill. A droid hero can use its own Computer Use skill to perform this reprogramming, although it must be focused to perform the check.
- If a droid hero is ever subjected to a complete memory wipe, it becomes a basic model of its type, losing any levels and abilities gained. In effect, the hero has to be created all over again.
- Droids are immune to poison, radiation, disease, suffocation, drowning, and all but the most extreme hot and cold temperatures. However, they are susceptible to rust, droid rot, corruption, and disrepair, as well as dust and sand.
- Droids can't be stunned except by ion weapons (as described in Chapter Seven).
- Droids gain an ability score point every 4th level, just as organic heroes do. These increases must be applied to Intelligence, Wisdom, or Charisma. Droids can't improve their physical abilities by natural means.

Typical Ability Modifiers: +2 Cha, –2 Str, –2 Wis.

Professional Class: Diplomat.

Fourth-Degree Droids

Fourth-degree droids are nearly all employed in security or military applications. They are generally quick, often strong, and not usually very intelligent, almost always requiring supervision for tasks outside their core programming (which rarely includes the usual prohibition on killing sentients). Classic examples include the Baktoid Combat Automata B1 battle droid, the Arakyd Viper Series probe droid, and the E522 Series assassin droid.

Typical Ability Modifiers: +2 Dex, +2 Con, –4 Int.

Professional Class: Expert or Thug.

Fifth-Degree Droids

Fifth-degree droids are the common laborers of the galaxy—cheap, predictable, and in most cases, disposable. They are mainly employed for carrying heavy loads or performing repetitive tasks. Typical examples include the ubiquitous ASP Series labor droid and the J9 worker drone.

Typical Ability Modifiers: +2 Str, –2 Wis, –2 Cha.

Professional Class: Expert.

GM Character Droids

In a typical *Star Wars* campaign, the Gamemaster runs all droids as GM characters.

Like ordinary GM characters, a droid has one or more classes. Nearly all droids are professionals: diplomats, experts, or thugs. A small number of GM character droids have heroic classes—generally scout or soldier, though fringer, scoundrel, and tech specialist droids are possible. Noble droids are exceedingly rare. Droids with Force-using classes don't exist, because droids can't gain Force skills or Force feats.

Every droid has a base attack bonus, base save bonuses, skill points, ability scores, feats, and wound points. Droid heroes also have class features and vitality points.

Ambidexterity

All droids are ambidextrous and ignore all penalties for using an "off hand."

(Droid designers do not deliberately weaken their designs by making them favor one limb or the other.) Thus, droids receive the Ambidexterity feat for free.

Vitality and Wounds

Because the majority of droids are ordinary diplomats, experts, and thugs, they don't have vitality points—only wound points. All damage physically disables these droids, and it doesn't take a lot to cause one to shut down.

There are exceptions, however. A GM character droid with a hero class has vitality points, as does any droid with the Quickness feat. Such a droid's vitality points represents its ability to avoid damage or turn successful hits into glancing blows. Droids with vitality points recover them in the same manner as organic heroes, as discussed on page 160.

Droid Limitations

Droids mimic organic creatures in a great many ways, but not in all ways. Most droids come equipped with only audio and visual sensors, and they have no sense of smell, taste, or touch. Droids don't breathe, eat, or excrete.

Being inorganic, droids have no connection to the Force. They can never acquire Force feats, Force skills, or Force Points. Conversely, droids are largely unaffected by the Force. Only certain Force skills can actively affect a droid. In general, Force, Sense, and Control abilities have no effect on droids, and only the following Alter skills affect them: Drain Energy, Force Lightning, Force Strike, and Move Object.

Note that droids don't block other Force skills, they just can't be affected by them. Destroyer droids register as a danger to those with Sense, for example, but a Force-user can't employ Heal Another to repair a damaged droid.

Using Skills

Droids aren't generally good at improvising. A droid can attempt ability checks, but it can only attempt skill checks for skills it has ranks in. A droid can't use skills untrained with the exception of the skills listed below. Droids can learn new skills (see Droid Programs).

For example, a droid hero that picks up ranks in the Computer Use skill has software that enables it to operate computers (provided it has the appropriate connection to a computer's controls). But if the same droid has its memory wiped, it can't "guess" at how to turn on, turn off, or otherwise operate a computer. It isn't allowed to make an untrained Intelligence check; it doesn't understand how the controls work. At best, a droid can go through the motions, but it isn't allowed to attempt the check.

A few skills are part of all droids' core programming—basically, the skills that let a droid perceive its environment and move from place to place without falling over. Droids are allowed to use the following skills untrained: Balance, Climb, Jump, Listen, Search, and Spot.

"SPEAK BINARY"

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Nearly all droids are programmed to understand a binary computer language used by most computers and intelligent machines. The simple version of this is a Speak Language skill called Speak Binary. With it, droids can communicate with computers and each other.

Obviously, some droids can understand additional languages as well—most droids in the galaxy are programmed with Speak Basic, even if they can't actually articulate the language. Some living beings learn to interpret the binary language of droids, even if they can't themselves speak an approximation of it.

Droid Personalities

Droids develop personalities. As a droid's electronic brain processes information, it learns what responses are expected of it and stores those responses for future reference. Unfortunately, some droids are notoriously bad at interpreting subtlety and can make glaring errors in judgment. Some of these faults are embarrassing to their owners. Most are merely amusing. A rare few are dangerous. However, all are seen as quirks: signs that a droid is developing a personality. Table 15–4: Droid Quirks provides examples of this feature, which the GM may assign to GM-controlled droids if he desires. When an owner comes to see a quirk as undesirable, the owner generally has the droid's memory wiped, erasing its stored responses and thus eliminating the personality.

On occasion, droids with personalities have been known to rebel, generally by attempting to escape their masters or, in extreme cases, by turning on their masters. The only sure means of preventing such an unfortunate occurrence is a memory wipe, but doing so also erases most of the droid's skills and feats (see Memory Wipes). In cases where this is inconvenient, the next best solution is a restraining bolt (see page 369). Restraining bolts are so popular that many droid models come equipped with mounts for them, installed at the factory.

Behavioral Inhibitors

Even without a restraining bolt or periodic memory wipes, most droids operate according to a rigid set of guidelines. A droid's core programming—the part of its memory that can't be wiped—provides it with strict instructions on how to react under a variety of common circumstances, most of which revolve around obedience, safety, ethics, and morality. These are the droid's behavioral inhibitors.

For example, the most common restriction coded into a droid's memory is the notion that it can't kill a sentient organic being or allow one to be killed by not informing it of a threat. (Battle droids, an exception, have no such coding.) Droids are under similar strictures not to allow themselves to be destroyed, except when the only alternative is allowing a sentient organic being to be destroyed. Droids are most often strictly forbidden to deliberately fabricate information or purposefully create an inconvenience for a sentient creature.

Of course, droids are also hardwired to obey the commands of their designated masters. When a master's orders conflict with the droid's behavioral inhibitors, the droid is required to inform its master immediately.

The development of a personality enables droids to temporarily subvert their behavioral inhibitors, which is why memory wipes and restraining bolts are commonly employed. But some progressive masters actually encourage their droids to break their programming, trusting the droid's judgment to make independent decisions and not take advantage of the situation.

Programming and Equipment

The usefulness of any given droid is a product of its programming and components. A droid's program represents its accumulated knowledge, skills, behavior, and sense of right and wrong. The physical construction of a droid enables it to perform its skills, express its knowledge, manifest its behavior, and otherwise act upon its programming.

Droids have skills and feats, but unlike organic characters, a droid's skills and feats can be changed (see Reprogramming). Over the course of its existence, a droid may serve many functions, using skills one day that it doesn't even remember the next.

Note that a droid comes equipped with the language of its creator. Like organic characters, droids also gain languages based on their Intelligence modifiers.

Droid Processors

A droid can't perform any functions at all without its processor—also known as a droid brain. A digitally encoded processor contains all the basic information the droid needs to function: how to move its appendages, how to travel from place to place, what rules of behavior it must follow, and so on. This same processor enables the droid to react to situations not included in its programming. In essence, it tests all incoming data against this "core programming" and decides upon a response.

Effectively, a droid's processor can be expressed as its Intelligence score. Less intelligent droids take longer to determine acceptable responses to external stimuli. Low-intelligence droids tend to specialize in a single task that requires no deductive capability. High-intelligence droids are considerably more versatile—and are more expensive.

Means of Locomotion

Droids can be categorized by their methods of movement, as defined below.

Walking droids are the most versatile droids, having legs and feet that let them travel like bipeds, quadrupeds, and other similar creatures. The most common chassis for walking droids is the "humanoid" form (two arms, two legs, and a head).

Wheeled droids use one or more powered wheels to move and are generally designed to traverse smooth surfaces. Wheeled droids can't move up or down stairs.

Tracked droids are an improvement on the wheeled droid, having ridged treads that give them more traction.

Hovering droids use repulsorlift technology to float slowly above the ground (generally within 10 meters). They aren't hampered by most terrain, and they tend to be Small in size (or even smaller) to maximize the efficiency of their repulsors.



Flying droids use engines of some kind to travel more or less wherever they please. They are the least hampered by terrain, but tend to be the most expensive.

Stationary droids don't move at all.

Table 15–1: Droid Movement and Terrain summarizes the reduction to a droid's speed if it is forced to traverse rough terrain.

Table 15–1: Droid Movement and Terrain

Droid	— Obstruction —		— Surface —	
Type	Moderate	Heavy	Bad	Very Bad
Walking	×3/4	×1/2	×1/2	×1/4
Wheeled	×1/2	×1/4	×1/4	–
Tracked	×3/4	×1/2	×1/2	×1/4
Hovering	–	×3/4	–	–
Flying	–	–	–	–

Obstruction: Moderate obstructions include undergrowth and lightly crowded city streets. Heavy obstructions include water, densely crowded city streets, and hard debris.

Surface: Bad surfaces include mud, deep sand, steep slopes, and jagged terrain. Very bad surfaces include those covered with deep snow, ice, and oil.

Droid Appendages

Droids are built to serve a function, and the types of appendages a droid has determines how well it is able to touch, hold, lift, carry, push, pull, or place objects. Limbs that aren't used for locomotion or balance have one of



the following types of appendages: probes, instruments, tools, claws, or hands.

Probe: Few droids have no actual manipulators. The bare minimum is a probe that can push or pull objects.

Instrument: Instruments are a step up from simple probes. They might be designed to accomplish specific tasks. For example, a droid with a hypodermic syringe as its sole appendage can use the syringe for its intended purpose, but otherwise can only push objects with it. A few instruments are actually designed to clamp, and can thus hold objects, but they are generally delicate. A droid using an instrument of this nature has a carrying capacity (see page 127) as if its Strength score were one-quarter of its actual value.

Tool: Tool appendages are somewhat sturdier than instruments. A droid must make a Dexterity check (DC 15) to lift, carry, or drag objects for which its tools were not designed. The GM might rule that particularly delicate objects have a higher DC. If the check fails, the droid drops the object.

Weapons mounted on a droid are considered tool appendages unless otherwise noted.

Claw: Claws are an intermediate step between tools and true hands. They are useful for grabbing onto objects to be moved, but aren't very good for manipulating objects. So, for example, while a droid could easily carry a blaster in its claw, it would have difficulty firing it.

Hand: A droid is considered to have a true hand if its gripping appendage includes at least three digits, one of which is opposable. The common 3PO Series protocol droids and Baktoid Combat Automata battle droids are almost always equipped with hands.

Droids can use their appendages (probes, instruments, tools, claws, or hands) to make unarmed attacks. The damage dealt by an unarmed attack depends on the droid's size, Table 15–2: Droid Appendages and Unarmed Damage lists the base unarmed damage; remember to apply the droid's Strength modifier to this base damage.

Table 15–2: Droid Appendages and Unarmed Damage

Droid Size	Probe	Instrument	Tool	Claw	Hand
Fine	—	—	—	—	—
Diminutive	—	—	—	1	—
Tiny	—	—	1	1d2	1
Small	1	1	1d2	1d4	1d2
Medium-size	1	1d2	1d3	1d6	1d3
Large	1d2	1d4	1d6	1d8	1d6
Huge	1d4	1d6	1d8	2d6	1d8
Gargantuan	1d6	1d8	2d6	2d8	2d6
Colossal	1d8	2d6	2d8	3d6	2d8

Droid Maintenance

Although droids age, they don't suffer the effects of aging the same way living beings do. Properly maintained, a droid's parts can last for centuries with no appreciable loss in performance. However, there are some conditions that can plague a droid that isn't properly maintained.

Droids contract these ailments in one of three ways: neglect (improper maintenance), exposure (to microorganisms that attack droid components), and stress (being pushed beyond their normal limits). When a droid becomes susceptible to one of these conditions, it must make a Fortitude saving throw.

If the saving throw succeeds, the droid comes through unscathed. If the save fails, the incubation period of the ailment (see Table 15–4: Droid Ailments) begins; roll the indicated die or dice.

At the end of the incubation period, the droid makes another Fortitude save. If this save succeeds, the droid is unaffected. If this save fails, the droid takes the damage indicated for the ailment.

It must continue to attempt saving throws once per day, taking damage on a failure as for earlier failed saves. As soon as the droid succeeds on this save, the condition has run its course, and the droid takes no further damage.

A droid doesn't recover damage from an ailment; it must be repaired using the Repair skill (see Droid Repair).

Table 15–3: Droid Ailments

Condition	Fort Save DC	Incubation Period	Damage
Rust	12	1d4 days	1 Str, 1 Dex, 1 Con
Dust or grit	12	1d4 days	1d3 Dex
Droid rot	15	2d6 days	1d4 Int
Disrepair	12	1d6 weeks	1 Con

The nature of various droid ailments is discussed below.

Rust: Some metal components are susceptible to corrosion. A droid becomes susceptible to rust when it is exposed

Table 15–4: Droid Quirks

1d20	Quirk
1	**Alien Design:** The droid was built to resemble an unusual species. It gains a +4 equipment bonus on Intimidate checks and takes a –4 penalty on Diplomacy checks.
2	**Amenable:** This droid can't help but get along well with organics and droids alike. It gains a +4 equipment bonus on Diplomacy checks and takes a –4 penalty on Intimidate checks.
3	**Faithful:** This droid obediently remains by the side of friends in need of help. It gets a +3 circumstance bonus when assisting another character with a skill check (instead of the usual +2 bonus).
4	**Honest:** This droid can't help but tell the truth. If asked a direct question, it must succeed at a Will save (DC 15) to reply with anything but the truth. The droid gets a +4 computer bonus on Knowledge (select one) checks.
5	**Reliable:** The droid gains the Trustworthy feat (see Chapter Five: Feats).
6	**Pompous:** The droid possesses a superiority complex toward all other intelligent beings. It takes a –2 penalty on Diplomacy checks and gets a +2 equipment bonus on Knowledge (select one) checks.
7	**Self-Improvement:** The droid doubts its own abilities and constantly modifies its programming to improve itself. It gets a +4 equipment bonus on Computer Use checks to reprogram itself (see Reprogramming) but takes a –1 penalty on all Charisma-based skill checks.
8	**Previous Job:** The droid once worked a steady job that it still retains programming for. This droid gets a +4 equipment bonus on Profession (select one) checks.
9	**Focused:** This droid gains Skill Mastery in any one skill, allowing it to take 10 on a check for that skill even under stressful conditions. The droid is so focused that it suffers a –2 penalty on Listen and Spot checks.
10	**Talkative:** This droid is the classic chatterbox. The droid gains a +2 equipment bonus on Bluff and Diplomacy checks but suffers a –2 penalty on Gather Information and Sense Motive checks, since it tends to be preoccupied by the sound of its own voice.
11	**Aggressive:** The droid has a propensity for getting into fights. The droid receives a +1 equipment bonus on all attacks and takes a –1 penalty to Defense.
12	**Paranoid:** The whole galaxy is out to get this droid—or so it thinks. The droid is constantly alert for its many enemies and gets a +2 equipment bonus on Listen and Spot checks. It takes a –2 penalty on Diplomacy, Gather Information, and Intimidate checks.
13	**Inquisitive:** Curiosity often gets the better of this droid. It gets a +2 equipment bonus on Gather Information checks but takes a –2 penalty on Diplomacy checks, since it often asks inappropriate questions.
14	**Obsessive:** The droid focuses on one skill to the exclusion of a few others. One skill in which the droid has ranks receives a +3 equipment bonus. Choose three other skills the droid has ranks in or can use untrained; it takes a –1 penalty to each.
15	**Argumentative:** This droid likes to have the last word. The droid takes a –2 penalty on Diplomacy and Gather Information skill checks but gets a +2 equipment bonus on Bluff and Intimidate checks.
16	**Resilient But Slow:** The droid is built to last, but the modifications make it slow to respond to threats. It gets the Toughness feat for free but takes a –1 penalty on Initiative checks.
17	**Mechanically Inclined:** The droid has an avid interest in machines and considerably less interest in organic beings. The droid gets a +2 equipment bonus on Computer Use and Repair checks but takes a –2 penalty on all Charisma-based skill checks.
18	**Untrustworthy:** A program glitch compels the droid to make false claims and tell lies, often on a whim. The droid receives a +4 equipment bonus on Bluff checks but takes a –4 penalty on Diplomacy checks.
19	**Bad Wiring:** The droid occasionally short-circuits. Whenever the droid rolls a natural 1 on an attack roll, saving throw, or skill check, it shuts down for 1d4 rounds. However, the "creative circuitry" grants the droid a +2 equipment bonus to any one ability score.
20	**Hidden Persona:** Modifications to the droid hide a secret, separate personality that exists apart from the the droid's normal personality (which is unaware of the hidden persona's existence). Upon a verbal or visual cue—often a repeated phrase or unusual gesture—the droid switches into or out of this dormant personality. (The cue that triggers this quirk should be determined by the GM, or the player in the case of a droid hero.) The dormant personality has one level of a non-prestige, non-Force-using, heroic class of the GM's or player's choice. The droid retains its Strength, Dexterity, and Constitution scores, but its Intelligence, Wisdom, and Charisma scores become those of the dominant personality. The player should keep the dormant personality on a separate character sheet. When the hidden persona is in control, the droid hero doesn't gain experience points; left alone, the hidden persona remains in control for a number of hours equal to its Charisma score.



to damp or wet conditions for longer than one week and not properly dried within one week thereafter. Proper drying requires a Repair check (DC 5).

Dust or Grit: Unless a droid has been sealed against such environments, dust and grit in its delicate working parts can severely impair its performance. An unsealed droid becomes susceptible to this ailment as soon as it is exposed to a large quantity of dust, sand, or similar particles.

Droid Rot: Internal circuitry can break down when a droid is exposed to extreme heat, a corrosive atmosphere, or certain hostile microorganisms. A droid becomes susceptible to droid rot immediately upon exposure to the threatening condition or organism.

Disrepair: If a droid is left with one-half or less of its full normal wound points for longer than one week, it becomes susceptible to disrepair: Loose parts inside can become completely detached and cause additional damage as they bounce around.

Effects of Environment

In general, a droid suffers the same kind of penalties a living being does under various environmental conditions. The obvious exceptions are vacuum and radiation, neither of which affect a droid.

Droid Repair

Since droids are mechanical constructs, they can regain lost wound or ability score points only through the use of the Repair skill. Anyone with the Repair skill—including another droid, or the wounded droid itself—can use it in much the same way as one uses the Treat Injury skill on living beings.

Table 15-5: Droid Repair Checks

Task	Repair DC
Shutdown	10
Rebuild	15
Oil bath	10
Maintenance	See text
Refurbish	15

Shutdown: If a droid has lost all of its wound points, some of its internal systems might still be trying to operate, inadvertently dealing more damage to the droid. With a successful Repair check (DC 10), the droid can be shut down and rendered helpless. Shutting down an unwilling droid—an opponent in combat, for example—first requires a successful attack roll, then a successful Repair check (DC 10).

Rebuild: With the appropriate parts and a successful Repair check (DC 15), the droid recovers 1 wound point. The attempt requires 1 hour.

Oil Bath: Using an oil bath to lubricate the droid's internal components restores 1d4 Dexterity points lost due to rust, sand, or similar gritlike particles that impair a droid's mobility. With a successful Repair check (DC 10), the droid recovers an additional 1d4 Dexterity points.

Maintenance: Droids suffer from unique, machine-related ailments. Certain microorganisms prey on a droid's internal components, breaking them down, or at least creating hazardous conditions due to bare wires and such. Rust is also a problem with many models of droids. In essence, these are diseases that affect only droids. Whenever a droid is required to attempt a skill check against the effects of the condition, the droid can use the result of the Repair check instead.

Refurbish: If, through lack of proper maintenance and cleaning, a droid has lost points from its ability scores, one can replace damaged components with new components—in effect, healing the droid. A successful Repair check (DC 15) restores 1 lost ability score point. This check can be attempted once per day.

Modifying Droids

A droid can be modified to carry additional equipment simply by attaching it to the droid's chassis at some point and connecting the new component to the droid's processor. Adding equipment increases the droid's weight. Droids suffer from encumbrance penalties the same way organic characters do: They slow down. Adding an extra piece of equipment to a droid, or swapping one piece for a different one, requires a Repair check—as well as the proper parts.

The most common modifications include upgrading the droid with newer and better parts and programs. The Repair check DC is 15 for any equipment or program specifically designed for the droid model, or 25 for items designed for a different model (adding a translator unit designed for a 3PO protocol droid to a pit droid, for example).

Adding equipment not specifically designed for droids is a bit more problematic. For example, replacing a protocol droid's right arm with a vibro-ax would be extremely difficult. The DC for the Repair check in such cases is 30.

Droid Death

When a droid dies (–10 wound points or 0 Constitution score), its droid brain shuts down permanently. Unlike organic beings, droids have a form of mechanical immortality: If a droid's programming is saved to a computer system, and a new chassis and droid brain can be bought or found, others can attempt to reactivate the droid.

A successful Repair check is required to transfer a droid's programming into a new chassis. The DC for the Repair check depends on the type of new chassis being used.

Same basic model	DC 20
Different model, same degree	DC 25
Different model, different degree	DC 35

Each time the transfer fails, the droid must make an Intelligence check (DC 15). A failed check indicates that the droid's memory suffers corruption: a permanent drain of 1d6 Intelligence points. The corrupted programming can't be repaired; if the droid's Intelligence modifier decreases because of corruption, the droid's skill points must be reduced accordingly. The droid also loses access to feats that have an Intelligence prerequisite higher than the droid's new Intelligence score.

A droid successfully transferred into a new chassis adopts the Strength, Dexterity, and Constitution of the new model but keeps its Intelligence, Wisdom, and Charisma scores. The droid retains its skills, although skill modifiers based on Strength, Dexterity, and Constitution might need adjusting.

Memory Wipes

Although intelligent droids consider it frightful and ghoulish and heroic droids regard it as a fate worse than death, the memory wipe is a fact of existence for most droids. Its primary purpose is to eradicate personality quirks that distinguish an independent droid.

Wiping a droid's memory requires a successful Computer Use check (DC 20). The droid must be shut down to perform the memory wipe.

A memory wipe erases one class level per minute. A complete memory wipe reduces a droid to a basic model with no personality quirks and no additional heroic or professional class abilities. For example, a 3PO Series protocol droid that had been a 1st-level diplomat/4th-level scoundrel becomes a basic model 1st-level diplomat after a 4-minute memory wipe, losing its scoundrel levels and all the corresponding benefits.

Reprogramming

A basic model droid comes with factory-preset skills and a certain number of spent and unspent skill points. Its spent skill points are embedded in the droid's core programming and cannot be altered. Unspent skill points and additional skill points acquired through level advancement can be altered through reprogramming.

A basic model droid also comes with a standard array of feats that are integral to the droid and cannot be altered. However, feats gained through level advancement can be altered through reprogramming.

Reprogramming allows you to reallocate skill ranks or substitute one feat for another feat. In both cases, the droid must be shut down for the duration of the procedure.

Reprogramming a droid requires concentration; it can't be done while performing other activities.

Reallocating Skill Ranks: Deleting one or more ranks in a given skill and reassigning those ranks to new skills requires a successful Computer Use check, with a DC of 30 + the droid's Intelligence modifier. The procedure, properly executed, takes 5 minutes for each redistributed skill rank. (For example, redistributing 4 skill ranks takes 20 minutes.)

The standard cost for hiring a professional programmer to reallocate a droid's skill ranks is 50 credits per redistributed skill rank.

For simplicity's sake, a programmer cannot delete a rank in a cross-class skill to acquire a rank in a class skill, or vice versa. A programmer must swap ranks in a class skill for ranks in another class skill, or ranks in a cross-class skill for ranks in another cross-class skill.

A programmer may reassign ranks from one skill to more than one other skill. Regardless of how the ranks are redistributed, a droid cannot have more ranks in any given skill than its level allows (see Getting Skills, page 67).

Substituting Feats: A programmer may replace a feat with a different feat provided two conditions are met: First, the deleted feat cannot be one of the feats found on the basic model. Second, the droid must meet all of the prerequisites for the newly substituted feat. Swapping one feat for another requires a successful Computer Use check, with a DC of 35 + the droid's Intelligence modifier. The procedure, properly executed, takes 20 minutes.

The standard cost for hiring a professional programmer to replace one of a droid's feats is 1,000 credits.

Droid Self-Reprogramming

A droid with sufficient ranks in the Computer Use skill may attempt to reprogram itself. However, a droid cannot decrease or increase the number of ranks it has in the Computer Use skill while reprogramming itself.

Droid Accessories

The physical components that allow a droid to perform and respond must be attached to the droid in some fashion. These parts are largely interchangeable, but equipment is tied closely with programming: A new piece of equipment is useless to a droid if it doesn't know how to use it.

Most of a droid's factory-installed equipment is designed to fit inside the droid, protecting the components and making the droid more aesthetically pleasing.

Armor

Droids have three levels of armor: light, medium, and heavy. To equip a droid with armor, see the costs and benefits below.

Light armor provides damage reduction 3, allows a maximum Dexterity bonus of +4, and provides an armor check penalty of –3.

Medium armor provides damage reduction 5, allows a maximum Dexterity bonus of +2, and provides an armor check penalty of –5.

Heavy armor provides damage reduction 7, allows a maximum Dexterity bonus of +0, and provides an armor check penalty of –7.

Bipedal droids can also wear armor.

Comlink

The droid is equipped with an integrated comlink system. It is otherwise identical to the standard comlink (described in Chapter Seven).

Diagnostics Package

Some droids are equipped to perform diagnostics, either as an aid to a technician or as a general safety feature. The diagnostic package gives a droid a +4 equipment bonus on Repair checks to diagnose problems.

Droid Caller

The droid caller is a handheld transmitter weighing 0.2 kilograms. It transmits a signal to any droid equipped with a restraining bolt. The droid caller overrides a droid's motor function and impels it toward the caller for as long as the device is activated.

An independent droid fitted with a restraining bolt can resist the droid caller with a successful Will save (DC 20).

Electroshock Probe

This small appendage emits a brief electrical discharge, sufficient to short out a single computer terminal or security lock. With a successful melee touch attack, the electrostunner deals 2d6 points of damage to a mechanical being. It acts as a stun weapon on organic targets (see Chapter Seven for details on stun weapons).

Environmental Compensator
The droid is adapted for an unusual environment, such as extreme heat, extreme cold, sand, or water. It is unaffected by the environment in question.

Fire Extinguisher
A full-round blast from this tool produces a chemical cloud that provides total concealment (50% miss chance). Those inside the cloud can't see targets outside the cloud, and those outside the cloud can't see targets inside the cloud. The cloud spreads 2 meters in all directions for every round it is activated. It dissipates after 3 rounds (no matter how large the cloud). Each full-round blast depletes one-tenth of the fire extinguisher's chemical supply.

If used for its intended purpose, the extinguisher can put out a fire of up to 10 square meters at a rate of 2 square meters per round before it is depleted.

Reloading the fire extinguisher is a full-round action. Replacement chemical cartridges for the extinguisher cost 25 credits each.

Flamethrower
The flamethrower is a ranged weapon that shoots a cone of burning chemicals 8 meters long and 8 meters wide at the terminus. Any target caught in the flames takes 3d6 points of damage; a successful Reflex saving throw (DC 15) halves the damage.

Reloading the flamethrower is a full-round action. The weapon can be used five times before its chemical supply is depleted. Replacement chemical cartridges for the flamethrower cost 100 credits each.

Heuristic Processor
This processor allows a droid to learn by doing, usually without instruction. The droid is able to reason through several potential solutions to tasks and formulate the best approach. A droid without a heuristic processor can't use any skills untrained.

Internal Storage
The droid has a certain amount of open space in its chassis, allowing for the addition of more internal components or compartments for carried items. Droids of Tiny size or smaller cannot have internal storage.

For each 50 credits spent on internal storage, the droid can carry an additional 1 kg of material or equipment. A droid's size determines the maximum weight of items stored in internal storage, as noted in the table below.

Droid Size	Maximum Weight Limit	Cost
Small	5 kg	250
Medium-size	10 kg	500
Large	30 kg	1,500
Huge	120 kg	6,000
Gargantuan	600 kg	30,000
Colossal	3,600 kg	180,000

Spring-Loaded Mechanism: This device allows a Small, Medium-size, or Large droid to launch an item held in an internal storage compartment up to 10 meters as an attack action. The droid makes a ranged touch attack to hit its target with the projectile, which can weigh no more than 4 kilograms. Anyone in the target square who has a readied action can try to catch the item, provided the droid's attack succeeded. Catching the item requires a successful Dexterity check (DC 10) and is considered a move action.

Spring-loaded mechanisms are not typically designed (or practical) for droids of Huge or larger size.

Locked Access
A droid with locked access has its shutdown switch secured or located internally, preventing it from being shut off by an opponent. Access is gained either by having a code or a key, or by restraining the droid long enough to make a successful Disable Device check (DC 25).

Magnetic Feet
Electromagnetic grippers enable droids to cling to a ship's hull, even when the ship is moving at high speed.

Recording Unit
This device is a videorecorder, audiorecorder, or holorecorder with a playback feature. The droid can record up to 5 minutes' worth of material and play it back whenever desired. Any portion of the recorded material can be erased or overwritten by the droid whenever necessary. The material can be edited with a successful Computer Use check (DC 10).

Remote Processor
The droid's processor isn't located in the droid; the droid is actually a drone for a remote processor. The processor is equipped with a transmitter that allows a droid equipped with the appropriate remote receiver to operate up to 5 km distant (for the least expensive model) to as much as 5,000 km (for the most expensive model). The drawback of the remote processor is that the droid doesn't act as quickly as a droid with an internal processor. All of the droid's skill checks take twice as long, and the droid takes a –2 penalty on initiative checks.

Remote Receiver
This unit allows a droid to receive instructions from a remote processor (see above). Only droids without internal processors (such as Baktoid Combat Automata battle droids) can be fitted with remote receivers.

Repulsorlift Unit
This device enables the droid to move over any terrain without hindrance. External repulsorlift unit costs vary depending, as noted in the table below.

Droid Size	Repulsorlift Unit Cost
Fine	500
Diminutive	1,000
Tiny	2,000
Small	4,000
Medium-size	4,000
Large	4,000
Huge	8,000
Gargantuan	16,000
Colossal	32,000

Table 15-6: Droid Accessories

Equipment	Cost	Weight
Armor, light	1,500	8 kg
Armor, medium	6,000	16 kg
Armor, heavy	12,000	35 kg
Comlink	250	0.1 kg
Diagnostics package	250	4 kg
Droid caller	10	0.2 kg
Electroshock probe	400	1 kg
Environmental compensator	100	4 kg
Fire extinguisher	50	3 kg
Flamethrower	400	7 kg
Heuristic processor	2,000	5 kg
Internal storage		
Compartment space (per kilogram)	50	n/a
Spring-loaded mechanism	150	3 kg
Locked access	50	0.5 kg
Magnetic feet	80	5 kg
Recording unit		
Audiorecorder	100	2 kg
Videorecorder	250	5 kg
Holorecorder	400	5 kg
Remote processor		
5-km range processor	1,000	10 kg
50-km range processor	10,000	100 kg
500-km range processor	100,000	1,000 kg
5,000-km range processor	1,000,000	10,000 kg
Remote receiver	50	1 kg
Repulsorlift unit	Varies	n/a
Restraining bolt	5	0.1 kg
Rust inhibitor	40	Negligible
Secondary battery	400	4 kg
Self-destruct system	500	5 kg
Sensors		
Improved sensor package	200	2.5 kg
Infrared vision	150	1.5 kg
Low-Light vision	200	2 kg
Motion sensors	100	1 kg
Sonic sensors	100	1 kg
Telescopic vision	100	1.5 kg
360-degree vision	200	1 kg
Shield generator		
DR 3	5,000	10 kg
DR 6	10,000	20 kg
DR 9	15,000	30 kg
Telescopic appendage	25	2 kg
Tool mount	10	0.2 kg
Translator unit		
DC 30	50	Negligible
DC 25	150	0.5 kg
DC 20	300	1 kg
DC 15	500	2 kg
DC 10	750	4 kg
DC 5	1,000	8 kg
Vocabulator	50	0.5 kg
Weapon mount	30	1 kg
Welding laser/cutting torch	300	1.5 kg

Restraining Bolt

A restraining bolt turns off a droid's motor impulse without actually shutting down the droid. It is activated with a handheld device called a droid caller.

Restraining bolts must be secured to specific locations on droids. Attaching or removing a restraining bolt is a full-round action and requires a successful Disable Device check (DC 10).

A droid fitted with a restraining bolt can't upgrade or improve its skills (see Droid Self-Reprogramming).

An independent droid can attempt to remove its own restraining bolt with a successful Will save (DC 20) followed by a successful Disable Device check (DC 10). A droid that fails its Will save can't make the Disable Device check but can attempt a new save after 24 hours pass.

Rust Inhibitor

The droid has been coated with lubricants and sealants to prevent oxidation and corrosion. The droid gains a +2 bonus on Fortitude saves to resist the effects of rust.

Secondary Battery

A secondary battery (sometimes called a redundant battery or backup battery) provides the droid with additional power, allowing it to operate for a longer duration. The secondary battery enables the droid to remain operational for 200 hours (instead of the normal 100 hours) before it needs to shut down and recharge.

Self-Destruct System

To prevent capture and analysis, the droid comes equipped with a powerful explosive. The charge destroys the droid from within (dealing damage directly to the droid's wound points), and the resulting explosion deals further damage to anyone within range of the blast. See the following table for details.

Droid Size	Damage to Droid*	Collateral Damage
Fine	2d6	—
Diminutive	3d6	1d6 (2 meters)
Tiny	4d6+1	2d6 (2 meters)
Small	5d6+2	2d6 (4 meters)
Medium-size	6d6+4	2d6 (4 meters)
Large	8d6+6	2d6 (4 meters)
Huge	10d6+8	2d6 (6 meters)
Gargantuan	12d6+10	3d6 (6 meters)
Colossal	16d6+12	4d6+1 (8 meters)

** Damage reduces wound points.*

Sensors

Sensors allow the droid to perceive its surroundings. Most droids are equipped with a standard sensor array that gives them the visual and auditory acuity of an average Human.

Improved Sensor Package: A droid with an improved sensor package gains a +2 equipment bonus on all Listen, Search, and Spot checks.

Infrared Vision: The droid's visual sensors include infrared capability, allowing it to see in the dark up to 30 meters.

Low-Light Vision: The droid's visual sensors include low-light capability, allowing the droid to see twice as far as a Human in dim light (such as moonlight or underwater).

Motion Sensors: Motion sensors give a droid a +2 equipment bonus on Spot checks.

Sonic Sensors: Sonic sensors give a droid a +2 equipment bonus on Listen checks.

Telescopic Sensors: The droid's visual sensors include long-range capability. The droid takes a –1 penalty per 40 meters of distance, rather than the usual 4 meters, when attempting Spot checks.

360-Degree Vision: The droid can see in all directions at once, gaining a +2 equipment bonus on Spot checks for determining surprise.

Shield Generator

The droid is fitted with a deflector shield generator—the same type mounted on starships. Shields provide damage reduction against all damage, not just damage that reduces wound points.

Note that any ranged weapons mounted on the droid must extend outside the shield to fire effectively.

Due to the size of shield generators, only droids of Small size or larger can be equipped with a DR 3 generator. Only droids of Medium-size or larger can be equipped with a DR 6 or DR 9 generator.

Telescopic Appendage

The droid has an appendage that reaches farther from its body than normal. A telescopic appendage on a droid can extend up to 2 meters away from the droid.

Tool Mount

The droid is equipped with one or more appendages that have tools attached. The cost of the tool (or set of tools) is added onto the cost of this equipment.

Translator Unit

The droid is equipped with a device that allows it to understand and convey information in a variety of languages, including nonverbal ones. When the droid experiences a form of communication for the first time, it makes an Intelligence check to determine if it can identify and understand the language. The DC is based on the translator unit's database, with the better units having a lower DC.

Vocabulator

The droid is equipped with a speaker that enables it to emulate speech, rather than simply spout machine code. This device is standard if the droid has the Speak Language skill.

Weapon Mount

The droid is equipped with an appendage that has a weapon attached. The cost of the weapon is added to the cost of this equipment.

Welding Laser/Cutting Torch

This device can only be installed on a droid with an available tool mount. The unit grants a +2 equipment bonus on Repair checks in situations where a welding laser or cutting torch would be useful (repairing a ship's hull or a damaged vehicle, for instance).

The welding laser or cutting torch can be used as a melee weapon that deals 1d8 points of damage. The droid is considered proficient in its use.

Sample Droids

The following sample droids are presented as basic models, in their factory-preset condition. The number of skill points available to a basic model droid is determined by the droid's professional class and level.

The skills and feats possessed by a basic model represent the droid's core programming—characteristics the droid maintains even after being subjected to a memory wipe (see page 367).

Note: Only skill ranks (not total skill modifiers) are noted in the basic model statistics blocks. Other modifers that can affect a skill check (such as those from ability scores, feats, and equipment) aren't included so that GMs and players can easily determine the number of skill points that were spent to manufacture the basic model, making it easier to reprogram droids and switch out their accessories.

First-Degree Droids

First-degree droids can be diplomats or experts. Specific models include medical droids and interrogation droids.

Sample Medical Droid: 2-1B Series

Programmed by some of the finest medical minds in the galaxy, Industrial Automaton's 2-1B Series was the first commercially successful surgical droid. It was designed by the now-defunct Geentech corporation and manufactured by Industrial Automaton, and its medical knowledge matrices were fine-tuned at the State Medical Academy on Rhinnal. Being tended by a 2-1B is much like having the finest physicians in the galaxy standing by to assist. Each 2-1B is equipped with a computer interface socket and tether; what it doesn't know about a patient's species or medical history, it can download from any medical mainframe.

The 2-1B's servogrip pincer hands are precision-engineered for smooth, steady action. The core programming of 2-1B surgical droids includes the "physician's code." This prevents the droid from refusing medical aid to any being (unless specifically ordered otherwise by an authorized operator), as well as preventing it from deliberately inflicting harm on an organic creature (except as defined by extensive guidelines for saving a life). This includes a stricture against engaging in combat.

2-1B Series droids can be played as droid heroes.

2-1B Series: Walking medical droid, Expert 2; Init +4 (Dex); Defense 14 (+0 class, +4 Dex); Spd 8 m; VP/WP 0/10; Atk +1 melee (1d4, hand) or +5 ranged; SV Fort +0, Ref +4, Will +7; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +0; Str 10, Dex 18, Con 10, Int 14, Wis 18, Cha 8. Challenge Code A.

Equipment: Heuristic processor, sensors (improved sensor package).

Skills: Computer Use 5 ranks, Knowledge (medicine) 5 ranks, Knowledge (chemistry) 5 ranks, Profession (doctor) 5 ranks, Speak Basic, Speak Binary, Treat Injury 5 ranks.

Unspent Skill Points: 10.

Feats: Ambidexterity, Surgery, Weapon Group Proficiencies (blaster pistols, simple weapons).

Cost: 4,300 credits.

Sample Interrogation Droid: IT-O Series

Built during the Rebellion era for use by the Imperial Security Bureau, the IT-O Interrogator droid is a half-meter sphere of gleaming black durite. Based on a heavily modified medical processor reprogrammed to ignore suffering and loaded with instruments of pain, the IT-O uses its medical knowledge for one purpose—to keep its victims alive and conscious during grueling interrogation sessions.

Among the IT-O's instruments are a laser scalpel, power shears, a sonic warbler, an electroshock probe, and a hypodermic syringe that can be filled from internal reservoirs with a variety of truth agents and poisons. Although the droid is equipped with a vocabulator and speaks Basic, it is actually programmed not to speak in the presence of its subject.

IT-O Series droids should not be allowed as droid heroes due to their restricted access and repulsorlift units.

IT-O Series: Hovering interrogation droid, Expert 3; Init –1 (Dex); Defense 11 (+1 class, +1 size, –1 Dex); Spd 6 m; VP/WP 0/8; Atk +1 melee (1d4–2, claw) or +1 melee (2d6–2, power shears) or +1 melee (2d4, laser scalpel) or +1 melee (1d2 plus sense-deadening poison, hypodermic syringe) or +1 melee touch (2d6, electroshock probe) or +2 ranged; SV Fort +0, Ref +0, Will +5; SZ S; Face/Reach 2 m by 2 m/2 m; Rep +3; Str 6, Dex 8, Con 8, Int 10, Wis 14, Cha 14. Challenge Code B.

Equipment: Sonic warbler (targets within 4 meters must succeed at a Will save, DC 15, or be deafened and dazed for 1d6 rounds), electroshock probe, hypodermic syringe, tool mounts (×3), telescopic appendage, recording units (audio and video recorders), locked access, repulsorlift unit.

Skills: Intimidate 6 ranks, Knowledge (biology) 5 ranks, Knowledge (chemistry) 6 ranks, Knowledge (medicine) 5 ranks, Sense Motive 6 ranks, Speak Basic, Speak Binary, Treat Injury 6 ranks.

Unspent Skill Points: 0.

Feats: Ambidexterity, Infamy, Skill Emphasis (Sense Motive), Weapon Group Proficiencies (blaster pistols, simple weapons).

Cost: Restricted to Imperial use only.

Second-Degree Droids

Second-degree droids are typically experts. Specific models include the astromech droid.

Sample Astromech Droid: R2 Series

The R2 astromech is Industrial Automaton's most successful series of diagnostic/repair droids, largely due to the compact design that enables it (unlike its predecessors) to fit precisely into the astromech sockets of starfighters. Previous models had been designed for larger starships, and fitting them into a starfighter typically required modifying either the droid or the ship. Now all of the most complex astrogation, flight data, technical diagnosis, and power management tasks can be performed automatically, freeing fighter pilots to concentrate on staying alive.

The R2 astromech droid is surprisingly versatile for its size. R2s boast an overwhelming array of tools and sensors, all tucked away behind various access panels, keeping the housing largely free of obstructions. Industrial Automaton's designers even found a way to include "wasted space" in the chassis, allowing internal storage, easy upgrades, and modifications. Even the four standard appendages (two manipulator arms, an electric arc welder, and a circular saw) can be quickly and easily switched out with any of several dozen specialty arms available. The two empty slots are typically filled with a fire extinguisher and a computer interface probe (for an additional cost).

The R2 lives to serve. Because these droids are quick-witted, sincere, and often insightful, many owners are reluctant to have their memories wiped, resulting in headstrong, independent astromech droids.

R2 Series droids can be played as droid heroes.

R2 Series: Tracked astromech droid, Expert 4; Init +2 (Dex); Defense 14 (+1 class, +1 size, +2 Dex); Spd 8 m; VP/WP 0/14; Atk +5 melee (1d4+2, claw) or +5 melee (1d2+2, saw) or +5 melee (2d6, arc welder) or +5 ranged; SV Fort +3, Ref +3, Will +5; SZ S; Face/Reach 2 m by 2 m/2 m; Rep +1; Str 14, Dex 14, Con 14, Int 18, Wis 12, Cha 11. Challenge Code B.

Equipment: Heuristic processor, sensors (improved sensor package, infrared vision), diagnostics package, recording unit (holorecorder), tool mounts (×4), telescopic appendage, magnetic feet, internal storage (2 kg), fire extinguisher.

Skills: Astrogate 7 ranks, Computer Use 7 ranks, Disable Device 7 ranks, Knowledge (astronomy) 7 ranks, Pilot 7 ranks, Read/Write Basic, Repair 7 ranks, Speak Basic (understand only), Speak Binary, Spot 5 ranks.

Unspent Skill Points: 20.

Feats: Ambidexterity, Skill Emphasis (Astrogate), Skill Emphasis (Repair), Weapon Group Proficiencies (blaster pistols, simple weapons).

Cost: 4,500 credits.

Third-Degree Droids

Third-degree droids are typically diplomats. Specific models include protocol droids and translator droids.

Sample Protocol Droid: 3PO Series

Supplied with a SyntheTech AA-1 Verbobrain, the 3PO protocol droid is capable of storing huge amounts of information, enabling it to understand over six million forms of communication and respond in nearly all of them. It also has a tremendous capacity for analyzing previously unknown languages and translating them into whatever language its master desires. The 3PO even includes an olfactory sensor for translating pheromonal communication. The 3PO's additional memory storage is generally used to keep specific communication modes in active memory, avoiding lengthy delays while searching for linguistic information in mid-translation.

Each 3PO comes with a factory-installed restraining bolt mount. They are also programmed for passive behavior—a typical 3PO droid never attacks under any circumstances. If the droid becomes a problem, the 3PO's shutdown switch is conveniently located at the back of its neck.

Built to resemble humanoids, 3POs come in a wide variety of colors. The 3PO can be prone to corrosion, however, taking a –2 penalty on saving throws made to resist rust.

3PO Series protocol droids can be played as droid heroes.



3PO Series: Walking protocol droid, Diplomat 1; Init +0; Defense 10 (+0 class); Spd 8 m; VP/WP 0/13; Atk +0 melee (1d4, hand) or +0 ranged; SV Fort +1, Ref +0, Will +2; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +0; Str 10, Dex 10, Con 13, Int 18, Wis 10, Cha 10. Challenge Code A.

Equipment: Translator unit (DC 5), recording unit (audio-recorder), vocabulator.

Skills: Computer Use 4 ranks, Diplomacy 4 ranks, Knowledge (bureaucracy) 4 ranks, Knowledge (alien species) 4 ranks, Knowledge (world lore) 4 ranks, Speak Basic, Speak Binary.

Unspent Skill Points: 10.

Feats: Ambidexterity, Skill Emphasis (Diplomacy), Trustworthy, Weapon Group Proficiency (simple weapons).

Cost: 3,000 credits.

Sample Translator Droid: M-TD Series

The M-TD Series droid is ideal for anyone who can't afford a protocol droid or who is looking for a more compact companion. This repulsorlift-driven interpreter is skilled in speaking its owner's language and a handful of languages specified by the owner. It lacks the full translator package of a 3PO protocol droid.

Like 3PO protocol droids, translator droids are equipped with a computer interface port and a convenient shutdown switch.

Despite their Tiny size and repulsorlift units, M-TD Series translator droids can be played as droid heroes with the approval of the GM. Their size, mobility, and innocuous design make them useful spies, although fulfilling this function requires some extra skills (Hide, Listen, Move Silently, Search, Spot) beyond what the basic model provides.

M-TD Series: Hovering translator droid, Diplomat 1; Init +0; Defense 12 (+0 class, +2 size); Spd 10 m; VP/WP 0/3; Atk +2 melee, +2 ranged; SV Fort –3, Ref +0, Will +2; SZ T; Face/Reach 1 m by 1 m/0 m; Rep +0; Str 4, Dex 10, Con 6, Int 16, Wis 10, Cha 6. Challenge Code A.

Equipment: Vocabulator, repulsorlift unit.

Skills: Computer Use 4 ranks, Knowledge (world lore) 4 ranks, Speak Basic, Speak Binary.

Unspent Skill Points: 14.

Feats: Ambidexterity, Skill Emphasis (Knowledge [world lore]), Weapon Group Proficiencies (blaster pistols, simple weapons).

Cost: 2,350 credits.

Fourth-Degree Droids

Fourth-degree droids are experts and thugs. Specific models include battle droids, destroyer droids, security droids, war droids, probe droids, and assassin droids.

Sample Battle Droid: Baktoid Combat Automata B1 Series

Frail in appearance but deadly in intent, Baktoid Combat Automata's battle droid is a metal skeleton with a blaster. Built by the Geonosians to the Trade Federation's specifications, battle droids are designed to resemble Geonosians, or perhaps desiccated Neimoidian corpses. Most intelligent beings regard them as startling, but Neimoidians see battle droids as positively ghoulish.

Drones, controlled by a remote processor, battle droids take commands from the Central Control Computer, which operates several thousand battle droids, destroyer droids,

and droid starfighters simultaneously. It communicaties with its drones via comlinks, transmission antennae, and encryption computers, making for a control signal that is nearly impossible to jam (Computer Use, DC 40).

B1 battle droids can't be played as droid heroes.

Baktoid Combat Automata B1 Series: Walking battle droid, Thug 1; Init –3 (–2 remote processor, –1 Dex); Defense 9 (+0 class, –1 Dex); Spd 10 m; VP/WP 0/8; Atk +2 melee (1d4+1, hand) or +0 ranged (2d8/19–20, blaster rifle); SV Fort +1, Ref –1, Will –1; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6. Challenge Code A.

Equipment: Blaster rifle, integrated comlink, remote receiver (5,000 km range), vocabulator.

Skills: Speak Basic.

Unspent Skill Points: 0.

Feats: Ambidexterity, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Cost: 1,800 credits.

Sample Battle Droid: Baktoid Combat Automata B2 Series

The B2 super battle droid is a marked improvement in the original B1 battle droid design. Larger and armored, the super battle droid relies on a central control computer for guidance, but it doesn't deactivate when it loses contact with the remote processor thanks to a backup internal processor—a droid brain that takes over when the droid loses communication with the central computer. This second brain allows the droid to store its last set of orders and continue acting on them even after the remote processor has shut down.

Super battle droids can be played as droid heroes.

Baktoid Combat Automata B2 Series: Walking battle droid, Soldier 1; Init +0; Defense 12 (+2 class); DR 3; Spd 10 m; VP/WP 10/10; Atk +2 melee (1d4+1, hand) or +2 ranged (3d8/19-20, blaster rifle); SV Fort +2, Ref +0, Will –1; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 6. Challenge Code A.

Equipment: Blaster rifle, light armor, vocabulator, remote processor (5,000-km range, with local backup processor).

DESTROYER DROIDS & AUTOFIRE

[DIPLOMAT 1] [SPD 8M VP/WP -/13]

The default attack mode for a destroyer droid is to lay down a hail of fire until the target stops moving. This is why destroyer droids have so many feats relating to using their weapons.

But those numbers might be a bit daunting to calculate each round. Presented below are the total number of attacks, by bonus, for a destroyer droid using the Multishot feat, with and without the Rapid Shot feat:

	First Blaster	Second Blaster
Multishot	+7/+7/+7/+2/–3	+7
w/Rapid Shot	+5/+5/+5/+5/+0/–5	+5

Skill Ranks: Intimidate 4 ranks, Jump 2 ranks, Spot 2 ranks.

Unspent Skill Points: 0.

Feats: Ambidexterity, Armor Proficiency (light), Weapon Focus (blaster rifles), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Cost: 3,300 credits.

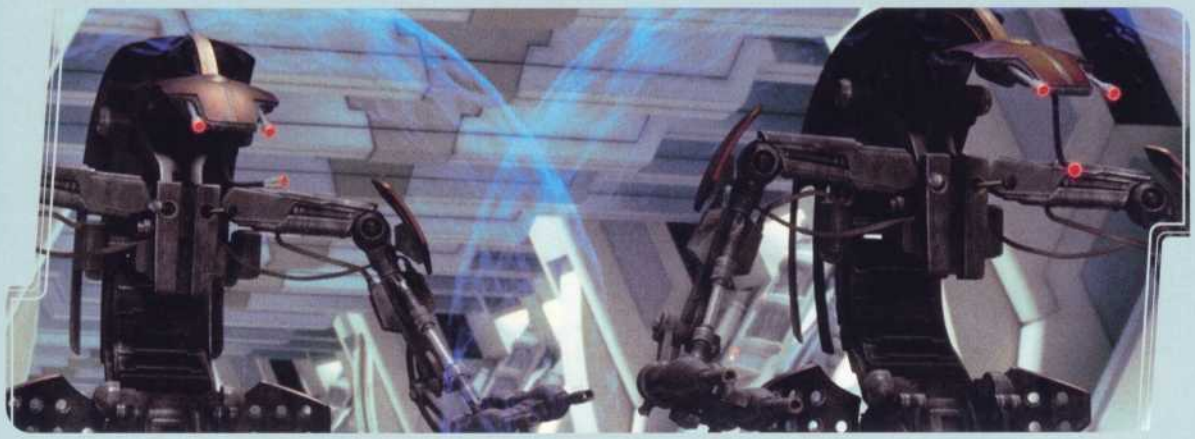
Sample Destroyer Droid: Droideka Series

Designed and built by the Geonosians of Geonosis and the Collicoids of Colla IV, destroyer droids reflect the savage ferocity of their makers.

The main propulsion method of destroyer droids is a microrepulsor-assisted wheel mode that allows a destroyer droid to fold itself into a roughly wheel-shaped package and roll along at high speeds. Though lightning-swift in this mode, destroyer droids are considerably more ponderous when unfolded for combat.

Destroyer droids have two heavy repeating blasters that can lay down a devastating barrage. To augment its bronzium armor shell, a destroyer droid also comes equipped with a deflector shield generator. The tremendous energy drain of the blasters and shields necessitates that the destroyer droid be equipped with a minireactor.

Destroyer droids can't be played as droid heroes.



Droideka Series: Wheeled/walking destroyer droid, Thug 12; Init –1 (–2 remote processor, +1 Dex); Defense 15 (+4 class, +1 Dex); DR 3; Spd 4 m, wheel mode 25 m; VP/WP 0/15; Atk +13/+8/+3 melee (1d4+1, appendage) or +13/+8/+3 ranged (4d8/19–20, heavy repeating blaster); SV Fort +10, Ref +5, Will +3; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +3; Str 13, Dex 13, Con 15, Int 6, Wis 8, Cha 6. Challenge Code F.

Equipment: Light armor, two heavy repeating blasters, shields (DR 9), remote processor (500 km range).

Skills: Listen 5 ranks, Speak Basic, Spot 5 ranks.

Unspent Skill Points: 1.

Feats: Ambidexterity, Armor Proficiency (light), Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiencies (blaster pistols, heavy weapons, simple weapons).

Cost: 21,000 credits.

Sample Security Droid: Sith Sentry

The Sith sentry saw common use in the ancient Sith Empire, more than three thousand years before the Battle of Yavin. Sith sentry schematics can be found within Sith holocrons.

Realizing early on the advantages of automated troops, the Sith Empire manufactured several different models of combat droids. The Sith sentries, with their vaguely Human appearance, were among the smallest and most common of these automated troops.

A Sith sentry droid can't be played as a droid hero.

Sith Sentry: Walking security droid, Thug 2; Init +2 (Dex); Defense 12 (+0 class, +2 Dex); DR 3; Spd 8 m; VP/WP 0/13; Atk +2 melee (1d4, hand) or +5 ranged (3d8/19–20, blaster rifle); SV Fort +3, Ref +2, Will +1; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +0; Str 11, Dex 14, Con 13, Int 10, Wis 8, Cha 6. Challenge Code C.

Equipment: Alchemically treated light armor, arm-mounted blaster rifle, locked access.

Skills: Listen 2 ranks, Read/Write Basic, Speak Basic (understand only), Search 2 ranks, Spot 4 ranks.

Unspent Skill Points: 0.

Feats: Ambidexterity, Armor Proficiency (light), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Cost: Not available for sale.

Sample Probe Droid: Viper Series

Before the rise of the Empire, probe droids—often referred to as probots—were used primarily to map space lanes, survey planets, and perform search-and-rescue operations. However, such friendly purposes fell by the wayside as the Emperor conquered more and more systems. Probots became tools for rooting out traitors on far-flung worlds.

Arakyd Industries manufactures the Empire's favored model, the Arakyd Viper, for this very purpose. Equipped with an extensive sensor system, the Viper is either deployed directly from the ground or fitted with an optional delivery system that guides the probot from a ship to the designated planet. The delivery system possesses only rudimentary braking capabilities, so each includes buffers to prevent damage to the droid on impact. These are especially important, since the Imperial Viper's self-destruct system is designed to destroy the droid if it takes sufficient wound damage (to prevent it from falling into enemy hands). The sublight delivery system costs an additional 5,000 credits; a hyperspace-capable version sells for 15,000 credits.

Viper Series probe droids can't be played as droid heroes.

Viper Series: Hovering probe droid, Scout 2; Init +0; Defense 14 (+4 class); DR 3; Spd 10 m; VP/WP 16/14; Atk +1 melee (1d6, claw) or +1 ranged (3d6, blaster pistol); SQ Trailblazing; SV Fort +4, Ref +2, Will +4; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +0; Str 10, Dex 10, Con 14, Int 10, Wis 14, Cha 10. Challenge Code B.

Equipment: Integrated blaster pistol, locked access, sensors (improved sensor package, infrared vision, low-light vision, telescopic vision), comlink, recording unit (video-recorder), repulsorlift unit, self-destruct system.

Skills: Hide 5 ranks, Listen 5 ranks, Move Silently 5 ranks, Search 5 ranks, Speak Binary, Spot 5 ranks.

Unspent Skill Points: 4.

Feats: Ambidexterity, Armor Proficiency (light), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Cost: 18,500 credits.

Sample Assassin Droid: E522 Series

Assassin droids are common throughout much of galactic history. They especially see a lot of use in the waning days of the Old Republic. After a particularly spectacular massacre on Caprioril, the Empire outlaws assassin droids but continues constructing them secretly for its own use during the Rebellion era.



Sienar Intelligence Systems' weapons-laden E522 assassin droid is extremely adept at tracking targets. The E522 is fairly compact and moves quietly about on its well-oiled treads. It comes equipped with a pair of gripper claws and an infrared heat-signature tracking system, making it a decidedly difficult opponent to escape.

E522 assassin droids can't be played as droid heroes.

E522 Series: Tracked assassin droid, Scout 2/Soldier 4; Init +1 (Dex); Defense 14 (+3 class, +1 Dex); DR 7; Spd 6 m; VP/WP 40/19; Atk +9 melee (1d6+4, 2 claws) or +6 ranged (3d8/19–20, heavy repeating blaster) or +6 ranged (3d8/19–20, ion cannon) or +6 ranged (DC 15 neurotoxin, needler gun); SQ Trailblazing, neurotoxic needles, hunter-seeker missiles; SV Fort +10, Ref +4, Will +3; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +2; Str 18, Dex 13, Con 19, Int 11, Wis 11, Cha 12. Challenge Code D.

Equipment: Heavy armor, heavy repeating blaster, ion cannon, needler gun, hunter-seeker missiles (×6), sensors (infrared vision), weapon mounts (×2), locked access, vocabulator.

Neurotoxin Needles: On a successful ranged touch attack with the needler gun, a toxin enters the target's blood stream and attacks its nervous system. If the victim fails a Fortitude save (DC 15), paralysis sets in immediately and lasts for 1d4 hours.

Hunter-Seeker Missiles: A successful ranged touch attack (range increment 40 meters) against the chosen target creates a missile lock. As long as the droid is functioning, the missile stays locked on, forcing the target to make a Reflex save (DC 18) every 1d4 rounds to avoid it. If the save succeeds, the missile continues tracking the target. If the save fails, the missile strikes, dealing 6d6+4 points of damage in an 8-meter radius; Reflex save (DC 15) for half damage.

Skills: Hide 8 ranks, Intimidate 4 ranks, Listen 4 ranks, Move Silently 8 ranks, Speak Basic, Speak Binary, Spot 5 ranks, Survival 9 ranks.

Unspent Skill Points: 6.

Feats: Armor Proficiencies (light, medium, heavy), Ambidexterity, Exotic Weapon Proficiency (needler gun), Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Cost: 32,500 credits.

Fifth-Degree Droids

Fifth-degree droids are typically experts. Specific models include labor droids and power droids.

Sample Labor Droid: ASP Series

ASP Series labor droids are common throughout the galaxy. They perform a variety of simple tasks, including maintenance, repair, sanitation, delivery, and simple hard labor. Cheap and effective, they are designed as "entry-level" droids for first-time buyers. Many ASP owners modify the droids heavily instead of actually replacing them.

ASPs are built for strength and sturdiness, not intelligence. Since the main virtue of the ASP is versatility, it's programmed with only the most basic functions—leaving the owner to instruct the droid in its specific duties.

ASP Series droids can be played as droid heroes.

ASP Series: Walking labor droid, Expert 1; Init +0; Defense 10 (+0 class); Spd 6 m; VP/WP 0/12; Atk +4 melee (1d6+4, claw) or +0 ranged; SV Fort +3, Ref +0, Will +1; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +0; Str 18, Dex 10, Con 12, Int 6, Wis 8, Cha 10. Challenge Code A.

Equipment: None.

Skills: Speak Basic.

Unspent Skill Points: 15.

Feats: Ambidexterity, Great Fortitude, Weapon Group Proficiencies (blaster pistols, simple weapons).

Cost: 1,000 credits.

Sample Labor Droid: J9 Worker Drone

Next to the slow-witted ASP Series labor droid, the J9 worker drone might be the most common labor droid on the market. Many J9s, bored with the monotonous tasks to which they are assigned, turn rogue and become independent droids.

Given their personality quirks and tendency to turn rogue, J9 labor droids can be played as droid heroes.

J9 Series: Walking labor droid, Expert 1; Init +1 (Dex); Defense 11 (+0 class, +1 Dex); Spd 8 m; VP/WP 0/12; Atk +0 melee (1d4, hand) or +1 ranged; SV Fort +1, Ref +1, Will +2; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +0; Str 10, Dex 12, Con 12, Int 16, Wis 10, Cha 9. Challenge Code A.

Equipment: Translator unit (DC 5), recording unit (audio-recorder), vocabulator.

Skills: Computer Use 4 ranks, Diplomacy 2 ranks, Knowledge (alien species) 4 ranks, Knowledge (world lore) 4 ranks, Speak Basic, Speak Binary.

Unspent Skill Points: 20.

Feats: Ambidexterity, Skill Emphasis (Diplomacy), Weapon Group Proficiencies (blaster pistols, simple weapons).

Cost: 1,200 credits.

Sample Power Droid: EG-6 Series

The Veril Line Systems EG-6 power droid is basically a battery on legs. Unlike other droid types, it can recharge itself without shutting down, allowing it to function continuously. Its fusion generator can power anything up to a Small starship indefinitely. It can power a Medium-size ship for a day, a Large ship for an hour, or a Huge ship for a minute. After that, its own systems fail, and it shuts down until repaired.

EG-8 Series power droids can be played as droid heroes.

EG-6 Series: Walking power droid, Expert 1; Init –1 (Dex); Defense 10 (+0 class, +1 size, –1 Dex); DR 5; Spd 2 m; VP/WP 0/12; Atk +3 melee (1d4+2, small claw); SV Fort +1, Ref –1, Will +1; SZ S; Face/Reach 2 m by 2 m/2 m; Rep +0; Str 14, Dex 8, Con 12, Int 4, Wis 8, Cha 4. Challenge Code A.

Equipment: Diagnostics package, tool mount, sensors (infrared vision), medium armor, internal fusion generator.

Skills: Repair 2 ranks, Speak Basic (understand only).

Unspent Skill Points: 9.

Feats: Ambidexterity, Armor Proficiencies (light, medium), Weapon Group Proficiency (simple weapons).

Cost: 6,250 credits.



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Terms and Definitions

The following terms appear throughout the *Star Wars Roleplaying Game*. Refer to these definitions to make reading this book easier.

2-meter step: A minor position adjustment that doesn't count as a move action. A 2-meter step is usually permitted in conjunction with a full-round action and may be taken at any point in the round. This minor movement doesn't provoke an attack of opportunity.

ability: One of the six basic character qualities: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

action: A character activity. There are attack actions, move actions, full-round actions, and free actions.

adventure: A story for characters to experience, sometimes called a mission. The events depicted in *Star Wars* Episode IV: *A New Hope* make up one long adventure.

attack: Any of numerous actions intended to defeat an opponent.

attack action: This type of action allows you to do something, such as make an attack, or use a skill or feat.

attack of opportunity: A single extra attack per round that a character can make when an opponent takes an action that provokes an attack of opportunity.

attack roll: A roll to determine whether an attack hits. To make an attack roll, roll 1d20 and add the appropriate modifiers for the attack type. An attack hits if the attack roll is equal to or greater than the target's Defense.

automatic hit: An attack that hits regardless of a target's Defense. Automatic hits occur on an attack roll of a natural 20. A natural 20 attack roll is also a threat, a possible critical hit.

automatic miss: An attack that misses regardless of a target's Defense. Automatic misses occur on an attack roll of a natural 1.

base attack bonus: An attack roll bonus derived from a character's class and level. Base attack bonuses increase at different rates for different character classes. A character gains a second attack when his or her base attack bonus reaches +6, a third at +11, and a fourth at +16. Base attack bonuses from multiple classes (as when a character is multiclassed) stack.

bonus: A positive modifier to a die roll.

campaign: A series of linked adventures that form the backdrop against which the characters interact and participate in the campaign world. The events depicted in the three classic *Star Wars* films (Episodes IV, V, and VI) make up a campaign.

character: A fictional individual within the confines of a *Star Wars* game setting.

character level: A character's total level. For a character with a single class, character level and class level are the same.

character class: One of the following heroic character types: fringer, noble, scoundrel, scout, soldier, tech specialist, Force adept, Jedi consular, Jedi guardian.

check: A method of deciding the result of an action (other than attacking or making a saving throw) that has a chance of failure. Checks are based on a relevant character ability, skill, or other characteristic. To make a check, roll 1d20 and add any relevant modifiers. If the check result equals or exceeds the Difficulty Class of a task or the result of an opponent's check, the check succeeds.

class level: A character's level in a single class. Class features generally depend on class level rather than character level.

coup de grace: A full-round action that allows an attacker to attempt a killing blow against a helpless opponent. A coup de grace can be delivered with a melee weapon or with a ranged weapon from an adjacent square. Delivering a coup de grace provokes an attack of opportunity from threatening opponents.

critical hit: A hit that strikes a vital area and therefore deals damage that reduces wound points (instead of vitality points). To score a critical hit, an attacker must first score a threat (usually by rolling a natural 20 on an attack roll) and then succeed on a second attack roll. The damage from a critical hit immediately reduces a target's wound points.

damage: A decrease in vitality points, wound points, an ability score, or some other aspect of a character caused by injury, illness, or the Force.

damage reduction (DR): A special defense (usually provided by armor) that reduces the amount of wound damage a target takes when successfully attacked.

dazed: Unable to act normally. A dazed character can take no actions but can defend against attacks normally.

dead: A character dies when his or her wound points drop to −10 or lower, or when his or her Constitution score drops to 0.

deal damage: Cause damage to a target with a successful attack.

Defense: A measure of how difficult a character is to hit in combat.

Difficulty Class (DC): The target number that a player must meet or beat for a check or saving throw to succeed.

disabled: At exactly 0 wound points.

dying: Near death and unconscious. A dying character has −1 to −9 wound points and can take no actions.

experience points (XP): A numerical measure of a character's personal achievement and advancement. The Gamemaster awards XP at the end of each adventure based on what the characters have accomplished.

fail: Achieve an unsuccessful result on a check, saving throw, or other determination involving a die roll.

flank: To be directly on the other side of an opponent who is being threatened by another character. A flanking attacker gains a +2 bonus on melee attacks against the defender.

flat-footed: Especially vulnerable to attacks at the beginning of a battle. A character is flat-footed until his or her first turn in the initiative cycle. Flat-footed characters can't add their Dexterity bonus to their Defense.

Force, the: An energy field generated by all living things; it gives the Jedi their powers. The Force has a light side and a dark side.

Force-Sensitive: A feat that allows a character to learn Force skills and feel the ebb and flow of the Force.

Force-user: A Force-sensitive character who has mastered the ability to wield the Force, such as a Jedi.

free action: Minor activity that consumes very little time and effort.

full-round action: An action that uses all of your effort in a round. Some skills and feats require a full-round action, as does making multiple attacks (if you are permitted to do so).

Gamemaster (GM): The player who portrays characters not controlled by the other players, makes up the story setting for the game, and serves as the referee.

Gamemaster character (GM character): A character controlled by the Gamemaster, as opposed to a character controlled by a player.

helpless: Sleeping, unconscious, or otherwise completely at an opponent's mercy.

hero: A character controlled by a player, one of the main protagonists of an adventure or campaign.

heroic character: A character with one or more levels in a heroic class; heroic characters have vitality points.

initiative: A system of determining the order of actions in combat. Before the first round of combat, each participant makes a single initiative check. Each round, the participants act in order, from the highest initiative result to the lowest.

melee attack: A physical attack used in close combat.

melee weapon: A handheld weapon designed for close combat, such as a lightsaber or vibroblade.

modifier: Any bonus or penalty applied to a die roll.

move action: An action that allows you to move your speed, climb, draw a weapon, pick up an item, or perform some other similar activity.

natural: A natural result on a roll or check is the actual number appearing on the die, not the modified result obtained by adding bonuses or subtracting penalties.

ordinary character: A character with levels in a nonheroic class, such as commoner, diplomat, expert, or thug; ordinary characters don't have vitality points.

penalty: A negative modifier to a die roll.

prerequisite: A requirement that must be fulfilled before a given benefit can be gained.

range increment: Each full range increment of distance between an attacker using a ranged weapon and a target gives the attacker a cumulative –2 penalty on the ranged attack roll. Thrown weapons have a maximum range of five range increments. Projectile weapons have a maximum range of ten range increments.

range penalty: A penalty applied to a ranged attack based on distance.

ranged attack: Any attack made at a distance using a ranged weapon.

ranged weapon: An energy, projectile, or thrown weapon designed for attacking from a distance, such as a blaster.

result: The numerical outcome of a check, attack roll, saving throw, or other roll. The result is the total of the natural die roll and all applicable modifiers.

round: A 6-second unit of game time used to manage combat. Every character in combat may take at least one action every round.

saving throw (save): A roll made to avoid (at least partially) damage or harm. The three types of saving throws are Fortitude, Reflex, and Will.

skill: A talent that a character acquires and improves through training.

skill check: A check relating to the use of a skill. The basic skill check is 1d20 + skill modifier. The skill modifier is made up of skill ranks and the relevant ability modifier.

stack: Combine for a cumulative effect. In most cases, modifiers to a given check or roll stack if they have different descriptors, regardless of their sources. If the modifiers of a particular roll don't stack, only the best bonus or worst penalty applies. Dodge bonuses, circumstance bonuses, and synergy bonuses, however, do stack with each other.

stable: Unconscious but not dying, with a current wound point total between –1 and –9.

stunned: A stunned character can't take actions and loses any positive Dexterity modifier to Defense. Each attacker gains a +2 bonus on attack rolls against a stunned target. In addition, stunned characters immediately drop anything they are holding.

surprise: A special situation that occurs at the beginning of combat if some (but not all) participants are unaware of their opponents' presence. In this case, a surprise round happens before regular rounds begin. In initiative order (highest to lowest), those participants who begin the battle aware of their opponents each take either a move or attack action during the surprise round (no full-round actions). Participants unaware of opponents are flat-footed throughout the surprise round and don't enter the initiative cycle until the first regular combat round.

take 10: Reduce the chance of failure on certain skill checks by assuming an average d20 die roll (10).

take 20: Greatly reduce the chance of failure on certain skill checks by assuming that the character makes sufficient retries to obtain the maximum possible d20 result (20). You can't take 20 when there is a penalty associated with failing.

target: The intended recipient of an attack, action, or Force power.

threat: A possible critical hit.

threaten: To be able to make an attack of opportunity.

threat range: All natural die roll results that constitute a threat when rolled for an attack. For most weapons, the threat range is 20. Some weapons have greater threat ranges, such as the lightsaber's threat range of 19–20. However, any attack that doesn't result in a hit isn't a threat.

trained: Having at least 1 rank in a skill.

unarmed attack: A melee attack made with no weapon in hand.

untrained: Having no ranks in a skill. Some skills can't be used untrained.

vitality points: A measure of a character's ability to turn a direct hit into a graze or a near miss. Most types of damage reduce vitality points. Vitality points are also used to power Force skills. Only heroic characters have vitality points.

wound points: A measure of how much actual physical damage a character can withstand. For characters with vitality points, damage reduces wound points only after all vitality points are gone, or when the character is struck by a critical hit.

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CHARACTER NAME | PLAYER

CLASS | SPECIES | CHARACTER LEVEL | CLASS LEVEL

AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

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CHARACTER RECORD SHEET

	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STRength				
DEXterity				
CONstitution				
INTelligence				
WISdom				
CHArisma				

VITALITY — TOTAL | CURRENT | VITALITY DIE

WOUNDS — TOTAL | CURRENT

DEFENSE = 10 + CLASS BONUS + DEX MOD + SIZE MOD + MISC BONUS + ARMOR CHECK PENALTY (TOTAL)

SPEED

BASE ATTACK BONUS

REPUTATION BONUS

INITIATIVE MODIFIER = DEX MOD + MISC BONUS (TOTAL)

FORCE POINTS

DARK SIDE POINTS

SAVING THROWS

	TOTAL	= BASE SAVE	+ ABILITY MOD	+ MISC MOD
FORTITUDE (CONSTITUTION)				
REFLEX (DEXTERITY)				
WILL (WISDOM)				

	TOTAL	= BASE	+ STR MOD	+ SIZE MOD	+ MISC MOD
MELEE ATTACK BONUS					

	TOTAL	= BASE	+ DEX MOD	+ SIZE MOD	+ MISC MOD
RANGED ATTACK BONUS					

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM	TYPE	MAX DEX	DAMAGE REDUCTION

CHECK PENALTY	SPEED	WEIGHT	SIZE	SPECIAL PROPERTIES

SKILLS

MAX RANKS /

CROSS CLASS	SKILL NAME	KEY ABILITY	ABILITY MODIFIER	+ RANKS	+ MISC. MODIFIER	= SKILL MODIFIER
○	Appraise ↔	INT				
○	Astrogate	INT				
○	Balance ↔	DEX				
○	Bluff ↔	CHA				
○	Climb ↔	STR*				
○	Computer Use ↔	INT				
○	Craft [ ] ↔	INT				
○	Demolitions	INT				
○	Diplomacy ↔	CHA				
○	Disable Device	INT				
○	Disguise ↔	CHA				
○	Entertain [ ] ↔	CHA				
○	Escape Artist ↔	DEX*				
○	Forgery ↔	INT				
○	Gamble ↔	WIS				
○	Gather Information ↔	CHA				
○	Handle Animal	CHA				
○	Hide ↔	DEX*				
○	Intimidate ↔	CHA				
○	Jump ↔	STR*				
○	Knowledge [ ]	INT				
○	Knowledge [ ]	INT				
○	Listen ↔	WIS				
○	Move Silently ↔	DEX*				
○	Pilot ↔	DEX				
○	Profession [ ]	WIS				
○	Read/Write Language [ ]	None				
○	Read/Write Language [ ]	None				
○	Repair	INT				
○	Ride ↔	DEX				
○	Search ↔	INT				
○	Sense Motive ↔	WIS				
○	Sleight of Hand	DEX*				
○	Speak Language [ ]	None				
○	Speak Language [ ]	None				
○	Spot ↔	WIS				
○	Survival ↔	WIS				
○	Swim ↔	STR				
○	Treat Injury ↔	WIS				
○	Tumble	DEX*				
○						
○						
○						

Skills marked ↔ can be used untrained (0 skill ranks). *Armor check penalty, if any, applies.

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CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

CREDITS

LANGUAGES

CHECK CIRCLE IF CHARACTER IS ALSO LITERATE IN THE LANGUAGE

FORCE FEATS

- ○ Alter
  - ○ Compassion
  - ○ Focus
  - ○ Force Flight
  - ○ Force Whirlwind
  - ○ Mind Trick
- ○ Control
  - ○ Attuned
  - ○ Burst of Speed
    - ○ Force Speed
    - ○ Knight Speed
    - ○ Master Speed
  - ○ Dissipate Energy
  - ○ Lightsaber Defense
    - ○ Knight Defense
    - ○ Master Defense
  - ○ Mettle
  - ○ Rage
  - ○ Force Mastery
  - ○ High Force Mastery
- ○ Sense
  - ○ Aware
  - ○ Force Mind
    - ○ Improved Force Mind
    - ○ Knight Mind
    - ○ Master Mind
  - ○ Link
  - ○ Malevolent

NOTES

FEATS

- ○ Acrobatic
- ○ Alertness
- ○ Ambidexterity
- ○ Animal Affinity
- ○ Armor Proficiency (light)
  - ○ Armor Proficiency (medium)
    - ○ Armor Proficiency (heavy)
      - ○ Armor Proficiency (powered)
- ○ Athletic
- ○ Blind-Fight
- ○ Cautious
- ○ Combat Expertise
  - ○ Improved Disarm
  - ○ Improved Trip
  - ○ Whirlwind Attack
- ○ Combat Reflexes
- ○ Dodge
  - ○ Mobility
    - ○ Spring Attack
- ○ Endurance
- ○ Exotic Weapon Proficiency
- ○ Fame
- ○ Force-Sensitive
- ○ Frightful Presence
- ○ Gearhead
- ○ Great Fortitude
- ○ Headstrong
- ○ Heroic Surge
- ○ Improved Critical
- ○ Improved Initiative
- ○ Infamy
- ○ Influence
- ○ Iron Will
- ○ Lightning Reflexes
- ○ Low Profile
- ○ Martial Arts
  - ○ Defensive Martial Arts
  - ○ Improved Martial Arts
    - ○ Advanced Martial Arts
- ○ Mimic
- ○ Nimble
- ○ Persuasive
- ○ Point Blank Shot
  - ○ Far Shot
  - ○ Precise Shot
  - ○ Rapid Shot
    - ○ Multishot
  - ○ Shot on the Run
- ○ Power Attack
  - ○ Cleave
    - ○ Great Cleave
  - ○ Improved Bantha Rush
  - ○ Sunder
- ○ Quick Draw
- ○ Quickness [ ]
- ○ Rugged
- ○ Run
- ○ Skill Emphasis _____
- ○ Skill Emphasis _____
- ○ Skill Emphasis _____
- ○ Sharp-Eyed
- ○ Spacer
- ○ Stamina
- ○ Starship Dodge _____
- ○ Starship Dodge _____
- ○ Starship Operation _____
- ○ Starship Operation _____
- ○ Steady
- ○ Stealthy
- ○ Surgery
- ○ Toughness [ ]
- ○ Track
- ○ Trick
- ○ Trustworthy
- ○ Two-Weapon Fighting
  - ○ Improved Two-Weapon Fighting
- ○ Weapon Finesse _____
- ○ Weapon Finesse _____
- ○ Weapon Finesse _____
- ○ Weapon Focus _____
- ○ Weapon Focus _____
- ○ Weapon Focus _____
- ○ Weapon Group _____
- ○ Weapon Group _____
- ○ Weapon Group _____
- ○ Weapon Group _____
- ○ Weapon Group _____
- ○ Zero-G Training

FORCE SKILLS

MAX RANKS /

CROSS CLASS	SKILL NAME	FEAT	KEY ABILITY	ABILITY MODIFIER		RANKS		MISC. MODIFIER		SKILL MODIFIER
○	Affect Mind	Alter	CHA		+		+		=	
○	Battlemind	Control	CON		+		+		=	
○	Drain Energy ↔ ⊕	Alter	CON		+		+		=	
○	Empathy ↔	Force	WIS		+		+		=	
○	Enhance Ability	Force	CON		+		+		=	
○	Enhance Senses	Sense	WIS		+		+		=	
○	Farseeing	Sense	WIS		+		+		=	
○	Fear ↔ ⊕	Sense	WIS		+		+		=	
○	Force Defense	Control	CHA		+		+		=	
○	Force Grip ↔ ⊕	Alter	INT		+		+		=	
○	Force Lightning ↔ ⊕	Alter	INT		+		+		=	
○	Force Stealth ↔	Control	CHA		+		+		=	
○	Force Strike ↔	Alter	INT		+		+		=	
○	Friendship ↔	Force	CHA		+		+		=	
○	Heal Another ↔	Alter	WIS		+		+		=	
○	Heal Self ↔	Control	CHA		+		+		=	
○	Illusion	Alter	CHA		+		+		=	
○	Move Object ↔	Alter	INT		+		+		=	
○	See Force ↔	Sense	WIS		+		+		=	
○	Telepathy	Sense	WIS		+		+		=	

Skills marked ↔ can be used untrained (0 skill ranks). *Armor check penalty, if any, applies.

⊕ Use of this skill earns a dark side point

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