

STAR WARS®

ROLEPLAYING GAME

ULTIMATE ADVERSARIES



ERIC CAGLE, MICHELLE LYONS, MIKE MIKAELIAN,
STEVE MILLER, OWEN K.C. STEPHENS, WIL UPCHURCH

STAR WARS®

ROLEPLAYING GAME

ULTIMATE ADVERSARIES

ERIC CAGLE, MICHELLE LYONS, MICHAEL MIKAELIAN,
STEVE MILLER, OWEN K.C. STEPHENS, WIL UPCHURCH



DESIGNERS

ERIC CAGLE, MICHELLE LYONS,
MICHAEL MIKAELIAN, STEVE MILLER,
OWEN K.C. STEPHENS, WIL UPCHURCH

EDITOR

GARY M. SARLI

LUCAS LICENSING EDITORS

SUE ROSTONI, MICHELLE VUCKOVICH

MANAGING EDITOR

GWENDOLYN F.M. KESTREL

DESIGN MANAGER

CHRISTOPHER PERKINS

DEVELOPMENT MANAGER

ANDREW FINCH

DIRECTOR OF RPG R&D

BILL SLAVICSEK

ART DIRECTOR

ROBERT RAPER

LUCAS LICENSING ART EDITOR

IAIN MORRIS

COVER ILLUSTRATOR

TOMMY LEE EDWARDS

INTERIOR ILLUSTRATORS

DANIEL FALCONER, RANDY GALLEGOS, ADI
GRANDY, CYRIL VAN DER HAGEN, MATT
HATTON, CHRIS HAWKES, JEREMY JARVIS,
ANDREW JONES, RAVEN MIMURA, LESLIE
MINNIS, MIKAEL NOGUCHI, CHRISTIAN
PICCOLLO, R.K. POST, VINOD RAMS, MARC
SASSO, CHRIS TREVAS, ANTHONY WATERS,
ASHLEY WOOD

IMAGE TECHNICIAN

JAY SAKAMOTO

GRAPHIC PRODUCTION SPECIALIST

ANGELIKA LOKOTZ

PRODUCTION MANAGERS

CHAS DELONG, JOSH FISCHER

ORIGINAL GRAPHIC DESIGNER

ABIGAIL FEIN

Thanks to Leland Chee of Lucas Licensing and all the authors who have contributed to the expanded *Star Wars*® universe. Thanks also to George Lucas for creating the *Star Wars* films in the first place.

References used for this product include *Galaxy Guide 4: Alien Races* by Troy Denning (published by West End Games).

U.S., CANADA,
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
T Hofveld 6d
1702 Groot-Bijgaarden
Belgium
+322-467-3360

Based on the *Star Wars*™ *Roleplaying Game* by Andy Collins, Bill Slavicsek, and JD Wiker, utilizing mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This WIZARDS OF THE COAST® game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

First Printing: June 2004

620-88572-001-EN

9 8 7 6 5 4 3 2 1

©2004 Lucasfilm Ltd. & ® or TM where indicated. All rights reserved.
Used under authorization.

DUNGEONS & DRAGONS, WIZARDS OF THE COAST, d20, d20 System, and their logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc.
Printed in the U.S.A.



www.wizards.com



www.starwars.com



Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed in the United States to the book trade by Holtzbrinck Publishing. Distributed in Canada to the book trade by Fenn Ltd. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Visit our website at www.wizards.com/starwars

INTRODUCTION • 5

CHAPTER ONE: VILLAINS • 7

Individual Villains	7
Aach Een	7
Aran Cho	9
Beel Acton	10
Bossk	11
C-3PX	13
Deel De	14
Doln Tok	15
Ereen Agar	16
Eshin Worr	17
Granakk	17
Iris Snow	18
Judge Keedo	19
Kant	20
Keeth Anak	21
Kelna Toodo	22
Kurgan Dala	22
Larith De	24
Malia	25
Menugg	25
Nib Maroon	26
Odon Anak	27
Oolak Goyl	28
Ra Katana (Kayala Ravein)	29
Rava Teb'lya	31
Riggs Ashar	32
Set Harth	33
Sevv Sunb	34
Tar Monevv	35
Teezyk	36
Ter-Idi	37
Tsserk	38
Victor Jun	39
Vurrha Chur	40
Womwa	41
Yith Ganar	42
Z2-1B	43
Zarandro Vykas	44
Zardra Vykas	45
Zethe Raskin	46
Generic Organizations	47
Mercenary Company	48
Organized Crime Syndicate	52
Planetary Security Force	53
Primitive Culture	56
Private Security Force	59
Resistance Movement	61
Swoop Gang	63

CHAPTER TWO: CREATURES • 67

Individual Creatures	67
Ash Angel	67
Asyyyriak	68
Beldon	69
Blastail	70

Bloodsniffer	70
Bonegnawer	71
Boneworm	72
Capture Beast	73
Claw Vine	74
Cliffborer Worm	74
Corellian Sand Panther	75
Coruscanti Ogre	76
Crown of Silk	77
Dinko	78
Divto	79
Doashim	80
Dragonsnake	81
Dread Weapon	82
Eopie	83
Fear Moss	83
Fire Breather	84
Fwit	85
Geonosian Hydra	86
Gharzr	86
Gorax	87
Gorgodon	88
Hanadak	88
Hawk-Bat	89
Heliosts	90
Implanter	91
Ithorian Dragon	92
Katarn	93
Kilassin	94
Kkekkrng Rro	94
K'lor'slug	95
Krayt Dragon, Canyon	96
Krayt Dragon, Greater	96
Kowakian Monkey-Lizard	98
Krakana	98
Kudana	99
Lylek	100
Mantellian Savrip	100
Mantessan Panthac	102
Mucous Salamander	103
Narglatch	104
Nashtah	104
Nerf	105
Quosit	106
Radark	108
Riding Lizard	108
Rolk-Mangir	109
Ronto	110
Sand Tick	111
Scree	112
Sith Familiar	113
Sith Warbird	113
Skreev	114
Slashrat	114
Space Slug	116
Space Slug, Giant	116
Space Wraith	118
Spider, Knobby White	119
Spider, Rearing	120
Spider, Spice	120
Starweird	121

Sureggi	122
Thranta	122
Thranta, Giant	123
Voorpak	123
Vornskr	124
Voxyn	125
Vrbtlther	126
Watch-Beast	126
Webweaver	127
Woolly Veermok	128
Womp Rat	129
Worrt	130
Ycaqt	131
Ysalamiri	131
Zarymok	132
Creature Sizes	133
Climate Templates	133
Creature Templates	133
Armored	133
Carnivorous	135
Domesticated	135
Enlarged	136
Force Using	137
Highly Evolved	138
Shaped	139
Sithspawned	140

CHAPTER THREE: DROIDS • 143

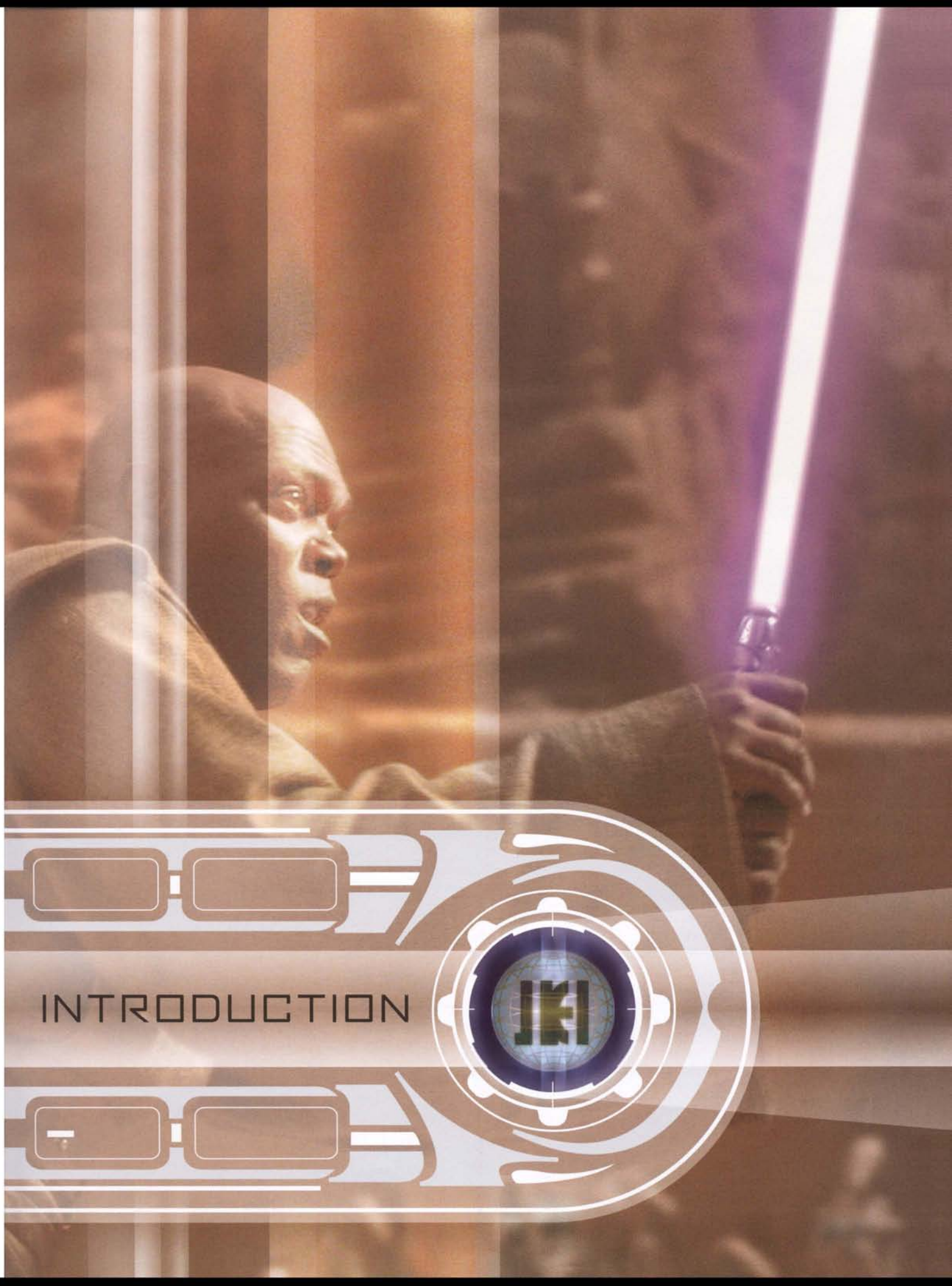
Individual Droids	143
Arakyd Industries ACC-7	
Assassin Droid	143
Arakyd Industries ASN-Series	
Courier Droid	144
Arakyd Industries	
DSK-1 "Deathstrike" Seeker	
Droid	145
Balmorran Arms SD-6 "Hulk"	
Infantry Droid	145
Colicoid Infiltrator Series	
Assassin Droid	146
Commerce Guild Dwarf Spider	
Droid	147
Cybot Galactica	
HXZ-1 "Immobilizer" Series	
Police Droid	148
Seniar Intelligence Systems Mark	
III "Sleepers" Series Assassin	
Droid	148
Droid Vehicles	149
Commerce Guild Homing Spider	
Droid	149
Corporate Alliance Tank-Series	
Droid	150
InterGalactic Banking Clan	
Hailfire-Series Droid	151
Droid Manufacturers	152

APPENDIX: NEW RULES • 153

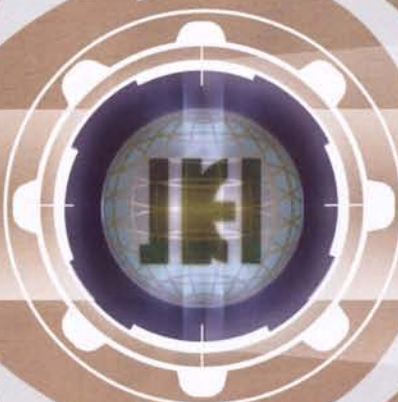
Combat	153
Aiming	153
Area Fire	153
Breaching the Hull	153
Weapons	153
Ion Cannon, Anti-Vehicle	153
Merr-Sonn Model 6	
"Quick-6"	153
Prax Arms Protector PRP-	
502 Hold-Out Shooter	154
SoroSuub X-45 Sniper Rifle	154
Thogk (Gamorrean Club)	154
Weapon Accessories	154
Armor and Protective Gear	154
Ayelixe/Krongbing Textiles	
Camouflage Poncho	154
Drearian Defense Activv1 Riot	
Shield	155
Primitive Armor	155
Primitive Shield	155
Equipment	155
Audio Performance Inc.	
Sheer Silence	
Bubble Generator	155
Corellidyne CQ-3.9x	
Holographic Image	
Disguiser	155
Disguise Kit	155
Meredex Atmospherics Personal	
Forcefield Generator	156
Utility Belt	156
VidGraph Peer Macrobinooculars	
("Snooper Goggles")	156
Droid Equipment	156
Automatic Grip	156
Digging Claws	156
Extra Limb	156
Stun Field	156
Synchronized Weapons	156
Tool/Weapon Mount,	
Interchangeable	157
Weapon Mount, Concealed	157
Weapon Mount, Stabilized	157
Vehicles	157
Mobquet Nebulon-Q	
Swoop Racer	157
Starships	157
Lone Scout-A	157
Luxury 3000 Space Yacht	157
Skills	158
Transfer Essence (Cha)	158
Feats	158
Multidexterity	158

APPENDIX: ADVERSARIES BY CHALLENGE CODE • 159





INTRODUCTION



Introduction

You will never find a more wretched hive of scum and villainy.

—Obi-Wan Kenobi

This is how Ben Kenobi described Mos Eisley Spaceport to Luke Skywalker at the beginning of their epic journey. This book contains many of the dangerous foes that Luke and Ben may have encountered during their time there, as well as a host of other challenges for heroes across the galaxy. You will not find many familiar faces within this book—such luminary villains as Boba Fett and Darth Vader have already been covered in the *Star Wars Roleplaying Game* and other sourcebooks. Instead, this tome introduces all new villains that can be inserted into your *Star Wars* campaign with very little effort.

Gamemasters running campaigns in any of the three eras of play can utilize the adversaries found within these pages, whether they are used as momentary obstacles or reoccurring villains. Villains are given era notes where appropriate to help Gamemasters fit their favorite villain in no matter which era of play is chosen.

Three types of foe can be found within these pages—villains, creatures, and droids.

Chapter One describes a plethora of new villains for use by Gamemasters. Lackeys, crime lords, smugglers, and assassins can all be found within these pages, and many of the villains presented offer challenges that will keep adventuring heroes busy for years. Each villain is presented with a history and description, as well as a discussion of his or her tactics, goals, and affiliations. Roleplaying and era notes help Gamemasters fully integrate each villain into their individual campaigns.

Chapter Two presents new creatures that lurk in every corner of the galaxy. Sometimes the deadliest opponents are not the scheming bosses and hired scoundrels that plague the steps of heroic characters. Indeed, the creatures native to a particular world or found in different systems across the galaxy can present an even greater challenge to an unprepared hero.

Chapter Three details a variety of new droids that can and will stand in the way of the heroes of the galaxy. These war machines are used by anyone who wishes to deploy expendable (but often expensive) soldiers against their adversaries, and many a living being has met his fate at the end of a droid's blaster rifle. Some, like the dwarf spider droid, are built for large-scale engagements and vehicular assaults, while others such as the Colicoid Infiltrator are built for stealth, speed, and personal combat.

The Appendix details all the new rules, feats, weapons, and equipment used by the opponents found in the first three chapters. Any of these can be exported for other characters, creatures, and droids—and some might even find their way into the hands of the heroes.



CHAPTER 1

VILLAINS



Chapter One: Villains

Star Wars campaigns focus on the heroic actions of characters fighting against evil in the galaxy. Heroes are defined by the greatness of their actions and the dangerous situations and opponents they must overcome. The most dangerous of all the obstacles on a hero's path to greatness are the villains that stand in his way. Darth Vader, Boba Fett, and Jabba the Hutt all opposed Luke Skywalker in his quest to reestablish the Jedi Order. Darth Sidious, Darth Maul, and Count Dooku worked to eliminate the Jedi and establish dominion over all the worlds of the Old Republic. Just as the heroes of the *Star Wars* movies faced these challenges, so too must the heroes of your *Star Wars* campaign face their own.

The villains in this chapter are designed to be used by the Gamemaster no matter which era of play his individual campaign is set in. The history and goals of each individual villain are described, as well as common tactics he might use and the allies on whom he can call to vex and impede the characters. Bounty hunters, crime lords, and Dark Jedi can all be found waiting within this chapter. Some (such as those villains affiliated with the Rose Nebula and the criminal organization known as Vurrha's Blood) are designed to work together, their backgrounds and motivations interwoven to create a richer story. However, even these villains may be separated and used individually with little modification.

Individual Villains

Aach Een



Born on Iridonia but raised on the remote Outer Rim world of Raxus Prime, Aach Een was destined to explore the galaxy and sift through the civilizations he found on the worlds he encountered. His parents moved to Raxus Prime

shortly after his birth to help a reclamation project find discarded droids and other technologies from the Zabrak colonies. (Raxus Prime is a galactic dump, where the detritus of a thousand worlds covers the planet's surface and in places filled its caves and seas as well.) Their interest in these materials was purely academic, although their group was sponsored by a Zabrak company that had its own plans for what they found. From the time he was a young boy, Aach helped his parents sift through the discarded relics of hundreds of cultures and civilizations.

He loved researching the history behind the objects that he found, and soon became an astute student of many of the galaxy's civilizations, both common and remote. Studying galactic discards kept him busy for years, but soon he realized that there was a limit to what one could learn from what amounted to a culture's garbage. He joined a local police force, where he could learn the basic skills that he would need to survive as a galactic traveler. After learning the basics of weapons and piloting, he said his goodbyes and left to pursue his dream of studying other cultures firsthand.

He spent the next few years moving from system to system, living among the cultures that he sought to study. Aach preferred to get his hands dirty, and he adopted many of the local customs whenever he stayed for long periods on a planet. He always ingratiated himself to local academics, accompanying them on archeological digs and exploratory missions to ruins and other sites of interest. Even as these adventures helped him satisfy his curiosity, he wanted to be recognized for his breadth of knowledge and experience. He applied to become a professor at many of the galaxy's finest universities, but each denied him due to his lack of formal training. Frustrated, he eventually gave up this dream and harbors resentment to this day toward academics and the system that would not recognize his genius.

Several years ago Aach crossed paths with Oolak Goyl, and the two struck up a mutually beneficial friendship that includes Oolak financing all of Aach's adventures in return for information about and the occasional retrieval of artifacts and other strange things that Aach runs across.

Description

Aach Een stands at 2 meters tall with an average build for one of his species. His skin is a dusky yellow color, and he wears his hair short, accentuating the small horns that grow on his forehead. He dresses in leathers most of the time, although he likes to adopt customary local dress when he spends any significant time in one place.

Aach uses his near-encyclopedic knowledge to adopt the various habits, speech patterns, and behaviors of these cultures as well. He believes that his ability to blend in with other cultures makes him superior to the academics who merely "teach that which they do no know."

Goals

Aach loves to explore ancient ruins, test his knowledge of the various cultures that he has visited and studied over the years, and find wondrous artifacts—most of which go to Oolak Goyl these days—that help cement his place in history, at least in his own mind. An explorer at heart, his curiosity has led to an obsession matched by that of his frequent employer. He lets nothing get in the way of



CUSTOMIZED AND PERSONALIZED EQUIPMENT

Many of the villains in this chapter have possessions labeled as "customized" or "personalized." All such equipment has parenthetical notes detailing any changes to game statistics. Complete rules for customizing and personalizing equipment can be found in the *Arms and Equipment Guide*. ::

completing his current mission, even local laws against grave robbing or taking cultural artifacts off planet.

Tactics

Aach uses his small but well-equipped cargo vessel to smuggle artifacts to his employer. He has rigged the vessel with several secret compartments and even uses altered lighting, noises, and other tricks against species with particular sensitivities to throw off pursuit. His combat skills are rudimentary, but he knows enough to help him survive. He prefers using guile over brawn, however, and his knowledge of various cultures allows him to use disguise and trickery to mask his exploits.

Affiliations

Despite being able to mimic and blend in with any culture, Aach does not make friends easily. He is bitter toward those who see him as an outsider, and this attitude shows itself whenever someone attempts to get close to him. He enjoys the working relationship that he has with Oolak Goyl, and considers that enough social interaction outside his job.

Roleplaying Tips

Always keep your eye on the prize. There are those who will attempt to turn you away from it—academics, native treasure hunters, and the law—but they are not important. Others will one day recognize your genius even if they now laugh at your lack of sophistication. The mere fact that you can imitate so many cultures proves that you have ascended past each of them.

Era Notes

Aach works well in any of the three eras of play—much like his business partner Oolak Goyl, politics rarely interfere with the acquisition of trinkets and the exploration of worlds. In the New Jedi Order era, Aach has likely turned most of his attentions to the Yuuzhan Vong, whose completely different culture intrigues him greatly.

Aach Een: Male Zabrak Fringer 2/Scout 4; Init +2 (+2 Dex); Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 36/13; Atk +5 melee (2d4+1, vibrodagger) or +6 ranged (3d4, hold-out blaster pistol); SQ barter, bonus class skill (Disguise), heart +1, trailblazing, uncanny dodge; SV Fort +9, Ref +6, Will +4; SZ M; FP 2; DSP 1; Rep +1; Str 12, Dex 15, Con 13, Int 16, Wis 11, Cha 14. Challenge Code: D.



Equipment: Hold-out blaster pistol, vibrodagger, comlink, credit chip (3,250 credits), datapad, 3 data-cards (alien species, archaeology, history), disguise kit*, electrobinoculars, field kit, fusion lantern, grappling spike launcher, liquid cable dispenser, sensor pack, tool kit, the *Unearthed* (Firespray-31).

Skills: Astrogate +7, Climb +4, Computer Use +5, Disguise +10, Hide +7, Knowledge (alien species) +11, Knowledge (archaeology) +11, Knowledge (history) +9, Listen +8, Move Silently +7, Pilot +7, Read/Write Basic, Read/Write Zabrak, Repair +4, Search +9, Speak Basic, Speak Zabrak, Spot +8, Survival +7, Swim +4.

Feats: Alertness, Combat Expertise, Rugged, Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, primitive weapons, simple weapons, vibro weapons).

* See Appendix for details.

Aran Cho



Machiavelli said that it is better to be feared than loved; if this is so, then Captain Aran Cho must be uniquely pleased with his achievements thus far. From a family of strict military officers, Aran Cho received his commission at

a young age. He set about gaining rank at a prodigious pace, and quickly became a rising star among the young officers of the fleet. His strategic skill was reputed to be legendary, as was the motivation of the troops under his command. Having the star as your commanding officer, however, is not all it is reputed to be.

Captain Cho liberally hands down punishments for any infraction of the rules. He administers all corporal punishments personally, and always with a smile on his face. He has been known to use shock or other barbaric punishments for hours, rendering the victim unconscious and then reviving them to start anew. He takes a personal interest in one or two enlisted soldiers at a time, giving them his attention and tutelage on the "virtues of service." Still, the fair treatment of the many encourages the ranks to turn a blind eye to the few. After all, no one wants to have a personal visit from the Captain himself.

Description

Captain Aran Cho is a tall, handsome human male, standing just above 2 meters in height, with short black hair and a thin, elegant face. He rarely smiles, instead looking upon his subordinates with a cold, hard gaze. His uniform is always immaculate, making him the image of the perfect officer.

Goals

Aran Cho is both a good officer and a corrupted individual. He seeks to rise to the highest levels of the military, hopefully even outshining his father and grandfather, neither of whom rose above Commander. His ambition competes with his sadism, though. His hope is that by restraining the one, he can feed it without jeopardizing the other. Until he is proven wrong, he will continue to wreak misery anywhere he feels he can get away with it.

Tactics

Cho is a master strategist, and he has carefully instilled deep feelings of loyalty in those who are closest to him. Most of his subordinates would give their lives to defend him, and not just because of fear that he would come back for them if they didn't. If he is somehow cornered alone, he is a skilled fighter and will defend himself savagely, causing the maximum amount of pain to anyone who dares to attack him. Those who are unlucky enough to become his prisoners... well, he has an amazing interrogation success rate, but few of them seem to survive incarceration.

Affiliations

Cho's affiliation depends on the era in which he is used.

Roleplaying Tips

Your officers call you a machine in uniform. You are cold, ironic, and never smile or show surprise. Only when you have someone completely under your control do you really feel alive... and then you smile.

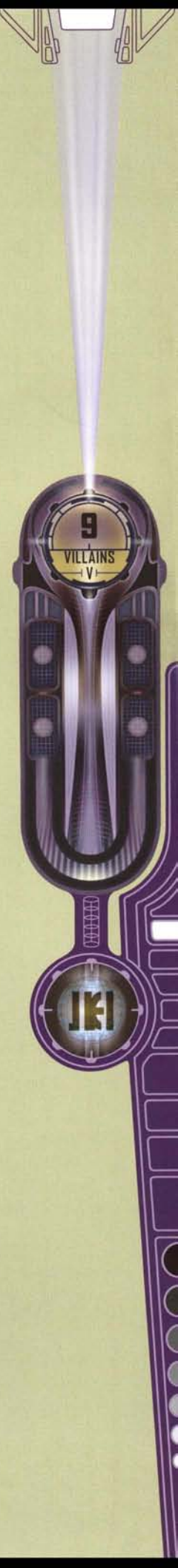
Era Notes

In the Rise of the Empire, Cho could work for the Trade Federation or the Republic Navy (during the Clone Wars). During the Rebellion era, he could be a member of either the Imperial Fleet or the Rebel Alliance. During the New Jedi Order era, he could be a part of the New Republic military.

Captain Aran Cho: Male Human Noble 2/Soldier 4/Officer 7; Init +2 (+2 Dex); Defense 23 (+9 class, +2 Dex, +2 Defensive Martial Arts); Spd 10 m; VP/WP 58/8; Atk +11/+6 melee (3d4+1/18-20, unarmed strike) or +12/+7 ranged (3d6+3/19-20, customized mastercraft blaster pistol); SQ bonus class skill (Intimidate), favor +3, inspire confidence, leadership, requisition supplies, tactics, uncanny survival; SV Fort +7, Ref +9, Will +11; SZ M; FP 4; DSP 19; Rep +11; Str 12, Dex 14, Con 8, Int 16, Wis 14, Cha 16. Challenge Code: F.

Equipment: Customized mastercraft (+3) blaster pistol (+3 damage, critical 19-20, range increment 14 meters), encrypted comlink, code cylinder, mastercraft (+3) datapad, 6 datacards (alien species, astronomy, bureaucracy, history, politics, tactics), medical kit, medpac, surgery kit, tool kit, credit chip (75,000 credits), Chariot command speeder, several uniforms.

Skills: Computer Use +19, Diplomacy +19, Intimidate +21, Knowledge (alien species) +17, Knowledge



(astronomy) +14, Knowledge (bureaucracy) +17, Knowledge (history) +17, Knowledge (politics) +17, Knowledge (tactics) +17, Read/Write Basic, Read/Write Cerean, Read/Write Mon Calamarian, Read/Write Rodese, Sense Motive +18, Speak Basic, Speak Cerean, Speak Mon Calamarian, Speak Rodese, Treat Injury +6.

Feats: Advanced Martial Arts, Armor Proficiency (light), Defensive Martial Arts, Frightful Presence, Headstrong, Heroic Surge, Improved Martial Arts, Infamy, Influence, Marital Arts, Point Blank Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Beel Acton



Beel Acton grew up the son of a businessman on the busy trade world of Brentaal. He spent his childhood virtually alone, as his mother had been killed in an accident when he was three years old and his father's business took up

most of the man's time. There was always a nanny in the home, but young Beel Acton was given very few restrictions on his activities. Because of his permissive home life, Beel did not get along well with others at school. He was a consummate bully, taking things from other children for no reason other than to see the fear on their face or hear their cries. He had no friends, as he liked it, and very few of his classmates could even tolerate his company.

Beel was also a very adept student, excelling at his studies as well as the physical activities in which he participated. He always seemed to have a sixth sense about his body that allowed him to be a star athlete with very little effort. As he grew older, he found that there were certain teachers who gave him good marks no matter what he did. He was intrigued by the subtle power he had over people, and spent the next few years cultivating his ability to manipulate those around him. During this period, something else awakened within young Beel Acton as well.

In his teens, Beel Acton thought he had all the luck. He was as cruel and mean as a person could be; yet, for some reason others could not help but like him. He always used subtle words and body language to make sure that those in authority did not get in his way too often, but it was not until he met a true Jedi that he realized the gift that he possessed. The Jedi identified the Force within the young boy, and approached Beel Acton in an attempt to recruit him. Beel Acton rebuffed the man, spitting at his feet and vowing never to become like him.

Beel grew into a man every bit as cruel as he had been as a child. At first, he reveled in causing pain to his coworkers and those around him, but soon he found this

was not enough. When his father was critically injured in an accident similar to his mother's, Beel chose a course of action that would affect his life from that point on. With his father lying in the hospital, draining the family's savings, Beel Acton used his powers to finish what the accident had started. The truth was never suspected, and Beel Acton took his family's remaining money and left his home for broader horizons.

He has spent the last decade moving about the core worlds in search of people to betray, careers to ruin, and hearts to break. Beel has dedicated his life to causing others pain, making a game of it and always looking for weaknesses to exploit. He has ruined several notable political careers, not to mention marriages and business relationships. He turns bounty hunters toward innocent targets, creates cases of mistaken identity, and seduces Jedi Padawans, so that they taste the dark side of the Force.

Beel Acton is truly one of the most evil beings in the Galaxy, and if it were not for his independent nature, he may have already been bent to even greater evils than those that he already inflicts.

Description

Beel Acton stands 2.1 meters tall, has a lithe and muscular body, and the face of an angel. His long, blonde hair flows over his shoulders, and his piercing blue eyes can see straight to the depths of anyone he talks to. His dress is stylish but low key; he has a unique look that is at home in an underground cantina as it is walking the halls of Coruscant's finest.

Beel is never without his Force-imbued baton, the only weapon that he carries. It is rare that he is forced to use it, however, as his confident demeanor and readied gaze are enough to ward off most who would come to him seeking trouble. He very much enjoys using his control over the Force to cause pain and prove his superiority over others.

Goals

Beel's main goals are to cause others pain and to manipulate politics in ways that he feels will undermine the rule of law or actually cause problems for the governed. He is particularly interested in swaying Padawan learners away from the path of the Jedi, and in discrediting the Jedi Council in the Rise of the Empire and the New Jedi Order eras. He knows that the Sith still exist in some form, somewhere, and he is determined to become a member of this ancient organization. He sees this as his ultimate goal, one for which he must cultivate the evil in his soul.

Tactics

Beel enjoys using his mastery over the Force to control and influence lesser beings. He believes that using the dark side of the Force to turn others to his purposes brings him closer to his ultimate form. He prefers subtle machinations to brute influence, up until the point of revelation. When he reveals a scheme that has come to fruition, he ensures that his target knows who did it to him and that ultimately there was no reason other than to

cause him pain. This can be too much to handle for some of his targets, some of whom have been known to end their own lives in the face of this pure evil.

Affiliations

Beel Acton needs no others to help him achieve his goals, unless they are those that he is controlling or bending to his purpose. He believes that involving others voluntarily blemishes his motives and taints the purity of his vile activities. As a student of the Sith, Beel knows that working alone is more potent than presenting a larger threat to those whom he would destroy.

Roleplaying Tips

Never allow yourself to show any weakness, and do not reveal your mastery over the dark side of the Force. Do not allow inferior beings any measure of satisfaction by your hand, and keep them believing that everything that happens to them is the product of their own will. Devote yourself to spreading dissension and chaos so that one day you will be worthy to join the ancient order of the Sith.

Era Notes

During the Rise of the Empire era, Beel can sense that the Sith have become active and yearns to become the new Sith apprentice. With word of Darth Maul's demise, Beel may try anything to come to the attention of the as yet unnamed Sith master. During the Rebellion Era, he works primarily to enhance the anti-Jedi propaganda of the Empire, although he never works directly for the Emperor, nor does he know that the Emperor is indeed the lord of the Sith. His activities are similar during the New Jedi Order, where he attempts to keep the old prejudices of the Empire alive and well in the face of Luke Skywalker's new Jedi initiatives.

Beel Acton: Male Human Force Adept 12; Init +4 (+4 Dex); Defense 22 (+8 class, +4 Dex); Spd 10 m; VP/WP 94/16; Atk +11/+6 melee (1d6+5, mastercraft baton) or +13/+8 ranged; SQ comprehend speech, Force secret (improve Battlemind), Force talisman +2, Force weapon +1d8; SV Fort +11, Ref +10, Will +10; SZ M; FP 3; DSP 9; Rep +2; Str 15, Dex 18, Con 16, Int 14, Wis 15, Cha 16. Challenge Code: E.

Equipment: Mastercraft (+3) baton, comlink, field kit, holorecorder, luxurious clothes, accumulated funds in several accounts (61,000 credits total).

Skills: Climb +6, Diplomacy +8, Hide +8, Listen +9, Read/Write Basic, Sense Motive +11, Speak Basic, Speak Bothese, Speak Caamasí, Spot +13, Survival +6, Swim +6.

Force Skills: Affect Mind +19, Battlemind +16, Empathy +13, Fear +12, Force Strike +12, Friendship +16, Heal Self +13, Illusion +9, Move Object +10, See Force +7.

Feats: Alertness, Athletic, Force-Sensitive, Great Fortitude, Skill Emphasis (Affect Mind), Skill Emphasis (Empathy), Stamina, Weapon Group Proficiencies (primitive weapons, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Dissipate Energy, Force Mastery, Mind Trick, Sense.

Bossk



Bossk grew up like any typical child on Trandosha, fascinated with martial arts, blasters, and the art of war, both personal and large-scale. He trained in several different Trandoshan disciplines, but soon found that in

addition to the great strength that all members of his race possessed, he was much more dexterous and agile than his classmates. He became as interested in the arts of stealth and tracking as much as his combat training, and soon he was considered a very well rounded young warrior. As for Bossk himself, he knew what he would one day become; he looked to the stars each night and dreamed of hunting the galaxy's most famous criminals.

Although his career as a bounty hunter began long before the Empire, the rise of the Empire provided Bossk with the opportunity he had been waiting for. The Empire needed bounty hunters to bring in "criminals" such as Rebel holdouts and those who did not believe in the sovereignty of the Emperor. Their methods were also appealing to the Trandoshan, who preferred violent methods to peaceful ones and was known to be a cruel keeper to those he brought in alive. Bossk quickly became one of the Empire's most reliable bounty hunters, and he was personally selected by Darth Vader to hunt down Luke Skywalker and his allies after the Battle of Hoth.

Bossk jumped at the chance to hunt one of his long-time nemeses, the Wookiee Chewbacca. He had started his career as a bounty hunter by hunting down escaped Wookiee slaves; during one of his expeditions, he ran afoul of Chewbacca. The Wookiee defeated the bounty hunter, tearing off one of his arms at the elbow during the intense battle that followed their meeting.

His constant defeats only made Bossk obsessed with catching the Wookiee, and he has been known to turn down lucrative jobs in order to pursue the one prey he has not been able to capture. His best chance came when Chewbacca and his allies were captured by Boba Fett on Cloud City, but the bounty hunter refused to release Chewbacca to Bossk since his intention was to deliver the Wookiee to Jabba the Hutt on Tatooine. This infuriated Bossk, who harbored resentment toward Boba Fett until the bounty hunter's fall into the Sarlacc Pit.

Description

Bossk stands 1.9 meters tall, on the short end of the range for males of his species. He makes up for lack of height with a deftness of hand and quickness of eye unusual for Trandosans. In fact, Bossk is in most ways an above-average member of his species, from his quickness to his



natural intelligence and presence of mind. Those who underestimate his intellect or cunning because of his species are often visited by a deadly surprise.

Bossk wears a padded flight suit and has modified it to carry a variety of useful gadgets and weapons.

Goals

Bossk loves being a bounty hunter and can think of nothing he would rather do. He scrounges any piece of information he can get on Chewbacca, and has followed the Wookiee all over the galaxy only to come up empty handed each time they have fought. Bossk no longer wishes to collect the bounty on the Wookiee, instead just wishing to see him dead. Even when he takes jobs in other parts of the galaxy, his arch-nemesis is never far from his mind.

Tactics

Typical for his species, Bossk is not a subtle hunter. He tracks down his bounties and attacks them directly, overpowering them either physically or through superior firepower. He enjoys physical combat and chooses that as a first resort unless his foe is demonstrably superior to him, and even then, he may attack simply for the challenge. He loves to hunt species that cannot see in the dark at night, utilizing his superior visual senses to instill fear into them before he puts them out.

Affiliations

Bossk is well known among bounty hunters, and his experience has helped him garner several large and ongoing contracts. Lesser bounty hunters often pay Bossk to complete a particularly challenging bounty that they have failed to accomplish, a task he does in return for later favors. In this way, Bossk has managed to accumulate a vast network of resources at his disposal. He is also known to feud with those who displease him, such as when Boba Fett refused to turn over Chewbacca after capturing he and Han Solo in Cloud City.

Roleplaying Tips

Aggression keeps those around you off their guard, and confidence comes from your superiority in both combat and hunting. Take what you need, foster beneficial relationships, and use all the tools at your disposal to get the job done.

Era Notes

Bossk is still a young Trandoshan during the Rise of the Empire era and has not grown into the fearsome bounty hunter that he will become. Still, his attitudes and abilities are not uncommon among his species and the stats provided could be used for any similar Trandoshan. He is at his prime during the Rebellion Era, when his running feud with Chewbacca is at its strongest. During the New Jedi Order period, Bossk is an old and broken figure. He blindly pursues Chewbacca well past the point that his body could handle another encounter with the Wookiee, as they years of injuries have finally caught up to him. He may latch

onto other, easier targets as a way to soothe his bitterness about never being able to capture his lifelong foe.

Bossk: Male Trandoshan Scout 4/Soldier 3/Bounty Hunter 4; Init +3 (+3 Dex); Defense 21 (+7 class bonus, +3 Dex, +1 natural); DR 2; Spd 10 m; VP/WP 96/16; Atk +13/+8 melee (1d3+3, unarmed) or +13/+8 ranged (3d8/19–20, blaster rifle) or +13/+8 ranged (3d4–1, Quick-6 sporting blaster pistol*) +13/+8 ranged (DC 15/12 stun, stun grenade launcher**) or +13/+8 ranged (2d6, Reflex DC 15, flamethrower**); SQ darkvision 20 m, heart +1, sneak attack +2d6, target bonus +2, trailblazing, uncanny dodge; SV Fort +10, Ref +8, Will +6; SZ M; FP 2; DSP 3; Rep +5; Str 16, Dex 17, Con 16, Int 12, Wis 12, Cha 13. Challenge Code: E.

Equipment: Blaster rifle, stun grenade launcher**, 10 stun grenades, flamethrower**, customized padded flight suit (–1 armor check penalty), customized Merr-Sonn Quick-6* (stun range 8 meters), binders, the *Hound's Tooth* (modified YV-666 light freighter).

Skills: Appraise +3, Astrogate +5, Computer Use +5, Disable Device +5, Gather Information +8, Hide +5, Intimidate +7, Knowledge (alien species) +4, Knowledge (streetwise) +5, Knowledge (Trandosha) +5, Listen +4, Move Silently +8, Pilot +10, Read/Write Basic, Read/Write Dosh, Repair +7, Search +5, Speak Basic, Speak Dosh, Speak Shyriiwook (understand only), Spot +4, Survival +10, Swim +5.

Feats: Armor Proficiency (light, medium, heavy), Dodge, Point Blank Shot, Rapid Shot, Starship Operation



HOUND'S TOOTH

Craft: Modified YV-666 light freighter; **Class:** Space transport; **Cost:** Note for sale (likely to be valued at 480,000 credits); **Size:** Small (41 m long); **Initiative:** +4 (+1 size, +3 crew*); **Crew:** 1 (Bossk); **Passengers:** 4 (prisoners); **Cargo Capacity:** 20 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×1.5 (backup ×6); **Maximum Speed:** Ramming (9 squares/action); **Maneuvers:** +11 (+1 size, +10 crew*); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 120** (DR 20); **Hull Points:** 180 (DR 20).

Weapon: Quad laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +18 (+1 size, +4 fire control, +13 crew*); **Damage:** 6d10×2; **Maximum Range:** Short.

Weapon: Concussion missile launcher (6 missiles); **Fire Arc:** Front; **Damage:** 8d10×2; **Missile Quality:** Ordinary (+10).

*When Bossk pilots this ship, its initiative modifier includes his Dex modifier; its maneuver modifier includes his Pilot skill modifier; and each of its weapon's attack bonuses includes his base ranged attack bonus.

**The Hound's Tooth has backup shield generators. As a result, it recovers shield points at twice the normal rate.

The *Hound's Tooth* also carries a small scout ship, the *Nashtah Pup* (as Z-95 Headhunter, except Passengers: 2).

(space transport), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See *Appendix* for details.

** See "Equipment of Jango and Boba Fett" sidebar in Chapter 13 of the *Star Wars Roleplaying Game revised rulebook* for details on these weapons.

C-3PX



The droid assassin known as C-3PX was created a protocol droid like any other in the 3PO series, but its story was to become much more complicated and sinister than a simple translator and facilitator. The turning point in

the droid's early career came when it was placed in the service of Darth Maul in the years leading up to the Trade Federation's blockade of Naboo. Maul had little use for a protocol droid, however, and he modified C-3PX to become a security droid for his Sith infiltrator. He built improved sensors, increased strength, and 83 different weapons into the droid's chassis, and he altered its programming to help the droid use these new tools.

Some time after these modifications were made, Darth Maul brought C-3PX along with him on a mission, which was successful for Maul, but not before he lost the droid somewhere within a demolished Bartokk fortress. Maul searched for the droid but was unable to locate it before he was forced to leave the Bartokks behind and complete his mission alone. There the droid remained for many years, partially dismantled and left for dead by its former master.

Years later, a small-time crook named Olag Greck bought the partially dismantled chassis. He soon discovered that C-3PX was no ordinary droid and spent some time learning all the modifications that had been made, and then reprogrammed the droid to take the role of assassin. Unfortunately for Olag, he did not realize how important memory wipes were to insuring the loyalty of a droid, especially one with the sensitive programming of C-3PX. C-3PX began to resent its servitude to Olag, believing that the criminal put it in needlessly dangerous situations. The two argued frequently, and just as Olag was about to pay for a memory wipe to be performed, he was forced to abandon C-3PX while escaping the law.

C-3PX now works as a hired assassin, sticking mainly to the Outer Rim where it is able to ply its trade in relative obscurity. It has fallen into and out of trouble several times, including being harassed by its former owner, Olag Greck. Nevertheless, the droid managed to escape each

time and is still a successful assassin for hire. After being modified, disassembled, reassembled, and reprogrammed numerous times, C-3PX is no stranger to change and adversity. Those who find themselves on the wrong end of this droid's blaster rarely survive to reveal anything about their assailant.

Description

On the outside, C-3PX looks to be a standard 3PO-series protocol droid. It is bipedal and stands 1.8 meters tall. Its armor plating has been tinted dark gray and its eyes have been muted so that it can more effectively hide in the shadows while it stalks its prey. The factory-installed restraining bolt has been removed from its chassis. The only other distinguishing mark is a black "X" painted onto the left side of its faceplate. A variety of weapons have been built into the droid, although it can easily conceal all of them when it needs to appear to be nothing more than a translator droid.

It uses its innocuous appearance to escape the bedlam that its assassinations can cause. Because of this, C-3PX can lurk in an area after it has completed a contract to gather information and insure that the job was completed.

Goals

C-3PX is programmed to be an assassin, and that is what it is determined to be. While it has a semblance of free will, it does not desire to do anything else, instead focusing on becoming the best assassin it can be.

Tactics

C-3PX is a fairly straightforward assassin, excepting his unique form. He has contacts in many systems in the Outer Rim through which he finds employment, launders money, and keeps himself well equipped. He flies a Z-95 Headhunter that he keeps in good condition using the money he collects from his contracts.

When stalking a mark, C-3PX prefers to infiltrate the target's life by disguising itself as a harmless protocol droid. It frequents areas where its target is likely to appear and gathers information about the target's movements, acquaintances, and other habits. Using this information it processes a plan and then executes it to perfection. The droid's SyntheTech AA-1 Verbobrain makes it a shrewd opponent that can formulate contingencies within contingencies, making it very difficult to outwit or outmaneuver.

Affiliations

C-3PX keeps a very low profile, and many who know of his existence believe that he is dead thanks to the droid's subterfuge following several close calls in the past few years. So, while it has extensive contacts in the Outer Rim—everyone from parts suppliers to fences—very few actually know who, or what, they are dealing with. C-3PX has found that the more clandestine its activities, the less likely it is to fall under control of another master like Olag Greck.



Roleplaying Tips

Live to kill, kill to live. Most organic creatures simply want you to be their servant. It is better to live in hiding than serve another; always make them pay for your services. Do not bite the hand that feeds you, however, and it can often serve you well to show mercy to those who get in your way. Temporary alliances are necessary at times, although no one should ever command you.

Era Notes

C-3PX can be featured in any of the three eras of play, although by the time of the New Jedi Order his starship will have fallen into disrepair and he will have upgraded it. The Yuuzhan Vong will have a particularly dim view of a sentient droid assassin, and so he may become an inadvertent ally to those who resist the invading forces. If used during the Rebellion Era, the Empire will use C-3PX on a variety of missions, keeping the droid employed until the fall of the second Death Star. Even afterward, the Imperial Remnant will maintain contact with the droid and use it whenever they have need.

C-3PX: Medium-size walking assassin droid Scoundrel 6/Soldier 2; Init +3 (+3 Dex); Defense 18 (+5 class bonus, +3 Dex); Spd 8 m; VP/WP 50/15; Atk +9/+4 melee (1d3+3, hand) or +9/+4 melee (2d4+3, vibrodagger) or +9/+4 ranged (3d8, heavy blaster pistol) or +9/+4 ranged (3d6, blaster pistol) or +7/+2 ranged (3d8, heavy blaster pistol) and +7 ranged (3d6, blaster pistol) or +7/+7/+2 ranged (3d6, 2 blaster pistols); SQ droid quirk (self-improvement), illicit barter, lucky 2/day, manufacturer characteristics (Cybot Galactica: +2 Bluff, +2 Disguise), precise attack +1; SV Fort +7, Ref +8, Will +3; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 16, Dex 16, Con 15, Int 14, Wis 12, Cha 9. Challenge Code: D.

Equipment: Concealed weapon mount* (x4), two blaster pistols (concealed), heavy blaster pistol (concealed), locked access, heuristic processor, low-light vision, vocabulator, sensors (360-degree vision, improved sensor package), translator unit (DC 10), internal storage (3 kg), vibrodagger (concealed).

Skills: Bluff +9, Computer Use +12, Demolitions +6, Diplomacy -2, Disable Device +8, Disguise +12, Entertain -2, Escape Artist +9, Gather Information +4, Hide +5, Intimidate +3, Listen +9, Move Silently +9, Read/Write Basic, Read/Write Binary, Repair +12, Search +10, Speak Basic, Speak Binary, Spot +10, Survival +6.

Unspent Skill Points: 0.

Feats: Ambidexterity, Armor Proficiency (light), Low Profile, Point-Blank Shot, Quick Draw, Skill Emphasis (Disguise), Track, Two-Weapon Fighting, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See Appendix for details.

Deel De



Deel grew up among the luxury and intrigues of a noble's life on Ryloth, a pampered only-child with no particular goals. She was always sensitive to the presence of something in the world, a feeling she had sometimes experienced

when the world was quiet and still. Her parents noticed this but had no intention of losing their only child to the Jedi. Instead, her feelings and skills became the family secret, and she was forbidden to talk about them to anyone.

When she came of marriageable age, her parents arranged a number of matches, but no one could satisfy her. She instead traveled, ranging across the galaxy with only a few retainers. It was then that she made the acquaintance of a human noble named Keroth Ishedur. Keroth claimed to see a kindred spirit in Deel, and they spent many long hours together discussing the nature of the universe and the feelings they shared. By the time they parted ways, Deel had found her calling at last: the dark side of the Force. Soon afterward, she met Larith (see the Larith De entry) and married him as a means of establishing a respectable cover for her less-than-respectable activities.

Description

Deel is a refined, attractive Twi'lek female, with skin that is a becoming shade of aquamarine blue. She dresses well, in subdued colors and conservative styles. She stays in her husband's shadow when they are in public. She has a quietly pleasant demeanor and will often excuse herself early from parties, claiming a delicate constitution.

Goals

Deel's goal is the acquisition of power, both mystical and temporal. She spends much of her time meditating and studying how best to increase her abilities. She intends to keep Larith with her, helping to further his career until she gains enough status through him to render her immune to any scandal her actions might cause if they were discovered.

Tactics

Still inexperienced in the ways of the Force, Deel wishes primarily to avoid conflict until she grows stronger. She does not want to be exposed, so she will only use her Force powers when she is sure there will be no witnesses. If she must fight, she prefers to use her sporting blaster unless circumstances are dire, in which case she will use Force Grip.

Affiliations

Deel feels no great loyalty to anything other than the Force, not even her husband. She is fond of him in a vague way, almost as though toward a favorite pet. She will act to protect him (and thus her investment of time and energy), but if it came down to a choice between her freedom and his life, she would not think twice before throwing him to the wolves.

Roleplaying Tips

Whenever you are around others, be quiet and composed. Smile fondly at your husband and speak only when spoken to. Occasionally mention tiredness or a delicate constitution, so that you can excuse yourself from social events to pursue your studies. In private, delve into the mysteries of the dark side. Accept no interruptions, but be sure to spare a little affection for your husband now and again.

Era Notes

Deel can be found anywhere that is appropriate for her husband, Larith, in any of the three eras.

Deel De: Female Twi'lek Noble 3/ Dark Side Devotee 2; Init +1 (+1 Dex); Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 26/10; Atk +3 melee (1d3, unarmed) or +4 ranged (3d4+2, mastercraft sporting blaster); SQ bonus class skill (Intimidate), dark side talisman +2, dark, favor +2, inspire confidence, low-light vision, resource access; SV Fort +4, Ref +5, Will +6; SZ M; FP 4; DSP 8; Rep +0; Str 11, Dex 12, Con 10, Int 15, Wis 10, Cha 16. Challenge Code: C.

Equipment: Mastercraft (+2) sporting blaster, encrypted comlink, dark side talisman, elegant clothes for every occasion, credit chip (3,800 credits).

Skills: Computer Use +8, Craft (holoart) +8, Diplomacy +9, Intimidate +9, Knowledge (politics) +8, Knowledge (world lore) +7, Move Silently +6, Read/Write Basic, Read/Write Bothese, Read/Write Cerean, Read/Write Ryl, Sense Motive +6, Speak Basic, Speak Bothese, Speak Cerean, Speak Lekku, Speak Ryl, Spot +8.

Force Skills: Force Grip +12.

Feats: Force-Sensitive, Low Profile, Skill Emphasis (Force Grip), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter.

Doln Tok



Rava Teb'lya employs nearly thirty relaxation specialists at the Rose Nebula, every one trained in various methods of massage and other more specialized treatments. She chooses her

employees from across the galaxy, aiming for a cosmopolitan feel that is unequaled anywhere else on Coruscant. There are specialists from as many as fifteen different species at any given time so that everyone who enters the Nebula can feel comfortable, whatever their origins.

Doln Tok is the sole Kel Dor on staff, an adventurous young man with a mischievous sense of humor. Though ostensibly hampered by his breath mask and protective goggles, he seems the equal of any specialist there. He is particularly dexterous, making him a popular masseuse among the clientele.

Doln came to Teb'lya looking for work after he lost all his money in an unfortunate evening of gambling. Teb'lya turned him down at first, but he persisted and eventually won her over. Doln has become so popular among the Nebula's patrons that he has earned his own specially adapted room at the club, where he resides full time. In his private chamber, he can switch the gases in the room to a mixture that duplicates that of his homeworld, allowing him (and any other Kel Dor he invites to his quarters) to rest comfortably.

Description

Doln Tok is of medium height, with a thin build. His skin coloration varies between a dark peach and light red, with attractive ringed and spiked markings that are quite distinctive. While working, he wears a loose open shirt of a deep rose color, along with flowing black pants that allow him great freedom of movement.

Goals

Doln is very happy with the Nebula. It is rare for a Kel Dor to be accorded a courtesy such as the special room he was given outside of his home world, unless one has the status to demand it. He is young, and aware that he will not be staying here forever. Still, he has no immediate plans to leave. His job is still far to intriguing to him, and he enjoys knowing that he is very good at it.

Tactics

Though not altogether afraid of combat, Doln is hardly a fighter. He lives on site in a 24-hour club with its own security force, so he doesn't feel the need to be particularly skilled in combat. He keeps a blaster pistol in his room but does not intend to use it anytime soon. He prefers to use his Friendship skill to keep situations from degenerating that far.

Affiliations

Doln works for Teb'lya, though he feels no great loyalty towards her. She has given him valuable training and comfortable quarters, but he knows full well that she has made a significant profit off her investment from the information he has forwarded to her. Still, it would be difficult to get him to turn on her; he sees no reason to burn such a profitable bridge.



Roleplaying Tips

Laugh and joke with your patrons. Use your attunement to the Force to soothe their minds and relax their bodies. Play games with them, whatever it takes to let them forget who and what they are for a brief time—and, of course, let them tell you everything that's troubling them.

Era Notes

Doln is appropriate on Coruscant (or wherever the Nebula is located in the campaign), in any era.

Doln Tok: Male Kel Dor Scoundrel 5; Init +3 (+3 Dex); Defense 17 (+4 class bonus, +3 Dex); Spd 10 m; VP/WP 27/11; Atk +3 melee (1d3, unarmed) or +6 ranged (3d6, blaster pistol); SQ gas breather, illicit barter, low-light vision, lucky (1/day), precise attack +1; SV Fort +1, Ref +7, Will +2; SZ M; FP 5; DSP 2; Rep +1; Str 11, Dex 16, Con 11, Int 14, Wis 12, Cha 14. Challenge Code: C.

Equipment: Blaster pistol, gas breather, goggles, 5,500 credits in savings.

Skills: Bluff +10, Escape Artist +7, Gather Information +10, Hide +7, Listen +11, Move Silently +11, Read/Write Basic, Read/Write Kel Dor, Search +10, Sense Motive +8, Sleight of Hand +14, Speak Basic, Speak Bothese, Speak Cerean, Speak Kel Dor, Spot +11.

Force Skills: Friendship +10.

Feats: Alertness, Force-Sensitive, Skill Emphasis (Sense Motive), Skill Emphasis (Sleight of Hand), Weapon Group Proficiencies (blaster pistols, simple weapons).

Ereen Agar



Ereen grew up in the Anobis colony, a Zabrak settlement in the system of the same name. She was working as hired muscle for a Mid Rim transport company, guarding shipments against both pirates and the law. She and

Vurrha were both at the small spaceport on Tatooine when the pirates attacked, shooting at anything they thought might be an easy target. Five dead pirates later—two from across the landing pad and three cut to ribbons—Vurrha had found a new enforcer for his little organization. She thrives on a challenge, using danger as a catalyst to transcend into moments of unearthly grace and speed.

Description

Ereen is 1.8 meters tall, with an arch of small vestigial horns running across her forehead. She has dark hair, typically worn long and tied back. Her eyes are light gray, and her face is covered with a series of thin, swirling tattooed lines. Her clothes are chosen with ease of movement in

mind, typically close fitting shirts with a loose jacket and breeches. She has a vibroblade strapped to her right calf and a heavy blaster pistol holstered on her hip. She moves gracefully, especially when in combat.

Goals

Ereen has learned a lot from Vurrha, including the object lessons of ambition and patience. She is currently garnering wealth and favors in preparation of the time when she'll move on. In the meantime, she listens to her instincts and builds her strength.

Tactics

When given an assignment, Ereen prefers to act quickly, calculating the most efficient level of damage needed to achieve a given result. She never attacks without reason, considering it a waste of energy. She is very thorough in her work, but she can be bought off for the right price. If she suspects her prey might someday be of help to her, she'll let him off for the price of a future favor, then cover-up the incident.

Affiliations

The only known affiliation for Ereen is Vurrha's Blood. She doesn't spend any extended time with any of the crime lord's employees or flunkies, leading many to believe she's picked up on Vurrha's stubborn neutrality. She dislikes Sevv Sunb, Vurrha's business manager. She buries her feelings, however, and concentrates instead on her work.

Roleplaying Tips

Speak softly, so that others are forced to listen to your words. Be impatient with small delays, but not when it comes to the large picture. Control your emotions, so that your enemies will be forced to guess. Be always ready to move at an instant. When carrying out orders involving violence, let your delight at finally fulfilling your calling shine through and terrify your enemies.

Era Notes

Ereen can be used in any of the three eras, with or without Vurrha's Blood. In the Rise of the Empire Era, she could be found across the galaxy working as an armed escort or carrying out the orders of another crime lord. In the Rebellion Era, she might end up anywhere the Imperial forces are likely to ignore. In the New Jedi Order, she could be found much as in the Rise of the Empire era. She would fight the Yuuzhan Vong only if they became a threat to her, personally—the rest of the galaxy can take care of itself.

Ereen Agar: Female Zabrak Soldier 7; Init +7 (+3 Dex, +4 Improved Initiative); Defense 19 (+6 class bonus, +3 Dex); Spd 10 m; VP/WP 63/14; Atk +9/+4 melee (2d6+6/19–20, customized mastercraft vibroblade) or +10/+5 ranged (3d8/19–20, customized heavy blaster pistol); SV Fort +9, Ref +5, Will +5; SZ M; FP 4; DSP 3; Rep +2; Str 14, Dex 16, Con 14, Int 10, Wis 8, Cha 11. Challenge Code: D.

Equipment: Customized heavy blaster pistol (critical 19–20), customized mastercraft (+3) vibroblade (critical 19–20), grappling spike launcher, liquid cable dispenser, medical kit, utility belt*, customized speeder bike (as Ikas-Adno 22-B Nightfalcon, except Speed: 125 m), 1,100 credits in cash.

Skills: Intimidate +10, Knowledge (streetwise) +6, Pilot +8, Read/Write Basic, Read/Write Zabrak, Speak Basic, Speak Zabrak, Spot +4, Treat Injury +4.

Force Skills: Enhance Ability +6.

Feats: Armor Proficiency (light), Combat Reflexes, Force-Sensitive, Improved Initiative, Iron Will, Point Blank Shot, Quick Draw, Rapid Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See the Appendix for details.

Eshin Worr



One of the castes within Yuuzhan Vong society is known as Intendant. It is the caste charged with regulating trade and commerce within Yuuzhan Vong society. Eshin Worr belongs to the Intendant caste; in particu-

lar, she is an executor, the title for one who is in charge of managing the Yuuzhan Vong slaves.

The slaves Eshin manages are largely either disgraced workers or conquered species, making her one of the first long-term contacts for anyone who is captured and put under her care. She works hard to maintain the health and well being of her slaves, but she will not tolerate disobedience or insolence.

Description

Eshin Worr is a thin, petite female, but that in no way lessens her impressive bearing. Her hair is long and black, starting halfway up her high, elongated forehead. She wears the clothing appropriate to her station, and bears only a few tattoos and ritual scars.

Goals

Her goal is to advance out of this job into the role of consul, and no low-caste slave or ignorant captive is going to stand in her way.

Tactics

Eshin is quite proficient in the use of the tsaisi as a tool for punishing her slaves. She allows them to suffer under the effects of the poison, and then relieves it only to inflict the punishment again and again, until she renders the recalcitrant slave sufficiently pliable.

Affiliations

Eshin is a loyal member of the Yuuzhan Vong. She is wholly devoted to her caste as well, and determined to rise as far within it as possible.

Roleplaying Tips

Slaves are like pets. Unworthy, to be sure, but with care and the proper education, they can come to have some value in the larger scheme of things. A few of them can even become rather endearing, over time.

Era Notes

Eshin is only appropriate to the New Jedi Order era. While warriors or scouts might be found prior to the invasion, a keeper of slaves such as Eshin will only be found with the force as a whole.

Eshin Worr: Female Yuuzhan Vong Scoundrel 4; Init +1 (+1 Dex); Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 26/14; Atk +4 melee (1d6+1 plus poison, tsaisi) or +4 ranged (poison, tsaisi); SQ Force absence, illicit barter, lucky (1/day), precise attack +1, resistant to stun, technophobic; SV Fort +3 (+7 vs. stun attacks), Ref +5, Will +3; SZ M; FP 0; DSP 8; Rep +1; Str 12, Dex 13, Con 14, Int 15, Wis 15, Cha 13. Challenge Code: C.

Equipment: Tsaisi, ooglith masquer.

Skills: Bluff +8, Diplomacy +6, Disguise +8, Escape Artist +7, Gather Information +13, Hide +7, Intimidate +4, Listen +9, Move Silently +7, Read/Write Basic, Read/Write Yuuzhan Vong, Sleight of Hand +7, Speak Basic, Speak Yuuzhan Vong, Spot +9, Tumble +6.

Feats: Exotic Weapon Proficiency (tsaisi), Persuasive, Skill Emphasis (Gather Information), Trustworthy, Weapon Group Proficiencies (simple weapons).

Granakk



The Wookiee known as Granakk is one of the most feared bounty hunters in the galaxy. She is exiled from Kashyyyk, and other Wookiees shun her presence. The rumors behind her disgrace are many and varied.

One says she killed her children to spite her mate; another says she betrayed her honor family, sending them to their deaths in exchange for wealth and freedom; yet another claims that she fell into madness, attacking her mate with her climbing claws and killing him in a fit of jealousy. The truth may never be known outside of Kashyyyk, because if any Wookiee knows, none of them will speak of it—not even Granakk.



In her time as a bounty hunter, she garnered renown for her number of kills. Frequently, barely enough of her prey remains to prove its death to her employer, even if she captured her quarry alive and whole. More than one poor soul committed suicide upon seeing her or hearing that she was coming for them: anything not to be left in her power. Wookiees across the galaxy bear her ill will for the stain she casts upon their race by her actions, but no one will act against her—at least, not yet.

Description

Granakk is tall, 2.25 meters in height, and covered with dark fur that is usually matted and dirty. She wears a utility belt and shoulder harness, to which she attaches her weapons and ammo.

Goals

Granakk's goals are uncertain. She rarely speaks more than a short sentence to anyone but her employer, and those conversations are usually confidential. The only thing about her that can be said with any certainty is that, once she takes on a job, she *does not stop*. Not until either she or the target are dead or captured will she stop, and even capture by another is not always enough to slow her down. Some have hypothesized that she has a death wish, but only Granakk knows for certain.

Tactics

Granakk is a smart fighter. She loves to ambush her prey, lying in wait for them until exactly the right moment. She is incredibly patient and as implacable as the shadow of death. If she encounters resistance or her plans are foiled, she will seek out melee combat and rage, tearing her foes limb from limb if possible.

Affiliations

Granakk holds no affiliations except to her employer of the moment.

Roleplaying Tips

Stand quietly, saying as little as possible. Say nothing while traveling, not until battle, when you emit an eerie, blood-curdling, heart-rending scream as you rage.

Era Notes

During the Rise of the Empire or the New Jedi Order, Granakk could work for the Hutt Empire or any other crime lord. During the Rebellion Era, she could work for the Empire as well.

Granakk: Female Wookiee Fringer 10/Bounty Hunter 5; Init +0; Defense 20 (+10 class); Spd 10 m; VP/WP 128/16; Atk +16/+11/+6 melee (1d6+6/19–20, light mace) or +12/+7/+2 ranged (3d8+2/19–20, mastercraft blaster rifle); SQ barter, extraordinary recuperation, jury-rig +6, sneak attack +2d6, survival +4, target bonus +3, Wookiee rage; SV Fort +13, Ref +8, Will +7; SZ M; FP 5; DSP 8; Rep +6; Str 19, Dex 10, Con 16, Int 13, Wis 10, Cha 10. Challenge Code: G.

Equipment: Mastercraft (+2) blaster rifle, personalized light mace (critical 19–20 when used by Granakk), field kit, mastercraft (+1) security kit, tool kit, utility belt*, the *Reckoning* (as YT-1300, except Shield Points: 90 [DR 20], Hull Points: 150 [DR 20], replace laser cannon with assault laser cannon, Damage: 7d10x2), 19,000 credits in collected bounties.

Skills: Astrogate +10, Climb +11, Disable Device +5, Gather Information +12, Hide +9, Intimidate +19, Jump +9, Knowledge (alien species) +6, Listen +12, Move Silently +12, Pilot +15, Read/Write Basic, Read/Write Rodese, Read/Write Shyriiwook, Repair +5, Search +6, Speak Basic (understand only), Speak Rodese (understand only), Speak Shyriiwook, Spot +12, Survival +5.

Feats: Alertness, Headstrong, Spacer, Stamina, Starship Operation (space transport), Stealthy, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, primitive weapons, simple weapons).

* See Appendix for details.

Iris Snow



Iris Snow is the seventh-generation owner of the Corellian Slavers Guild, a group of entrepreneurial individuals who buy, sell, and capture slaves among the Rim planets and Wild Space. She grew up owning and trading in slaves,

and her father and grandmother trained her in the family business since she was a child. When she was 13, she was given the responsibility of training (and punishing) the child slaves. As she grew older, her responsibilities increased as well, until she was ready to take over the business.

Iris believes in hands-on management. She knows (and has personally punished at least once) every slave who passes through her hands. They all fear "Lady Snow," as they call her, who seems to take inordinate pleasure in her work. She treats her employees only marginally better than her merchandise, but she pays them fairly and protects them from raiders.

Description

Iris Snow has light blond hair, almost white in color. Her eyes are a dark violet, and her skin is very fair. She prefers blue, white, and purple clothing, with slim pants and boots. She never wears skirts or gowns, and carries a blaster pistol at all times.

Goals

Iris's goal is to expand her company into a financial empire. To do that, of course, she has to discover new sources of slaves while also increasing the demand for them, which could include increasing her territory or (more likely) making the planets she visits even more slaver-friendly and dependant on forced labor through political and economic means.

Tactics

Iris is equally good at both ranged and close combat. For expediency, she prefers to use her blaster pistol. When she has an audience however, she prefers to administer beatings in melee in order to teach the onlookers an object lesson.

Affiliations

She and her company are loosely affiliated with the Hutt Empire, as they are one of her prime markets for selling slaves.

Roleplaying Tips

Cold eyes, cold voice. The only time you thaw is when arranging sales or trying to influence local officials. Anyone not working for you or buying from you is potentially merchandise—and you don't hide that fact as well as some would like.

Era Notes

In the Rise of the Empire, only the Outer Rim worlds really engage in slavery, keeping Iris away from the Core. In the Rebellion era, she supports the Empire and fights the Rebellion, which has been known to attack her holdings and liberate new "recruits." Under the New Jedi Order, she fights the influence of the New Republic, trying to carve out her own domain.

Iris Snow: Female Human Fringer 7; Init +1 (+1 Dex); Defense 19 (+6 class, +1 Dex, +2 Defensive Martial Arts); Spd 10 m; VP/WP 29/8; Atk +6 melee (2d4+1/19–20, unarmed strike) or +6 ranged (3d6, blaster pistol); SQ barter, jury-rig +4, survival +2; SV Fort +4, Ref +5, Will +4; SZ M; FP 1; DSP 9; Rep +1; Str 13, Dex 12, Con 8, Int 12, Wis 14, Cha 11. Challenge Code: D.

Equipment: Customized blaster pistol (stun range 6 meters, stun Fort DC 17), 5,000 credits in cash, numerous slaves.

Skills: Gamble +12, Hide +13, Intimidate +7, Jump +11, Move Silently +13, Read/Write Basic, Search +11, Speak Basic, Speak Hutttese, Spot +12, Survival +14.

Feats: Defensive Martial Arts, Improved Martial Arts, Martial Arts, Run, Stealthy, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Judge Keedo

Even on the fringes of the galaxy, the inhabitants of these wild places require some semblance of law in order to achieve prosperity. To that end, remote regions are often self-policed, with the richest or most skilled enforce-



ing a common law. Judge Keedo is an example of a self-appointed local magistrate, and of the excesses that can come from such an arrangement. He grew up on the land in a fringer colony, growing fast and smart in the con-

stant struggle for survival. Tired of scrounging, he saw an opportunity to carve out his own domain and grasped it, manipulating matters so that he was "elected" magistrate for the area.

Keedo has parlayed that role into a full-blown fiefdom. He is judge, jury and executioner, with any number of hangers-on acting as deputies in hope of currying favor. Fines are always heavy and go directly into his pocket. Corporal punishment is the assumed judgment against any of the locals, and Keedo administers it with a heavy hand. Every stranger who comes through the area is certain to break at least one "local law" and be dragged before Keedo, and any local resident who displeases Keedo is liable to experience even worse as judgment is rendered on the spot, without the benefit of a trial. Still, the locals seem unwilling to throw him out, as even harsh laws seem better than nothing at all.

Description

Keedo is short, even for a Rodian. He stands barely 1.5 meters tall, with deep green skin and a long, thin scar across his snout. He wears functional, sturdy clothing with a black robe over the top when he's "on the bench." He speaks with a gravelly voice and carries both a blaster pistol and a stun baton.

Goals

Keedo's goal is to expand his territory as much as possible. He already holds two small settlements in his grip, with disguised followers terrorizing the third in hopes of softening them up so he can "save" them.

Tactics

Keedo is a bully at heart. He is direct and to the point, dealing first in terse statements, then in threats, and then in violence. He isn't strong, but he's a pretty good shot with his blaster. Typically, if it comes to combat, he simply has his "deputies" deal with it.

Affiliations

Keedo is affiliated with any number of local criminal groups. He pays them a percentage of what he collects in fines and taxes in return for protection. Unlike most victims of extortion, however, Keedo sought out this



arrangement and has a number of loyal goons of his own to enforce the deal.

Roleplaying Tips

It's good to be the king. You're secure in your little law-abiding realm, and no upstart outsider is going to come in here and upset everything—unless, of course, you're in need of some funds or your boys need some exercise. You make a good show out of your court, of course, as that's what keeps the people happy.

Era Notes

Keedo can be found anywhere in the Mid Rim, Outer Rim, or Wild Space in any of the three eras.

Judge Keedo: Male Rodian Fringer 6; Init +3 (+3 Dex); Defense 18 (+5 class bonus, +3 Dex); Spd 10 m; VP/ WP 45/13; Atk +4 melee (Stun DC 15, stun baton) or +7 ranged (3d6, blaster pistol); SQ barter, jury-rig +4, survival +2; SV Fort +6, Ref +6, Will +3; SZ M; FP 3; DSP 6; Rep +4; Str 10, Dex 16, Con 13, Int 14, Wis 11, Cha 8. Challenge Code: D.

Equipment: Blaster pistol, stun baton, judge's robes, private residence connected to local courtroom, plenty of hired "deputies" (treat as Low- and Mid-Level Thugs), 1,500 credits in collected bribes.

Skills: Diplomacy +3, Gamble +4, Intimidate +6, Knowledge (bureaucracy) +11, Listen +11, Profession (law enforcement) +8, Read/Write Basic, Read/Write Huttese, Read/Write Rodese, Search +9, Sense Motive +9, Speak Basic, Speak Gamorrean, Speak Huttese, Speak Rodese, Spot +10, Survival +7.

Feats: Dodge, Headstrong, Infamy, Track, Weapon Group Proficiencies (blaster pistol, primitive weapons, simple weapons).

Kant



No matter who's in charge, no matter how permissive the government, there's always something that people aren't allowed to have. That's where Kant comes in. He had a normal childhood on Mon Calamari, but was

overly influenced by a traveling Quarren who claimed that personal freedom was the most important thing in the galaxy, even at the expense of the society who birthed it (a view utterly at odds with his own upbringing).

Kant thought about this quite a bit growing up. As a young male, he left Mon Calamari for the stars, yearning to go new places and see other cultures. What he found, however, discouraged him. Nearly every culture had

heavy taboos against personal freedom, even those who claimed it as a societal goal. Seeking people with whom to discuss the idea, he fell in naturally with the discontented members of the cultures he visited. His viewpoint became more and more skewed, until he began to see society—*any* society—as the enemy. Now, he makes a point of breaking laws and smuggling in illegal and dangerous goods to radical groups in order to "liberate the minds of the common people." While he is usually willing to enter into a discussion on the matter in the hopes of making a conversion, he has the passion of a zealot: he will allow nothing to stand in his way.

Description

Kant stands about 1.6 meters tall, with narrow banding across his head and limbs. He wears dark clothing, typically with a vest, shirt and breeches. He keeps a blaster pistol at his hip at all times.

Goals

Kant's goal is to free the minds of the populace from their tyrannical societal bonds, at least as he sees it. He is blinded, however, by the fervor of his belief, ignoring completely the culture in which these bonds are set, or whether or not a given law is beneficial to the populace. As a result, he is easily manipulated by those who know how to give the right kind of argument. More than one group has nearly convinced him to take an even stronger stand and help them engage in guerilla warfare, by means other than just supplying them with weapons and other illegal goods.

Tactics

Kant is a philosopher, not a warrior. He will fight with spirit if attacked, but he will stay at range and shoot with his blasters. He is honorable at heart, but he's only willing to take the high ground for as long as his enemy does.

Affiliations

Kant is affiliated with a dozen or more resistance and anarchist movements throughout the Core Worlds and beyond.

Roleplaying Tips

Speak clearly and eloquently, with the passion and erudition of someone who has studied the rights of all life since his childhood. Try to convince others of the intrinsic truth of your position, but be prepared for disappointment when they fail to see the light. At that point, have your blaster ready: those who cannot understand will often fall back upon violence to win the day.

Era Notes

During the Rise of the Empire, the Republic will be his adversary along with any planetary government. During the Rebellion era, he will fight against the Empire on his own, refusing to aid the Rebellion due to their insistence on a return to a repressive galactic regime. During the New Jedi Order era, he will fight against both the New

Republic and the re-instatement of a Jedi Council, fearing the power of a ruling Jedi class.

Kant: Male Mon Calamari Scout 8; Init +3; Defense 18 (+5 class, +3 Dex); Spd 10 m; VP/WP 73/14; Atk +6/+1 melee (1d3, unarmed), +9/+4 ranged (3d8, heavy blaster pistol); SQ breathe underwater, evasion, extreme effort 2/day, heart +1, low-light vision, skill mastery (Pilot), trailblazing, uncanny dodge (Dex bonus to Defense, can't be flanked), +1 species bonus on Will save in watery environments, -1 species penalty on Will save in arid environments; SV Fort +6, Ref +7, Will +6; SZ M; FP 2; DSP 4; Rep +0; Str 10, Dex 16, Con 14, Int 20, Wis 14, Cha 8. Challenge Code: D.

Equipment: Flight suit, heavy blaster pistol, datapad, personal holoprojector, assorted anarchist propaganda, the *Freedom* (Firespray-31), 15,000 credits in funds to start the new revolution.

Skills: Appraise +10, Astrogate +18, Computer Use +16, Craft (blaster pistols and rifles) +15, Craft (droids) +19, Diplomacy +7, Knowledge (politics) +10, Pilot +16, Read/Write Basic, Read/Write Ithorese, Read/Write Mon Calamarian, Read/Write Quarrenese, Repair +16, Search +17, Sense Motive +9, Speak Basic, Speak Ewokese, Speak Gamorrean, Speak Ithorese, Speak Mon Calamarian, Speak Quarrenese, Spot +13.

Feats: Low Profile, Sharp-Eyed, Skill Emphasis (Diplomacy), Spacer, Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Keeth Anak



Keeth and his sister, Odon, grew up knowing that but for them, their mother would be alive. They spent most of their childhood trying to stay out of their father's way and avoid his rages—until the night when Keeth killed him rather than endure another beating. They found

their way to a remote settlement, where a mystic saw in Keeth the potential to talk to the Unseen. When they had reached the age of adulthood, the pair left to make their way in the world. Everywhere Keeth went, it seemed that there were always those who preyed upon the weak. The rage he tried to bury burned inside him, driving him to punish those who transgressed against his laws. He and his sister became bounty hunters, where they can make a living out of punishing those who deserve it.

Description

Keeth is tall, 1.9 meters in height with a moderate build. His head is shorn bald, with two large horns (one above

each temple) and two small ones in between on his brow. His face is tattooed with black and green stripes, and his eyes are amber in color. He wears plain black robes with a simple utility belt around his waist. He wears a blaster pistol on his hip and carries a staff.

Goals

Keeth sees himself as a tool of the Unseen, spilling their wrath onto those who break their laws and prey upon the weak. The problem is that Keeth's inner hatred has grown so strong that he is slipping closer and closer to the dark side, with no one around who can check his descent. Under the influence of the dark side, his definition of corruption has grown by leaps and bounds. He applies the label of "predator" to more and more people and organizations, the most recent being a local magistrate who ruled against a group of squatters in a territorial dispute, whom Keeth beat to death behind the man's home.

Tactics

Keeth and his sister work as a team. Keeth deals with social interactions while she handles much of the physical portion of the job. His knack for reading people and his mystic abilities let him manipulate most people with whom he comes into contact. He likes to use his staff in melee, using his powers to inflict significant damage on his victims.

Affiliations

Keeth's only loyalty is to his sister. Other than that, he will work for whoever is footing the bill for as long as they pay him. Past employment is no guarantee of loyalty.

Roleplaying Tips

Smile and be charming—until someone crosses you. Be kind or cruel, as the individual deserves. Use your abilities however you must to mete out justice, because the ends always justify the means.

Era Notes

In the Rise of the Empire, Keeth could be an ideal terrorist, aimed at an important noble or senator whom he feels is responsible for the suffering of ... well, anyone, really. During the Rebellion Era, Keeth could easily ally with the Empire and be used as a weapon against the Rebellion. In the New Republic, Keeth could even be an ally of the Yuuzhan Vong, helping to cleanse the galaxy of corruption.

Keeth Anak: Male Zabrak Force Adept 8/Bounty Hunter 2; Init +1 (+1 Dex); Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 54/10; Atk +7/+2 melee (1d6+1, quarterstaff) or +3/-1/-2 melee (1d6+1, quarterstaff) or +9/+4 ranged (3d6, blaster pistol); SQ comprehend speech, force talisman +2, force weapon +1d8, sneak attack +1d6, tainted, target bonus +1; SV Fort +8, Ref +7, Will +13; FP 8; DSP 10; Rep +3; Str 8, Dex 12, Con 10, Int 14, Wis 16, Cha 14. Challenge Code: D.



Equipment: Mastercraft (+2) quarterstaff, blaster pistol, encrypted comlink, utility belt*, black robes, 1,000 credits in collected bounties.

Skills: Gather Information +8, Hide +8, Intimidate +8, Listen +13, Move Silently +8, Read/Write Basic, Read/Write Huttese, Read/Write Kel Dor, Read/Write Zabrak, Sense Motive +16, Speak Basic, Speak Huttese, Speak Kel Dor, Speak Zabrak, Spot +13, Survival +13.

Force Skills: Affect Mind +9, Farsseeing +6, Fear +7, Heal Self +7, Illusion +5, Telepathy +10.

Feats: Force-Sensitive, Skill Emphasis (Sense Motive), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, primitive weapons, simple weapons).

Force Feats: Alter, Control, Force Mastery, Link, Mind Trick, Sense.

* See Appendix for details.

Kelna Toodo



Kelna discovered the lure of gambling during his pilot's apprenticeship with a small trading company. He showed some natural talent at the games they played, and he really enjoyed the rush that accompanied winning. He studied the

way they were played, with the rules and probabilities, the tells and marks and tricks that accompanied the great players. He finished his time and got his commission, then bought a ship—earned largely with his gambling money. Once he had that, he left the life of a commercial pilot and devoted himself to gambling full-time. Of course, even a good gambler loses now and again. To provide against the occasional string of bad luck, he learned to stack the odds a bit more in his favor—a pair of shaved dice here, an extra card there.

It was nothing but bad luck that he got caught at it, really. A bad run hit him while in Beeda the Hutt's floating casino. He managed to come out unscathed from the ordeal, but only by accepting the position as one of Beeda's many stooges. Kelna is now one of his messengers and general snitches, for which he gets to keep his life and all of his body parts in their original condition. He considers that a pretty fair bargain, considering the alternative.

Description

Kelna is short for a Duros, standing 1.75 meters tall. His skin is a dark green, with glossy yellow eyes. His clothes are all very fine in quality, but show a lot of recent wear. He usually has a coin or a die in hand, performing small tricks with it as he fidgets.

Goals

Kelna's goal is to take any sucker willing to play him for everything he can get. Coming in a close second is his desire to get out from under Beeda's control. To that end, he watches everything, ready to move in, grab whatever he can, and then head back to Beeda with the hope of making him happy enough that he will let him go.

Tactics

Kelna doesn't like to fight, because he knows it isn't his strong suit. He'd rather talk his way out or run. He is willing, however, to use his blaster if he's sure he can win, such as shooting someone in the back before running.

Affiliations

Kelna is Beeda's willing stooge, at least for now. He knows it, and so does anyone who knows anything about its business. He isn't willing to risk betraying him for fear of what he knows could happen to him.

Roleplaying Tips

It's all about the game. Play anyone, anywhere—unless it'll make you late to talk to Beeda. No game is worth your life, because there's always another one coming. Smile and play the stooge until it's time to win, then take them for everything they have.

Era Notes

Kelna is appropriate for any era, from the fringes of the Core Worlds on out to Wild Space.

Kelna Toodo: Male Duros Scoundrel 4; Init +2 (+2 Dex); Defense 15 (+3 class, +2 Dex); Spd 10 m; VP/WP 21/10; Atk +2 melee (1d3-1, unarmed) or +5 ranged (3d6, blaster pistol); SQ illicit barter, lucky (1/day), precise attack +1; SV Fort +1, Ref +6, Will +2; SZ M; FP 3; DSP 3; Rep 1; Str 9, Dex 15, Con 10, Int 16, Wis 12, Cha 13. Challenge Code: C.

Equipment: Blaster pistol, the *Hot Streak* (as Z-95 Headhunter, except Hyperdrive: x2), marked cards, loaded dice, 500 credits in cash, 60,000 credits in debt to Beeda the Hutt.

Skills: Appraise +10, Astrogate +12, Bluff +10, Computer Use +7, Forgery +10, Gamble +13, Pilot +11, Profession (gambler) +8, Read/Write Basic, Read/Write Durese, Read/Write Huttese, Read/Write Sullustese, Sense Motive +4, Sleight of Hand +9, Speak Basic, Speak Durese, Speak Gamorrean, Speak Huttese, Speak Sullustese, Spot +8.

Feats: Point Blank Shot, Skill Emphasis (Gamble), Spacer, Trick, Weapon Group Proficiencies (blaster pistols, simple weapons).

Kurgan Dala

Kurgan Dala never wanted to be anything but a starfighter pilot, growing up dreaming of flying past the stars in a sleek machine. He spent his free time studying computers and astromech droids, as well as sharpening his aim by shooting rocks on his homeworld of Naboo. As he grew



he learned to pilot small land vehicles, showing an interest in anything with a cockpit and a propulsion system. If there was ever a doubt in his mind what course his life would take, it certainly never was apparent.

Kurgan was a large boy, and he grew larger with each passing year. His parents secretly worried that the boy would grow too large to pilot a starfighter, perhaps being resigned to flying transports and cargo vessels instead. He was encouraged to participate in sports because of his size, but he always declined such offers in favor of spending the afternoons with his droids and starfighter schematics. The day Kurgan was called to duty in the Naboo Royal Security Forces was the proudest day of his life.

He spent the next several years happily training in his new ship, the *Comet's Wake*, and adjusting to life in the military. Even though he found the lifestyle a little boring despite his childhood dreams, he realized that he had found his true home. On a routine flight back from accompanying an ambassador's ship off the planet, his whole world changed. A space wraith that happened to be floating nearby set its sights on the *Comet's Wake* and its burly pilot. Kurgan had spent his life preparing to be a pilot, but his mind was wholly unprepared for the task of fending off the strange parasite. His will betrayed him almost instantly, and the space wraith took hold of his mind and body.

When Kurgan returned to the planet he immediately requested leave from flight duty. His request was granted without question, primarily because his superiors knew that only the strongest of motivations could keep their man grounded by his own request. His dedication to being a pilot was unquestionable, and he was given time to clear his head. What he did with that time was a different thing altogether.

Although grounded, he was still responsible for helping with the upkeep and maintenance of the pilot corps' droids and fighters. His technical expertise was well respected and the mechanics were happy to have him, but since his last flight, something seemed not quite right with him. He often misplaced his tools or failed to concentrate when others were talking to him. His strange behavior continued for some time, and went largely undressed due to the murders that were beginning to take place around the base. The wraith had taken hold of his mind and forced him to begin killing his fellow soldiers. He targeted pilots, mechanics, and support personnel with equal vigor, being certain to spread the violence as much as possible to confuse the ensuing investigation.

As of now, the murders have gone unsolved, and Kurgan is planning to take an extended leave to see his family and return to his hometown, where violence and carnage will surely follow.

Description

Kurgan Dala is a large man, standing just over 2.2 meters tall with broad shoulders and thick bones. His long black hair is most often tied into a single braid that hangs down to the small of his back, and his eyes are framed by strong cheekbones and a thick forehead. He was always a muscular man, able to lift and carry an astromech droid with no aid, but many of his associates have noticed that since he became grounded his strength has increased to an even greater level.

The pilot has always been a personable fellow, sharing drinks and laughs with the other men in his squadron whenever possible. Lately, though, he has become a bit more withdrawn, and his late nights have been fewer and farther between.

Goals

Since being possessed by the space wraith, Kurgan's only goal has been to sow as much chaos and destruction into his life as possible. He has committed seven murders so far, and has requested an extended leave so that he may return to his home to commit even more. Somewhere deep inside, the real Kurgan still lives and he wants nothing more than to rid himself of the demon that now controls him.

Tactics

The space wraith keeps Kurgan maintaining a low profile, and he is the last person they would look to as a killer. So far, he has cleverly spread out the murders to force as many tangents and suspects as possible onto the investigation. He, or rather the space wraith, realizes that the heat is being turned up around the base, so he has applied for an extended leave that will take him home—and give him access to more victims.

Affiliations

Kurgan is close to the rest of his squadron—as pilots, they are his people. He also has a very good relationship with his family and can call on them in times of need without hesitation.

Roleplaying Tips

There is nothing but death now, it consumes me and wakes me when I sleep. I spend my days contriving ways to cause it, and my nights executing my plans with precision and malice. Nothing can stop me and if something does, it matters not to me.

Era Notes

Kurgan can be used in any of the eras—the space wraiths are unaffected by the comings and goings of political leaders and alien invaders.



Kurgan Dala: Male Human (Wraithbound*) Soldier2/ Tech Specialist 1; Init +1 (+1 Dex); Defense 14 (+3 class, +1 Dex); DR 2; Spd 10 m; VP/WP 49/15; Atk +7 melee (2d4+5, vibrodagger) or +3 ranged (3d6, blaster pistol); SQ darkvision 20 m, wraithbound*; SV Fort +5, Ref +2, Will +1; SZ M; FP 1; DSP 7; Rep +1; Str 20, Dex 13, Con 15, Int 13, Wis 6, Cha 11. Challenge Code: C.

Equipment: Blaster pistol, vibrodagger, padded flight suit, datapad, tool kit.

Skills: Astrogate +7, Climb +3, Computer Use +7, Disable Device +4, Escape Artist -1, Hide -1, Intimidate +3, Knowledge (tactics) +5, Listen +0, Move Silently -1, Pilot +9, Read/Write Basic, Repair +10, Speak Basic, Speak Durese, Spot +0.

Feats: Armor Proficiency (light), Gearhead, Heroic Surge, Skill Emphasis (Repair), Spacer, Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See Chapter Two: Creatures (page 118) for details on wraithbound characters.

Larith De



With galactic travel becoming a commonplace affair (at least for the wealthy), it is a regular occurrence to see the nobility of one world not only traveling abroad, but even taking up residence across the galaxy for one reason or

another. Larith De (and his wife, Deel) are two such itinerant aristocrats, traveling wherever their money and the Ryloth diplomatic corps can take them.

Larith is the type of noble who spends his time looking for diversion instead of duty. He is pleasant and entertaining, if a bit of a fool. He travels from one low-level diplomatic job to another, always stymied by paperwork or bureaucracy but still managing to keep everyone happy despite being ineffectual. He is often spotted at social functions with his wife, an unassuming female who smiles, supports her husband's assertions, and otherwise keeps largely to herself.

In truth, Larith is little more than his wife's puppet. His friendly bluster and charming ways are a cover for her more sinister actions—actions that Larith willingly supports. By taking the spotlight as a bumbling public figure, he hopes to give her the privacy (and time) she needs to fulfill her plans.

Description

Larith stands at average Twi'lek height, roughly 1.8 meters tall. His skin is pale blue, almost white, and his eyes are

a deep green. His clothing is very fine, but a bit gaudy. Larith is given to bright, even outlandish colors and combinations in styles that skirt the edge of acceptable diplomatic fashion. He smiles easily, with grand gestures and a hearty manner. When away from home or the diplomatic corps, he carries a sporting blaster for defense and entertainment.

Goals

Larith's goal is to support his wife and her plans in the hope of eventually ruling by her side, in style. He loves his wife and will do anything to protect her, including murder (or self-sacrifice). He has never been particularly skilled or ambitious, but for his wife he will attempt anything.

Tactics

Larith avoids combat until absolutely necessary. He prefers to use his charm to misdirect his enemies, fooling them into believing that their enemy lies elsewhere. If necessary, he will fire his blaster but only if he is sure he can surprise his prey and escape. If he knows he cannot escape, he will surrender to authorities and use his fame and connections to deal with the problem.

Affiliations

Larith is only affiliated with his wife (see the Deel De entry). All of his loyalty belongs to her.

Roleplaying Tips

Smile and empathize with the frustrations of those around you. Suggest amusing diversions to occupy their time while they wait for the powers-that-be to grant their request. Tell jokes or stories, and laugh heartily at how funny they are. Introduce your wife where appropriate and show her affection, then play to the crowd and let her slip into the background. Everybody loves a clown.

Era Notes

During the Rise of the Empire, Larith could be assigned to the retinue of the Ryloth senator on Coruscant, or he could be on any other world with which Ryloth has diplomatic relations. During the Rebellion Era, Larith would be in self-imposed exile, seeking out the places where neither the Empire nor the Rebellion holds too much sway. Under the New Jedi Order, he and Deel could be nearly anywhere, so long as it isn't too close to the Jedi for comfort.

Larith De: Male Twi'lek Noble 2; Init +1 (+1 Dex); Defense 14 (+3 class bonus, +1 Dex); Spd 10 m; VP/WP 12/12; Atk +1 melee (1d3, unarmed) or +2 ranged (3d4, sporting blaster); SQ bonus class skill (Search), Favor +1, inspire confidence, low-light vision; SV Fort +2, Ref +3, Will +2; SZ M; FP 2; DSP 1; Rep +4; Str 11, Dex 12, Con 12, Int 14, Wis 9, Cha 15. Challenge Code: B.

Equipment: Sporting blaster, comlink, datapad, flashy clothing, credit chip (1,000 credits).

Skills: Appraise +7, Bluff +4, Computer Use +7, Diplomacy +7, Forgery +4, Knowledge (bureaucracy) +7, Read/Write Basic, Read/Write Huttese, Read/Write Ryl,

Ride +3, Search +7, Sense Motive +4, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl.

Feats: Fame, Weapon Group Proficiencies (blaster pistols, simple weapons).

Malia



Though Coruscant is praised as the jewel of the galactic government, for those trapped on the planet's surface away from the gleaming spires and breathtaking vistas, Coruscant is a far less attractive place to be. Living in the

shadows has a literal meaning here for the poor who live on the surface. Malia grew up in those shadows, fighting for survival from the time she was born. She grew up fast, living a hard life on the streets, working as a thief and lookout for a local spice dealer.

Her turning point came at age 17. She'd no more than brushed up against the man when she found herself lifted off the ground by her arm, the credit chip she'd taken still clenched in her finger. The Trandoshan who held her took the chip, returned it with an apology from the Nebula, and took her inside to meet the manager, Rava Teb'lya.

Despite her scrawny frame, rebellious attitude, and deplorable appearance, Rava saw potential in Malia. The Bothan offered her a job, an education, and a place to stay. Knowing that her gang had written her off the moment she'd been caught, she accepted, having nowhere else to go. She's been with the Nebula as a relaxation specialist and spy for a year now, and she has discovered that she likes the work. She may move on eventually, but for now she's content to squeeze the elites for every word she can get.

Description

Malia is an attractive female human, with dusky skin, black/brown hair, and dark brown eyes. She dresses in a short gown of the same garnet red, embroidered with small black roses.

Goals

Malia's eventual goal is to live at the top of those spires, to have everything she was denied growing up. She's halfway there now, but she'll need to find some angel to lift her the rest of the way. She's got a couple of admirers currently, but she's holding out for someone higher up—literally.

Tactics

Malia uses guile and misdirection to get the information she wants out of her clientele, all the while making them

feel as if they're the only reason for her smile. She's not trained for combat, but she does keep a hold-out pistol conveniently placed in her room at the Nebula just in case.

Affiliations

Malia's only affiliation is to herself. With so much ambition, there's no room for anyone else in her loyalties.

Roleplaying Tips

A saucy tilt of the head, a devilish smile: somewhere between come-hither and the girl-next-door lies your chosen territory. You'll play them right up to the moment of truth and beyond, long enough to get clear and turn over the goods without anyone being the wiser.

Era Notes

Malia is appropriate for any era, in any place the Nebula is located. She could also be used as an independent operative, if appropriate.

Malia: Female Human Scoundrel 4; Init +1 (+1 Dex); Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 30/14; Atk +3 melee (1d3, unarmed) or +4 ranged (3d4, hold-out blaster pistol); SQ illicit barter, lucky (1/day), precise attack +1; SV Fort +3, Ref +5, Will +3; SZ M; FP 3; DSP 1; Rep +1; Str 10, Dex 13, Con 14, Int 16, Wis 15, Cha 16. Challenge Code: C.

Equipment: Hold-out blaster pistol, comlink, datapad, recording rod, security kit, alluring attire, 1,500 credits in saved tips.

Skills: Bluff +13, Computer Use +9, Disable Device +10, Forgery +10, Gamble +6, Gather Information +10, Hide +8, Listen +9, Move Silently +8, Read/Write Basic, Search +10, Sense Motive +5, Sleight of Hand +6, Speak Basic, Speak Bothese, Speak Rodese, Speak Ryl, Spot +9.

Feats: Heroic Surge, Quick Draw, Skill Emphasis (Bluff), Stamina, Weapon Group Proficiencies (blaster pistols, simple weapons).

Menugg



Like so many of his people, Menugg began life as a soldier on the Outer Rim world of Gamorr. He became a master of warfare, racking up untold victories and no small number of female companions. He believed

his life was all that any Gamorrean could want. That all ended, however, in one day, when a group of off-worlders arrived at his remote village, traveling days overland just to find him. The off-worlders told him of life on other worlds, showing him images and items of which he had



only heard stories, making his head spin with the riches they offered. They convinced him to leave his homeworld and work for them, a choice he has never regretted. Since that time, Menugg has made a name for himself as hired muscle. He joined Vurrha's Blood a few cycles ago after Vurrha was nearly assassinated, and has stayed by the Quarren's side ever since.

Description

Menugg stands 1.9 meters high, a tower of sheer Gamorrean muscle. His eyes are permanently bloodshot from one too many blows to the head. He is never found without his padded battle armor, with a thogk strapped to his belt and a blaster rifle across his back.

Goals

Menugg's goal is to fight, emerge victorious, and retire back to his homeworld. He plans to take all the money he has been given and build a large and impressive home, where his females will support him and his children will grow strong.

Tactics

Menugg is incredibly strong, much stronger than most could ever dream of being. He prefers to close to melee in a fight where he can use his strength to advantage. He is also good with a blaster, though he takes far less enjoyment in using one.

Affiliations

Menugg is Vurrha's personal bodyguard, a position in which he takes a lot of pride. Vurrha treats him well (relatively) and gives him the chance to fight in exchange for wealth beyond the dreams of his small village. He is therefore loyal, far more than most of Vurrha's people. It would take a very convincing (and wealthy) individual to put a wedge between him and his employer.

Roleplaying Tips

The only person in Vurrha's Blood who speaks your language is your boss, but he always lets you know enough of what's going on so that's okay. If there's a lot of talking, you can get kind of bored, but you're disciplined enough to put up with it. Fighting is the only thing that interests you, and you're always ready to spill a little blood to stay in practice.

Era Notes

Menugg can easily fit in any of the three eras as an underworld thug or as hired muscle, with or without Vurrha's Blood. During the Rise of Empire or New Republic eras, he could also be found working as a body guard for an important politician or wealthy noble.

Menugg: Male Gamorrean Soldier 4; Init +2 (+2 Dex); Defense 16 (+4 class, +2 Dex); DR 4; Spd 8 m; VP/WP 33/16; Atk +9 melee (1d10+7, thogk*) or +6 ranged (3d8/19–20, blaster rifle); SQ primitive; SV Fort +10, Ref +3,

Will +2; FP 1; DSP 4; Rep +1; Str 20, Dex 14, Con 16, Int 9, Wis 12, Cha 15. Challenge Code: C.

Equipment: Padded battle armor, thogk (Gamorrean club)*, blaster rifle, utility belt*, 800 credits stashed in his left boot.

Skills: Astrogate +1, Intimidate +9, Listen +2, Pilot +8, Speak Gamorrean, Spot +3, Survival +3.

Feats: Armor Proficiency (light, medium), Cleave, Great Cleave, Power Attack, Rugged, Weapon Group Proficiencies (blaster rifles, primitive weapons, simple weapons).

* See Appendix for details.

Nib Maroon



Nib was an entertainer of no particularly noticeable merit, traveling Ryl with a group of itinerant musicians. Teb'lya hired her and brought her back to Coruscant to be trained for working in the club. Instead of hiring her for

customer service and entertainment, Teb'lya turned half her training over to Tsserk. Nib became one of the club's hidden security team, ensuring that the place was constantly protected without any obvious security personnel.

The Twi'lek singer has been with the Nebula long enough to build up a faithful following. While she never leaves the lounge with a customer, she has still become a welcome attraction for the Nebula's clientele. Combine that with her fighting prowess, and it's easy to see that Teb'lya's investment is paying off.

Description

Nib is tall and willowy, standing about 2 meters in height. Her skin is a deep, sapphire blue, and her eyes are gray. While working, she wears revealing gowns of a soft violet that compliment her coloring.

Goals

Nib is happy to have a job this nice, but she's beginning to chafe a bit at her current position. She loves singing, but is restricted from performing anywhere but the Nebula without express permission. Her admirers have nearly convinced her that she should strike out on her own, but she hasn't yet worked up the courage to leave.

Tactics

Maroon specializes in covering all the bases. She specializes in unarmed combat, using martial arts to disable drunk or rowdy patrons before they can become a danger to others. She is also a skilled shot with her hold-out blaster pistol, allowing her to strike from range. Nib's preference though, like any good bouncer, is to avoid

conflict entirely. She uses her Charisma and Teb'lya's diplomatic training to talk down her targets and prevent a situation from escalating. Only if that fails does she whip out the big guns.

Affiliations

Nib's only affiliation is to Teb'lya and Tsserk. A couple of other clubs have made her offers to work for them, but as they only know half her job, they have only offered her half the pay the Teb'lya gives her. She has yet to respond to any of them.

Roleplaying Tips

Smile and flirt with all the patrons. Remember that, in effect, you're always on stage whenever you're in public. Use your charm and wit to keep things peaceful, and everyone will stick around happily for your next show.

Era Notes

Nib will fit anywhere that the Nebula is located, though she could easily work in a different club altogether. During the Rebellion era, she may be located away from Coruscant and the Empire, given their bias against non-human species.

Nib Maroon: Female Twi'lek Noble 2/Soldier 3; Init +3 (Dex +3); Defense 20 (+5 class bonus, +3 Dex, +2 Defensive Martial Arts); Spd 10 m; VP/WP 25/10; Atk +7 melee (2d4/19–20, unarmed strike) or +7 ranged (3d4 or DC 14 stun, hold-out blaster pistol); SQ bonus class skill (Bluff), favor +1, inspire confidence, low-light vision; SV Fort +4, Ref +6, Will +3; SZ M; FP 3; DSP 2; Rep +2; Str 11, Dex 16, Con 10, Int 15, Wis 9, Cha 15. Challenge Code: C.

Equipment: Customized hold-out blaster pistol (stun Fort DC 14), encrypted comlink, datapad, disguise kit*, liberty stage costumes, credit chip (2,000 credits).

Skills: Appraise +6, Computer Use +8, Diplomacy +9, Disguise +6, Entertain (sing) +9, Gamble +3, Intimidate +8, Knowledge (world lore) +6, Read/Write Basic, Read/Write Ryl, Sense Motive +5, Speak Basic, Speak Bothese, Speak Dosh, Speak Lekku, Speak Ryl, Spot +2, Treat Injury +3.

Feats: Armor Proficiency (light), Defensive Martial Arts, Improved Martial Arts, Martial Arts, Weapon Finesse (unarmed strike), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See Appendix for details.

Odon Anak

Odon and her brother, Keeth, have been together all their lives. Their childhood was harsh, with a father who would rather beat them both than look at Odon and see her dead mother's face. Because of this, Odon and Keeth learned to look out for each other. They survived regardless of what their father did to them, survived their father's death at Keeth's hands, survived living in the wilderness for weeks while they traveled. A few years respite and the training



of Sereth Udak, and they were grown and ready to make the world give them what they were owed. Neither of them, however, can shake the specter of their shared past as echoes of rage and bloodshed dog their steps.

Description

Odon has short reddish-brown hair, with a circlet of six small vestigial horns over her brow. Her eyes are brown wide-set, with a light red tattoo of a lightning mark on her forehead and cheekbones. She stands 1.8 meters high, with an athletic frame. She wears neutral colors, usually covered by a gray-green poncho. She carries a metal staff and wears a blaster rifle across her back.

Goals

While the Anak siblings are similar in many respects, their goals and motivations differ wildly. While Keeth tries to protect the weak, Odon cares only about herself and her brother. She believes that those who can't care for themselves deserve only contempt. So long as the violence quiets the anger and pain she carries, it doesn't matter who else suffers.

Tactics

Odon's first concern is the safety of her brother. If that is secure, she will ferociously take out any one who attacks them, causing as much damage as quickly as possible. She will use her evasion and uncanny dodge to good effect, closing with her opponents and taking them down. If opponents surrender before fighting, she won't try to kill them, but any show of resistance will get an equivalent response from her. As far as bounty hunting goes, Odon handles the tracking, while Keeth takes care of getting information. They make an excellent team.

Affiliations

Odon is loyal only to her brother, and that until death. Nothing and no one else comes close. She rarely argues with Keeth, trusting implicitly that he knows what he's doing. She will follow him into the mouth of hell, as long as she believes there's a chance they'll get back out.

Roleplaying Tips

If tough comes in Zabrak form, it's you. You let your brother do the talking, but that doesn't mean you can't think for yourself when you have to. No smile crosses your lips unless it's loaded with cynicism (or reserved for Keeth). In a world of adversaries, at least you have each other.



Era Notes

Odon could be used in any era. The Anaks are bounty hunters, pure and simple, though Odon is definitely the follower in the relationship. Wherever he decides they need to go, she will be with him.

Odon Anak: Female Zabrak Scout 8/Bounty Hunter 2; Init +3 (+3 Dex); Defense 20 (+7 class, +3 Dex); DR 2; Spd 10 m; VP/WP 61/11; Atk +10/+5 melee (1d6+5, quarterstaff) or +6/+1 melee (1d6+4, quarterstaff) and +2 melee (1d6+3, quarterstaff) or +11/+6 ranged (3d8/19–20, blaster rifle); SQ evasion, extreme effort (2/day), heart +1, skill mastery (survival), sneak attack +1d6, target bonus +1, trailblazing, uncanny dodge (Dex bonus to Defense, can't be flanked); SV Fort +8, Ref +9, Will +9; SZ M; FP 1; DSP 5; Rep +4; Str 14, Dex 17, Con 11, Int 12, Wis 12, Cha 8. Challenge Code: E.

Equipment: Padded flight suit, blaster rifle, mastercraft (+2) quarterstaff, encrypted comlink, field kit, 1,000 credits in collected bounties, the *Retribution* (Lone Scout-A*).

Skills: Astrogate +8, Bluff +1, Climb +4, Gather Information +6, Hide +10, Intimidate +6, Listen +8, Move Silently +10, Pilot +10, Read/Write Basic, Read/Write Zabrak, Ride +4, Search +10, Sense Motive +3, Speak Basic, Speak Huttese, Speak Zabrak, Spot +9, Survival +10, Swim +6.

Feats: Armor Proficiency (light), Combat Reflexes, Sharp-Eyed, Skill Emphasis (Survival) Stealthy, Track, Weapon Group Proficiencies (blaster pistol, blaster rifles, simple weapons).

* See Appendix for details.

Oolak Goyl



Oolak Goyl always desired that which he did not have. His penchant for collecting all manner of things was encouraged by his parents, who were happy that the boy was at least showing an interest in some pursuit. Oolak had always

been distracted during his lessons, and the young boy seemed to resent the poverty in which he and his parents lived. It was not until Oolak "accidentally" killed a classmate over a duraplast toy that the boy's interest was recognized for the obsession that it was. Oolak was determined to collect anything and everything that interested him, no matter the price.

After spending the remainder of his childhood isolated from his peers, Oolak left home at his first opportunity. He moved to the nearest city and began working as a clerk at a food distribution center. He saw the flow of spices

in and out of the system and figured out a way to bring them from his hometown for less money than his employers were paying. He immediately went into business for himself; within two years, he had expanded his trade and become one of the most influential merchants on the planet.

Over the next 20 years or so, Oolak's fortune grew along with his obsession for collecting strange and unique objects, whether they are technological, historical, or even organic. He built a palatial estate on his homeworld that also served as a museum of sorts for his collection of oddities. Over time, his collection outgrew this place, and his desires outgrew the immediate sector. Oolak made the decision to retire from his mercantile affairs and spend the rest of his days searching the galaxy for rare and interesting bits.

In the past few years Oolak has grown too lazy, or too old as he likes to say, to chase objects around the galaxy, so he employs a variety of artifact hunters and bounty hunters to acquire the objects of his obsession for him. Still, when the chase is nearing its end he takes a private transport to the location in order to view his latest acquisition as soon as it is found. He has built several more palace-museums on various worlds, where he lives when he is not overseeing such pursuits. These include a secret museum filled with terrariums and artificial habitats where he keeps living specimens, including more than one intelligent life form.

Oolak is content to live out the remainder of his years finding and cataloging whatever strikes his fancy, and he is determined to let nothing get in the way of his obsessions.

Description

Oolak is standard height for a Twi'lek, although his riches and preference for luxury over work have made him fat in his old age. He has a long, jagged scar running down his head-tail from a fight with one of his living collectibles some years ago. It was this fight that prompted him to hire mercenaries and bounty hunters to find and capture the more dangerous of his targets. His skin is pale with a light blue tinge, and he always wears rich clothing and copious jewelry to display his wealth.

He does not care to speak to those with whom he does not have business, and often dismisses them with a wave of his lekku. Those who present him with a proposition or sufficiently interest him are tolerated for as long as they can amuse him, but no longer.

Goals

Oolak's primary goal is simple—to keep himself from growing bored by finding more and more esoteric things to keep him amused. His continuous need to abate boredom by satiating his desire for wondrous oddities is enough to keep him and his fortune busy; if he has any other goals, they have not yet manifested themselves in any meaningful way.

Tactics

Oolak prefers to let his network of smugglers and hunters do most of the work for him, while he stays in one of his residences searching for new things to collect. He tracks and follows rumors of new discoveries, draws and collects "treasure maps" that could lead him to find some lost artifact, and tours his museums to squeeze every last bit of interest from the things he has collected before. When he travels, he brings a pair of Gamorrean soldiers-for-hire with him. Anyone approaching him must get past these two before being allowed to speak or interact with Oolak himself.

Affiliations

Oolak has extensive contacts with smugglers, especially those in the Outer Rim, as well as bounty hunters, art collectors, archaeologists, and anyone that may lead him to a new trinket or beast to collect. Other than his two guards, Oolak tries not to interact with many people on a day-to-day basis, and even those who have worked with him before usually only know him as a voice and a credit transfer. The Zabrak treasure hunter Aach Een is one of his most able informants and transporters, having worked with Oolak for several years on many successful acquisitions.

Roleplaying Tips

There are so many interesting things to acquire and so little time, so do not waste it in idle banter with common persons. The poor have no business coming to you, and the rich simply want to make your wealth their own. The only trust worth having is that which can be bought. Never reveal just how interested you are in a certain piece, as that can only cost you money in the long run.

Era Notes

Oolak fits well in any of the three eras of play. His fascination with acquiring interesting objects and creatures is not limited by who rules the galaxy. During the New Jedi Order era, Oolak becomes very interested in acquiring the biotech of the Yuuzhan Vong.

Oolak Goyl: Male Twi'lek Noble 1/Scoundrel 7/Crime Lord 5; Init +0; Defense 18 (+8 class); Spd 10 m; VP/WP 65/13; Atk +8/+3 melee (1d3+1, unarmed) or +7/+2 ranged (3d6, blaster pistol); SQ bonus class skill (Bluff), contacts (2), favor +3, illicit barter, inspire fear -2, low-light vision, lucky 2/day, minions, precise attack +1, resource access; SV Fort +7, Ref +9, Will +10; SZ M; FP 3; DSP 2; Rep +12; Str 12, Dex 11, Con 13, Int 15, Wis 11, Cha 17. Challenge Code: F.

Equipment: Blaster pistol, comlink, datapad, several palace-museums, the *One in a Million* (Luxury 3000 Space Yacht*), two bodyguards (Low-level Mercenaries, one carrying 10,000 credits in cash in a locked attaché case).

Skills: Appraise +14, Bluff +15, Computer Use +7, Diplomacy +15, Forgery +8, Gamble +6, Gather Information +14, Hide +6, Intimidate +12, Knowledge (world lore) +12,

Listen +12, Move Silently +6, Profession (trader) +9, Read/Write Basic, Read/Write Ryl, Search +9, Sense Motive +10, Speak Basic, Speak Lekku, Speak Rodese, Speak Ryl, Speak Zabrak, Spot +12.

Feats: Alertness, Great Fortitude, Infamy, Influence, Iron Will, Persuasive, Skill Emphasis (Gather Information), Weapon Group Proficiencies (blaster pistols, simple weapons).

* See Appendix for details.

Ra Katana (Kayala Ravein)



Kayala Ravein grew up on Alderaan, enjoying all of the amenities accorded to the daughter of one of the most influential politicians on the planet. As a child, Kayala looked up to her father and the important work that he did. She

believed that good governance led to a prosperous society and eventually a peaceful galaxy. All was well within the Ravein home.


Kayala's world was shattered in a moment, however, when a smuggler on the run from pursuing law enforcement agents hit and killed her mother with his transport pod. As traumatic as her mother's death was, it hurt her even more to find out the next day that the smuggler had escaped Alderaan and was not being pursued. The local magistrate had sent a routine identification transmission to the Republic and left it at that. Kayala turned to the only person she could—her father.

Her father was a strong believer in the system as it stood, however, and he would do nothing to help her. He pointed out that the magistrate had followed the law to the letter, and while grief might consume him, he was still a servant to the laws and people of Alderaan. He could not, and would not, turn his personal tragedy into a matter of political debate. Kayala was horrified.

She decided that her father's world was one in which she no longer believed, and that she would show him that there was a better way to bring justice to those who had been wronged. Having been well trained in a variety of dances, she turned her agility toward the pursuit of combat training. Without the knowledge of anyone close to her, she began training in sidearms, stealth, and criminal psychology. Her tutor was a retired bounty hunter to whom she paid money from the coffers of her father (whom she resented more and more with each passing day). She became hardened over the months of her training, her mind focused on nothing else but finding and killing her mother's murderer.

A year after her mother's death, with anger in her heart and a gun at her side, Kayala left behind the only





world she had ever known in search of a killer whose face she knew only from a holovid transmission. She had told her father she was vacationing in a remote island paradise upon Alderaan; no one knew she had instead left the planet. It did not take her long to find him, and she had no intention of bringing him back to Alderaan, and the system that had let him go in the first place, for justice. Instead, she killed him in cold blood, unarmed and asleep in his room. There was no need to look upon his face, or to let him know who his executioner was. He was dead, and that was all that mattered.

After settling this matter, Kayala faced a choice—to return to her life as a senator's daughter, or flee her home-world forever and continue her search for criminals on the run. A better plan, she decided, would be to do both. She could use her father's job and his contacts to secretly target criminals around the galaxy, and could use her status as cover to move from system to system without provoking suspicion. So, she returned to Alderaan and resumed her former life, only this time with a secret. She began to arrange trips across the galaxy, citing vacations, social events, and any other excuse she needed to get where she was going. That these trips coincided with the appearance of a vigilante bounty hunter named Ra Katana went unnoticed by her father or anyone else. Ra Katana's reputation as a bloodthirsty killer grew with each sighting and completed mission.

While word of her exploits spread, Kayala only pushed the limits of her subterfuge. Her father even remarked at dinner one evening that should Ra Katana ever be found on Alderaan, he would lock her up in an instant. This only served to fuel Kayala's anger at the man, who had merely become a tool in her quest to serve bloody vengeance on anyone who ran from the law. Her father is no closer to discovering his daughter's secret life to this day, and it seems as though it is not a matter of how long Kayala can keep it up, but how long she desires to do so.

Description

Kayala Ravein is a tall, lithe, beautiful woman who knows how to use her beauty to her advantage. She is an immaculate society princess, always wearing fashionable clothing and creating a stir with each new style into which she forms her long, brown hair. Since she began her clandestine operations, she has always made it a point to wear a concealed weapon to any event, even if it is simply a baton hidden away beneath the folds of her dress.

As Ra Katana, she wears a black bodysuit that forms to her body, giving her a full range of motion while helping to protect her body and her identity. She is always wearing her helmet and snoopers goggles, the inside of which gives her visual cues about her environment via a built-in holoscreen.

Goals

Ra Katana is driven by the grief of her mother's death and what she sees as her father's betrayal of his family. She

wishes only to use her family's wealth and position to do good in the galaxy, and she holds this in stark contrast to her father, who she sees as devoted more to law than justice. That her zealous pursuit and seemingly arbitrary selection of some of her victims is often unjustified has never crossed her mind.

Tactics

Ra Katana uses her family's wealth and contacts to select her targets, and then brings her training and rage to bear on them with unrelenting fury. She travels openly as Kayala Ravein to better conceal her identity, and she trusts no one once her black garb has been donned. Should she lose track of her prey, or should they leave a system before she can hunt them down, she returns to Alderaan and begins the search for them anew. Sometimes she chooses a new victim on the spot in order to satisfy her lust for "justice," returning only after criminal blood has been spilled.

Affiliations

Ra Katana has no affiliations, but Kayala Ravein is intimately involved in Alderaan's social circles and has the ears of numerous senators and other influential people.

Roleplaying Tips

You are the daughter of a senator and should act like one at all times. Once in your black bodysuit, however, justice must be served and the blood of the guilty must pay for their crimes. Trust no other with your secret.

Era Notes

Ra Katana fits best in the Rise of the Empire Era, when Alderaan still exists. If used in the Rebellion Era, the destruction of Alderaan may turn her attentions to Imperial targets. She seeks anyone involved with the construction of the Death Star, but does not foolishly attack military or other high-profile targets. In a New Jedi Order campaign, her planet of origin may be changed to any planet where law and order reign.

Ra Katana: Female Human Noble 4/Soldier 5; Init +7 (Dex +3, Improved Initiative); Defense 21 (+6 class bonus, +3 Dex, +2 Defensive Martial Arts); Spd 10 m; VP/WP 59/13; Atk +9/+4 melee (2d6+1/19–20, vibroblade) or +9/+4 melee (1d4+1, unarmed) or +9/+4 melee (1d6+1, baton) or +11/+6 ranged (3d6, blaster pistol); SQ bonus class skill (Listen), coordinate +1, favor +4, inspire confidence, resource access; SV Fort +6, Ref +6, Will +5; SZ M; FP 4; DSP 4; Rep +5; Str 12, Dex 17, Con 13, Int 14, Wis 11, Cha 12. Challenge Code: E.

Equipment: Blaster pistol, baton, vibroblade, datapad, encrypted comlink, disguise kit*, snoopers goggles*, the *Mystic Wanderer* (Luxury 3000 Star Yacht*), credit chip (2,000 credits).

Skills: Bluff +7, Computer Use +6, Demolitions +10, Diplomacy +9, Disguise +11, Gather Information +4, Hide +13, Intimidate +9, Knowledge (bureaucracy) +7, Knowledge (politics) +7, Knowledge (world lore) +7, Listen +9,

Move Silently +13, Read/Write Basic, Read/Write Ryl, Repair +7, Sense Motive +5, Speak Basic, Speak Rodese, Speak Ryl, Spot +5.

Feats: Armor Proficiency (light), Defensive Martial Arts, Heroic Surge, Improved Critical (vibroblade), Improved Initiative, Influence, Martial Arts, Quick Draw, Skill Emphasis (Disguise), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See Appendix for details.

Rava Teb'lya



Rava is the daughter of a noble diplomat assigned to Coruscant. She grew up among its towers and airways, living a life of luxury among endless city lights. Her life did not remain at such lofty heights,

however. Rava always had a taste for extravagance. Even when she had only barely reached adulthood, she was caught distributing spice among other young adults in exchange for clothes, money, and personal favors. The resulting scandal resulted in a loss of status for her family and a rift between her and her parents. She left home soon after, cutting all ties and taking her inheritance with her.

With that money, she took her skills and experience in how to live well (and wildly) and put them to use, opening a club that catered to the diplomats and politicians she had grown up around. Afraid that her family ties (and the ever-present Bothan spy stereotype) would pose a problem attracting clientele, she hired a human female to act as a front while she posed as the head hostess. The place was a screaming success, and Rava soon discovered she need have no fear for her future.

All stereotypes begin with a bit of truth, however, and Rava's case was no exception. Years of diplomatic training taught her how to glean important information with ease. She turned her skills to good use, training her employees how to charm information out of their clientele without being noticed. Her skills and those of the people she has trained have stood Rava in good stead over the years, making the nebula one of the most prized—and dangerous—places to relax on all of Coruscant.

Description

Rava is slender, with light caramel-brown fur and delicate curls in her hair and beard. She is typically found wearing some form of rose-colored clothing, as do all the employees of the Nebula. She appears nightly at the Nebula,

acting as the senior hostess on the floor and greeting each customer personally.

Goals

Rava's short-term goal is to maintain her lifestyle and ensure the success of her business, ruthlessly if need be. Her long-term goal is to ruin those who forced her out of society and hurt her family, including her father's superior.

Tactics

Rava's tactics when faced with combat are to call for security. Her bodyguard is always discreetly nearby, as is the security for the Nebula itself. She is hardly helpless, though, and can use a blaster with great skill.

Affiliations

Rava is affiliated with Ter-Idi. She has tenuous connections to the Bothan Spynet, but refuses to overly involve herself with them.

Roleplaying Tips

Be charming and welcoming to everyone who comes through the door. Privately, you may let the facade slip now and again as a snide and witty comment escapes your lips. You're very pleased with your current life, but you still have some scores to settle.

Era Notes

Rava should be wherever the Nebula is placed (see sidebar). She can be used in any era, though she will take a less obviously active part in the Nebula's daily affairs during the Rebellion era, given the Empire's prejudice against non-humans.

Rava Teb'lya: Female Bothan Noble 14; Init +3 (Dex +3); Defense 20 (+7 class bonus, +3 Dex); Spd 10 m; VP/WP 75/13; Atk +10/+6 melee (1d3, unarmed) or +13/+8 ranged (3d4+3, hold-out blaster pistol); SQ bonus class skill (Listen), coordinate +3, favor +6, inspire confidence, inspire greatness, resource access; SV Fort +5, Ref +9, Will +13; SZ M; FP 5; DSP 3; Rep +9; Str 11, Dex 17, Con 13, Int 16, Wis 14, Cha 16. Challenge Code: F.

Equipment: Customized mastercraft (+3) hold-out blaster (range increment 8 meters), datapad, holorecorder, personal holoprojector, encrypted comlink, the Rose Nebula and its staff, credit chip (25,000 credits).

Skills: Appraise +10, Bluff +7, Computer Use +10, Diplomacy +22, Disguise +13, Entertain (dance) +13, Forgery +7, Gather Information +15, Knowledge (bureaucracy) +15, Knowledge (politics) +15, Knowledge (world lore) +15, Listen +17, Read/Write Basic, Read/Write Bothese, Read/Write Dosh, Read/Write Mon Calamarian, Read/Write Ryl, Sense Motive +21, Speak Basic, Speak Bothese, Speak Dosh, Speak Mon Calamarian, Speak Ryl, Spot +13.

Feats: Alertness, Fame, Influence, Iron Will, Skill Emphasis (Gather Information), Skill Emphasis (Sense





THE ROSE NEBULA

On a sophisticated world like Coruscant, entertainment is available at any time of the day or night. Among the countless establishments devoted to relieving some of the stress in the busy life of a galactic politician, however, one place rises above the rest: the Rose Nebula.

The Rose Nebula caters to busy politicians and their staff, providing a respite of comfort, warmth, and personal contact away from the never-ending pressure of the political arena. The Nebula contains a cozy cafe with a five-star chef, a lounge, and common area with skilled live entertainers, a spa, masseuse, personalized relaxation trainers, and a reputation for the most luxurious personal service in the galaxy. The owner, a human woman named Rose Starlight, opened the Rose Nebula twenty years ago to quiet acclaim. She is constantly on the lookout for new talent, and makes yearly trips around the galaxy in search of new hosts and entertainers for her club.

The truth behind the Rose Nebula, however, is far less innocent. Rose Starlight does not exist. She is played by an employee of the true owner as a front to keep the club's patrons from becoming suspicious. The true owner of the club is a Bothan named Rava Teb'lya, who profits from more than just the drinks sold and services purchased. Teb'lya is a collector of information, selling the choicer pieces of her collection to a Cerean named Ter-Idi, an ex-Jedi famous in the shadows of Coruscant for being the premier information broker on the planet.

Teb'lya is one of Ter-Idi's primary sources for information on both political and personal secrets, at a considerable profit for both of them. All the hosts and hostesses of the Rose Nebula are specifically trained in customer service, entertainment and spying. They report directly to Rose Starlight, who in turn reports to Teb'lya with an analysis of the data gathered that day. The most profitable information is turned over to Ter-Idi, while the rest is archived for possible use at a later date.

Teb'lya treats all her employees very well, but she does not permit them to strike out on their own. Any employee caught attempting to blackmail any of the Nebula's patrons is summarily disgraced, dismissed, and turned over to authorities, with full reparations made to the patron in question for the embarrassing incident. This harsh policy not only keeps Teb'lya's employees from crossing the line, it also lifts the Nebula beyond suspicion—a convenient side effect, to be sure.

The Rose Nebula and those within are suitable for any era of play. In both the Rise of the Empire and the New Jedi Order, the club can be left on Coruscant, close to the Republican Senate and the politicians who work there. In the Rebellion Era, the Rose Nebula could be established near any major nerve center of the Imperial government, Coruscant included. With the demise of the Senate, Teb'lya might arrange to bypass Ter-Idi and instead sell some secrets to the Bothan Spynet, thus aiding the Rebellion in an indirect fashion. ☼

Motive), Skill Emphasis (Spot), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Riggs Ashar



Riggs was the biggest and toughest boy around in his youth, with very few who could stand up to him about anything. He was strong, but moreover he was tough; it was nearly impossible to hurt him, which

made everyone reluctant to fight him. He liked the power this status gave him, and he used it at every opportunity, as well. No one was sorry to see him join the militia, and most people expected him to do well there.

The problem, as Riggs soon discovered, was that he wasn't really very bright. Being a good soldier takes more than just strength or being hard to hurt—a concept that had literally never occurred to him before. He was belligerent and violent, and the two attributes combined with his lack of wit to prevent him from getting any of the assignments for which he had hoped. Instead, he was sent to guard the landing area at the local spaceport, essentially doing glorified security work. He's taken advantage of the fact to set up his own tiny empire at the local spacer bar, where his rank and his size and ill temper can still command some respect.

Description

Riggs is tall, nearly 2 meters high, with a thick, broad body and a wide neck. His light brown hair is cropped close to his head, and his dark brown skin is covered with small scars from all his various brawls. He keeps his rifle in his hands most of the time, with his combat gloves tucked conspicuously through his belt. He wears his combat jumpsuit constantly, "just in case of trouble."

Goals

Riggs wants to be a rich and famous, but he'll settle for making everyone around scared of him. He wants to rule the roost, and has no compunctions about threatening anyone he sees fit to properly scare people into obeying him.

Tactics

For all that Riggs believes himself to be tough, there are far tougher things in the universe than he. He doesn't really realize that yet, and so every confrontation begins with his utter belief in his inevitable success. That alone scares far more people than he'd be otherwise able to beat. On the day when his bluff fails, though, his little realm is gone.

Affiliations

Riggs is a member of the planetary militia. He has a couple of hangers-on who enjoy watching other people give in, but other than that, he is on his own.

Roleplaying Tips

Make stupid jokes about your opponents so they'll be scared and embarrassed. Make everyone look stupid as often as you have to in order to get the point across. There isn't anyone you can't squish, as far as you're concerned. You like it that way.

Era Notes

Riggs can fit in any era, anywhere in the galaxy. Bullies are found everywhere, unfortunately.

Riggs Ashar: Male Human Soldier 2; Init +1 (+1 Dex); Defense 14 (+3 class, +1 Dex); DR 3; Spd 10 m; VP/WP 24/18; Atk +4 melee (1d3+4, combat gloves) or +4 ranged (3d8/19-20, blaster rifle); SV Fort +7, Ref +1, Will +0; SZ M; FP 1; DSP 4; Rep +1; Str 14, Dex 12, Con 18, Int 7, Wis 11, Cha 16. Challenge Code: B.

Equipment: Combat jumpsuit, blaster rifle, combat gloves.

Skills: Computer Use +5, Intimidate +8, Read/Write Basic, Repair +5, Speak Basic.

Feats: Armor Proficiency (light), Gearhead, Point Blank Shot, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Set Harth



Set Harth began his training at the Jedi Academy on Coruscant more than 1,000 years before the Battle of Yavin. He was impetuous and hot-headed, preferring fighting to talking and scoffing at the non-violent teachings of the

Jedi Academy. His Jedi Master, Aru-Wen, worked with the boy to soften these tendencies before his student was lost to the dark side. Before he could accomplish this, however, Aru-Wen left Coruscant to join Jedi Master Hoth's Army of Light as they did battle with the dark forces of the Sith Lord Kaan. Set Harth was left behind to pursue his own twisted version of the Force. He did so without a Jedi Master at his side.

Harth left the Jedi Temple to seek truths about the Force that they would not teach within its walls. He traveled about, searching for dark side sites and Sith artifacts that could teach him how to use his anger to focus and master new aspects of the Force. It was only

when he tracked down a Sith artifact and traveled to the battlefields of Ruusan, upon which his former master had died, that Set Harth completed his journey to the dark side. There he battled a Sith warrior for possession of the artifact, and gave in to the anger that would finally complete his journey. He won the artifact that day and began to explore its mysteries, unaware that the object was subtly manipulating him down an even darker road.

Set spent the remainder of his days searching the galaxy for artifacts and sites that would help him cultivate his now extensive knowledge. Eventually, though, records of his travels and sightings became less and less common. The Dark Jedi had developed quite a reputation as a traveler and explorer, however, and people continued to report sightings over the next few hundred years. Although word of this got back to the Jedi Council, most dismissed it as superstition and legend. There were those who were worried, however—could the Dark Jedi who had forsaken their teachings have found a way to survive for all these centuries?

Set Harth sightings have not ceased in recent years, and it has almost become a game across the galaxy. Holograms claiming to be Set Harth are passed around from system to system, and cantinas claiming that Set Harth stopped in for a drink pull in crowds that entertain themselves by looking at various holographic images and assorted "real" Set Harth memorabilia. Beneath this popular cult-like following however there lies a real concern among the Jedi that Set Harth has cloned himself repeatedly over the centuries or that he is a malevolent Force spirit whose plans are both unforeseeable and potentially dangerous.

In truth, the Set Harth that now inhabits the galaxy is a little of both. Before he died, Harth learned to transfer his consciousness into other bodies—but the dark energy required to possess the other body consumed and destroyed his original form. Over the centuries, he eventually made contact with cloning specialists to reproduce his original form, thus ensuring that he could live on forever.

Description

Set Harth is a Dark Jedi whose dedication to finding physical manifestations of the dark side has not waned in a thousand years. His clones all have the same appearance—a young, cocky, white-haired man with an athletic build and a guileful smile—and he tends to discard them around their 30th year for younger versions of himself. He carries his lightsaber with him at all times, and no other weapons.

Goals

Set Harth's goals remain the same as they were in his "first" life—the acquisition of Sith artifacts and the location of dark force sites. He has amassed an amazing knowledge of such sites over the thousand years of his existence, and his collection of artifacts is immense. He avoids keeping many artifacts in one place so as not to



draw the attention of the Force-sensitive, leading to him having several caches hidden across the galaxy. He spends some of his time defending these caches from tomb raiders and other curious Dark Jedi.

Tactics

Set has near limitless resources, and he has no mundane concerns to take up his time. He is therefore a very keen planner, always having readied responses for a variety of tangents in any course of action. He keeps several different starships around the galaxy, using the variety of transportation as a means to keep his movements secret and sightings in the realm of galactic legend.

Affiliations

Set Harth has no affiliations and kills anyone who discovers that he actually still exists. He needs no one to complete his missions, and personal relationships are pointless for an eternal spirit anyway. The only relationship he maintains out of necessity is that with his clone architects, who have a policy of secrecy when it comes to their clients that has never been broken.

Roleplaying Tips

Violence is the quickest way to end a conflict, diplomacy only lengthens a problem's lifespan. The Jedi are the true corrupters of the Force, and it is wrong not to use it to further one's own ends. Death is a meaningless concept, but the Jedi's devotion to becoming one with the Force blinds them to this.

Era Notes

Set Harth can be used equally well in all of the eras of play, as his motivations and existence live far outside the realm of galactic politics. Any settlement or exploration that threatens one of his artifact caches infuriates him to the point where he will interfere with it, indirectly at first but personally should the problem get out of hand. If the Yuuzhan Vong threaten to destroy the cloning technology that keeps him in the physical realm, Set Harth may join forces with others in order to prevent this from happening, even if those others do not know he is there.

Set Harth (Old Republic Era): Male Human Jedi Guardian 8; Init +2 (Dex +2); Defense 18 (+6 class bonus, +2 Dex); Spd 10 m; VP/WP 70/15; Atk +10/+5 melee* (3d8+1/19-20, lightsaber) or +10/+5 ranged (3d6, blaster pistol); SQ deflect (attack -4), deflect (defense +1), deflect (extend defense and attack); SV Fort +8, Ref +8, Will +4; SZ M; FP 3; DSP 4; Rep +2; Str 13, Dex 14, Con 15, Int 12, Wis 11, Cha 12. Challenge Code: D.

Equipment: Lightsaber*, blaster pistol, utility belt**, robes.

* *Set Harth has constructed his own lightsaber.*

Skills: Computer Use +3, Craft (lightsaber) +5, Intimidate +5, Knowledge (Jedi Lore) +5, Knowledge (Sith lore) +3, Pilot +3, Read/Write Basic, Speak Basic, Speak Huttese, Tumble +6.

Force Skills: Affect Mind +4, Battlemind +13, Enhance Ability +8, Force Defense +10, Force Strike +5, Heal Self +3, Move Object +9, See Force +2, Telepathy +8.

Feats: Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Mettle, Sense.

** *See Appendix for details.*

Set Harth (Rise of the Empire, Rebellion, or New Jedi Order era):

Male Human Jedi Guardian 8/Dark Side Devotee 8; Init +2 (Dex +2); Defense 23 (+11 class bonus, +2 Dex); Spd 10 m; VP/WP 126/14; Atk +16/+11/+6 melee* (3d8+1/19-20, lightsaber) or +16/+11/+6 ranged (3d6, blaster pistol); SQ dark, dark side talisman +4, deflect (attack -4), deflect (defense +1), deflect (extend defense and attack), Force weapon +1d8; SV Fort +14, Ref +12, Will +10; SZ M; FP 7; DSP 15; Rep +6; Str 12, Dex 14, Con 14, Int 12, Wis 11, Cha 12. Challenge Code: G.

Equipment: Lightsaber*, blaster pistol, utility belt**.

* *Set Harth has constructed his own lightsaber.*

Skills: Computer Use +3, Craft (lightsaber) +5, Intimidate +7, Knowledge (Jedi lore) +9, Knowledge (Sith lore) +12, Pilot +3, Read/Write Basic, Speak Basic, Speak Huttese, Tumble +6.

Force Skills: Affect Mind +8, Battlemind +16, Drain Energy +12, Enhance Ability +8, Fear +13, Force Defense +10, Force Grip +16, Force Strike +10, Heal Self +3, Move Object +10, See Force +5, Telepathy +11, Transfer Essence +18**.

Feats: Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Great Fortitude, Heroic Surge, Skill Emphasis (Drain Energy), Skill Emphasis (Fear), Skill Emphasis (Force Grip), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Mettle, Sense, Sith Sorcery**.

** *See Appendix for details.*

Sevv Sunb



Every good boss knows enough to know he can't do everything himself, especially where finances are concerned. Still, criminal accountants are difficult to come by; those who have the inclination are rarely satisfied with

the lifestyle. Enter Sevv Sunb. He began his career by managing the finances for a traveling band of entertain-

ers. Under his direction, they expanded their repertoire to include smuggling as well, netting all of them a tidy profit. When their ship was captured while en route with a delivery of spice and impounded, however, Sevv decided a new employer was in order. Sevv and Vurrha have only been working together for a short time, but in those cycles, the Sullustan has proven himself invaluable to the organization.

Description

Sevv Sunb is stands roughly 1.4 meters tall, short even for a Sullustan. He is fat, with extra jowls and glossy black eyes, making him look almost like a caricature. His voice is high pitched, and he laughs nervously whenever something amuses him, whether the timing appropriate or not. He wears large jackets that emphasize his belly while hiding the blaster pistol on his hip. He prefers bright, garish colors, with a special fondness for bright green.

Goals

Sevv's only goals are to become wealthy and remain free. So long as Vurrha is helping him achieve those things, he's happy to remain where he is. He's not above jumping ship if things look like they're going bad (he's done it before), but he will wait until he's sure that no one else in the group will escape to wreak vengeance on him. He doesn't like Ereen Agar, believing that she looks down on him because of his lack of fighting skills. He'd like to see her humbled and maybe replaced, but he's patient. There's plenty of time for such things.

Tactics

Sevv is a good shot, but he doesn't like to fight—too much risk involved. He prefers to sneak out the back and hide until the whole thing is over. If he is cornered, then he'll take as much cover as possible and snipe at his opponents, hoping to drive them away or kill them before they can take him out.

Affiliations

Sevv is a part of Vurrha's Blood, essentially the brains behind most of the operation. While Vurrha calls the shots, Sevv decides what Vurrha's options are, making him the power behind the throne. If someone were to try to lure him away, they would have to guarantee his safety (and provide enough enticement to salve his conscience).

Roleplaying Tips

Speak with a high-pitched nasally voice. Ramble on about the profit/loss or investment/risk ramifications of proposed actions. Sneer when you believe someone is less intelligent than you are. Laugh inappropriately about comments that are only marginally funny—you have a weird sense of humor.

Era Notes

Sevv fits into any era, with or without Vurrha's Blood. If not a part of the organization, Sevv could work for nearly anyone in the Rise of the Empire or New Republic

eras, provided that criminal leanings and a lack of social graces aren't an issue for his employer. During the Rebellion era, Sevv will be found anyplace where non-humans congregate, probably in the employ of an unscrupulous businessman or crime lord.

Sevv Sunb: Male Sullustan Scoundrel 10;

Init +3 (+3 Dex), Defense 19 (+6 class bonus, +3 Dex); Spd 10 m; VP/WP 46/10; Atk +7/+2 melee (1d3, unarmed) or +11/+6 ranged (3d6, blaster pistol); SQ darkvision, illicit barter, lucky (2/day), precise attack +2; SV Fort +3, Ref +10, Will +4; SZ M; FP 3; DSP 2; Rep +0; Str 11, Dex 17, Con 10, Int 16, Wis 12, Cha 8. Challenge Code: E.

Equipment: Blaster pistol, mastercraft (+2) datapad, 2 datacards (business, streetwise), encrypted comlink, holorecorder, personal holoprojector, private residence on Tatooine (has 10,000 credits cash in a hidden wall safe).

Skills: Appraise +16, Bluff +14, Computer Use +16, Forgery +13, Gamble +13, Gather Information +15, Knowledge (business) +13, Knowledge (streetwise) +13, Listen +15, Profession (accountant) +17, Read/Write Basic, Read/Write Hutttese, Read/Write Quarrenese, Read/Write Sullustese, Search +16, Speak Basic, Speak Hutttese, Speak Quarrenese, Speak Sullustese, Spot +16.

Feats: Alertness, Low Profile, Quick Draw, Quickness, Skill Emphasis (Gather Information), Skill Emphasis (Profession [accountant]), Trick, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons).

Tar Monevv



An able fighter, Tar Monevv is a member of the advance forces sent to invade the Known Galaxy. He is a commander within the Yuuzhan Vong army, sent ahead of the invasion force to act as a spy and saboteur to undermine

the government of a world slated for conquest. His career has been glorious thus far, and he has hopes of one day earning the rank of Warmaster.

Tar Monevv is a devout follower of the Slayer, the Yuuzhan Vong god of carnage. He truly believes in the role of war, pain, and devastation as a necessary means of growth and self-improvement. He takes his duties as a divinely inspired right, and glories in the destruction he and his people carry with them.

Description

Tar Monevv is a fearsome sight. His entire body is covered with red-bronze plates, with short spikes protruding from



his knees, elbows, wrists and neck, leaving nothing of his form visible but his smoldering black eyes.

Goals

Tar Monevv is charged with preparing his assigned world for invasion: reports on its population, government, and military readiness are required regularly, as is sabotage or assassination as his supreme commander deems appropriate.

Tactics

Monevv is an agent provocateur. He will try anything and everything in order to achieve his goals, short of suicide (and even that is not out of the question if it would break the planet's resistance to the invasion force).

Affiliations

Tar Monevv is a high-ranking officer in the Yuuzhan Vong military.

Roleplaying Tips

You do not understand these creatures, and you never have. Most of them are worthy only to be slaves, though occasionally you locate one whom you would honor with a clean death. Let your people come, and the purification will begin.

Era Notes

Tar Monevv is only appropriate for play in the New Jedi Order era. He would only be sent out in front of an invasion force, not simply to scout.

Tar Monevv: Male Yuuzhan Vong Soldier 6/Elite Trooper 6; Init +3 (+3 Dex); Defense 21 (+8 class, +3 Dex); DR 12; Spd 10 m; VP/WP 114/15; Atk +18/+13/+8 melee (1d6+9/19-20 plus poison, amphistaff) or +16/+11/+6 melee (1d6+7/19-20 plus poison, amphistaff) and +16/+11 melee (1d6+4/19-20 plus poison, amphistaff) or +15 ranged (2d6, thud bug); SQ Force absence, resistant to stun, technophobic, uncanny dodge (Dex bonus), weapon specialization (amphistaff); SV Fort +13 (+17 vs. stun), Ref +8, Will +4; SZ M; FP 0; DSP 24; Rep +5; Str 20, Dex 16, Con 16, Int 13, Wis 9, Cha 12. Challenge Code: F.

Equipment: Commander's vonduun crabshell armor, amphistaff, coufee, 2 thud bugs, villip.

Skills: Climb +6, Demolitions +12, Hide +10, Intimidate +13, Jump +6, Knowledge (tactics) +7, Knowledge (technology) +6, Listen +9, Pilot +12, Read/Write Yuuzhan Vong, Speak Basic, Speak Yuuzhan Vong, Spot +9, Treat Injury +8.

Feats: Ambidexterity, Armor Proficiencies (light, medium, heavy), Combat Reflexes, Dodge, Exotic Weapon Proficiencies (amphistaff, tsaisi), Improved Critical (amphistaff), Improved Two-Weapon Fighting, Point-Blank Shot, Precise Shot, Starship Operation (starfighter), Two-Weapon Fighting, Weapon Focus (amphistaff), Weapon Group Proficiency (simple weapons).

Teezyk



Teezyk began his career as a gladiator on Rodia, where he developed a following for his quick attacks and graceful moves. He worked his way up from grunt to headliner, all the while polishing his skills both in and out

of the arena. At the height of his popularity, he retired from the games and entered the private sector. First as an investigator, then as a hired killer, he made a name for himself.

It wasn't until Teezyk spent a few years off world that he truly began to shine. He offered his services to petty crimelords and allayed their doubts by silently and ruthlessly dispatching their enemies. From the Core Worlds to the Outer Rim, he tracked, killed, and learned. He was particularly well regarded in Hutt Space, so much so that various Hutt crimelords would bid on his services. When he finally returned to Rodia, he had more credits than he could count and had earned the title of assassin—the ultimate incarnation of a hunter in Rodian culture.

Since his "retirement," Teezyk spends his time pursuing a life of luxury and safety on his home planet. He is proud to say that only one target has evaded him in his entire career, and only because his employer cancelled the hit before Teezyk could finish the job. Although he seems content to remain on his estate, Teezyk has been lured off world by more than one intriguing or challenging assignment.

Description

Teezyk stands 1.6 meters tall and has no distinguishing physical features. He could probably slip into a crowd in a second, and you would never see him coming. He wears simple clothing and speaks with a low, quiet voice.

Goals

Teezyk takes comfort in his reputation as a smart, capable assassin. It keeps most of his enemies at bay, although from time to time he himself has been a target for assassination. Teezyk desires a life of comfort coupled with the occasional "hunt." If he's working, then he focuses narrowly on his mission's success.

Tactics

Teezyk learns as much as he can about his target, then strikes when and where the target will least expect it—typically around family, at night, in front of a law enforcement facility, and so on. He favors simple

disguises—mostly a variety of uniforms and outfits—and relies on stealth and obfuscation to get close to his target without drawing suspicion. Regardless of the circumstances, he always works alone.

Affiliations

Teezyk maintains no affiliations. He is concerned only with himself and would be a fool to trust anyone else with his safety.

Roleplaying Tips

Cold, calm, and calculated, you attack without passion or prejudice. Murder isn't something to be analyzed—it's just a job. You don't speak much, slipping in and out of crowds until the job's done, then dashing off-planet and back to the peace and quiet of your estate on Rodia before anyone can trace you.

Era Notes

In the Rise of the Empire era, Teezyk could be hired to assassinate a senator, a Jedi, or another dignitary. During the Rebellion era, he might find regular employment with the Empire or the Hutts. In the New Jedi Order era, Teezyk's employers could include a corrupt senator of the New Republic, various crimelords, or former Imperial agents seeking revenge against the leaders of the Rebellion.

Teezyk: Male Rodian Scoundrel 6/Soldier 4; Init +7 (+3 Dex, +4 Improved Initiative); Defense 19 (+3 Dex, +6 class); Spd 10 m; VP/WP 51/9; Atk +11/+6 melee (2d4, vibrodagger) or +12/+7 ranged (3d6/19–20, blaster pistol) or +11/+6 ranged (8d6+6, thermal detonator); SQ illicit barter, lucky (2/day), precise attack +1; SV Fort +5, Ref +9, Will +3; SZ M; FP 4; DSP 17; Rep +2; Str 10, Dex 16, Con 9, Int 15, Wis 10, Cha 12. Challenge Code: D.

Equipment: Customized mastercraft (+2) blaster pistol (critical 19–20), thermal detonator, vibrodagger, comlink, datapad, electrobinoculars, field kit, comfortable estate on Rodia, modified landspeeder (as XP-34, except Speed: 150 m, +1 bonus on all Pilot checks), 17,000 credits in collected fees.

Skills: Astrogate +9, Bluff +7, Computer Use +7, Demolitions +12, Diplomacy +4, Disable Device +8, Disguise +12, Gather Information +9, Hide +13, Intimidate +8, Listen +10, Move Silently +13, Pilot +11, Read/Write Basic, Read/Write Bothese, Read/Write Dosh, Read/Write Rodese, Search +10, Speak Basic, Speak Bothese, Speak Dosh, Speak Rodese, Spot +10, Treat Injury +5.

Feats: Alertness, Armor Proficiency (light), Heroic Surge, Improved Critical (blaster pistol), Improved Initiative, Point Blank Shot, Skill Emphasis (Disguise), Stealthy, Track, Weapon Finesse (vibrodagger), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Ter-Idi



Ter-Idi was an able student at the Jedi Academy, both clever and wise. His dispassionate treatment of the dichotomy of light and dark, however, concerned some of his tutors. He was selected as a Padawan learner by Kal-

Don, a famous Jedi consular. Before he could take the Trials, however, he was wounded while protecting his master from an assassin's blade. Ter-Idi recovered, but his strength and speed were sorely compromised. The power of the dark side called to him seductively, promising to replace all that he had lost—and more.

Ter-Idi never took the Trials, leaving the Jedi and fading into the shadows of Coruscant. He learned to hide his powers and abilities so that he could escape the notice of his old masters. He turned his powers of observation and insight toward seeking a profit, manipulating the minds of those in power and stealing their most-closely held secrets. Since beginning this new life, he has become one of the most powerful men in the shadows of Coruscant—and indeed, the whole galaxy.

Description

Ter-Idi is a Cerean of average height and build, standing roughly 2 meters tall. He has light brown hair, with a long thin beard that curls on the ends. He walks with a cane and has a subtle limp, favoring his right leg.

Goals

Ter-Idi's goal is power; selling information is the fastest way to establish a stable footing on which to build. He follows the dark side of the Force but takes care not to let it consume him (at least at this stage). He does not wish the Jedi destroyed, though he thinks most of them fools—including his old master. Instead, he wishes to build a more enlightened Council, one that can give equal consideration to dark and light instead of cowering from the shadows like frightened children.

Tactics

If Ter-Idi is attacked, he will use his lightsaber to defend himself against both close and ranged combat. He will attempt to negotiate a way out of combat before it begins, but if that is unsuccessful, he will do his best to ensure that no witnesses remain after the battle that can identify him.

Affiliations

Ter-Idi has no set affiliations, except to the dark side.



Roleplaying Tips

Constantly evaluate those around you. Weigh their stories against the facts that you know. Be aware of the tiniest misstep, the smallest faulty logical leap. It is these things that keep you alive.

Era Notes

In the Rise of the Empire era, Ter-Idi can study with the Jedi as normal, leaving well before Palpatine's rise to power. In the Rebellion era, he should have left the Jedi just before the Clone Wars began, giving him time to disappear and thus escape the fate of his former companions among the Jedi. Under the New Jedi Order era, he can be older, having left the order prior to the collapse of the Jedi, or he could be only a few years out of Skywalker's academy.

Ter-Idi: Male Cerean Jedi Consular 6/Crime Lord 3; Init +3 (+2 species, +1 Dex); Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 51/12; Atk +5 melee (3d8/19–20, lightsaber) or +6 ranged; SQ contact (1), deflect (attack –4), deflect (defense +1), deflect (extend defense and attack), inspire fear –2, resource access, tainted; SV Fort +7, Ref +6, Will +11; SZ M; FP 7; DSP 9; Rep +7; Str 11, Dex 12, Con 12, Int 18, Wis 16, Cha 16. Challenge Code: E.

Equipment: Lightsaber, cane, datapad, encrypted comlink, holorecorder, personal holoprojector, utility belt*, nondescript robes, 15,000 credits in several accounts under fake names.

Skills: Bluff +13, Diplomacy +13, Gather Information +13, Intimidate +13, Knowledge (Jedi lore) +14, Knowledge (world lore) +14, Read/Write Basic, Read/Write Cerean, Sense Motive +13, Speak Basic, Speak Bothese, Speak Cerean, Speak Dosh, Speak Ithorese, Speak Ryl.

Force Skills: Affect Mind +8, Drain Energy +8, Enhance Ability +10, Enhance Senses +6, Fear +10, Force Grip +13, Force Stealth +14, Force Strike +11, Heal Self +10, See Force +6.

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Infamy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Control, Focus, Malevolent, Sense.

* See Appendix for details.

Tsserk



Tsserk has been head of security at the Rose Nebula (and Rava Teb'lya's personal bodyguard), since the opening of the Rose Nebula. He grew up on Trandosha, training as a great warrior and hunter. Just as he was at the

height of his training, however, he murdered his best friend in a drunken fight. The resulting shame drove him from his home in hopes of a new life elsewhere. He was working as a bouncer in a bar when Teb'lya found him and offered him a job. He left with her that same day, and never looked back. Since then, he has become as much of a fixture at the Rose Nebula as Teb'lya herself, although far less friendly with the customers. He runs a tight ship insofar as security for the place is concerned, but his subordinates are loyal to him. He is fair, if harsh, and keeps both himself and those who answer to him well trained.

Description

Tsserk is short for a Trandoshan, only 1.6 meters in height, and barrel-chested, with a powerful and muscular body. His skin is a bright, deep green in color, with glossy, smooth scales. While working in the Nebula, he wears tight, black breeches and an open, sleeveless white shirt with a rose-colored nebula embroidered on the left breast. He carries a heavy blaster pistol on one hip and a vibroblade lashed to his thigh.

Goals

Tsserk's goal is to protect the Nebula, protect Teb'lya, and save his own skin. He is comfortable here, and has no tolerance for anyone who might try to harm those connected to the place, whatever their reason.

Tactics

As a bouncer/bodyguard, Tsserk will go for the quick, efficient solution every time. He will not hesitate to use his enormous strength against an opponent, hoping to break them fast and end the fight under his terms. He has staying power; it's just that he prefers to minimize the attention he (and his victim) might attract.

Affiliations

Tsserk is utterly loyal to Rava Teb'lya. She rescued him from a wrecked future, and he intends to repay that. So long as she doesn't sell him out, he'll never turn on her.

Roleplaying Tips

You are the embodiment of the strong, silent type. You will speak in low tones to your subordinates when on the job, but you never speak to Teb'lya or any of the patrons unless spoken to first. You make the shortest answer possible without being rude, and then you get back to your job—keeping an eye on things.

Era Notes

Tsserk is appropriate anywhere the Nebula is placed. During the Rebellion era, he might take a less visible role in the Nebula, due to the Empire's dislike of non-humans.

Tsserk: Male Trandoshan Soldier 6/Elite Trooper 4; Init +3 (+3 Dex); Defense 21 (+7 class, +3 Dex, +1 natural); Spd 10 m; VP/WP 81/14; Atk +15/+10 melee (2d6+5, vibroblade) or +14/+9 ranged (3d8/19–20, heavy blaster pistol); SQ darkvision, uncanny dodge (Dex bonus

to Defense); SV Fort +11, Ref +7, Will +6; SZ M; FP 2; DSP 4; Rep +4; Str 20, Dex 16, Con 14, Int 12, Wis 14, Cha 12. Challenge Code: E.

Equipment: Customized mastercraft (+2) heavy blaster pistol (critical 19–20, stun Fort DC 20), vibroblade, encrypted comlink, code cylinder, customized airspeeder (as T-47, except +1 bonus on Pilot checks, mounted heavy repeating blaster), 8,000 credits stashed in his quarters.

Skills: Astrogate +9, Hide +11, Intimidate +14, Move Silently +11, Pilot +12, Profession (security chief) +10, Read/Write Basic, Read/Write Dosh, Speak Basic, Speak Bothese, Speak Dosh, Speak Ryl, Spot +10, Treat Injury +11.

Feats: Armor Proficiencies (light, medium, heavy), Blind-Fight, Combat Reflexes, Dodge, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Starship Operation (transport), Weapon Focus (heavy blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Victor Jun



Victor was never one to argue with the gods. From a very young age, he felt them calling to him in ways no one else understood. He listened to their voices, heeded their words, and obeyed their commands. When he pleased the gods,

he was granted abilities beyond comprehension. When he displeased them ... well, that was when the Black Pain came. Victor didn't want to displease the gods. He tried very hard not to.

When the gods ordered him to leave his family, Victor obeyed. When they decreed that he should proselytize on their behalf, he shouted for them on the street corners. When they ordered him to kill ... well, he obeyed then, too. In return for his loyalty, they have granted him glimpses of the awesome powers at their command, imbuing him with a small fraction of their power.

Description

Victor stands 1.75 meters tall, with short ragged hair and troubled green eyes. He is disheveled and dirty, with ragged clothes and a battered staff. He mutters and rambles as he talks, only rarely seeming to know where he is or what is around him. Still, his movements are oddly graceful, despite his apparent insanity.

Goals

Victor believes that great forces of evil surround him, wearing innocent guises while they plot to destroy him and bury the truth about the true gods. The gods have

given him the power to see through evil's many guises, and due to his rampant paranoia, anyone who attempts to help them will eventually be the target of his wrath. Victor is particularly suspicious of people who exert their influence or extol their power over others. Any hero who becomes famous enough to catch Victor's attention also stands a good chance of being marked for destruction by Victor's "gods."

Tactics

Victor's mad rants seldom convince others to join his cause, but the gods have granted him the ability to plant suggestions in the minds of unbelievers. He can use Affect Mind to alter perceptions and plant suggestions, forcing others to see the things he sees and believe the things he believes. If his attempts at persuasion fail, he may disappear for days until he hatches a plan to dispatch the "enemies of the gods." When the time is right, he chooses a secluded area and attacks with every power he has available, until he or the infidels are dead.

Affiliations

Victor suffers from schizophrenia, and the voices in his head are imagined, not real. However, his connection to the dark side of the Force is very real. He believes that he is a pawn in a cosmic battle between good and evil, and that he will eventually deliver a blow that will crush his masters' enemies (he believes he is on the side of "good," naturally) and save the universe. He has no other affiliations, nor is he capable of holding onto any.

Roleplaying Tips

Mutter constantly about various signs and portents, and speak often of "hidden enemies" threatening the universe. Be surprisingly kind to those around you, but be wary; those who are kind in return might be enemies in disguise!

Era Notes

In the Rise of the Empire era, Victor could set his sights on members of the Jedi Council or the Republic Senate. During the Rebellion era, any of the founders of the Rebellion would make good targets, as would Leia Organa. In the New Jedi Order era, Luke Skywalker or Leia Organa Solo would make excellent targets for Victor's madness, as would any hero in any era with a Reputation bonus of +5 or higher.

Victor Jun: Male Human Force Adept 7; Init +3; Defense 19 (+6 class, +3 Dex); Spd 10 m; VP/WP 38/10; Atk +5 melee (1d6, quarterstaff) or +3/+3 melee (1d6, quarterstaff) or +8 ranged; SQ comprehend speech, force weapon +1d8, tainted; SV Fort +4, Ref +7, Will +9; SZ M; FP 6; DSP 14; Rep +1; Str 10, Dex 16, Con 10, Int 14, Wis 18, Cha 14. Challenge Code: D.

Equipment: Quarterstaff, ragged clothes, dusty robe, datapad (filled with "prophecies of the gods"), battered field kit, various second-hand trinkets ("gifts from the gods").



Skills: Listen +9, Read/Write Basic, Sense Motive +12, Speak Basic, Speak Duresse, Speak Zabrak, Spot +9, Survival +8.

Force Skills: Affect Mind +12, Farseeing +12, Fear +19, Force Lightning +12, Force Strike +11, Heal Self +12, Move Object +12, Telepathy +11.

Feats: Ambidexterity, Force-Sensitive, Skill Emphasis (Fear), Two-Weapon Fighting, Weapon Group Proficiencies (primitive weapons, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Link, Rage, Sense.

Vurrha Chur



It might seem odd to some to see a Quarren in the middle of a godforsaken desert planet like Tatooine, but for Vurrha, home is where the business is. He was born on Mon Calamari to lower class parents, but left

the planet as a young male, stowed away in a trading vessel bound for ports unknown. He ended up in Tatooine, where he worked as muscle for a couple of local enforcers for the next few years. Since that time, he's gathered a force of his own and made a name for himself as a low-level crime boss.

Description

Vurrha is a tall, thin male of his species, standing about 1.75 meters high. His skin is pale pink, with a bright red birthmark on one of his four head-tentacles. His eyes are a bright blue-green. He wears long dark robes with deep hoods, with an armored combat jumpsuit underneath.

Goals

Vurrha's goals are simple: money, power, and old age. He's worked his way up from stowaway to soldier to mob boss, but he isn't done yet. His long-term goal is to take over the Mos Eisley underworld, setting himself up to influence a nice bit of the sector given Tatooine's position on the Corellian Run. As a start, he wants to take over the local gambling racket from his biggest rival, a Rodian named Braado. If he can remove Braado from the picture, no one else will stand in the way.

Tactics

Vurrha has never forgotten the power that judiciously applied violence (and the resulting fear) can produce. He prefers to let his enforcers and bodyguards handle whatever comes up, but he isn't afraid to handle someone personally if it's important enough. He prefers to fight

unarmed in melee, but only if he has the upper hand. Otherwise, he falls back on his heavy blaster pistol, which he keeps with him at all times.

Affiliations

Vurrha will work with nearly anyone if the price is right, but takes care not to be seen as allying himself with any one faction. His preference is to keep to his established, small-time income.

Ereen Agar is his head enforcer and his right hand, while Sevv Sunb, his business manager, is his left. Just as with any good manager, Vurrha tries at all times to make sure that his subordinates are at odds most of the time: divide and conquer. Menugg is his personal bodyguard and travels everywhere with him.

Roleplaying Tips

For every job that turns a profit, there's someone who would like to make sure you never live to enjoy it. Be cautious, be careful. Speak slowly but firmly, with long pauses as you weigh your words carefully (and size up the opposition). Be polite and diplomatic, but make sure they know you mean business.

Era Notes

Vurrha fits well in any of the three eras, either alone or with his associates. Governments topple and religions fall, but crime always has a place in the Outer Rim. He will attempt to stay out of any larger struggles for control of the galactic government, preferring to keep a low profile and ride out the storm.

Vurrha Chur: Male Quarren Soldier 5/Scoundrel 8; Init +2 (+2 Dex); Defense 22 (+8 class, +2 Dex, +2 Defensive Martial Arts); DR 5; Spd 10 m; VP/WP 112/17; Atk +13/+8/+3 melee (1d4+2, unarmed) or +13/+8/+3 ranged (3d8/19-20, heavy blaster pistol); SQ breathe underwater, illicit barter, low-light vision, lucky (2/day), precise attack +1; SV Fort +9 (+13 if Endurance applies), Ref +9, Will +2; SZ M; FP 4; DSP 5; Rep +6; Str 15, Dex 14, Con 17, Int 10, Wis 8, Cha 9. Challenge Code: F.

Equipment: Mastercraft (+2) combat jumpsuit, customized mastercraft (+1) heavy blaster pistol (critical 19-20, range increment 12 m), the *Crimson Tempest* (as YT-1300 transport, except Shield Points: 60 [DR 20], replace laser cannon with two fire-linked heavy laser cannons, Damage: 6d10x2), thermal detonator, private residence in Mos Eisley, plenty of hired muscle, 50,000 credits in cash stashed away.

Skills: Appraise +8, Astrogate +2, Balance +5, Bluff +9, Computer Use +4, Demolitions +10, Diplomacy +4, Gather Information +17, Intimidate +13, Knowledge (streetwise) +6, Pilot +6, Read/Write Basic, Read/Write Quarrenese, Speak Basic, Speak Gamorrean, Speak Quarrenese, Spot +6, Swim +8.

Feats: Armor Proficiency (light), Defensive Martial Arts, Dodge, Endurance, Infamy, Martial Arts, Mobility,



VURRHA'S BLOOD

In the Hutt Empire, the Hutts themselves are naturally considered the biggest and most dangerous fish in their interstellar pond. That doesn't mean, however, that there are no other smaller fish out there, scavenging off what their betters leave behind. Vurrha and his henchmen are prime examples of those who try to make names for themselves in the shadows of the Hutts.

Vurrha is an erstwhile crime lord, specializing in sabotage, bounty hunting, low-end loan sharking, and occasional extortion; the grunt work the Hutts allow others to handle or the stuff that is too small for them to bother with. His base of operations is in Mos Eisley on Tatooine, but he and his associates have been known to do business all around and through Hutt space, taking "work" anywhere from Kessel to Ryloth. He prefers to keep toward the Outer Rim, however, not wishing to risk any more attention from the galactic government than absolutely necessary. He is satisfied with his piece of the underworld, though he wouldn't mind a bit more wealth and prestige for himself. Getting crushed by the Hutts for displaying too much ambition, though, doesn't sound like his idea of a good retirement plan. For now, he's content to bide his time.

Vurrha and his flunkies are known collectively as "Vurrha's Blood." This derives from both the ceremony he uses to induct new hires (cutting himself and smearing his blood across their face) and the tattoos they wear—a red circle with a black teardrop inside. The characters listed herein do not represent the full extent of Vurrha's Blood, but rather the core group of important characters within the organization: Vurrha; his head enforcer, Ereen Agar; his business manager and book keeper, Sevv Sunb; and his personal bodyguard, Menugg. Vurrha's other employees are generally poor and unskilled, with any real talent being rapidly recruited by the Hutts. His operation attracts low-level commoners, thugs, and soldiers, though ambitious criminals looking to make a name for themselves have also been known to spend a few months in his employ.

Vurrha's group can be used in any of the three *Star Wars* eras available for play. During the Rise of the Empire, they can be found anywhere within the reaches of Hutt Space. During the Rebellion Era, Vurrha's operations are largely restricted to Tatooine and other nearby local concerns. Vurrha is willing to take on small sabotage or smuggling runs for the Rebellion, but only if they provide a good profit without too much risk. During the New Jedi Order Era, Vurrha takes advantage of the power shifts in the local underworld to increase both his territory and his portfolio, expanding into illegal spice dealing under the fledgling New Republic. ☼

Point Blank Shot, Shot on the Run, Skill Emphasis (Gather Information), Skill Emphasis (Spot), Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Womwa



On every planet with the least amount of interstellar trading, in every spaceport, there's at least one (and usually more) seedy bar there where travelers and locals congregate to get jobs, get news, and get drunk, not necessarily in

that order. These places are typically dank, dark hole-in-the-wall establishments, where the glass you get is only as clean as the sleeve that just wiped it. This particular hole-in-the-wall is called The Haven, and it's run by an Lthorion named Womwa.

Womwa landed on this planet more years ago than he cares to admit. Instead of yearning to return to Lthor, however, he decided he liked it here. There was profit to be had, friends to be made, and illegal goods to be trafficked in ... specifically, spice. So, he set up a reasonable imitation of a bar and waited for the customers to show up. He's been here ever since, and if rumor is any indication, he's far wealthier than The Haven would indicate. Who knows if that's true or not, though....

Description

Womwa is 2 meters tall with slightly lopsided head, probably from settling one too many brawls. He looks like he wore whatever was closest to his bed this morning, whether it had been cleaned recently or not. He speaks with a gruff, mumbling accent, rendered marginally clearer by the stereophonic effect Lthorians have when they talk.

Goals

Womwa protects his own interests vigilantly. He will invest in someone else's venture from time to time, and he always makes sure he gets his investment back—one way or another. He's looking to expand his customer base by opening up a slave shop as well, but he's still acquiring the "merchandise" for that venture.

Tactics

Womwa doesn't like to fight. He doesn't like fights in his bar, either, and is more than willing to end what other people started. He keeps both a club and a blaster behind the bar, and he uses whichever one is more appropriate to the situation if words alone don't work. If he feels he's under attack, he'll call on the regulars of the bar (many of whom owe him in one form or another) to help get rid of the problem.



Affiliations

Womwa has an agreement with his spice supplier, and he turns over a percentage of profit from those dealings every two weeks.

Roleplaying Tips

If someone is asking for information, figure out what they're hiding by what they want to know. If someone is asking about spice, find out who sent them, then take them in the back for the deal. If someone seems out of place and likely to cause trouble, throw them out before it can start.

Era Notes

Womwa and The Haven are appropriate in any number of places toward the Rim, specifically the Mid Rim, Outer Rim, and Wild Space. The eras come and go out there with little interference, so any era of play is considered appropriate.

Womwa: Male Ithorian Fringer 6; Init +1 (+1 Dex); Defense 16 (+5 class bonus, +1 Dex); Spd 10 m; VP/WP 45/18; Atk +6 melee (1d6+3, club) or +5 ranged (3d8, heavy blaster pistol); SQ barter, bonus class skills (Diplomacy, Gather Information), jury-rig +4, survival +2; SV Fort +7, Ref +4, Will +6; SZ M; FP 4; DSP 3; Rep +1; Str 15, Dex 12, Con 15, Int 12, Wis 16, Cha 13. Challenge Code: D.

Equipment: Club, heavy blaster pistol, The Haven (owner/proprietor), 200 credits in cash, 8,000 credits in hidden accounts.

Skills: Diplomacy +10, Gather Information +10, Handle Animal +5, Hide +5, Knowledge (wilderness lore) +10, Listen +12, Pilot +5, Profession (bartender) +10, Read/Write Basic, Read/Write Ithorese, Search +4, Speak Basic, Speak Ithorese, Speak Rodian, Spot +7, Survival +12.

Feats: Cleave, Power Attack, Toughness, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Yith Ganar



No one believed that she could do it, but Yith did. With pure determination, a salvage yard full of scrapped ships, and a set of tools, she built her own fully functioning Y-wing fighter. Fighting against the

odds is Yith's way, so it was to no one's surprise when she quit her job as a front-line tech specialist on Dorin after she was turned down for a promotion. She decided to take up the profession of trader, although she had no

credits or reputation to speak of. Her family and friends tried to talk her out of it, but she wouldn't listen. Instead, she assembled her own ship, left Dorin, and abandoned everyone who doubted her.

Yith has trouble relating to other people. She doesn't take criticism well, and her wrath burns hotter than a white dwarf star. A Bothan freighter captain who hired Yith to rebuild his damaged engines made some offhand remark about her questionable technical expertise, and three weeks later his ship tore itself to pieces while blasting through hyperspace. Yith harbors no regrets. She merely turns her attention to whatever task or mission is at hand.

Although justifiably proud of her technical accomplishments and piloting skill, Yith can't shake her inexperience or insecurity. Fiercely independent, she struggles constantly to prove herself. She buries herself in her work and never fraternizes with other mechanics or pilots. Few people who work with her actually *know* her. She earns a living escorting ships, doing surveying runs, and working as a mechanic. Like many tech specialists, she enjoys a technical challenge and throws herself completely into her work, and those who criticize her work must tread carefully or meet their doom.

Description

Yith Ganar stands roughly 1.6 meters tall, with black eyes and dusky red skin. Her technician coveralls sport grease stains and dirt all over them from her work. She wears them most of the time, unless she's flying. When she speaks, her voice contains a snide, aggressive tone, as though whatever she said was some form of hidden insult.

Goals

Yith has a drive to be the best. Unfortunately, she sees any challenge to that goal (such as encountering someone who may be equally skilled as she) to be an attack of sorts, an enemy to be defeated. She wants to be an ace pilot, but her technical skill distracts those who might otherwise give her a chance.

Tactics

Yith Ganar will do anything to "win," even sabotage. She doesn't want to hurt anyone, really, but it wouldn't sadden her one bit to see someone driven out of "competing" with her, even if the other person might not realize there's a competition going on.

Affiliations

Yith could be working for anyone: a regional militia, merchant fleet, or diplomatic corps. However, she has no real friends and maintains no strong affiliations.

Roleplaying Tips

Be driven to succeed, even if that means personally removing every obstacle you face. The idea that your actions might be a bit over the top never crosses your mind. If they can't take the heat, then they shouldn't turn on the engines.

Era Notes

During the Rise of the Empire and New Jedi Order eras, Yith could work for anyone. During the Rebellion era, she is likely to work away from the Core Worlds, possibly even for the Rebellion.

Yith Ganar: Female Kel Dor Tech Specialist 2; Init +3 (+3 Dex); Defense 16 (+3 class, +3 Dex); Spd 10 m; VP/WP 8/7; Atk +1 melee (1d3, unarmed strike) or +4 ranged; SQ gas breather, low-light vision, research; SV Fort -2, Ref +4, Will +4; SZ M; FP 1; DSP 5; Rep +0; Str 10, Dex 17, Con 7, Int 14, Wis 16, Cha 13. Challenge Code: B.

Equipment: Flight suit, Y-Wing fighter (used), mastercraft (+1) toolkit.

Skills: Astrogate +7, Computer Use +7, Craft (starship weapons) +7, Knowledge (technology) +7, Pilot +8, Read/Write Basic, Read/Write Kel Dor, Repair +10, Speak Basic, Speak Cerean, Speak Kel Dor, Speak Sullustese.

Feats: Skill Emphasis (Repair), Starship Operation (starfighter), Weapon Group Proficiencies (simple weapons).

Z2-1B



Z2-1B, sometimes referred to as "The Doctor" by its creations, is an independent droid with a mission all its own. Z2-1B started out as a standard medical droid, working for a remote medical research unit on a sparsely inhabited planet. His

road to independence began when a lethal plague hit the inhabitants of the planet. There was no cure for the new infection, which proved resistant to any standard treatments. The planet was declared under quarantine as the medical staff sought to find a way to fight the disease. Unfortunately, they died before being able to create an effective cure.

Left alone and forgotten, Z2-1B continued on his research for some time. He determined that help was needed to discover the cure in any sort of reasonable time frame, so he adapted his programming to build full droids instead of just cybernetic implants. Once he had help, he was able to finish his research and synthesize a cure. Unfortunately, there were no sentient life forms left to save. Years had passed by, and all the people he had tried to save were long gone, ravaged by the disease he had finally conquered. Only the droids were left.

With no one left to give him instructions, and subordinate droids relying on him for continued purpose, Z2-1B began to puzzle out the next logical move. Bereft of any conflicting input, he came to realize the futility of his act, given the fragile nature of organic life. No matter

what actions he took, they would continue to die, while the droids would again find themselves looking for a new master, still the same as they ever were and needing only light maintenance to stay in good working order. Z2-1B suddenly realized that humans were inferior to droids, and with that revelation came independence. He renamed himself "The Doctor," and set about finding ways to capitalize on the superiority of the mechanical form.

Description

Z2-1B appears as a standard walking medical droid with white outer shielding.

Goals

Z2-1B wants to build the ultimate droid, one that appears organic but without any of the flaws of a "living" body. He dreams of creating a droid that can walk among organic creatures as an equal. To that end, he has taken his knowledge of cybernetic limbs and prosthetics and applied it to his helpers, with some rather freakish results—droids with realistic organic-looking hands, limbs, or partial craniums of a number of species are found throughout the complex.

Tactics

Z2-1B still has the "physician's code" as part of his core programming, meaning that he will give medical care to any living creature in need. He also will not engage in combat. This does not mean, however, that he will not keep a living being locked up "for their own good," or that the droids he created have any similar scruples about defensive combat.

Affiliations

Z2-1B has no affiliations.

Roleplaying Tips

Living visitors are welcome, so long as they know their place and keep to themselves. If they pose a threat, then they can't be allowed to wander free and risk being attacked by the security droids. It's for their own good.

Era Notes

Z2-1B is appropriate for any era. Almost any amount of time can have passed since the settlers were killed by the plague.

Z2-1B: Medium-size walking medical droid, Expert 4/Tech Specialist 8; Init +4 (+4 Dex); Defense 20 (+6 class, +4 Dex); Spd 8 m; VP/WP 33/10; Atk +9/+4 melee (1d4, hand) or +13/+8 ranged; SQ droid personality quirk (mechanically inclined), expert (Craft [droid]), manufacturer characteristics (Geentech: +4 Treat Injury), research, tech specialty (computer specialist +1, mechanic +1); SV Fort +4, Ref +8, Will +12; Face/Reach 2 m by 2 m/2 m; Rep +1; Str 10, Dex 18, Con 10, Int 17, Wis 18, Cha 8. Challenge Code: E.

Equipment: Heuristic processor, sensors (improved sensor package), medical lab, numerous droid minions.



Skills: Bluff -3, Computer Use +26, Craft (droids) +23, Craft (electronic devices) +21, Disable Device +13, Disguise -3, Entertain -3, Gather Information -3, Intimidate -3, Knowledge (chemistry) +10, Knowledge (medicine) +10, Knowledge (technology) +16, Listen +6, Profession (doctor) +11, Read/Write Basic, Read/Write Binary, Repair +23, Search +5, Speak Basic, Speak Binary, Spot +6, Treat Injury +17.

Unspent Skill Points: 0.

Feats: Ambidexterity, Gearhead, Low Profile, Skill Emphasis (Computer Use), Skill Emphasis (Craft [droid]), Skill Emphasis (Craft [electronic devices]), Surgery, Weapon Group Proficiencies (blaster pistols, simple weapons).

Zarandro Vykas



Zarandro and Zardra Vykas grew up the children of middle class parents who gave them anything they desired. Being spoiled had its advantages, and the children soon came to believe that they could have whatever

they wanted and that the consequences of their actions were inconsequential. They were together more often than not, participating in the same sports, taking the same classes, and enjoying the same leisure activities. Their friends looked upon them as leaders, and they led good lives.

Zarandro, however, had secrets that would come back to haunt him. His cavalier lifestyle had allowed him to become addicted to slumm, a notorious stimulant that helped him on the field but made him incredibly tired when he wasn't helping his team win. His permissive parents had no idea that their son was a drug addict, and even his sister did not know the full extent of his problem. It went unchecked for too long, and eventually Zarandro paid the price.

Rather than go to his family and friends for help, Zarandro went to the person he thought about most—his dealer. The Balosar recommended yet another drug, a form of spite, to calm his nervous system when he wasn't taking the slumm. Using this new drug, Zarandro was able to wean himself off the slumm, but he found the new drug even more addictive than the one he had just beaten. The new concoction made him quicker, however, and he enjoyed the effects it had on him when he was swimming or playing sports. A fight on the practice field served to illustrate his newfound battle prowess.

Zarandro began to study martial arts while his sister pursued her technical interests. Later, Zardra came to him with a plan: The two would become galactic criminals,

pulling off heists on planet after planet—but nothing too big or too dangerous. She would use her piloting skills to fly them around, while he would be their enforcer, using his martial abilities to take down the credits. It didn't take much to convince Zarandro, who was bored with his lifestyle, his friends, and his parents. The siblings embarked on their new lives as criminals with great haste and enthusiasm.

Description

Zarandro Vykas is a slightly underweight but muscular human of average height and regal bearing. He has short, black hair that he keeps styled according to the latest trends. His pale skin is the result of his constant drug habit, and his eyes have dark circles around them at all times. He is quick to anger and prone to violence, preferring to throw a few quick punches and kicks rather than endure an argument. His addiction to spice causes him to tremble slightly and sweat even when he isn't exerting himself.

Goals

The Vykas siblings just want to have fun. Bored with their safe, repetitive lifestyle, the two trained in skills that would help them do something more than live the privileged lifestyles of those who never had to worry about money or love. They are not out to commit major crimes, and Zarandro avoids hurting people beyond the bumps and bruises of a fistfight or blaster stun. They simply crave excitement, and once they are finished with one job, they look for the next as soon as the adrenaline wears off.

Tactics

Zarandro Vykas is a fighter, and he prefers to get up close where his drug-induced insight gives him an advantage over foes. He does not delight in causing others pain, but finds fighting to be a fun exercise, a competition of sorts, and Zarandro does not like to lose. If he cannot easily get close enough to engage a foe in hand-to-hand combat, he will use his blaster pistol to stun his opponent long enough to do so. He has never set his blaster to kill, even when others were shooting at him with deadly intent. It is simply not in his blood to kill.

Affiliations

Zarandro Vykas and his sister have no affiliations, although they are akin to local celebrities in the cantinas they frequent. Zarandro spends money without conscience and talks himself up to anyone who will listen. He has come to know many prominent drug dealers and can contact others even when visiting a particular world for the first time.

When he returns home, Zarandro generally leaves his sister and stays with friends, all the while bragging about his latest adventures. However, he always returns to his sister's side when she's ready to embark on another daring raid.





SPICE ADDICTION

Spice is extracted from the planet Kessel and spread throughout the galaxy by various drug lords, chief among them the Hutts. Citizens of the galaxy use several different kinds of refined spice, including varieties of medicinal spice, but the illegal varieties such as glitterstim and tempest are highly addictive and dangerous.

A character addicted to spice will frequently do anything to get more of it. Despite providing some temporary ability score boosts and low-level telepathic abilities, the negative effects of long-term spice use can be far worse than the quick fix it provides. Spice addicts are usually paranoid and have little to no control over their telepathic abilities; they frequently believe they can hear the thoughts of those around them and suffer from delusions that everyone is plotting against them. Spice-addicted beings usually suffer physical and mental breakdowns if they do not get their daily dose of the drug, which simply increases their paranoia and desperation.

When a character ingests spice, he must make a successful Fortitude save (DC 20) or become addicted. A character may choose to automatically fail the save, risking addiction to gain the spice's benefits. A spice-addicted character gains a +1 insight bonus on attack rolls and skill checks. If the spice-addicted character has the Force-Sensitive and Sense feats, he gains an additional +1 bonus on Telepathy checks. The benefits of spice-addiction wear off after 12 hours, but the dangers persist. A spice-addicted character who goes for more than 24 hours without spice must make a successful Fortitude save (DC 20) or take 1d4–1 points of Wisdom damage, 1d4–1 points of Intelligence damage, and 1d4–1 points of Charisma damage. A new save must be made every 24 hours until the character takes another dose of spice, or until he succeeds on three consecutive Fortitude saves (thereby breaking the addiction). Ability damage caused by spice addiction cannot be recovered through rest until the addiction is broken. Certain medical treatments and procedures can restore ability damage, however. ☺

Roleplaying Tips

Nothing excites you more than pulling off a heist and making a clean getaway. It pays to be prepared, but the unexpected is half the fun. Don't hurt anyone too badly; you aren't out to ruin a person's life, just maybe his day. It's all in the name of fun, so never do something that seems like a chore.

Era Notes

The Vykas siblings are best used in the Rise of the Empire Era or the New Jedi Order era. They operate mostly around the Core Worlds and the Colonies, sometimes exploring the Inner Rim for a bit of extra adventure. The Empire takes a dim view of rampaging youths, and the consequences for being caught during the Rebellion era are harsh indeed.

Zarandro Vykas*: Male Human Noble 1/Scoundrel 3/Soldier 1; Init +2 (+2 Dex); Defense 17 (+3 class, +2 Dex, +2 Defensive Martial Arts); Spd 10 m; VP/WP 27/13; Atk +6 melee (1d4+5, combat gloves) or +5 ranged (3d4 or stun DC 10, hold-out blaster); SQ bonus class skill (Swim), favor +1, illicit barter, lucky 1/day, precise attack +1, spice-addicted; SV Fort +4, Ref +6, Will +3; SZ M; FP 1; DSP 1; Rep +2; Str 16, Dex 15, Con 13, Int 10, Wis 12, Cha 14. Challenge Code: C.

Equipment: Combat gloves, hold-out blaster, comlink, grappling spike launcher, trendy clothes, three doses of spice, 500 credits.

Skills: Balance +5, Bluff +5, Computer Use +5, Demolitions +3, Diplomacy +6, Disguise +6, Escape Artist +5, Hide +5, Intimidate +6, Knowledge (streetwise) +4, Listen +4, Move Silently +5, Ride +6, Sense Motive +5, Read/Write Basic, Speak Balosar, Speak Basic, Speak Huttese, Speak Quarrenese, Speak Rodese, Spot +4, Tumble +5, Swim +5.

Feats: Armor Proficiency (light), Defensive Martial Arts, Headstrong, Martial Arts, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

*Zarandro's statistics do not include the insight bonuses for spice addiction (see the Spice Addiction sidebar for details).

Zardra Vykas



Along with her brother Zarandro, Zardra travels from system to system committing small crimes to amuse herself and pass the time.

While Zarandro relished the joys of having overly permissive parents, Zardra resented

her parents' preoccupation with material things, not to mention their flagrant absenteeism. She hated and looked down on most of her so-called friends, subjecting them to her preadolescent frustrations and earning a reputation for being arrogant and viper-tongued. Nevertheless, she and her brother continue to enjoy countless ardent admirers—mostly spoiled dilettantes drawn to their natural charisma and lust for life.

Zardra has a keen mind, and she learns new technologies as easily as one might read a book. She is dismissive and disdainful of others who don't share her mechanical aptitude or her ability to learn things quickly. As a child, she balked when her teachers would try to show her something, instead she wanted to learn it on her own and come back to impress them with her skills. She took to piloting in the same self-taught way and learned to fly a variety of vehicles and starships.



It was Zardra who first proposed that her brother accompany her on a string of petty crimes in order to escape their banal lifestyle, and Zardra keeps him focused on this task. Zarandro has trouble thinking about anything other than his next fight, and he's entirely too dependent on drugs. While Zardra was unaware of the extent of his previous addictions, she knows full well that he is now on a collision course with death. She pretends to be concerned by berating him now and then about his habit, but deep down she really doesn't care. If Zarandro wants to kill himself, that is his business.

Description

Zardra Vykas is a tall, beautiful young woman with sharp features and raven black hair. She wears a slick, black jumpsuit and hides her eyes behind expensive yet stylish pilot's goggles. Like her brother, she is very athletic, but she does not engage in physical activities as much as he does, preferring to let her droids do all the labor while she enjoys the rewards of their adventures.

Zardra adores traveling the galaxy with her brother, but thinks he is too soft for their chosen business. She does not share his aversion to using lethal force and kills whenever the situation or her mood justifies it. Zarandro looks upon her murderous personality as something she should be ashamed of, but he would never tell his sister that she was doing something wrong. The two of them simply do not think in those terms.

Goals

Zardra's goals are similar to those of her brother—she wants to have fun. She also wants to shame her parents, whom she blames for her unfulfilling and emotionally vacant childhood. She will never act openly against them, instead venting her frustrations elsewhere. She prefers to stay on her ship, surrounded by droids with which she can relate.

Tactics

Zardra stays behind the controls of her heavily modified Corellian YT-1300 transport, *Firebrand*. While on board the ship, she relies on her droids to protect her should the ship be boarded. Off the ship, she rarely travels without her brother, and when she does, she stays close to her modified Ikas-Adno 22-B Nightfalcon speeder bike. The machine is as fast as they come, and Zardra can outrun and outmaneuver almost any pursuer.

Affiliations

Zardra is much less personable than her brother, yet people are attracted to her for her athletic beauty and cruel wit. She does not make any effort to get to know people, and she prefers the company of her brother and her droids. Even when she does go out, she tends to strike up conversation with droids rather than endure the follies of other living beings.

Roleplaying Tips

Droids are much better than people; they serve you willingly and never leave your side unless you command them to do so. The power of a steering grip in your hand is like nothing else. Never let others think they are on par with you. You are truly beyond them.

Era Notes

Zardra and her drug-addled brother are best used in the Rise of the Empire Era or the New Jedi Order. They operate mostly around the Core Worlds and the Colonies, sometimes venturing out to the Inner Rim for a bit of extra adventure. The Empire takes a dim view of rampaging youths, and the consequences for being caught during the Rebellion Era are much harsher than under the lawful but benevolent eye of the Old Republic or New Republic.

Zardra Vykas: Female Human Noble 1/Tech Specialist 3; Init +1 (+1 Dex); Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 16/11; Atk +2 melee (1d3, unarmed) or +3 ranged (3d4, hold-out blaster pistol); SQ bonus class skill (Intimidate), favor +1, instant mastery (Search), research; SV Fort +0, Ref +3, Will +5; SZ M; FP 1; DSP 3; Rep +2; Str 10, Dex 13, Con 11, Int 16, Wis 12, Cha 14. Challenge Code: B.

Equipment: Hold-out blaster pistol, R2 astromech droid, Baktoid Combat Automata B1 Series combat droid, comlink, tool kit, the *Rogue Moon* (as YT-1300, except Shield Points 30 [DR 20], replace laser cannon with heavy laser cannon, Damage: 5d10x2), customized speeder bike (as Ikas-Adno 22-B Nightfalcon, except Speed 125 m, remove laser cannon), 500 credits.

Skills: Appraise +7, Astrogate +8, Computer Use +12, Craft (droids) +9, Diplomacy +7, Disable Device +8, Intimidate +6, Knowledge (streetwise) +7, Knowledge (tactics) +6, Knowledge (technology) +7, Pilot +10, Read/Write Basic, Read/Write Binary, Repair +11, Search +7, Speak Basic, Speak Binary, Speak Quarrenese, Treat Injury +3.

Feats: Gearhead, Skill Emphasis (Craft [droid]), Skill Emphasis (Pilot), Starship Operation, Weapon Group Proficiencies (blaster pistols, simple weapons).

Zethe Raskin



According to the cynics, politics is the realm of the wealthy and corrupt. That may be false, but Zethe Raskin makes a very convincing argument in the cynics' favor. Zethe was the perfect noblewoman: beautiful, grace-

ful, charismatic, and rich, with a pedigree that extended back for generations—and the self-serving corruption that came with it.

Like her parents before her, Zethe entered the political arena upon finishing her university studies and rapidly made a name for herself. She has served in one capacity or another for nearly twenty years now, garnering a reputation as one of the most influential political figures in her star system. Her contacts reach every corner in the galaxy, and she can shift the course of power with a smile. Regrettably, though, behind that lovely facade hides the soul of a Gorgon. Zethe's first and foremost concern have always and will always be for the most important cause in her universe—herself.

Description

Zethe is a beautiful woman, with perfectly arranged silver blond hair, full red lips, high cheekbones, and flawless skin. She dresses very well, always in the most up-to-the-minute fashion. She speaks many languages, all without accent. She is unfailingly charming, with a smile on her face and a warm greeting for everyone she meets.

Goals

Zethe's goal is to influence galactic politics on a large scale, with all the benefits for herself that this implies. She is an expert at manipulation and knowing the score, and she isn't above using blackmail to force others to comply with her wishes.

Tactics

Zethe's favorite tactic is to target a powerful individual, support his platforms while growing close to the victim, then discover his weakness and exploit it to gain power. While she is well versed in the use of romance as a weapon, she is by no means limited to that tactic—especially when her victim has secrets to hide. In combat, she will call on the element of surprise with her hold-out blaster pistol, shooting at any pursuers as she runs. If trapped she will surrender, counting on her contacts and skills to carry her through.

Affiliations

Zethe is affiliated with whatever group is the status quo. She is experienced at finding success within the system, and so will focus her efforts on sustaining that system no matter what. Overall, the more codified and bureaucratic the group or government, the harder she will struggle to keep it in place.

Roleplaying Tips

Smile and be gracious; charm is your currency, and everyone trades in it. Treat everyone as though they are the most important person in your day, every time you meet them, and make sure you remember something about them that you can use to make them feel important. Most importantly, never let them know what you're planning—the most successful attack is the one they never see coming.

Era Notes

For any era, Zethe can function as a local or regional political figure. In the Rise of the Empire, Zethe can be a Senator in the Republic. For the Rebellion Era, Zethe could be an adherent to the Emperor or possibly function as a mole in the Alliance, reporting valuable information to the Imperial Fleet in exchange for personal power. During the New Jedi Order, Zethe could be found working her way up within the New Republic, possibly as one of Leia Organa Solo's circle of supporters.

Zethe Raskin: Female Human Noble 11; Init +6 (+2 Dex, +4 Improved Initiative); Defense 18 (+6 class bonus, +2 Dex); Spd 10 m; VP/WP 46/10; Atk +7/+2 melee (1d4–1, knife) or +10/+5 ranged (3d4, hold-out blaster pistol); SQ bonus class skill (Gather Information), coordinate +2, favor +5, inspire confidence, inspire greatness, resource access; SV Fort +3, Ref +7, Will +8; SZ M; FP 3; DSP 4; Rep +5; Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 16. Challenge Code: E.

Equipment: Customized hold-out blaster pistol (range increment 8 meters), knife, the *Emerald Empress* (Luxury 3000 Space Yacht*), credit chip (5,000 credits), 90,000 credits in various anonymous accounts.

Skills: Appraise +10, Bluff +10, Computer Use +9, Diplomacy +19, Entertain (sing) +8, Gather Information +18, Knowledge (bureaucracy) +12, Knowledge (politics) +12, Read/Write Basic, Read/Write Bothese, Read/Write Ithorese, Read/Write Zabrak, Ride +9, Search +7, Sense Motive +15, Speak Basic, Speak Bothese, Speak Ithorese, Speak Zabrak, Spot +6.

Feats: Heroic Surge, Improved Initiative, Influence, Point Blank Shot, Precise Shot, Quick Draw, Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

* See Appendix for details.


Generic Organizations

In the *Star Wars* galaxy, there are hundreds of thousands of organizations, from governments to criminals and everything in between. Some are known by all, such as the Galactic Empire, the Rebel Alliance, and the Hutt crime syndicate, to name a few. Others are less well known, but just as powerful as these within their sphere of influence.

As a GM, your players are going to get bored pretty quickly if the only organizations they face are ones they've heard of. It's up to you to create new groups that make the players scratch their heads and wonder, "What's their story?" Creating a whole organization, however, can be a tiresome process—not to mention a waste of time if the players find a way to circumvent it altogether. This section provides you with the basic building blocks to create an organized crime syndicate central to an adventure as well as a believable run-in with security guards when the heroes unexpectedly break into a heavily guarded corporate headquarters.

In a lot of ways, different versions of a specific type of organization are very similar. All organized crime





syndicates operate outside the law, using bribes and the threat of violence to shore up their holdings. All rebellious militias seek to overthrow their governments and replace them with one they find more acceptable. These similarities allow a GM to generalize the goals, procedures, and reactions of an entire group of GM characters in one broad stroke.

To use this section to create an organization central to an adventure or campaign, first choose the type you want to use as a basis. Just as with pregenerated GM characters in Chapter 14: Allies and Opponents of the *Star Wars Roleplaying Game* revised rulebook, these statistics do not include species traits or species bonuses. You can then apply the traits and bonuses for any species to modify these statistics. Be sure to flesh out the most important characters in your organization that the players are likely to encounter. You might want to create your own GM characters for some, especially the main villains and their trusted lieutenants.

To make use of this section on the fly, use the statistics provided as printed and add flourishes (such as species) as you go. If you'd like to give players the illusion of a group of diverse species without generating statistics for each individual one, use the statistics as printed and implement species bonuses and traits as they apply to the encounter. This will save you a lot of paperwork, and the players might never know the difference. Although this method works great for adversaries you create on the fly, you can also use it to create rank-and-file characters for organizations you've created using the guidelines in the previous paragraph.

Mercenary Company

Not every army owes its allegiance to a sovereign power. The mercenary company's only true ally is the almighty credit. While galaxy-spanning governments assemble massive armies of droids or clones, wealthy nobles and shady businessmen find it easier to hire an army to fight for them. Not only is hiring a mercenary company quicker and far less expensive, it also comes complete with something no droid or new-grown clone can ever have—experience.

Mercenary contracts abide by an accepted code of conduct. A company switching sides in the middle of a conflict is largely unheard of; that's the easiest way to kiss any future contracts goodbye. Mercenary activities were closely monitored during the reign of the Empire. Most were permitted to operate in the outer reaches of the galaxy as long as they didn't interfere in Imperial matters.

A mercenary company can be incorporated into a campaign or adventure in one of several ways. It can serve as a hidden villain's hired army, an unaligned third party in an ongoing conflict, or even an organization the heroes work for or are otherwise allied with. As enemies, a mercenary company can be a dangerous force the heroes must defeat. If its employer's true agenda is unknown, the heroes might need to avoid out-and-out conflict with the mercenaries and find a peaceful solution; for the mercs it's nothing personal, so they'll be more apt

to choose diplomacy over combat as long as they're not contradicting any standing orders. Or, if you choose to use a mercenary company as a base of operations for the heroes, the players will have a chance to explore the galaxy without staying embroiled in one conflict or another for too long. The heroes might ultimately decide the merc life is not for them, which could lead to interesting encounters in future adventures. They might even find themselves up against their former comrades.

Mercenary companies are known for their experience. Good companies are ones that have a reputation for being disciplined, committed, and loyal. They command top credit, signing on for only short tours of duty to save face should an easy exit from a losing conflict become necessary. These companies tend to attract talented soldiers from other armies, both private and sovereign, seeking better pay, gonzo gear, and a greater chance of surviving battle.

Low-level mercenaries are the rank-and-file units of a mercenary company. Mid- and high-level mercenaries are the field commanders and officers. A High-level mercenary might also be the leader of a small company. Statistics for Low-, Mid-, and High-Level Mercenaries are included in Chapter 14: Allies and Opponents of the *Star Wars Roleplaying Game* revised rulebook. Other GM character archetypes might fill in the ranks of a mercenary company, including Elite Troopers, Military Officers, Slicers, and Mechanics.

Leadership: Mercenaries are the front-line units of a mercenary company. Even though they're at the bottom of the ladder, they're still experienced soldiers who know how to take orders. They take them from mercenary commanders, who are usually the highest-ranking field agents. Mercenary officers are seasoned commanders who coordinate field operations from a command center near the front lines, and they report to either a higher-ranking commander or the company's leader.

Common Behavior: Mercenaries of all kinds are generally grim in combat. They've seen a lot of action, lost a lot of comrades, and take combat very seriously. Off-duty, they tend to be proud, jaded, and surly but otherwise good-spirited. That is, as long as their commanding officer isn't around. The qualities of a mercenary leader vary from individual to individual, usually setting the tone for the type of officers, commanders, and front-line mercs his company attracts.

Likely Encounters: Anywhere there's an armed conflict in the galaxy, mercenaries can often be found. Outside of a war-oriented campaign, individual mercenaries or entire companies might be encountered between jobs. A small group might take on a side job as a security detail, bodyguard squad, or rescue and recovery team. Less scrupulous jobs include saboteur, kidnapper, and assassin. Heroes who encounter mercenaries performing any of these jobs will find them far tougher than regular security guards, thieves, and hired killers.

Sample Challenge Code: D Encounters: 1 low-level mercenary sniper, 1 low-level mercenary scout; or, 2 low-level mercenary pilots.

Sample Challenge Code: F Encounters: 1 low-level military officer, 1 low-level mercenary sniper, 1 low-level mercenary medic, 1 low-level mercenary demolitions expert, 1 low-level mercenary pilot, 3 low-level mercenaries.

Sample Challenge Code: H Encounter: 2 high-level elite troopers, 2 high-level mercenary snipers, 2 high-level mercenary scouts, 1 high-level mercenary pilot, 2 high-level mercenary demolitions experts, 1 high-level mercenary medic, 4 mid-level elite troopers.

Example Mercenary Companies: Brotherhood of Mortalis, First Sun Mobile Regiment, Churhee's Riflemen, Mistryl Shadow Guard, Peace Brigade, Nebula Front, Pendarran's Revenge, ThunderForce, Red Moons.

Mercenary Sniper

The mercenary sniper has a steady hand and keen eye. He's a valuable asset in combat situations as well as useful in many of the other jobs merc companies perform, especially assassination and rescue or recovery operations. The mercenary sniper usually works with a mercenary scout, who serves as a spotter. The two make a deadly duo.

Low-Level Mercenary Sniper: Scout 1/Soldier 3; Init +3 (Dex); Defense 17 (+3 Dex, +4 class bonus); DR 3; Spd 10 m; VP/WP 28/12; Atk +3 melee (1d3, punch) or +7 ranged (3d6+1/19-20, X-45 sniper rifle*) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +5,

Will +3; SZ M; FP 1; DSP 0; Rep +1; Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 10. Challenge Code: C.

Equipment: SoroSuub X-45 sniper rifle* with Merr-Sonn Targeter Ranging Scope*, blaster pistol, camouflage poncho*, combat jumpsuit, comlink, field kit, guild badge, company insignia.

Skills: Climb +1, Computer Use +5, Hide +5 (+10 in designated terrain), Move Silently +4, Profession (mercenary) +3, Repair +3, Search +3, Speak Binary, Spot +6, Survival +7, Treat Injury +6.

Feats: Armor Proficiency (light), Far Shot, Point Blank Shot, Precise Shot, Skill Emphasis (Survival), Weapon Focus (sporting blaster rifle), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See Appendix for details.

High-Level Mercenary Sniper: Scout 1/Soldier 4/Sharpshooter 3; Init +3 (Dex); Defense 19 (+3 Dex, +6 class bonus); DR 3; Spd 10 m; VP/WP 48/12; Atk +6/+1 melee (1d3, punch) or +11/+6 ranged (3d6+1/19-20 X-45 sniper rifle*) or +9/+4 ranged (3d6 or DC 15 stun, blaster pistol); SQ follow target, preferred weapon (sporting blaster rifle +1), ranged sneak attack +1d6; SV Fort +7, Ref +7, Will +7; SZ M; FP 2; DSP 0; Rep +2; Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 10. Challenge Code: D.

Equipment: SoroSuub X-45 sniper rifle* with Merr-Sonn Targeter Ranging Scope*, blaster pistol, camouflage





SHARPSHOOTER ERRATA

Apply the following errata to the Sharpshooter prestige class found in the *Hero's Guide* p.68:

Under "Ranged Sneak Attack," remove the following sentence: "The sharpshooter must take a full-round action to precisely line up his target." Replace it with the following text: "Because weapon recoil spoils the careful aim necessary to strike with such precision, the sharpshooter may only apply his ranged sneak attack to his first attack in the round."

At the end of the same paragraph, add the following text: "At the Gamemaster's discretion, a sharpshooter may begin aiming at a target before combat begins. This may allow the sharpshooter to apply his ranged sneak attack against a target even if it is not flat-footed or unaware in the first combat round. (See Aiming in Chapter Seven: Combat.)" ☼

poncho*, combat jumpsuit, comlink, field kit, guild badge, company insignia.

Skills: Computer Use +4, Hide +11, Move Silently +8, Profession (mercenary) +5, Repair +4, Search +5, Speak Binary, Spot +5, Treat Injury +6.

Feats: Armor Proficiency (light), Far Shot, Heroic Surge, Point Blank Shot, Precise Shot, Skill Emphasis (Survival), Stealthy, Weapon Focus (sporting blaster rifle), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Sharpshooter Class Features: The sharpshooter is a prestige class detailed in the *Hero's Guide*. As a 3rd-level sharpshooter, the mercenary sniper gains the following class features.

Follow Target: When aiming at a target that is moving, the sharpshooter may make a Reflex save (DC = number of meters moved) each round to retain the benefits of aiming. (See the Appendix for details on aiming.)

Preferred Weapon: The sharpshooter gains a +1 bonus on attack rolls with one ranged weapon of his choice. (This bonus is included above.)

Ranged Sneak Attack: Anytime the sharpshooter suffers no range penalty and his target is denied his Dex bonus to Defense, the sharpshooter adds +1d6 to his damage roll.

* See Appendix for details.

Mercenary Scout

The mercenary scout provides intelligence that field commanders use to determine how to deploy their troops. Additionally, they scout ahead of other mercenary troops to avoid enemy ambushes, mark mines and traps to be disarmed, and search for good spots from which to ambush enemy forces. Mercenary scouts also act as spotters for mercenary snipers.

Low-Level Mercenary Scout: Scout 4; Init +2 (Dex); Defense 15 (+1 Dex, +3 class bonus); DR 3; Spd 10 m; VP/WP29/14; Atk +4 melee (1d4+1, knife) or +5 ranged (3d8/

19–20 or DC 18 stun, blaster rifle) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ heart +1, trailblazing, uncanny dodge (Dex bonus to Defense); SV Fort +4, Ref +4, Will +4; SZ M; FP 1; DSP 0; Rep +1; Str 12, Dex 14, Con 14, Int 10, Wis 14, Cha 10. Challenge Code: C.

Equipment: Blaster rifle, blaster pistol, knife, camouflage poncho*, combat jumpsuit, comlink, field kit, electrobinoculars, guild badge, company insignia.

Skills: Hide +8 (+13 in designated terrain), Listen +5, Move Silently +8, Profession (mercenary) +3, Search +6, Spot +9, Survival +9, Treat Injury +4.

Feats: Armor Proficiency (light), Stealthy, Track, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

* See Appendix for details.

High-Level Mercenary Scout: Scout 8; Init +6 (Dex, Improved Initiative); Defense 17 (+2 Dex, +5 class bonus); DR 3; Spd 10 m; VP/WP 55/14; Atk +7/+2 melee (1d4+1, knife) or +8/+3 ranged (3d8/19–20 or DC 18 stun, blaster rifle) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ evasion, extreme effort, heart +1, skill mastery (Hide), trailblazing, uncanny dodge (Dex bonus to Defense, can't be flanked); SV Fort +6, Ref +6, Will +6; SZ M; FP 2; DSP 0; Rep +2; Str 12, Dex 14, Con 14, Int 10, Wis 15, Cha 10. Challenge Code: D.

Equipment: Blaster rifle, blaster pistol, knife, camouflage poncho*, combat jumpsuit, comlink, field kit, electrobinoculars, guild badge, company insignia.

Skills: Hide +12 (+17 in designated terrain), Listen +9, Move Silently +12, Profession (mercenary) +6, Search +7, Spot +12, Survival +15, Treat Injury +5.

Feats: Armor Proficiency (light), Improved Initiative, Skill Emphasis (Survival), Stealthy, Track, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

* See Appendix for details.

Mercenary Demolitions Expert

Mercenary demolitions experts build deadly traps and powerful explosive devices, as well as defuse dangerous objects encountered in the field. Of all mercenary field units, the demolitions expert has the least martial experience. Other mercenary units realize the value of a skilled demolitions expert, and will go to great pains to defend him from enemy attacks.

Low-Level Mercenary Demolitions Expert: Tech Specialist 2/Soldier 2; Init +1 (Dex); Defense 15 (+1 Dex, +4 class bonus); DR 5; Spd 8 m; VP/WP 24/12; Atk +3 melee (1d3, punch) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ research; SV Fort +4, Ref +2, Will +2; SZ M; FP 1; DSP 0; Rep +1; Str 10, Dex 13, Con 12, Int 16, Wis 12, Cha 10. Challenge Code: C.

Equipment: Blaster pistol, medium battle armor, various explosive devices, security kit, comlink, field kit, guild badge, company insignia.

Skills: Computer Use +8, Demolitions +15, Disable Device +12, Knowledge (chemistry) +4, Knowledge (engineering) +4, Knowledge (physics) +4, Profession

(mercenary) +5, Read/Write Binary, Repair +9, Search +10, Speak Binary, Treat Injury +5.

Feats: Armor Proficiency (light, medium), Cautious, Skill Emphasis (Demolitions, Repair), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Mercenary Demolitions Expert: Tech Specialist 4/Soldier 4; Init +2 (Dex); Defense 15 (+5 class bonus); DR 7; Spd 6 m; VP/WP 46/12; Atk +7/+2 melee (1d3, punch) or +9/+4 ranged (3d6 or DC 15 stun, blaster pistol); SQ instant mastery (Knowledge [tactics]), research, tech specialty (mechanic +1); SV Fort +6, Ref +7, Will +4; SZ M; FP 2; DSP 0; Rep +2; Str 10, Dex 14, Con 12, Int 16, Wis 12, Cha 10. Challenge Code: D.

Equipment: Blaster pistol, heavy battle armor, various explosive devices, security kit, comlink, field kit, guild badge, company insignia.

Skills: Computer Use +10, Demolitions +19, Disable Device +16, Knowledge (chemistry) +6, Knowledge (engineering) +6, Knowledge (physics) +6, Knowledge (tactics) +8, Profession (mercenary) +7, Read/Write Binary, Repair +16, Search +14, Speak Binary, Treat Injury +5.

Feats: Armor Proficiency (light, medium, heavy), Cautious, Heroic Surge, Lightning Reflexes, Skill Emphasis (Demolitions, Repair), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mercenary Pilot

Mercenary companies use a host of starships and vehicles. In space, they commonly employ starfighters and transports; large organizations sometimes even have limited access to capital ships. Planet side, speeders scout battlefields, transports shuttle troops to and from the front line, and combat vehicles provide destructive artillery barrages. The mercenary pilot is just as battle-hardened as the ground-pounders he supports, with the distinct attitude typical of an expert flier.

Low-Level Mercenary Pilot: Soldier 4; Init +3 (Dex); Defense 17 (+3 Dex, +4 class bonus); DR 2; Spd 10 m; VP/WP 30/12; Atk +4 melee (2d4, vibrodagger) or +7 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +4, Will +1; SZ M; FP 1; DSP 0; Rep +1; Str 10, Dex 17, Con 12, Int 13, Wis 10, Cha 10. Challenge Code: C.

Equipment: Vehicle or starship, blaster pistol, vibrodagger, padded flight suit, comlink, field kit, guild badge, company insignia.

Skills: Astrogate +6, Computer Use +5, Pilot +15, Profession (mercenary) +3, Repair +5, Search +4, Spot +3, Treat Injury +2.

Feats: Armor Proficiency (light), Point Blank Shot, Skill Emphasis (Pilot), Spacer, Starship Dodge (starfighter or space transport), Starship Operation (starfighter or space transport), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons, vibro weapons).

High-Level Mercenary Pilot: Soldier 6/Starship Ace 2; Init +4 (Dex); Defense 21 (+4 Dex, +7 class bonus); DR 2; Spd 10 m; VP/WP 54/12; Atk +7/+2 melee (2d4, vibrodagger) or +11/+6 ranged (3d6 or DC 15 stun, blaster pistol); SQ familiarity +1, starship defense +2; SV Fort +8, Ref +9, Will +4; SZ M; FP 2; DSP 0; Rep +3; Str 10, Dex 18, Con 12, Int 13, Wis 10, Cha 10. Challenge Code: D.

Equipment: Vehicle or starship, blaster pistol, padded flight suit, comlink, field kit, guild badge, company insignia.

Skills: Astrogate +8, Computer Use +7, Pilot +20, Profession (mercenary) +5, Repair +6, Search +6, Spot +7, Treat Injury +3.

Feats: Armor Proficiency (light), Pinpoint Accuracy, Point Blank Shot, Rapid Shot, Skill Emphasis (Pilot), Spacer, Starship Dodge (starfighter or space transport), Starship Operation (starfighter or space transport), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons, vibro weapons).

Mercenary Medic

Mercenary companies pay handsomely to have the best combat medics work for them. Among the various companies, there are a few rules of engagement. One of the most honored is the sanctity of the medic. Not only is it considered heinous to attack anyone wearing the aid symbol, any company known to use the symbol for covert assaults is shown no mercy in combat. A low-level medic is sometimes attached to a field unit, especially for large operations far from a field hospital. A field hospital will often be staffed by many low-level medics, as well as several high-level medics to perform life-saving surgeries.

Low-Level Mercenary Medic: Tech Specialist 3/Soldier 1; Init +1 (Dex); Defense 15 (+1 Dex, +4 class bonus); DR 3; Spd 10 m; VP/WP 18/11; Atk +3 melee (1d3, punch) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ instant mastery (Search), research; SV Fort +2, Ref +2, Will +3; SZ M; FP 1; DSP 0; Rep +1; Str 11, Dex 13, Con 11, Int 15, Wis 13, Cha 11. Challenge Code: C.

Equipment: Blaster pistol, combat jumpsuit, medical kit, surgery kit, 4 medpacs, comlink, field kit, datapad, guild badge, company insignia.

Skills: Computer Use +9, Knowledge (alien species) +9, Knowledge (biology) +9, Knowledge (medicine) +12, Profession (mercenary) +4, Search +6, Sense Motive +3, Treat Injury +11.

Feats: Armor Proficiency (light), Skill Emphasis (Knowledge [medicine], Treat Injury), Surgery, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Mercenary Medic: Tech Specialist 7/Soldier 1; Init +1 (Dex); Defense 17 (+1 Dex, +6 class bonus); DR 3; Spd 10 m; VP/WP 32/11; Atk +6/+1 melee (1d3, punch) or +7/+2 ranged (3d6 or DC 15 stun, blaster pistol); SQ expert (Knowledge [medicine]), instant mastery (Search), research, tech specialty (surgical specialist +1);



SV Fort +4, Ref +4, Will +4; SZ M; FP 2; DSP 0; Rep +2; Str 11, Dex 13, Con 11, Int 16, Wis 13, Cha 11. Challenge Code: D.

Equipment: Blaster pistol, combat jumpsuit, medical kit, surgery kit, 4 medpacs, comlink, field kit, datapad, guild badge, company insignia.

Skills: Computer Use +11, Knowledge (alien species) +14, Knowledge (biology) +17, Knowledge (medicine) +19, Profession (mercenary) +6, Search +9 Sense Motive +5, Treat Injury +15.

Feats: Armor Proficiency (light), Skill Emphasis (Knowledge [biology], Knowledge [medicine], Treat Injury), Surgery, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Organized Crime Syndicate

Nestled deep within the underbelly of the galaxy are clandestine empires built on fear, greed, and power. Organized crime syndicates smuggle contraband, extort millions of credits in protection money, and pander to the base desires of unfortunate beings. Whatever their business, it's never legal. At the same time, the word of a crime lord is as powerful as law, more powerful in some parts of the galaxy.

An organized crime syndicate can make a great recurring enemy for a group of heroes. If the heroes themselves are outlaws, they can't turn to the authorities for help. Even if they could, it's likely that somewhere up the chain of command someone is on the take. Alternatively, the heroes could have an uneasy alliance with a crime lord, a lieutenant, or other crony. Heroes with the Contact special ability might have a member of an organized crime syndicate as one of their contacts.

The largest organizations—Black Sun or the Hutts, for example—have their fingers in virtually every illicit trade. These include (but are not limited to): arms dealing, assassination, bribery, gambling, insurance scams, money laundering, organ dealing, poaching, poll fixing, prostitution, protection rackets, slavery, smuggling, and spice dealing. Smaller organizations fill the gaps where these larger ones can't reach, or act on behalf of one of the larger organizations in a limited territory. These smaller crime syndicates come and go. As crime lords die (usually of unnatural causes), their holdings are assimilated either by an enemy or an affiliate. The result is that the business is always there, and there's always a crime lord ready to profit from it.

Statistics for Low-, Mid-, and High-Level Crime Lords are included in Chapter 14: Allies and Opponents of the *Star Wars Roleplaying Game* revised rulebook.

Leadership: A typical organized crime syndicate is headed by a crime lord who wields absolute power. The crime lord has few trusted confidants, who coordinate the syndicates business and report directly to the crime lord. These confidants, often lesser crime lords, have any number of lieutenants that report to them, who in turn are in charge of small groups of lackeys. Large organized crime syndicates have a secondary inner circle, made up of ambitious crime lords who are powerful enough to

strike out on their own. Even though they are in charge of an entire organized crime syndicate of their own, these crime lords understand the benefits of cooperation versus the carnage of a gang war.

Common Behavior: Lackeys rarely act without orders. If encountered without anyone to direct them, lackeys fight only if provoked. Lieutenants are brazen and brave only as long as they are in control of a situation. They rarely stick around if on the losing side of a battle, usually only long enough to cover their boss' own escape. Lesser crime lords are ambitious, and might seize an opportunity to succeed the top crime lord. The top crime lord is cautious, insisting on absolute safety. Crime lords tend to avoid physical confrontations, except perhaps to gloat over a defeated enemy or deliver the killing blow.

Likely Encounters: The heroes might encounter lieutenants and lackeys anywhere in the syndicate's territory, especially at syndicate-owned business establishments or businesses under the syndicate's protection. Crime lords are encountered less often, but might be seen at their favorite restaurant, the theater, or a sporting event.

Sample Challenge Code: D Encounters: 1 low-level lieutenant and 6 low-level lackeys; or, 1 low-level crime lord, 1 low-level lieutenant, and 2 low-level lackeys.

Sample Challenge Code: F Encounters: 1 high-level lieutenant and 8 high-level lackeys; or, 1 mid-level crime lord, 3 mid-level lieutenant, and 5 mid-level level lackeys.

Sample Challenge Code: H Encounter: 1 high-level crime lord, 1 mid-level crime lord, 1 high-level lieutenant, 2 mid-level lieutenants, 10 mid-level lackeys.

Example Organized Crime Syndicates: Black Sun, the Hutts, Lady Valarian's.

Lackey

The lackeys are the foot soldiers of an organized crime syndicate. They are cheap hoods, infinitely replaceable as long as the organization's power structure remains intact. They serve as drivers, bodyguards, leg-breakers, and any other role the lieutenants don't want to fill themselves.

Low-Level Lackey: Thug 2; Init +0; Defense 12 (+1 class bonus, +1 Dex); Spd 10 m; VP/WP 0/12; Atk +4 melee (1d4+2, punch) or +4 melee (2d4+2, vibrodagger) or +3 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +4, Ref +1, Will -1; SZ M; FP 0; DSP 1; Rep +0; Str 14, Dex 12, Con 12, Int 8, Wis 9, Cha 8. Challenge Code: A.

Equipment: Blaster pistol, vibrodagger.

Skills: Intimidate +2, Knowledge (streetwise) +1.

Feats: Martial Arts, Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

Mid-Level Lackey: Thug 3/Soldier 1; Init +0; Defense 15 (+4 class bonus, +1 Dex); Spd 10 m; VP/WP 11/15; Atk +6 melee (1d4+2, punch) or +6 melee (2d4+2, vibrodagger) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +6, Ref +2, Will +1; SZ M; FP 1; DSP 2; Rep +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8. Challenge Code: B.



Equipment: Blaster pistol, vibrodagger.

Skills: Intimidate +4, Knowledge (streetwise) +3.

Feats: Armor Proficiency (light), Martial Arts, Toughness, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Lackey: Thug 3/Soldier 3; Init +0; Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 24/15; Atk +8/+3 melee (2d4+2/19–20, punch) or +8/+3 melee (2d4+2, vibrodagger) or +7/+2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +7, Ref +3, Will +3; SZ M; FP 2; DSP 3; Rep 1; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8. Challenge Code: C.

Equipment: Blaster pistol, vibrodagger.

Skills: Intimidate +8, Knowledge (streetwise) +3, Listen +1, Spot +1.

Feats: Armor Proficiency (light), Headstrong, Improved Martial Arts, Martial Arts, Power Attack, Toughness, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Lieutenant

Often the Lieutenant is in charge of minor day-to-day operations of an organized crime syndicate, acting as a leader for a group of lackeys and reporting directly to a minor crime lord. Some lieutenants instead serve as trusted drivers or bodyguards for one of the crime lords.

Low-Level Lieutenant: Scoundrel 2/Soldier 2; Init +1 (Dex); Defense 14 (+1 Dex, +3 class bonus); Spd 10 m; VP/WP 24/12; Atk +5 melee (1d4+2, punch) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ illicit barter, lucky (1/day); SV Fort +4, Ref +4, Will +1; SZ M; FP 1; DSP 2; Rep 1; Str 14, Dex 12, Con 12, Int 13, Wis 10, Cha 13. Challenge Code: C.

Equipment: Blaster pistol, vibrodagger.

Skills: Computer Use +5, Gather Information +6, Intimidate +10, Knowledge (streetwise) +9, Listen +5, Pilot +7, Profession (merchant) +5, Search +6, Sense Motive +3, Speak Huttese, Spot +5.

Feats: Armor Proficiency (light), Headstrong, Martial Arts, Skill Emphasis (Knowledge [streetwise]), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mid-Level Lieutenant: Scoundrel 3/Soldier 3; Init +1 (Dex); Defense 16 (+1 Dex, +5 class bonus); Spd 10 m; VP/WP 35/12; Atk +7 melee (2d4+2/19–20, punch) or +7 melee (2d4+2, vibrodagger) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SQ illicit barter, lucky (1/day), precise attack +1; SV Fort +5, Ref +5, Will +3; SZ M; FP 2; DSP 3; Rep +2; Str 14, Dex 12, Con 12, Int 13, Wis 10, Cha 13. Challenge Code: D.

Equipment: Blaster pistol, vibrodagger.

Skills: Appraise +3, Computer Use +5, Gather Information +9, Intimidate +12, Knowledge (streetwise) +11, Listen +8, Pilot +9, Profession (merchant) +5, Search +8, Sense Motive +5, Speak Huttese, Spot +5.

Feats: Armor Proficiency (light), Headstrong, Improved Martial Arts, Martial Arts, Sharp-Eyed, Skill Emphasis (Knowledge [streetwise]), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Lieutenant: Scoundrel 4/Soldier 4; Init +1 (Dex); Defense 20 (+1 Dex, +5 class bonus); Spd 10 m; VP/WP 46/12; Atk +9/+4 melee (2d4+2/19–20, punch) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ illicit barter, lucky (1/day), precise attack +1; SV Fort +6, Ref +6, Will +3; SZ M; FP 3; DSP 4; Rep +2; Str 14, Dex 12, Con 12, Int 14, Wis 10, Cha 13. Challenge Code: E.

Equipment: Blaster pistol, vibrodagger.

Skills: Appraise +6, Computer Use +6, Gather Information +13, Intimidate +14, Knowledge (streetwise) +13, Listen +10, Pilot +11, Profession (merchant) +5, Search +9, Sense Motive +7, Speak Huttese, Spot +6.

Feats: Armor Proficiency (light), Headstrong, Improved Martial Arts, Martial Arts, Quick Draw, Sharp-Eyed, Skill Emphasis (Gather Information), Skill Emphasis (Knowledge [streetwise]), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Planetary Security Force

Sheriffs, police, and other constabulary patrol cities, towns, and colonies across the galaxy. Only the most lawless, remote outposts have no peacekeepers. Security officers are the first line of defense civilians have against dangerous beings, both sentient and beast. As individuals, they range from shining beacons of justice to more crooked than any criminal in their jurisdiction. As organizations, planetary security forces run the gamut from squeaky-clean to filthier than the underside of a Hutt. The Empire required that all peacekeeping forces answer to the local governors appointed by Coruscant, and enforced that rule with the might of the Imperial Army.

Security officers can serve a range of uses in an adventure or campaign. Benevolent officers make great contacts for a group of heroes. They can offer information, advance the adventure if the heroes get stuck, or provide backup in a pinch. Adversarial officers, likewise, can make the heroes unwelcome in their jurisdiction. A crooked planetary security force—or corrupt group within any force—can even be an adversary in an adventure or campaign. Taking down a corrupt group could even be the goal of an adventure. Alternatively, for an interesting twist, security officers might pursue the heroes thinking they've committed some crime; characters who fail to show restraint in a case of mistaken identity such as this could easily end up with a Dark Side Point or two.

Large cities—all of Coruscant or Corellia's Coronet City for instance—employ thousands of security officers, if not millions. They patrol the streets and sky lanes, investigate crimes, and maintain security at government events and installations. Organizations this massive are bureaucratic, enabling officers and sometimes whole precincts to



become corrupt. Smaller yet still populous cities and large towns employ forces that are akin to one precinct of a larger force. They have the same bureaucracy, corruption, and responsibilities on a smaller scale. Most notably, these smaller forces tend to have less funding than larger ones. This can cause friction if the heroes represent a large, well-known planetary security force and have dealing with smaller local authorities. The smallest outposts, cities on backwater planets, and outlying spaceports have a minimal security force, often relying on citizens to protect themselves and their property against common crimes. A sheriff and small number of deputies might be enough to keep the peace in such a place.

Planetary security force captains and chiefs are the equivalent of military officers. Commissioners, governors, and mayors are considered administrators. Statistics for Low-, Mid-, and High-Level Military/Imperial Officers and Administrators are included in Chapter 14: Allies and Opponents of the *Star Wars Roleplaying Game* revised rulebook. Special tactics officers often have a sniper on their team (use Mercenary Sniper statistics from "Mercenary Company," above).

Leadership: Planetary security organizations observe a strict command tree, with many branches determining who answers to which superior. Enforcement officers include, from the bottom up, patrolmen, lieutenants, and sergeants. Detectives have similar ranks, and are roughly parallel in rank, if not slightly higher. Special tactics officers, a branch only found in medium- and large-scale forces, also have similar ranks, though being somewhat paramilitary gives them little cause to interact with enforcement officers and detectives. These three groups answer to a captain, who in turn answers to a chief. The chief might answer to a commissioner, or directly to a governor or mayor.

Common Behavior: Enforcement officers are either green rookies or jaded veterans. They tend to let small infractions slide with just a warning, but keep track of repeat offenders. Veterans often play it safe, while rookies might forget they're not invulnerable or underestimate an opponent. Detectives are curious and dogged, and often insightful. Suspicious behavior readily attracts their attention. They prefer to use the law to catch criminals as opposed to their blasters. Special tactics officers are often surly brutes when off-duty, but strictly business when working. In a crowd-control situation, they will bash first and ask questions later.

Likely Encounters: If the heroes have a habit of starting blaster battles, they will quickly attract the attention of the local security officers. Heroes investigating a mystery might find themselves continually crossing paths with a local detective. Major confrontations, such as an epic street battle, bank robbery, or angry mob, often require special tactics officers.

All security officers with the Knowledge (world lore) skill apply it to the world on which they work.

Sample Challenge Code: D Encounters: 2 high-level enforcement officers; or, 2 mid-level enforcement officers and 4 low-level enforcement officers.

Sample Challenge Code: F Encounters: 2 high-level detectives; or, 1 high-level special tactics officer and 4 low-level special tactics officers.

Sample Challenge Code: H Encounters: 4 high-level special tactics officers, 4 mid-level special tactics officers, and 8 low-level special tactics officers; or, 32 low-level enforcement officers, 8 mid-level enforcement officers, and 4 high-level enforcement officers (all equipped with riot shields* and two stun grenades).

* See Appendix for details.

Example Peacekeeping Forces: Corellian Security Force (CorSec), Sector Rangers, Corporate Sector Security Police (Espo).

Enforcement Officer

The enforcement officer is responsible for the safety of the civilians within his patrol area. They respond when a crime is reported, keep an eye out for suspicious behavior, and aid detectives in tracking down information. Enforcement officers also act as guards on occasion.

In the event of a large riot or other massive civil disturbance, enforcement officers may be encountered in large numbers and carrying riot shields and stun grenades. (See the Appendix for details on riot shields.) In this situation, their tactics are usually to stand side-by-side to protect a key location or to block a street. Enforcement officers in riot gear and using these tactics should have their Challenge Code: increased by one step.

Low-Level Enforcement Officer: Expert 1/Thug 1; Init +1 (Dex); Defense 12 (+1 Dex, +1 class bonus); DR 2; Spd 10 m; VP/WP 0/13; Atk +1 melee (1d3, punch) or +1 melee (DC 15 stun, stun baton) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +2, Ref +1, Will +2; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 11, Cha 10. Challenge Code: A.

Equipment: Blaster pistol, stun baton, blast vest and helmet, datapad, comlink, binders, medpac.

Skills: Climb +2, Computer Use +2, Gather Information +2, Intimidate +2, Knowledge (world lore) +2, Listen +3, Pilot +5, Profession (peace officer) +2, Sense Motive +2, Spot +3, Swim +2.

Feats: Alertness, Armor Proficiency (light), Athletic, Toughness, Weapon Group Proficiency (blaster pistols, simple weapons).

Mid-Level Enforcement Officer: Expert 2/Thug 2; Init +1 (Dex); Defense 12 (+1 Dex, +1 class bonus); DR 2; Spd 10 m; VP/WP 0/13; Atk +3 melee (1d3, punch) or +3 melee (DC 15 stun, stun baton) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +3, Ref +1, Will +4; SZ M; FP 1; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 12, Cha 10. Challenge Code: B.

Equipment: Blaster pistol, stun baton, blast vest and helmet, datapad, comlink, binders, medpac, patrol vehicle.

Skills: Climb +2, Computer Use +2, Gather Information +3, Intimidate +3, Knowledge (world lore) +3, Listen +4, Pilot +6, Profession (peace officer) +5, Sense Motive +4, Spot +4, Swim +2.



Feats: Alertness, Armor Proficiency (light), Athletic, Toughness, Weapon Focus (blaster pistol), Weapon Group Proficiency (blaster pistols, simple weapons).

High-Level Enforcement Officer: Expert 3/Thug 3; Init +1 (Dex); Defense 13 (+1 Dex, +2 class bonus); DR 2; Spd 10 m; VP/WP 0/13; Atk +5 melee (1d3, punch) or +5 melee (DC 15 stun, stun baton) or +7 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +4, Ref +3, Will +5; SZ M; FP 2; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 12, Cha 10. Challenge Code: C.

Equipment: Blaster pistol, stun baton, blast vest and helmet, datapad, comlink, binders, medpac, patrol vehicle.

Skills: Climb +2, Computer Use +3, Gather Information +3, Intimidate +4, Knowledge (world lore) +4, Listen +4, Pilot +7, Profession (peace officer) +7, Search +2, Sense Motive +6, Spot +5, Swim +2.

Feats: Alertness, Armor Proficiency (light), Athletic, Sharp-Eyed, Toughness, Weapon Focus (blaster pistol), Weapon Group Proficiency (blaster pistols, simple weapons).

Detective

The detective is a specialized security officer whose job is to investigate criminal activities. Isolated cases are often assigned to one or two detectives, while a task force of a half-dozen or more might investigate elaborate crimes. Detectives make up a fraction of a planetary security force, and they rely on the greater number of enforcement officers to aid in investigations. Enforcement officers with aspirations to become detectives themselves are often eager to help, especially in high-profile cases.

Low-Level Detective: Scout 3; Init +1 (Dex); Defense 14 (+1 Dex, +3 class bonus); Spd 10 m; VP/WP 17/11; Atk +2 melee (1d3, punch) or +3 ranged (3d6 or DC 15 stun, blaster pistol); SQ heart +1, trailblazing; SV Fort +3, Ref +3, Will +3; SZ M; FP 1; DSP 0; Rep +0; Str 10, Dex 13, Con 11, Int 14, Wis 13, Cha 12. Challenge Code: C.

Equipment: Blaster pistol, datapad, comlink, binders, unmarked vehicle.

Skills: Bluff +3, Computer Use +3, Diplomacy +3, Gather Information +6, Intimidate +3, Knowledge (forensics) +8, Knowledge (streetwise) +5, Knowledge (world lore) +5, Listen +6, Pilot +3, Profession (detective) +5, Search +10, Sense Motive +6, Speak Huttese, Spot +6.

Feats: Persuasive, Sharp-Eyed, Trustworthy, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Mid-Level Detective: Scout 6; Init +1 (Dex); Defense 15 (+1 Dex, +4 class bonus); Spd 10 m; VP/WP 30/11; Atk +4 melee (1d3, punch) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ evasion, extreme effort, heart +1, skill mastery (Search), trailblazing, uncanny dodge (Dex bonus to Defense); SV Fort +3, Ref +4, Will +5; SZ M; FP 2; DSP 0; Rep +1; Str 10, Dex 13, Con 11, Int 14, Wis 14, Cha 12. Challenge Code: D.

Equipment: Blaster pistol, datapad, comlink, binders, unmarked vehicle.

Skills: Bluff +3, Computer Use +3, Diplomacy +3, Gather Information +7, Intimidate +3, Knowledge (forensics) +11, Knowledge (streetwise) +7, Knowledge (world lore) +7, Listen +8, Pilot +5, Profession (detective) +10, Search +16, Sense Motive +8, Speak Huttese, Spot +10.

Feats: Persuasive, Sharp-Eyed, Skill Emphasis (Search), Trustworthy, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

High-Level Detective: Scout 9; Init +2 (Dex); Defense 18 (+2 Dex, +6 class bonus); Spd 10 m; VP/WP 44/11; Atk +6/+1 melee (1d3, punch) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ evasion, extreme effort, heart +1, skill mastery (Search), trailblazing, uncanny dodge (Dex bonus to Defense, can't be flanked); SV Fort +5, Ref +6, Will +7; SZ M; FP 3; DSP 0; Rep +2; Str 10, Dex 14, Con 11, Int 14, Wis 14, Cha 12. Challenge Code: E.

Equipment: Blaster pistol, datapad, comlink, binders, unmarked vehicle.

Skills: Bluff +3, Computer Use +6, Diplomacy +3, Gather Information +9, Intimidate +5, Knowledge (forensics) +13, Knowledge (streetwise) +10, Knowledge (world lore) +10, Listen +9, Pilot +7, Profession (detective) +10, Search +17, Sense Motive +10, Speak Huttese, Spot +12, Survival +4.

Feats: Headstrong, Persuasive, Rugged, Sharp-Eyed, Skill Emphasis (Search), Trustworthy, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Special Tactics Officers

Larger planetary security forces train groups of officers to handle a range of highly dangerous situations. Special tactics officers conduct raids and contain volatile situations. When criminals out-gun enforcement officers, special tactics officers are called in to resolve the situation. They also are used to apprehend the target of an investigation once there's enough evidence for a conviction.

Low-Level Special Tactics Officer: Soldier 3; Init +2 (Dex); Defense 16 (+2 Dex, +4 class bonus); DR 4; Spd 8 m; VP/WP 27/14; Atk +5 melee (1d3+2, punch) or +6 ranged (3d8 or DC 18 stun, blaster rifle) or +5 ranged (3d8 or DC 18 stun, heavy blaster) or +5 ranged (DC 15/12 stun, stun grenade); SV Fort +5, Ref +3, Will +1; SZ M; FP 1; DSP 0; Rep +1; Str 14, Dex 14, Con 14, Int 10, Wis 11, Cha 10. Challenge Code: C.

Equipment: Blaster rifle, heavy blaster, 2 stun grenades, padded battle armor, riot shield*, breath mask, comlink, binders, medpac, glow rod.

Skills: Demolitions +4, Knowledge (streetwise) +2, Listen +2, Move Silently +0, Profession (special tactics officer) +2, Search +2, Spot +2.

Feats: Armor Proficiency (light, medium), Point Blank Shot, Precise Shot, Weapon Focus (blaster rifle), Weapon



Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See Appendix for details.

Mid-Level Special Tactics Officer: Soldier 5; Init +2 (Dex); Defense 17 (+2 Dex, +5 class bonus); DR 4; Spd 8 m; VP/WP 42/14; Atk +7 melee (1d3+2, punch) or +8 ranged (3d8/17–20 or DC 18 stun, blaster rifle) or +7 ranged (3d8 or DC 18 stun, heavy blaster) or +7 ranged (DC 15/12 stun, stun grenade); SV Fort +6, Ref +3, Will +2; SZ M; FP 2; DSP 0; Rep +1; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10. Challenge Code: D.

Equipment: Blaster rifle, heavy blaster, 2 stun grenades, padded battle armor, riot shield*, breath mask, comlink, binders, medpac, glow rod.

Skills: Demolitions +4, Hide +0, Knowledge (streetwise) +3, Listen +3, Move Silently +0, Profession (special tactics officer) +3, Search +4, Spot +4.

Feats: Armor Proficiency (light, medium), Dodge, Point Blank Shot, Precise Shot, Weapon Focus (blaster rifle), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See Appendix for details.

High-Level Special Tactics Officer: Soldier 6/Elite Trooper 1; Init +2 (Dex); Defense 18 (+2 Dex, +6 class bonus); DR 4; Spd 8 m; VP/WP 57/14; Atk +9/+4 melee (1d3+2, punch) or +10/+5 ranged (3d8/17–20 or DC 18 stun, blaster rifle) or +9/+4 ranged (3d8 or DC 18 stun, heavy blaster) or +9/+4 ranged (DC 15/12 stun, stun grenade); SV Fort +9, Ref +5, Will +4; SZ M; FP 3; DSP 0; Rep +2; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10. Challenge Code: E.

Equipment: Blaster rifle, heavy blaster, 2 stun grenades, padded battle armor, riot shield*, breath mask, comlink, binders, medpac, glow rod.

Skills: Demolitions +4, Hide +5, Knowledge (streetwise) +3, Listen +3, Move Silently +5, Profession (special tactics officer) +4, Search +4, Spot +4.

Feats: Armor Proficiency (light, medium, heavy), Dodge, Far Shot, Point Blank Shot, Precise Shot, Stealthy, Weapon Focus (blaster rifle), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See Appendix for details.

Primitive Culture

At some point in every culture's history, its people were little more than animals roaming the countryside of their homeworld. Most spacefaring species started out as simple hunters and gatherers. One day, one among them made a discovery that set them apart from the other animals. Millions of years of evolution and the handing down of knowledge from generation to generation turned them into a society. Before they could reach the stars, however, they needed to learn to cooperate. In this need to cooperate, primitive cultures transcend animistic packs, prides, or herds and become a society. Sometimes, this change happens naturally; other times, there's an

outside influence. Most often, however, the primitive culture assumes that outlanders are their equals, or at least worthy opponents. Outlanders, on the other hand, often look down upon primitive cultures. The ranks of many slave labor forces throughout the history of the galaxy have been swollen by the strong backs of primitive warriors forcibly taken from their homes. Through these encounters with the "civilized" members of the galaxy, primitive cultures quickly learn to mistrust outlanders.

A primitive culture can serve a host of different purposes in an adventure or campaign. As an adversary, its people might be the unwitting servants of an unseen overlord, untrusting of and unused to contact with outlanders, or all too familiar with their despicable ways. Any of these reasons could cause a primitive culture to be unwittingly hostile towards the heroes or other GM characters. Whether the characters wish to cause the natives harm or not, they might still be hostile towards them, perhaps even fearing that the characters are deities of some kind. As allies, natives might serve as guides through hostile terrain on their homeworld, perform scouting missions for occupying forces, or trade wares with merchants from other parts of the galaxy. Throughout the course of an adventure or campaign, a primitive culture might start out as friendly and become hostile, or vice-versa. A fringe campaign—an excellent setting for fringer and Force adept heroes—could easily incorporate one or more societies of primitive cultures.

Primitive cultures often have a very interesting perspective on how the galaxy works. These philosophies are based on conjecture, whimsy, or a wild aberration of the truth. Prior to contact with the rest of the galaxy, primitive cultures usually believe they are second only to their gods. On many occasions outlanders have been greeted as gods upon first contacting a primitive culture. Some use this misunderstanding to their own advantage, while others disregard them as animals, especially when it is unclear that they are not.

Usually divided into one or more tribes, a primitive culture is an entire society. It usually includes commoners to harvest food and make goods, elders to provide leadership and wisdom, warriors to protect the tribe, hunters to stalk wild game, and shaman to ward off evil spirits and cure the sick. Not every primitive archetype is represented in every culture. Members of a primitive culture with levels in heroic classes always have the Primitive species trait; as such, they have access to the bonus feats 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. If the primitive culture has prolonged contact with outlanders, its members might be proficient with advanced weapons at your discretion.

Leadership: There are a few different types of leadership, depending on the kind of culture you're dealing with. Civilized cultures are ruled by a council of elders; decisions are often made by committee, though the wisest elder might have added authority. Battle-oriented cultures



are ruled by the most feared warriors; organized combat is sometimes used to determine leadership and settle disputes. Cultures that subside on hunting and gathering are led by the most successful hunters. Spiritual cultures are ruled by shaman; either through deceit or true Force visions, the gods' most favored shaman directs the tribe's actions. Most primitive cultures involve a delicate mix of all of these, with a definite pecking order among the elders, warriors, hunters, and shaman.

Common Behavior: Upon first contact, a primitive culture will react to the heroes depending on two things: who's in charge, and whether the heroes can convince the natives they are neither a threat nor easily defeated. Warriors and hunters will either subdue the heroes or run if it becomes obvious they are outmatched by them. Shamans and elders might greet the heroes as some kind of deities or vilify them as demons. Commoners will flee for their lives. Once a primitive culture has determined what its standard response to outlanders, the heroes will be greeted along those lines (as detailed above).

Likely Encounters: Natives from a primitive culture are usually only found on their homeworld. Still, any time the heroes find themselves on an uncharted world, untamed colony, or other frontier environment, there are plenty of possibilities: roving bands of warriors might attack the heroes for their supplies; the heroes might cross paths with a hunting party stalking prey; they might stumble upon a shamanistic ritual; or, rescue a traveling elder from a band of rival warriors.

Sample Challenge Code: D Encounters: 4 low-level primitive hunters.

Sample Challenge Code: F Encounters: 1 high-level primitive warrior and 2 mid-level primitive warriors and 4 low-level primitive warriors.

Sample Challenge Code: H Encounter: 1 high-level primitive elder, 1 high-level primitive shaman, 1 high-level primitive warrior, 2 mid-level primitive warriors, 6 low-level primitive warriors, 2 high-level primitive hunters, 4 mid-level primitive hunters, 12 low-level primitive hunters.

Example Primitive Cultures: Ewoks, Tusken Raiders, Gamorreans.

Primitive Hunter

The primitive hunter feeds, clothes, and otherwise supplies his tribe by bringing down dangerous wild animals with only the most basic of weapons. Primitive hunters travel in whatever numbers are necessary to bring down their chosen prey. There is very little pride among primitive hunters; they're more interested in living to hunt again than to die because of foolish pride. Primitive cultures that have not yet learned to raise crops and domesticate animals have more hunters and fewer warriors. The chief of a hunting and gathering tribe is a mid- or high-level primitive hunter.

Low-Level Primitive Hunter: Scout 3; Init +2 (Dex); Defense 15 (+2 Dex, +3 class bonus); Spd 10 m; VP/ WP 23/14; Atk +3 melee (1d4+1, knife) or +4 ranged (1d8,

bow) or +4 ranged (1d4+1, knife); SQ heart +1, trailblazing; SV Fort +4, Ref +4, Will +3; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 14, Con 14, Int 12, Wis 13, Cha 8. Challenge Code: B.

Equipment: Bow, 10 arrows, knife, native accessories.

Skills: Craft (simple and primitive weapons) +5, Hide +10, Knowledge (wilderness lore) +5, Listen +5, Move Silently +8, Search +5, Spot +5, Survival +10, Treat Injury +4.

Feats: Skill Emphasis (Survival), Stealthy, Track, Weapon Group Proficiency (primitive weapons, simple weapons).

Mid-Level Primitive Hunter: Scout 6; Init +2 (Dex); Defense 16 (+2 Dex, +4 class bonus); Spd 10 m; VP/ WP 42/14; Atk +5 melee (1d4+1, knife) or +6 ranged (1d8, bow) or +6 ranged (1d4+1, knife); SQ evasion, extreme effort, heart +1, skill mastery (survival), trailblazing, uncanny dodge (Dex bonus to Defense); SV Fort +6, Ref +5, Will +5; SZ M; FP 1; DSP 0; Rep +1; Str 12, Dex 14, Con 14, Int 12, Wis 14, Cha 8. Challenge Code: C.

Equipment: Bow, 10 arrows, knife, native accessories.

Skills: Craft (simple and primitive weapons) +6, Hide +13, Knowledge (wilderness lore) +9, Listen +8, Move Silently +10, Search +7, Spot +8, Survival +16, Treat Injury +6.

Feats: Rugged, Skill Emphasis (Survival), Stealthy, Track, Weapon Group Proficiency (primitive weapons, simple weapons).

High-Level Primitive Hunter: Scout 9; Init +2 (Dex); Defense 18 (+2 Dex, +6 class bonus); Spd 10 m; VP/ WP 62/14; Atk +7/+2 melee (1d8+1, knife) or +8/+3 ranged (1d8, bow) or +8/+3 ranged (1d4+1, knife); SQ evasion, extreme effort, heart +1, skill mastery (Survival), trailblazing, uncanny dodge (Dex bonus to Defense, can't be flanked); SV Fort +7, Ref +6, Will +6; SZ M; FP 2; DSP 0; Rep +2; Str 13, Dex 14, Con 14, Int 12, Wis 14, Cha 8. Challenge Code: D.

Equipment: Bow, 10 arrows, knife, native accessories.

Skills: Craft (simple and primitive weapons) +7, Hide +16, Knowledge (wilderness lore) +9, Listen +11, Move Silently +14, Search +10, Spot +12, Survival +19, Treat Injury +8.

Feats: Alertness, Endurance, Rugged, Skill Emphasis (Survival), Stealthy, Track, Weapon Group Proficiency (primitive weapons, simple weapons).

Primitive Warrior

The primitive warrior is proud, strong, and self-reliant. Among the warriors of his tribe, he earns his place through contests and battlefield victories. Primitive cultures that have learned to raise animals for food tend to have many warriors and few hunters, since hunting wild animals is more dangerous and random. Warriors are needed to protect the herds from rival tribes. The chief of a battle-oriented culture is a mid- or high-level primitive warrior.



Low-Level Primitive Warrior: Soldier 3; Init +6 (Dex, Improved Initiative); Defense 18 (+2 Dex, +4 class bonus, +2 equipment bonus); Spd 10 m; VP/WP 24/13; Atk +5 melee (1d8+2, spear) or +5 ranged (1d8+2, spear); SV Fort +4, Ref +3, Will +1; SZ M; FP 0; DSP 0; Rep +1; Str 14, Dex 14, Con 13, Int 13, Wis 11, Cha 8. Challenge Code: B.

Equipment: Spear, primitive shield*, native accessories.

Skills: Craft (simple and primitive weapons) +7, Intimidate +5, Knowledge (wilderness lore) +3, Listen +3, Repair +3, Spot +3, Treat Injury +2.

Feats: Armor Proficiency (light), Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Group Proficiency (primitive weapons, simple weapons).

* See Appendix for details.

Mid-Level Primitive Warrior: Soldier 6; Init +6 (Dex, Improved Initiative); DR 1; Defense 17 (+2 Dex, +5 class bonus); Spd 10 m; VP/WP 43/13; Atk +8/+3 melee (1d8+2, spear) or +8/+3 ranged (1d8+2, spear); SV Fort +6, Ref +4, Will +2; SZ M; FP 1; DSP 1; Rep +2; Str 15, Dex 14, Con 13, Int 13, Wis 11, Cha 8. Challenge Code: C.

Equipment: Spear, primitive shield*, primitive armor*, native accessories.

Skills: Craft (armor) +5, Craft (simple and primitive weapons) +7, Intimidate +8, Knowledge (wilderness lore) +5, Listen +4, Repair +3, Spot +4, Treat Injury +4.

Feats: Armor Proficiency (light), Cleave, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Group Proficiency (primitive weapons, simple weapons).

* See Appendix for details.

High-Level Primitive Warrior: Soldier 9; Init +6 (Dex, Improved Initiative); Defense 19 (+2 Dex, +7 class bonus, +2 equipment); DR 1; Spd 10 m; VP/WP 63/13; Atk +12/+7 melee (1d8+3, spear) or +11/+6 ranged (1d8+3, spear); SV Fort +7, Ref +5, Will +3; SZ M; FP 2; DSP 2; Rep +2; Str 16, Dex 14, Con 13, Int 13, Wis 11, Cha 8. Challenge Code: D.

Equipment: Spear, primitive shield*, primitive armor*, native accessories.

Skills: Craft (armor) +7, Craft (simple and primitive weapons) +8, Intimidate +11, Knowledge (wilderness lore) +6, Listen +6, Repair +4, Spot +5, Treat Injury +5.

Feats: Armor Proficiency (light), Cleave, Combat Expertise, Improved Initiative, Power Attack, Weapon Group Proficiency (primitive weapons, simple weapons), Whirlwind Attack.

* See Appendix for details.

Primitive Shaman

The primitive shaman is a spiritual person who has a special connection to nature, the spirits, or a primitive culture's gods. True shamans are naturally strong in the Force, interpreting their Force visions as the will of their gods. The shaman is also a healer, in such instances relying on his natural ability with the Force to channel the

power of the gods. The chief of a spiritual tribe is a mid- or high-level primitive shaman.

Low-Level Primitive Shaman: Force Adept 3; Init +0; Defense 14 (+4 class bonus); Spd 10 m; VP/WP 17/11; Atk +2 melee (1d4, knife) or +2 ranged (1d4, knife); SV Fort +2, Ref +2, Will +5; SZ M; FP 1; DSP 0; Rep +0; Str 10, Dex 10, Con 11, Int 13, Wis 15, Cha 13. Challenge Code: B.

Equipment: Knife, native accessories.

Skills: Bluff +4, Diplomacy +3, Gather Information +3, Knowledge (world lore) +3, Listen +6, Sense Motive +8.

Force Skills: Affect Mind +3, Empathy +7, Farsensing +5, Force Strike +5, Friendship +4, Heal Another +6, Illusion +5, See Force +6, Telepathy +5.

Feats: Force-Sensitive, Trustworthy, Weapon Group Proficiency (primitive weapons, simple weapons).

Force Feats: Alter, Compassion, Mind Trick, Sense.

Mid-Level Primitive Shaman: Force Adept 6; Init +0; Defense 15 (+5 class bonus); Spd 10 m; VP/WP 30/11; Atk +4 melee (1d4, knife) or +4 ranged (1d4, knife); SQ Force weapon +1d8; SV Fort +3, Ref +3, Will +7; SZ M; FP 2; DSP 1; Rep +1; Str 10, Dex 10, Con 11, Int 13, Wis 15, Cha 14. Challenge Code: C.

Equipment: Knife, native accessories.

Skills: Bluff +5, Diplomacy +4, Gather Information +4, Knowledge (world lore) +4, Listen +7, Sense Motive +9.

Force Skills: Affect Mind +6, Empathy +7, Farsensing +8, Force Strike +7, Friendship +5, Heal Another +10, Illusion +9, Move Object +6, See Force +7, Telepathy +6.

Feats: Force-Sensitive, Skill Emphasis (Farsensing), Trustworthy, Weapon Group Proficiency (primitive weapons, simple weapons).

Force Feats: Alter, Compassion, Control, Force Whirlwind, Mind Trick, Sense.

High-Level Primitive Shaman: Force Adept 9; Init +0; Defense 16 (+6 class bonus); Spd 10 m; VP/WP 44/11; Atk +6/+1 melee (1d3, knife) or +6/+1 ranged (1d3, knife); SQ comprehend speech, Force weapon +1d8, Force talisman +2; SV Fort +4, Ref +4, Will +9; SZ M; FP 3; DSP 2; Rep +2; Str 10, Dex 10, Con 11, Int 13, Wis 16, Cha 14. Challenge Code: D.

Equipment: Knife, Force talisman, native accessories.

Skills: Bluff +5, Diplomacy +4, Gather Information +4, Knowledge (world lore) +5, Listen +11, Sense Motive +11, Spot +5.

Force Skills: Affect Mind +7, Empathy +8, Farsensing +10, Force Strike +12, Friendship +5, Heal Another +17, Illusion +11, Move Object +7, See Force +9, Telepathy +8.

Feats: Alertness, Force-Sensitive, Skill Emphasis (Farsensing), Trustworthy, Weapon Group Proficiency (primitive weapons, simple weapons).

Force Feats: Alter, Compassion, Control, Force Flight, Force Whirlwind, Mind Trick, Sense.

Primitive Elder

The primitive elder is often old and wizened. A just elder draws upon memories of times long ago to solve today's problems, and acts as a philosophical and moral sounding board for the rest of his tribe. A less scrupulous elder might use his position for personal gain, even going so far as to pretend to be a shaman; however, this rarely happens in a tribe that has any true shamans. The chief of a civilized primitive culture is a mid- or high-level primitive elder.

Low-Level Primitive Elder: Noble 3; Init +0; Defense 13 (+3 class bonus); Spd 10 m; VP/WP 11/9; Atk +1 melee (1d6-1, walking stick) or +2 ranged (1d6-1, walking stick); SQ bonus class skill (Bluff), favor +2, inspire confidence, resource access; SV Fort +0, Ref +2, Will +5; SZ M; FP 1; DSP 0; Rep +1; Str 8, Dex 10, Con 9, Int 15, Wis 15, Cha 14. Challenge Code: B.

Equipment: Walking stick (club), native accessories.

Skills: Appraise +8, Bluff +8, Diplomacy +10, Gather Information +7, Intimidate +5, Knowledge (wilderness lore) +8, Knowledge (world lore) +8, Search +4, Sense Motive +10.

Feats: Sharp-Eyed, Trustworthy, Weapon Group Proficiency (primitive weapons, simple weapons).

Mid-Level Primitive Elder: Noble 6; Init +0; Defense 14 (+4 class bonus); Spd 10 m; VP/WP 20/9; Atk +3 melee (1d6-1, walking stick) or +4 ranged (1d6-1, walking stick); SQ bonus class skill (Bluff), coordinate +1, favor +4, inspire confidence, resource access; SV Fort +1, Ref +3, Will +8; SZ M; FP 2; DSP 1; Rep +7; Str 8, Dex 10, Con 9, Int 15, Wis 16, Cha 14. Challenge Code: C.

Equipment: Walking stick (club), native accessories.

Skills: Appraise +11, Bluff +11, Diplomacy +13, Gather Information +8, Intimidate +6, Knowledge (wilderness lore) +11, Knowledge (world lore) +11, Search +4, Sense Motive +14, Treat Injury +4.

Feats: Fame, Influence, Sharp-Eyed, Trustworthy, Weapon Group Proficiency (primitive weapons, simple weapons).

High-Level Primitive Elder: Noble 9; Init +0; Defense 15 (+5 class bonus); Spd 10 m; VP/WP 29/9; Atk +5/+0 melee (1d6-1, walking stick) or +6/+1 ranged (1d6-1, walking stick); SQ bonus class skill (Bluff), coordinate +2, favor +5, inspire confidence, resource access; SV Fort +2, Ref +4, Will +9; SZ M; FP 3; DSP 2; Rep +8; Str 8, Dex 10, Con 9, Int 16, Wis 16, Cha 14. Challenge Code: D.

Equipment: Walking stick (club), native accessories.

Skills: Appraise +13, Bluff +16, Diplomacy +19, Gather Information +10, Intimidate +10, Knowledge (wilderness lore) +14, Knowledge (world lore) +14, Search +5, Sense Motive +17, Treat Injury +6.

Feats: Fame, Influence, Persuasive, Sharp-Eyed, Skill Emphasis (Diplomacy), Trustworthy, Weapon Group Proficiency (primitive weapons, simple weapons).

Private Security Force

The galaxy is a dangerous place, especially if you have a lot of credits. It's for that reason that many of the galaxy's rich individuals, popular performers, and powerful corporations employ a private security force. Important individuals travel with one or more bodyguards, and companies employ a dozen or more guards to man checkpoints, patrol, and respond to security breaches. Private security forces have a reputation for being unintelligent pushovers when it comes to confrontations, a reputation the best among them are smart enough not to dispute.

If the heroes are chasing down a powerful individual such as a politician, businessman, or holovid star, odds are they're going to have to get through her security detail first. Likewise, if they're trying to break into a secure laboratory, corporate headquarters, or sprawling estate, security guards are the most likely opposition. On rare occasions, the heroes might encounter security droids or trained guard beasts.

A private security force can be as small as a single security guard, essentially a bodyguard. By the same token, bodyguard details can involve a dozen or more security guards. When the job involves a location instead of an individual, a private security force can number in the thousands, but only the largest installations are patrolled by more than a couple dozen guards. Many of those can be support personnel with very specific jobs, such as slicers, mechanics, and any other profession best left to a trained individual.

As a large private security force is like a paramilitary organization, it might employ officers and elite forces. Statistics for Low-, Mid-, and High-Level Military/Imperial Officers and Elite Troopers are included in Chapter 14: Allies and Opponents of the *Star Wars Role-playing Game* revised rulebook. Other individuals, such as the aforementioned slicer and mechanic, can also be found in Chapter 14. Even relatively small private security forces might employ private investigators (use Detective statistics under "Peacekeeping Force," above).

Leadership: Private security forces on a bodyguard detail usually have one person in charge who is more skilled than the rest of the detail. Sometimes this person is a higher-level security guard than the rest of the detail, or it can be an elite trooper, mercenary, or even a Jedi guardian. Private security forces guarding a location operate more like an army or police force, depending on the nature of the location they're guarding. They have a variety of ranks and specialized skills, including pilots, beast handlers, and sensor operators. The chain of command can be arbitrary, since the only rules for a private security force are determined by the employer and the head of the force.

Common Behavior: Bodyguard details are often tense affairs, since they involve venturing into poorly secured environments where fans, media, and enemies could cause problems for the employer. Security guards on a bodyguard detail will not hesitate to get rough with a possible troublemaker, but will only resort to lethal force



if necessary. At locations protected by a private security force, security guards are generally not paid well enough to risk losing their lives. Security guards in unsecured locations, such as an office building, will be more apt to believe a clever bluff than those guarding a sensitive location where unauthorized personnel aren't allowed, like a top-secret lab.

Likely Encounters: Heroes who want to talk to a powerful individual will most likely have to get past their security first. If an adventure calls for stealing secret plans from secure location, it will probably be protected by security guards, guard beasts, security droids, sensors, and whatever else the GM can imagine. Chance encounters with security guards might occur if the heroes get in trouble in a public place that employs a private security force, such as a shopping pavilion or a casino.

Sample Challenge Code: D Encounters: 1 low-level elite trooper/military officer and 4 low-level security guards/specialists; or, 4 mid-level security guards/specialists.

Sample Challenge Code: F Encounters: 2 mid-level elite troopers/military officer and 4 mid-level security guards/specialists; or, 8 mid-level security guards/specialists.

Sample Challenge Code: G Encounter: 1 high-level elite troopers/military officer and 4 high-level security guards/specialists.

Example Private Security Forces: Coreguard Security Services, Notsab Security, Santhe Security.

Security Guard

The security guard is the rank-and-file member of a private security force. They patrol on foot or as passengers in vehicles piloted by security specialists. Groups of security guards might be dispatched if trouble is reported. Security guards can even be droids with little alteration to the statistics provided necessary.

Low-Level Security Guard: Thug 1; Init +1 (Dex); Defense 12 (+1 Dex, +1 class bonus); DR 2; Spd 10 m; VP/ WP 0/10; Atk +1 melee (1d3, punch) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +2, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 13, Con 10, Int 10, Wis 10, Cha 10. Challenge Code: A.

Equipment: Blaster pistol, blast vest and helmet, security pass.

Skills: Listen +3, Profession (security guard) +2, Sense Motive +1, Spot +3.

Feats: Alertness, Armor Proficiency (light), Weapon Group Proficiency (blaster pistols, simple weapons).

Mid-Level Security Guard: Thug 3; Init +1 (Dex); Defense 12 (+1 Dex, +1 class bonus); DR 3; Spd 10 m; VP/ WP 0/10; Atk +3 melee (1d3, punch) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +3, Ref +2, Will +1; SZ M; FP 1; DSP 0; Rep +0; Str 10, Dex 13, Con 10, Int 10, Wis 10, Cha 10. Challenge Code: B.

Equipment: Blaster pistol, combat jumpsuit, security pass.

Skills: Intimidate +1, Listen +3, Profession (security guard) +3, Search +3, Sense Motive +3, Spot +3.

Feats: Alertness, Armor Proficiency (light), Sharp-Eyed, Weapon Group Proficiency (blaster pistols, simple weapons).

High-Level Security Guard: Thug 6; Init +2 (Dex); Defense 14 (+2 Dex, +2 class bonus); DR 4; Spd 8 m; VP/ WP 0/10; Atk +6/+1 melee (1d3, punch) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +4, Will +2; SZ M; FP 2; DSP 0; Rep +1; Str 10, Dex 14, Con 10, Int 10, Wis 10, Cha 10. Challenge Code: C.

Equipment: Blaster pistol, padded battle armor, security pass.

Skills: Intimidate +2, Listen +4, Profession (security guard) +4, Search +3, Sense Motive +3, Spot +4.

Feats: Alertness, Armor Proficiency (light, medium), Sharp-Eyed, Weapon Group Proficiency (blaster pistols, simple weapons).

Security Specialist

Security specialists are highly trained experts that focus on one skill vital to a well-operated private security force. They have one specialty skill (all seven specialty skills are listed in the security specialist statistics for your convenience) selected from the following: Computer Use, Demolitions, Disable Device, Handle Animal, Pilot, Repair, or Treat Injury.

Low-Level Security Specialist: Expert 2; Init +1 (Dex); Defense 11 (+1 Dex, +0 class bonus); Spd 10 m; DR 3; VP/ WP 0/10; Atk +1 melee (1d3, punch) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +0, Ref +1, Will +3; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 12, Wis 11, Cha 8. Challenge Code: A.

Equipment: Blaster pistol, combat jumpsuit, security pass, items typical to specialty.

Skills: Computer Use +9 or Craft (electronic devices) +9 or Demolitions +9 or Disable Device +9 or Forgery +9 or Handle Animal +7 or Pilot +9 or Repair +9 or Treat Injury +8; Knowledge (choose one) +6, Listen +2, Profession (security guard) +5, Read/Write Binary, Search +3, Sense Motive +2, Speak Binary (understand only), Spot +2.

Feats: Armor Proficiency (light), Skill Emphasis (specialty skill), Weapon Group Proficiency (blaster pistols).

Mid-Level Security Specialist: Expert 4; Init +1 (Dex); Defense 12 (+1 Dex, +1 class bonus); DR 3; Spd 10 m; VP/ WP 0/10; Atk +3 melee (1d3, punch) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +1, Ref +2, Will +5; SZ M; FP 1; DSP 0; Rep +1; Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 8. Challenge Code: B.

Equipment: Blaster pistol, combat jumpsuit, security pass, items typical to specialty.

Skills: Computer Use +11 or Demolitions +11 or Disable Device +11 or Handle Animal +9 or Pilot +11 or Repair +11 or Treat Injury +11; Knowledge (choose one) +8, Listen +4, Profession (security guard) +8, Read/Write Binary, Search +6, Sense Motive +6, Speak Binary (understand only), Spot +4.



Feats: Armor Proficiency (light), Sharp-Eyed, Skill Emphasis (specialty skill), Weapon Group Proficiency (blaster pistols).

High-Level Security Specialist: Expert 6; Init +1 (Dex); Defense 13 (+1 Dex, +2 class bonus); DR 4; Spd 8 m; VP/WP 0/10; Atk +4 melee (1d3, punch) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +2, Ref +3, Will +6; SZ M; FP 2; DSP 0; Rep +1; Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 8. Challenge Code: B.

Equipment: Blaster pistol, padded battle armor, security pass, items typical to specialty.

Skills: Computer Use +13 or Demolitions +13 or Disable Device +13 or Handle Animal +11 or Pilot +13 or Repair +13 or Treat Injury +13; Knowledge (choose one) +10, Listen +5, Profession (security guard) +10, Read/Write Binary, Search +7, Sense Motive +7, Speak Binary (understand only), Spot +5.

Feats: Armor Proficiency (light, medium), Sharp-Eyed, Skill Emphasis (specialty skill), Weapon Group Proficiency (blaster pistols).

Resistance Movement

There are a great many injustices in the galaxy. The Emperor isn't the only despotic ruler to destroy millions of lives on a whim. Corporations, dictators, and monarchs use their expansive wealth and unconditional control of planets, systems, or on rare occasion whole sectors, to impose their will on the populace. Poverty, malnutrition, and disease run rampant while a CEO collects a multi-million-credit salary, a dictator hoards food for his army, or a queen lives in unabashed luxury. Before the last drop of life is squeezed out of these ravaged masses, a spark of hope surges up to light the flames of rebellion. Meeting in secret, the resistance movement secretly plans to overthrow the despotic ruler. No one in the entire movement knows all of its members — the resistance movement operates in cells to prevent any one member from knowing too much. With a few skilled leaders, fewer trained combatants, and very few weapons, a resistance movement is forced to be cautious and resourceful to avoid exposure.

A resistance movement can factor into an adventure or campaign in one of several ways. The heroes might work for a corporation or government that's found itself the target of a self-proclaimed resistance movement; whether the employer or the resistance fighters are in the right could be left for the players to decide. Alternatively, the heroes could stumble into the middle of a revolution while stopping over at an out-of-the-way system. If their ship is damaged or detained by local authorities, they might find themselves on one side of the conflict or the other. It's also possible that the heroes are part of the resistance movement; this can be a good way to launch a campaign in which the heroes can be instrumental in overthrowing a despotic ruler. Lastly, the heroes might be agents of a distant supporter of the resistance movement; they could be smuggling weapons and other essential

equipment to the resistance fighters as well as ferrying dissidents off world.

It's often too dangerous for a resistance movement to use electronic means of communication and information storage, methods that would leave them open to discovery. Instead, an elaborate system of word-of-mouth communication, code phrases, and memorized facts take the place of computers, comlinks, and often droids too. Occasionally, technological solutions can't be avoided. In such cases, these devices are used sparingly, and any memory is wiped clean as soon as possible to avoid exposing the movement. The most important members of a resistance movement might only ever meet all at the same time once or twice a year, relying instead on messages passed back and forth between cells.

A single resistance movement cell can have as few as three or as many as twenty members. The members might not even know each other's names, an extra precaution should one of them be caught. What they don't know they can't reveal, even if subjected to the most painful torture or powerful mind probe. Otherwise, a cell is a tight-knit group; they have to be, because they are entrusting their lives to each other. For a new person to join a resistance cell requires at least one current member vouch for him. For an organization that hardly uses technological resources, resistance movements are surprisingly good at telling the difference between spies and devoted revolutionaries. Because a resistance movement is often made up of ordinary citizens-turned-guerilla warriors, it's conceivable that any archetype can be included among their ranks.

Leadership: There's little rhyme or reason as to the organization of a resistance movement cell. It can be somewhat haphazard, cobbled together from distant relatives, university pals, and other strange relations. At most, each cell has one resistance leader (if any) and any combination of resistance fighters and saboteurs. Depending on the nature and make-up of the cell, the leader could have the final say or all decisions could be left to committee.

Common Behavior: Members of a resistance movement are wary of strangers, less so of outlanders. Still, they will avoid contact with outlanders just in case they're new recruits to the oppressor's cause or hired agents. This skittishness is sometimes the resistance member's undoing, causing him to act too cagey in an otherwise mundane encounter. Resistance fighters are so dedicated that, once revealed, they will often fight to the death rather than be taken alive. Resistance saboteurs are less zealous and much more careful, requiring them to fight to the death much less often. Resistance leaders are experts at obfuscation, often finding a way to slip away and lay low if discovered.

Likely Encounters: If the heroes are hiding out on a planet in the grips of a revolution, there are several ways they might run into members of the resistance. If the heroes' reputations precede them, they might be sought after to join the resistance. Alert heroes might notice one or more resistance members trying to avoid bring-



ing attention to themselves; if they give chase or secretly tail the resistance member, they might be led into a trap or to a cell's secret meeting place. Heroes might also be targeted by a resistance movement simply for their equipment; after all, weapons and other gear are hard to come by.

Sample Challenge Code: D Encounters: 4 low-level resistance saboteurs.

Sample Challenge Code: F Encounters: 1 low-level resistance leader, 2 low-level resistance fighters, 8 low-level resistance fighters.

Sample Challenge Code: H Encounter: 1 high-level resistance leader, 2 low-level resistance leaders, 1 high-level resistance fighters, 1 high-level resistance saboteurs, 2 mid-level resistance fighters, 6 low-level resistance fighters, 2 mid-level resistance saboteurs, 4 low-level resistance saboteurs.

Example Resistance Movements: Rebel Alliance, Atrivis Resistance Group, Lok Revenants, the Friends of Paran.

Resistance Fighter

A warrior born of the streets, the resistance fighter would prefer a normal life instead of always having to look over his shoulder. He knows, however, that if he doesn't stand up to tyranny no one will lead a normal life. If that means having to risk his life for a chance at one less terrifying, then that's a gamble he's willing to make.

Low-Level Resistance Fighter: Soldier 2; Init +5 (Dex, Improved Initiative); Defense 14 (+1 Dex, +3 class bonus); Spd 10 m; VP/WP 20/13; Atk +3 melee (1d4+1, knife) or +3 ranged (3d4, sporting blaster); SV Fort +4, Ref +1, Will +1; SZ M; FP 0; DSP 0; Rep +1; Str 13, Dex 13, Con 13, Int 10, Wis 12, Cha 12. Challenge Code: B.

Equipment: Sporting blaster, knife, fake ID.

Skills: Computer Use +3, Disguise +3, Hide +2, Intimidate +4, Knowledge (world lore) +4, Move Silently +2, Sense Motive +2.

Feats: Armor Proficiency (light), Improved Initiative, Quickness, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mid-Level Resistance Fighter: Soldier 4; Init +6 (Dex, Improved Initiative); Defense 16 (+2 Dex, +4 class bonus); Spd 10 m; VP/WP 33/13; Atk +5 melee (2d4+1, vibrodagger) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +3, Will +2; SZ M; FP 1; DSP 0; Rep +1; Str 13, Dex 14, Con 13, Int 10, Wis 12, Cha 12. Challenge Code: C.

Equipment: Blaster pistol, vibrodagger, fake ID.

Skills: Computer Use +3, Disguise +4, Hide +6, Intimidate +6, Knowledge (world lore) +4, Move Silently +6, Sense Motive +2.

Feats: Armor Proficiency (light), Heroic Surge, Improved Initiative, Point Blank Shot, Quickness, Stealthy, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High-Level Resistance Fighter: Soldier 6;

Init +6 (Dex, Improved Initiative); Defense 17 (+2 Dex, +5 class bonus); Spd 10 m; VP/WP 46/13; Atk +7/+2 melee (2d4+1, vibrodagger) or +8/+3 ranged (3d8 or DC 18 stun, heavy blaster); SV Fort +6, Ref +4, Will +3; SZ M; FP 2; DSP 0; Rep +2; Str 13, Dex 14, Con 13, Int 10, Wis 12, Cha 12. Challenge Code: D.

Equipment: Heavy blaster, vibrodagger, fake ID.

Skills: Computer Use +3, Disguise +5, Hide +7, Intimidate +7, Knowledge (world lore) +5, Move Silently +6, Sense Motive +3.

Feats: Armor Proficiency (light), Heroic Surge, Improved Initiative, Point Blank Shot, Precise Shot, Quickness, Stamina, Stealthy, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Resistance Saboteur

The resistance saboteur is a master of disorder. Whether planting a bomb, disabling a vehicle, or otherwise causing a panic among the despotic loyalists, his job is to cause chaos. In a previous life, the resistance saboteur was a simple craftsman, merchant, or teacher. Once under the yoke of oppression, he turned his meticulous mind to liberating his homeworld.

Low-Level Resistance Saboteur: Scoundrel 2; Init +1 (Dex); Defense 13 (+1 Dex, +2 class bonus); Spd 10 m; VP/WP 9/11; Atk +1 melee (1d3, punch) or +2 ranged (3d4 or DC 12 stun, hold-out blaster); SQ illicit barter, lucky (1/day); SV Fort +0, Ref +4, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 13, Con 11, Int 14, Wis 13, Cha 12. Challenge Code: B.

Equipment: Hold-out blaster, security kit, repair kit, explosive device, fake ID.

Skills: Bluff +5, Computer Use +5, Craft (choose one) +4 or Knowledge (choose one) +4 or Profession (choose one) +3, Demolitions +9, Disable Device +9, Disguise +6, Forgery +5, Gather Information +4, Hide +6, Knowledge (world lore) +5, Move Silently +6, Repair +6, Spot +4.

Feats: Cautious, Weapon Group Proficiency (blaster pistols, simple weapons).

Mid-Level Resistance Saboteur: Scoundrel 4; Init +1 (Dex); Defense 14 (+1 Dex, +3 class bonus); Spd 10 m; VP/WP 16/11; Atk +3 melee (1d3, punch) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ illicit barter, lucky (1/day), precise attack +1; SV Fort +1, Ref +5, Will +3; SZ M; FP 1; DSP 1; Rep +1; Str 10, Dex 13, Con 11, Int 14, Wis 14, Cha 12. Challenge Code: C.

Equipment: Blaster pistol, security kit, repair kit, explosive device, fake ID.

Skills: Bluff +6, Computer Use +7, Craft (choose one) +4 or Knowledge (choose one) +4 or Profession (choose one) +4, Demolitions +14, Disable Device +14, Disguise +8, Forgery +6, Gather Information +5, Hide +8, Knowledge (world lore) +6, Move Silently +8, Repair +8, Spot +7.

62

VILLAINS
+V-

1K1

Feats: Cautious, Skill Emphasis (Demolitions), Skill Emphasis (Disable Device), Weapon Group Proficiency (blaster pistols, simple weapons).

High-Level Resistance Saboteur: Scoundrel 6; Init +1 (Dex); Defense 15 (+1 Dex, +4 class bonus); Spd 10 m; VP/WP 23/11; Atk +4 melee (1d3, punch) or +5 ranged (3d8 or DC 18 stun, heavy blaster); SQ illicit barter, lucky (2/day), precise attack +1; SV Fort +2, Ref +6, Will +4; SZ M; FP 2; DSP 2; Rep +1; Str 10, Dex 13, Con 11, Int 14, Wis 14, Cha 12. Challenge Code: D.

Equipment: Heavy blaster, security kit, repair kit, explosive device, fake ID.

Skills: Bluff +9, Computer Use +8, Craft (choose one) +4 or Knowledge (choose one) +4 or Profession (choose one) +4, Demolitions +16, Disable Device +16, Disguise +10, Forgery +7, Gather Information +6, Hide +10, Intimidate +4, Knowledge (world lore) +7, Listen +4, Move Silently +10, Repair +10, Spot +10.

Feats: Alertness, Cautious, Persuasive, Skill Emphasis (Demolitions), Skill Emphasis (Disable Device), Weapon Group Proficiency (blaster pistols, simple weapons).

Resistance Leader

Like the resistance saboteur, the resistance leader left behind a mundane life to become a revolutionary. As the despotic regime tightened its grip on his homeworld's civil liberties and its inhabitant's basic rights, the resistance leader used what little influence he had to parlay his way into the resistance movement. Today, he coordinates attack plans by tasking saboteurs with specific targets and positioning resistance fighters in the proper place to ambush a patrol or hijack a transport full of food.

Low-Level Resistance Leader: Noble 4; Init +0; Defense 13 (+3 class bonus); Spd 10 m; VP/WP 16/10; Atk +3 melee (1d3, punch) or +3 ranged (3d6 or DC 15 stun, blaster pistol); SQ bonus class skill (Bluff), coordinate +1, favor +4, inspire confidence, resource access; SV Fort +1, Ref +2, Will +5; SZ M; FP 1; DSP 0; Rep +4; Str 10, Dex 11, Con 10, Int 14, Wis 12, Cha 16. Challenge Code: C.

Equipment: Blaster pistol, fake ID.

Skills: Appraise +3, Bluff +10, Computer Use +4, Diplomacy +12, Disguise +7, Gather Information +8, Intimidate +6, Knowledge (politics) +9, Knowledge (world lore) +9, Profession (bureaucrat) +3, Sense Motive +8.

Feats: Influence, Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

High-Level Resistance Leader: Noble 8; Init +0; Defense 15 (+5 class bonus); Spd 10 m; VP/WP 30/10; Atk +6/+1 melee (1d3, punch) or +6/+1 ranged (3d6 or DC 15 stun, blaster pistol); SQ bonus class skill (Bluff), coordinate +2, favor +5, inspire confidence, resource access; SV Fort +2, Ref +4, Will +7; SZ M; FP 2; DSP 0; Rep +5; Str 10, Dex 11, Con 10, Int 14, Wis 12, Cha 17. Challenge Code: D.

Equipment: Blaster pistol, fake ID.

Skills: Appraise +5, Bluff +16, Computer Use +6, Diplomacy +19, Disguise +9, Gather Information +10, Intimidate +10, Knowledge (politics) +12, Knowledge (world lore) +12, Profession (bureaucrat) +3, Sense Motive +12.

Feats: Influence, Persuasive, Skill Emphasis (Diplomacy), Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

Swoop Gang

Whether you're way out in the Outer Rim Territories or deep within the bowels of Coruscant, the swoop gang is a fairly common sight. All share a love of speed and hatred of authority. Contrary to popular opinion, all swoop gangers are not criminals. Many are common street hoods, petty crooks, or have ties to organized crime. They have been known to hold somewhat legitimate jobs, though not for very long. Misguided youth and grizzled veterans fill out the ranks of a typical swoop gang. Most are orphans, runaways, or social malcontents that just can't bear to live a normal existence.

A swoop gang can be an excellent random encounter when the players least expect it. They can also be a colorful group of supporting characters, acting as anything from friendly rivals to grudging competitors. A swoop gang also makes a great adversarial organization for 1st-level heroes. Defeating one of these rag-tag bands could be the climax of a low-level group's first campaign, giving the players a sense of accomplishment they can't get from destroying a platoon of battle droids.

Swoop gangs vary widely in size, from a few local troublemakers to an expansive organization spanning an entire world, system, or even one or more sectors. Small gangs are informal, with little or no leadership, no exclusive territory, and only marginal influence on the street. The smallest swoop gangs are little more than a collection of bad attitudes with swoops and not much else. The largest swoop gangs can have hundreds of members spread across one world, thousands throughout a system or sector, broken up into chapters. Each chapter has its own leadership, and chapter heads might meet under certain circumstances. Large gangs often have their own territories and clash with other gangs over control of criminal activities within their turf.

Leadership: Swoop gangs are loosely organized, often with one or no leaders if six or fewer members make up the whole gang. Any small gang leader usually holds his position through intimidation and brute strength. Larger gangs are more organized, with swoop punks answering to swoop veterans, and they answer to the swoop gang leader. The largest gangs are made up of these organized groups, and each gang leader is part of an informal council that meets occasionally.

Common Behavior: Swoop punks will pick fights, harass innocent bystanders, and be a general nuisance as long as they're in control. When a situation becomes more than they can handle, swoop punks flee quickly. Swoop veterans are more laid back. They tolerate swoop punks only because they swell the gang's ranks. The swoop gang



leader always plays tough guy, backing down only when it's clear he will lose. All swoop gangers have a tendency to hold a grudge, especially leaders.

Likely Encounters: Swoop gangs roam their turf at whatever time of day they can cause the most mayhem. Seedier sectors of large cities and the main thoroughfare of small outposts are where they're most likely to be found. Larger gangs might have an entire establishment within their turf, such as a gaming hall or swoop bar.

Sample Challenge Code: D Encounters: 6 low-level swoop punks; or, 1 low-level swoop veteran and 4 low-level swoop punks.

Sample Challenge Code: F Encounters: 1 low-level swoop gang leader, 4 low-level swoop veterans, and 8 low-level swoop punks; or, 1 mid-level swoop gang leader, 2 mid-level swoop veterans, and 4 mid-level swoop punks; or, 1 high-level swoop gang leader, 1 high-level swoop veteran, and 4 high-level swoop punks.

Sample Challenge Code: H Encounter: 1 high-level swoop gang leader, 4 high-level swoop veterans, and 8 high-level swoop punks.

Example Swoop Gangs: The Skulls, Nova Demons, Dark Star Hellions, Jabba's swoop gang, the Knights, the Bloodsniffers.

Swoop Punk

Swoop punks are unseemly ruffians who ride together because they have little else to do. The swoop gang is often the closest thing they have to a family. The typical swoop punk rides a second-hand, dilapidated yet tricked-out swoop; it's his most prized and certainly most valuable possession. Swoop punks rarely travel alone, preferring the safety of numbers.

Low-Level Swoop Punk: Thug 1; Init +1 (Dex); Defense 12 (+1 Dex, +1 class bonus); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3, punch) or +1 melee (1d4, knife) or -3/-7 melee (1d4, 2 knives) or +2 ranged (3d4 or DC 10 stun, hold-out blaster) or +2 ranged (1d4, knife) or -2/-6 ranged (1d4, 2 knives); SV Fort +2, Ref +1, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 11, Dex 13, Con 10, Int 10, Wis 9, Cha 10. Challenge Code: A.

Equipment: Hold-out blaster, 2 knives, used Nebulon-Q swoop*.

Skills: Intimidate +2, Knowledge (streetwise) +2, Pilot +6.

Feats: Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

* See Appendix for details.

Mid-Level Swoop Punk: Thug 3; Init +5 (Dex, Improved Initiative); Defense 12 (+1 Dex, +1 class bonus); Spd 10 m; VP/WP 0/10; Atk +3 melee (1d3, punch) or +3 melee (1d4, knife) or -1/-5 melee (1d4, 2 knives) or +4 ranged (3d6 or DC 15 stun, blaster pistol) or +4 ranged (1d4, knife) or +0/-4 ranged (1d4, 2 knives); SV Fort +3, Ref +2, Will +0; SZ M; FP 1; DSP 2; Rep +0; Str 11, Dex 13, Con 10, Int 10, Wis 9, Cha 10. Challenge Code: B.

Equipment: Blaster pistol, 2 knives, Nebulon-Q swoop*.
Skills: Intimidate +3, Knowledge (streetwise) +3, Pilot +7.

Feats: Improved Initiative, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

* See Appendix for details.

High-Level Swoop Punk: Thug 4/Scoundrel 2; Init +6 (Dex, Improved Initiative); Defense 14 (+2 Dex, +2 class bonus); Spd 10 m; VP/WP 9/10; Atk +5 melee (1d3, punch) or +5 melee (2d4, vibrodagger) or +1/-3 melee (2d4, 2 vibrodaggers) or +7 ranged (3d8 or DC 18 stun, heavy blaster); SQ illicit barter, lucky (1/day); SV Fort +4, Ref +6, Will +0; SZ M; FP 2; DSP 3; Rep +1; Str 11, Dex 14, Con 10, Int 10, Wis 9, Cha 10. Challenge Code: C.

Equipment: Heavy blaster, 2 vibrodaggers, custom-ized Nebulon-Q swoop* (Atmospheric Speed: 750 km/h [13 sq./action]).

Skills: Bluff +2, Computer Use +4, Intimidate +5, Knowledge (streetwise) +5, Pilot +10, Repair +6.

Feats: Improved Initiative, Point Blank Shot, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

* See Appendix for details.

Swoop Veteran

Swoop veterans are hardened by age and experience. They might have started out as a swoop punk, riding since before they knew how to walk, or bailed out of a pitiful existence to embrace the lawless life of a swoop gangster. Swoop veterans are impatient, abrupt, and quick to anger. At the same time, they have a keen eye when it comes to sizing up others, and know when to keep their anger in check.

Low-Level Swoop Veteran: Thug 2/Scoundrel 1; Init +2 (Dex); Defense 15 (+2 Dex, +3 class bonus); DR 3; Spd 10 m; VP/WP 6/10; Atk +3 melee (1d3+1, punch) or +3 melee (2d4+1, vibrodagger) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ illicit barter; SV Fort +3, Ref +4, Will +0; SZ M; FP 1; DSP 1; Rep +0; Str 12, Dex 15, Con 10, Int 13, Wis 11, Cha 11. Challenge Code: B.

Equipment: Blaster pistol, vibrodagger, combat jumpsuit, Nebulon-Q swoop*.

Skills: Intimidate +5, Knowledge (streetwise) +4, Pilot +10, Repair +3, Search +4, Sense Motive +3, Speak Huttese, Spot +2.

Feats: Armor Proficiency (light), Sharp-Eyed, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

* See Appendix for details.

Mid-Level Swoop Veteran: Thug 2/Scoundrel 3; Init +3 (Dex); Defense 17 (+3 Dex, +4 class bonus); DR 3; Spd 10 m; VP/WP 13/10; Atk +5 melee (1d3+1, punch) or +5 melee (2d4+1, vibrodagger) or +7 ranged (3d8 or DC 18 stun, heavy blaster); SQ illicit barter, lucky (1/day), precise



attack +1; SV Fort +4, Ref +6, Will +1; SZ M; FP 2; DSP 2; Rep +1; Str 12, Dex 16, Con 10, Int 13, Wis 11, Cha 11. Challenge Code: C.

Equipment: Heavy blaster, vibrodagger, combat jumpsuit, customized Nebulon-Q swoop* (Atmospheric Speed: 750 km/h [13 sq./action]).

Skills: Computer Use +4, Disable Device +4, Intimidate +6, Knowledge (streetwise) +5, Pilot +13, Repair +5, Search +5, Sense Motive +4, Speak Huttese, Spot +4.

Feats: Armor Proficiency (light), Sharp-Eyed, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

* See Appendix for details.

High-Level Swoop Veteran: Thug 2/Scoundrel 6; Init +3 (Dex); Defense 18 (+3 Dex, +5 class bonus); DR 3; Spd 10 m; VP/WP 23/10; Atk +7/+2 melee (1d3+1, punch) or +7/+2 melee (2d4+1, vibrodagger) or +9/+4 ranged (3d8 or DC 18 stun, heavy blaster); SQ illicit barter, lucky (2/day), precise attack +1; SV Fort +5, Ref +8, Will +3; SZ M; FP 3; DSP 3; Rep +4; Str 12, Dex 16, Con 10, Int 13, Wis 12, Cha 11. Challenge Code: D.

Equipment: Heavy blaster, vibrodagger, combat jumpsuit, customized Nebulon-Q swoop* (Atmospheric Speed: 750 km/h [13 sq./action], +1 bonus on Pilot checks).

Skills: Computer Use +5, Disable Device +7, Gather Information +3, Intimidate +8, Knowledge (streetwise) +8, Listen +3, Pilot +16, Repair +7, Search +9, Sense Motive +7, Speak Huttese, Spot +10.

Feats: Alertness, Armor Proficiency (light), Infamy, Sharp-Eyed, Skill Emphasis (Knowledge [streetwise]), Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

* See Appendix for details

Swoop Gang Leader

The swoop gang leader is smarter than the average punk or even veteran; that's how he rose to his position, after all. He maintains his high station by pitting other members of the gang against each other, reminding them how imperfect and inferior they are to him. The swoop gang leader has two kinds of followers: the devoted, who believe every word he says; and the rest, who know the leader is a spin doctor and is too well supported by devoted followers to usurp.

Low-Level Swoop Gang Leader: Scoundrel 5; Init +2 (Dex); Defense 16 (+2 Dex, +4 class bonus); Spd 10 m; VP/WP 20/10; Atk +4 melee (1d3+1, punch) or +4 melee (1d4+1, knife) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ illicit barter, lucky (1/game session), precise attack +1; SV Fort +1, Ref +6, Will +1; SZ M; FP 2; DSP 2; Rep +4; Str 12, Dex 15, Con 10, Int 14, Wis 10, Cha 13. Challenge Code: C.

Equipment: Blaster pistol, knife, customized Nebulon-Q swoop* (Atmospheric Speed: 750 km/h).

Skills: Bluff +9, Computer Use +7, Disable Device +7, Gather Information +6, Intimidate +7, Knowledge (street-

wise) +10, Listen +5, Pilot +13, Repair +8, Sense Motive +4, Speak Huttese, Spot +7, Tumble +7.

Feats: Combat Reflexes, Headstrong, Infamy, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols, simple weapons).

* See Appendix for details.

Mid-Level Swoop Gang Leader: Scoundrel 5/Soldier 3; Init +3 (Dex); Defense 19 (+3 Dex, +6 class bonus); DR 4; Spd 8 m; VP/WP 36/10; Atk +7/+2 melee (1d4+1, punch) or +7/+2 melee (2d4+1, vibrodagger) or +9/+4 ranged (3d8 or DC 18 stun, blaster rifle) or +9/+4 ranged (3d4 or DC 10 stun, hold-out blaster); SQ illicit barter, lucky (1/day), precise attack +1; SV Fort +4, Ref +8, Will +2; SZ M; FP 3; DSP 3; Rep +5; Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 13. Challenge Code: D.

Equipment: Blaster rifle, hold-out blaster, vibrodagger, padded battle armor, customized Nebulon-Q swoop* (Atmospheric Speed: 750 km/h [13 sq./action], +1 bonus on Pilot checks).

Skills: Bluff +9, Computer Use +9, Disable Device +8, Gather Information +6, Intimidate +11, Knowledge (streetwise) +13, Listen +6, Pilot +17, Repair +8, Sense Motive +5, Speak Huttese, Spot +7, Tumble +4.

Feats: Armor Proficiency (light, medium), Combat Reflexes, Headstrong, Heroic Surge, Infamy, Martial Arts, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See Appendix for details.

High-Level Swoop Gang Leader: Scoundrel 7/Soldier 5; Init +3 (Dex); Defense 20 (+2 Dex, +8 class bonus); DR 5; Spd 8 m; VP/WP 54/10; Atk +11/+6 melee (2d4+1/19-20, punch) or +11/+6 melee (2d6+1, vibroblade) or +13/+8 ranged (3d8 or DC 18 stun, blaster rifle) or +13/+8 ranged (3d6 or DC 15 stun, blaster pistol); SQ illicit barter, lucky (2/day), precise attack +1; SV Fort +6, Ref +9, Will +3; SZ M; FP 4; DSP 5; Rep +6; Str 12, Dex 16, Con 10, Int 14, Wis 12, Cha 14. Challenge Code: E.

Equipment: Blaster rifle, blaster pistol, vibroblade, medium battle armor, customized Nebulon-Q swoop* (Atmospheric Speed: 750 km/h [13 sq./action], +1 bonus on Pilot checks, add heavy repeating blaster [Damage: 4d8]).

Skills: Bluff +17, Computer Use +10, Disable Device +8, Gather Information +8, Intimidate +16, Knowledge (streetwise) +17, Listen +8, Pilot +21, Repair +8, Sense Motive +7, Speak Huttese, Spot +10, Tumble +5.

Feats: Armor Proficiency (light, medium), Combat Reflexes, Headstrong, Heroic Surge, Improved Martial Arts, Infamy, Martial Arts, Point Blank Shot, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons, vibro weapons).

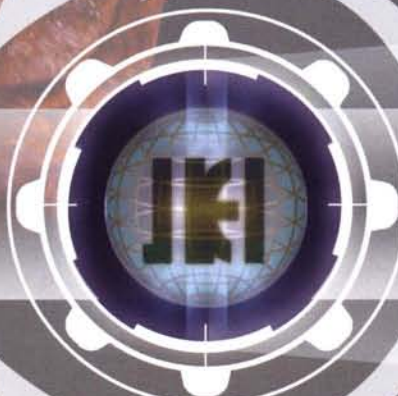
* See Appendix for details.





CHAPTER 2

CREATURES



Chapter Two: Creatures

Many dangerous creatures roam the planets of the *Star Wars* galaxy, and indeed many of these foul beasts travel through space itself. This chapter presents a host of new creatures to challenge the characters in a *Star Wars* campaign, no matter their power level. The characters might encounter a patch of fear moss outside an abandoned temple to which they have tracked a Dark Jedi, or they may find one of their own controlled by a space wraith. The creatures presented here use various abilities from the *Star Wars Roleplaying Game* revised rulebook as well as introducing new abilities, such as the incorporeal nature of the fearsome space wraith.

Individual Creatures

Ash Angel

The surface of Sullust is a harsh environment. Volcanic activity is nigh onto constant, with ash and noxious gases continually polluting the atmosphere. Even in such a forbidding place, however, life still flourishes. One of the few creatures that live on the surface of Sullust is the ash angel. Ash angels are avian creatures, who subsist by consuming organic ash. Their bodies absorb the ash, extract the carbon and other nutrients from it, and then shed the white powdery residue through their skin. They gather close to surface entrances to the Sullustese underground cities, living upon the refuse that is dumped there from below.

Ash angels are large for avians, standing just less than 1 meter tall with a wingspan of 2.5 meters. They do not have feathers as avians on other worlds do; instead, they grow translucent, 8–10 centimeter long strips of thin, delicate tissue all over their backs and wings. These strips are loosely attached at the base, so that they can tear away with very little discomfort to the ash angel. It is through these strips of skin that the ash residue is shed. They give the ash angel an odd appearance, as though it is dressed in strips of fluttering rags. They add considerably to its ability to hide, however, as a resting or hiding ash angel can be nearly impossible to pick out of a pile of burnt ash and refuse. They have long thin beaklike structures on their faces that are filled with dozens of needle sharp teeth. While the teeth in the front of the mouth are known to carry the ash angels' defensive poison, it's suspected that the rest of the teeth act as a sort of sifter, through which the ash is filtered.

Aside from their dietary habits, little is known about the life cycle of the ash angel. They appear to be resistant to heat and fire. Abandoned nests filled with white ash residue believed to belong to ash angels have been found near the tops of active volcanoes, leading many to believe that they are perfectly comfortable in such hostile environments. No evidence of eggs or hatching has ever been discovered, pointing to an evidence of live birth.

No family groups have been observed, however, leaving Sullustese biologists at a loss to explain the ash angels' reproductive cycles.

Ash angels are not overly aggressive, but they are dangerous. An ash angel's idea of defense is to curl up into a small ball and hide. If the threat continues to approach, it will spring up as soon as the threat is within range, attack the possible predator with its bite while flapping its wings wildly, then fly away if possible as soon as the poison begins to take effect. If there are other ash angels in the vicinity, they will come to the defense of their brethren, leading to the hypothesis of a possible loose pack structure within the species.



ASH ANGEL

Species Traits

Camouflage: Ash angels blend in with their surroundings, granting a +2 circumstance bonus on Hide checks in ashy, burnt, or cluttered environments.

Fire/Blaster Energy Resistance 10: Ash angels are highly resistant to fire and blaster energy, ignoring the first 10 points of damage from these sources each round.

Poison: Ash angels have a poisonous bite designed to allow them to escape danger. Anyone who suffers wound damage from an ash angel bite must make a Fortitude save (DC 17). Those who fail their save suffer initial damage of 1d6 temporary Constitution damage. One minute later, a second Fortitude save is made at the same DC. Those who fail it suffer 1d6 temporary Dexterity damage and paralysis for 1d3 hours, giving the ash angel sufficient time to escape.

Ash Angel: Small air-borne scavenger 6; Init +5 (+3 Dex, +2 air-borne); Defense 16 (+1 size, +3 Dex, +2 natural); Spd 4 m, fly 10 m (average); VP/WP 27/12; Atk +8 melee (1d4-3 plus poison, bite) or +8 ranged; SQ species traits; SV Fort +6, Ref +5, Will +2; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 4, Dex 17, Con 12, Int 3, Wis 11, Cha 3. Challenge Code: D.

Skills: Hide +15, Spot +11, Survival +5.
Feats: Flyby Attack, Weapon Finesse (bite).

Asyyyriak

In the forests of Kashyyyk, the Wookiee homeworld, life can be dangerous. The Wookiees' natural skills at fighting and survival are prime examples of this, as they are one of the most highly-evolved life forms on their world. Another example, however, can be found among the other predators of the planet, such as the asyyyriak.

The asyyyriak is an arboreal creature, spending most of its time high above the forest floor and traveling across branches from

tree to tree. It ranges from one to two meters in length, with a thin body no more

than .35 meters in diameter. Its head is elongated, with a pointed

snout and a powerful jaw filled with sharp, grinding teeth. The asyyyriak is an omnivore, though meat makes up the majority of its diet. It has six legs, with each pair positioned along its flexible spine to provide a highly stable yet maneuverable frame. Each foot has four toes, with each ending in a razor-sharp claw designed for both climbing and killing. Its entire body is covered with long brown and green hair over brown skin, giving it the appearance at rest of a branch covered by long stringy moss.

Asyyyriaks are great hunters, primarily preying upon avians and other small arboreal animals. They will occasionally hunt something on the forest floor, but only if their normal prey is scarce, or if the animal on the ground is especially vulnerable. A few Wookiee children are lost during each warm season to asyyyriak attacks, leading to regular hunting parties to thin the asyyyriak population near Wookiee settlements.



ASYYYRIAK

LM

Asyyriaks hibernate during the cold seasons, choosing hollow tree trunk sections for dens. They live in family groups, with kits born in the spring. Family duties are split, with the father guarding the kits while the mother hunts for food. When the young are four months old, they leave the parents and strike out on their own, at which point the mated pair hunt together. A typical hunting tactic for the Asyyriak is to hide as it observes its prey, while silently approaching it. Once the target is close enough, the Asyyriak will launch itself onto its prey, biting and clawing in hopes of tearing out its throat or cutting open its belly. It then drags the corpse back to its lair, where it feeds.

Species Traits

Camouflage: Asyyriaks blend in with their surroundings, granting a +6 circumstance bonus on Hide checks in forested environments.

Fast Healing 1: Asyyriaks regain vitality points at an exceptionally fast rate. Each round, an asyyriak recovers 1 vitality point, up to its normal maximum.

Asyyriak: Medium-size forest predator 8; Init +8 (+4 Dex, +4 Improved Initiative); Defense 16 (+4 Dex, +2 natural); Spd 8 m, climb 12 m; VP/WP 60/16; Atk +11 melee (1d8+3, bite) and +10 melee (1d6+1, 2 claws) or +12 ranged; SQ species traits; SV Fort +9, Ref +10, Will +6; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 16, Dex 18, Con 16, Int 5, Wis 19, Cha 6. Challenge Code: D.

Skills: Climb +17, Hide +15, Jump +8, Listen +6, Move Silently +9, Spot +11.

Feats: Improved Initiative, Multiattack, Weapon Finesse (claw).

Beldon

Beldons are colossal floating beasts found in the clouds of Bepin, although similar creatures live on many gas planets. Essentially living gasbags, beldons grow to a diameter several kilometers across. Their shape is roughly spherical, with a flattened bottom trailing hundreds of hair-thin tentacles. A beldon's internal structure is composed of several concentric layers of flesh, each containing large quantities of buoyant gas. These creatures are so big that they qualify as Colossal.

A beldon sucks in gas through its tentacles and distills elements, nutrients, and chemicals from the gas within its many layers. Rethen, a light gas that allows the beldon to float, is retained in the inner airbags. The creature forces other gases, including Tibanna, through to its outer layers and eventually ejects the gas back into the atmosphere. Even after a beldon dies, it can retain buoyancy for weeks before finally plummeting into the depths of the clouds. Because beldons produce Tibanna gas as a byproduct, it is illegal to hunt them. Many tourists take air cruises to view the beasts, however, and a few adventurous souls even lead expeditions to land on a beldon and walk about on the beast's vast surface.

Beldons move in huge herds of 500–3,000 (1d6×500), drifting through the atmosphere and feeding on airborne algae. Beldons are capable of attacking with their tendrils, but only against targets beneath them. When attacked, beldons descend deeper into the thick atmosphere of Bepin, where few other creatures can survive the pressure. If this happens, one beldon from the herd moves more slowly than the rest, allowing itself to be attacked to give the herd time to escape. Even the most voracious predators cannot consume a seven-kilometer beldon in less than several days.

So far, efforts to domesticate, herd, or communicate with beldons have all met with failure, largely due to the creatures' great size. Still, entrepreneurs occasionally attempt to find a way to make a working beldon ranch, hoping to reap great profit by harvesting Tibanna gas from the creatures.

Species Traits

Blindsight: Using its awareness of electromagnetic disturbances, beldons maneuver and fight as well as a sighted creature. Concealment, invisibility, and darkness are irrelevant. This ability has a range of 500 meters per beldon in the herd, allowing large herds to perceive their environment at a radius of hundreds of kilometers.

Damage Reduction 5: Beldons ignore the first 5 points of damage against its wound points on every



AG



attack. Damage reduction applies only to wound points, not vitality points.

Explosive: On Bespin, attacking a beldon is not just illegal, it's foolish. Many of the gases contained in a beldon are highly flammable. While the creatures are immune to most forms of ionization and electricity, even a single blaster bolt can cause a beldon to explode. Any hit that does wound damage to a beldon forces it to make a Fort save (DC equal to 10 + the number of wound points dealt). On a failed save, the beldon erupts, doing 4d10 points of damage in a blast radius equal to twice its own diameter. Since beldons are invariably floating in the atmosphere, this damage radius also applies above and below the creature. The danger of an accidental beldon eruption increases the danger of even fighting near one of the giants, as misses against a hero could easily strike one of the colossal beasts. For example, if a beldon one kilometer across suffers 4 points of wound damage, and it fails a Fortitude save (DC 14), the gases inside the beldon explode. Anything within two kilometers of the beldon takes 4d10 points of damage.

Ionized Spark: Beldons sense their environment by creating massive electrical fields around themselves and sensing disturbances within those fields. Herds of beldons join these fields together—a big herd can extend them for hundreds of kilometers. Sometimes the ionization caused by these fields plays havoc with ship and airspeeder sensors and other electronics. A vehicle that gets too close to a beldon may get hit by an ionized spark, which can also disrupt electronics. If a vehicle comes within 10 meters of a beldon, the GM should make a ranged attack roll. On a successful hit, the vehicle takes 5d10×2 ionization damage, as if struck by an ion cannon. Fortunately, beldons are slow and easily avoided.

Beldon: Colossal airborne herd animal 1; Init +1 (−1 Dex, +2 airborne); Defense 1 (−8 size, −1 Dex); Spd fly 4 m (poor); VP/WP 5/128; Atk +8 melee (1d4+16, 8 tendrils) or −1 ranged (5d10×2 ionization, ionized spark); SQ species traits; SV Fort +5, Ref −1, Will −3; Face/Reach 5,000 m by 5,000 m/10 m; FP 0; DSP 0; Rep +1; Str 42, Dex 8, Con 16, Int 3, Wis 4, Cha 2. Challenge Code: C.

Skills: Listen −1, Spot +3, Survival +1.

Blastail

A curious feline creature that inhabits many levels of Kashyyyk, the blastail is a dangerous carnivore that can grow between 1 to 1.2 meters long. Blastails are known to carry infectious diseases, many of which can be dangerous even to a healthy, full-grown Wookiee.

Skilled climbers, blastails are orange or dark beige mottled with spots or long stripes. They

have large, haunting eyes and thick sensory filaments akin to whiskers. Their short, pointed ears pick up many of the minute sounds that indicate danger in the perilous Kashyyyk wilderness.

The fuzzy bulb on the end of the blastail's tail cross-pollinates the jungle by collecting seeds and spores as the creature roams in search of prey. Blastails have also developed the ability to "throw" their pollen-laden tail bulb at would-be predators; the pollen triggers such a violent allergic reaction that the blastail can flee some distance before the target can attempt to pursue.

Species Traits

Darkvision: Blastails can see in the dark out to a range of 20 meters. Darkvision is black and white only, but it is otherwise like normal sight, and blastails can function with no light at all.

Disease: A creature that takes wound damage from a blastail's bite must succeed on a Fortitude save (DC 12) or contract a disease. The sepsis in blastail saliva has an incubation period of 4d6 hours, causes 1d2 points of initial Constitution damage and 1d4 points of Constitution damage on subsequent days until the infected creature overcomes the disease (see Disease in Chapter Twelve: Gamemastering of the *Star Wars Roleplaying Game* revised rulebook).

Tail Bulb: Once per day, a blastail can make a ranged touch attack with its tail bulb—a dusty ball of collected pollen. The range increment is 4 meters, and if the tail bulb strikes its target, the victim must succeed on a Fortitude save (DC 12) or be blinded for 2d4 rounds (see the Character Condition Summary sidebar in Chapter Twelve: Gamemastering of the *Star Wars Roleplaying Game* revised rulebook). While its opponent is blinded, the blastail typically flees.

Blastail: Small forest predator 2; Init +7 (+3 Dex, +4 Improved Initiative); Defense 17 (+1 size, +3 Dex, +3 natural); Spd 16 m; VP/WP 11/13; Atk +3 melee (1d6, bite) or +6 ranged touch (special, tail bulb); SQ species traits; SV Fort +4, Ref +6, Will +2; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 11, Dex 16, Con 13, Int 4, Wis 15, Cha 6. Challenge Code: A.

Skills: Climb +4, Hide +7, Jump +2, Listen +4, Move Silently +6, Spot +3, Survival +6.

Feats: Improved Initiative.

Bloodsniffer

Bloodsniffers are powerful and deadly predators that prowl the deserts of the planet Kamar. It gets its name both for its keen senses and its insatiable appetite for the blood of



BLASTAIL



animals. Bloodsniffers resemble lizards, but are actually mammals, with four stubby legs that end in razor sharp claws. The bloodsniffer has a thick tail and tiny horns that jut above its pure white eyes. The bloodsniffer is a mass of muscle with smooth, mottled skin that blends into the background. They live in packs of two to eight adults, including young.

The tongue of the bloodsniffer is very long and thin, ending in hollow, needle-sharp spur that can pierce even the toughest hide. They survive only on the blood of animals and must consume a huge amount of blood, the equivalent of its own weight over the course of two days. Scavengers often follow packs of bloodsniffers, knowing that they will get a free meal of flesh once all the blood has been drained from the victim.

Given the need for a huge amount of blood, bloodsniffers are territorial and will fight another pack of bloodsniffers to the death to protect their hunting ground (and happily consume the blood of the losers as well).

Species Traits

Blood Drain: If a bloodsniffer successfully deals wound damage in combat with its tongue spur, the opponent must make an immediate Fortitude save (DC 14) or take 1 point of temporary Constitution damage.

Bloodsniffer: Medium-size desert predator 5; Init +6 (+2 Dex, +4 Improved Initiative); Defense 15 (+3 natural, +2 Dex); Spd 10 m; VP/WP 32/14; Atk +8 melee (1d8+4 plus blood drain, tongue spur) or +8 melee (1d6+3, 2 claws) or +7 ranged; SQ species traits; SV Fort +6, Ref +6, Will +2; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 17, Dex 14, Con 14, Int 4, Wis 13, Cha 10. Challenge Code: C.

Skills: Climb +7, Hide +5, Jump +7, Listen +4, Move Silently +4, Spot +5, Survival +5.

Feats: Improved Initiative, Track.

Bonegnawer

Bonegnawers are large birds of prey native to Tatooine. The natives of that world fear and respect the bonegnawers, especially the Sand People, who view them as symbolic of strength and courage. Large avians, bonegnawers have a wingspan of 8–10 meters. They are marked by colorful plumage, and their graceful flight can be spotted from

several kilometers away. A male bonegnawer's wings range in hue from deep purple to bright blue. The female has golden or sandy-colored wings. Both genders are marked by a signature crimson crest, breast, and tail. These unmistakable markings are so distinctive that local thrill-jockeys often paint a bonegnawer-inspired symbol on the sides of their speeders, swoops, and skyhoppers. The bonegnawer's shiny, black beak is filled with several rows of tiny teeth. A row of sharp horns runs down its back.

Bonegnawer nests are usually found in rocky regions of the desert wastelands of Tatooine. Since the creatures do not migrate, they only change the location of their roosts when the safety of a nest becomes compromised. Single males are solitary and very territorial, hunting only within their turf and protecting it fiercely from other males and mated pairs. A mated pair is similarly protective of an area, allowing no other avians or large predators near their nest. A bonegnawer's nest is carved from large rocks at the center of its domain. One bonegnawer might control as much as thirty kilometers surrounding its nest, while a pair can claim twice that diameter. Adolescent females travel in flocks and nest together, but make no effort to drive away other creatures. These flocks sleep during the day and early evening, doing their hunting at night. Unmated females hunt in groups of 1d6+2, making them a significant threat to individuals and small groups caught unawares.

Bonegnawers are graceful flyers and frightening hunters. Their diet generally consists of large rodents, young banthas, young cliffborer worms (which they consider particularly tasty), and even humanoids. They have incredible eyesight, enabling them to spot prey from extreme heights. Their wings grant them swift and silent flight, making it impossible for most creatures to outrun them.

A bonegnawer's jaws are so strong that it can actually chew through rock. It often uses this ability to root out burrowing creatures, such as cliffborer worms, that attempt to hide in rock caves. The bonegnawer consumes the meat of a kill on the spot, but carries the bones back to the nest, cracking them open, and savoring them over several days. Bonegnawer nests are often littered with shards of broken bones.

Once a male and female become mates, the bond is permanent, and the pair no longer associates with other



BLOODSNIFFER



individuals. Though they remain together for life, a mated pair only produces young three or four times in the 30 to 40 standard years they live. When a pair does breed, the female lays eight to ten eggs in the coolest part of the summer. The eggs gestate for 14 standard months. During the time of gestation, the eggs can suffer from cold, moving, poachers, and other predators. Usually only two or three survive long enough to hatch.

Young bonegnawers are born blind and silent, covered in fluffy, tan down, and are fed only the marrow gleaned from the bones brought back by their parents. "Gnawlets" gain the ability to make sounds within hours, but sight comes a few days later. They remain with their parents until they are approximately three years old and able to defend themselves. The males find areas not already controlled by another male. The females stay together with any sisters, eventually joining up with other groups of females to form an adolescent flock.

An adult bonegnawer trained from a hatchling gnawlet makes an excellent hunter and guard animal. Bonegnawers fixate on the first creature they see as a parent. Trainers who manage to become surrogate parents can easily domesticate young bonegnawers. One that fixates on its true parents becomes extremely difficult to train (+10 to all Handle Animal DCs). Some hunters also seek to acquire young gnawlets prior to their gaining sight. Although hunting for bonegnawer eggs is dangerous, it is not uncommon. A nest with eggs or hatchlings always has at least one parent to guard it. If a hunter survives the experience, he can make a decent living procuring eggs and selling young hatchlings.

Species Traits

Improved Grab: If a bonegnawer hits with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab can only be used on opponents of Medium or lesser size.

Low-Light Vision: Bonegnawers can see twice as far as normal in poor lighting situations. They can still distinguish colors, even in dim light.

Skills: Bonegnawers gain a +6 species bonus on Search and Spot checks.

Slam Dive: A bonegnawer hunts by using its improved grab ability to catch prey in its powerful jaws. If its prey is larger than Medium-size, the bonegnawer cannot use

its improved grab. Instead, it tries to kill the prey by slamming it into the ground. (In addition to bite damage, this deals 2d8+5 points of damage.) A slam dive must be performed as part of a charge action while flying.

Bonegnawer: Large airborne predator 7; Init +7 (+1 Dex, +2 airborne, +4 Improved Initiative); Defense 13 (-1 size, +1 Dex, +3 natural); Spd 4 m, fly 20 m (average); VP/ WP 59/19; Atk +11 melee (4d8+7, bite) or +7 ranged; SQ species traits; SV Fort +9, Ref +3, Will +3; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +1; Str 20, Dex 12, Con 19, Int 3, Wis 13, Cha 6. Challenge Code: D.

Skills: Listen +7, Move Silently +7, Search +2, Spot +15, Survival +7.

Feats: Fly-By Attack, Improved Initiative, Power Attack.



BONEGNAWER

Boneworm

Boneworms are native to Necropolis, a star system that's described in many galactic tour holos as a "living portal into the ancient funeral rites of the Core Worlds."

Located on the fringe of the Core region, Necropolis was settled nearly 15,000 years ago by a religious order that was appalled by the way the cultures of the Core, Human and alien alike, grew more similar to one another since travel and communication between distant stars became more commonplace. This order set aside a part of the world for each Core World culture, and invited any culture to inter its dead on

Necropolis according to that culture's native traditions. After a few millennia, terraforming efforts were undertaken on the system's other planets to open up new areas for burial, and soon the entire star system was colloquially known as Necropolis, a word that means "city of the dead." The name became so widely accepted that in the modern galaxy, the system's proper name—Dahrtag—only appears on military star charts.

Boneworms are one of the many life forms native to Necropolis, the system's primary world. Subterranean scavengers that feed primarily on the bone marrow of freshly dead beings, they search for food by following movement tremors from in the ground. If those tremors stop for an extended period, the boneworms burrow up through the ground, using their powerful jaws to rend flesh and crack open bones so they can suck the marrow. While the boneworms primarily seek carcasses and usually retreat back into the ground if their victim shows signs of life, they do not care if they are feeding on an unconscious or otherwise immobile but still living being. They feed on the fresh bone marrow and are not choosy about the nature of the flesh that encases it.

Boneworms are presently among the most plentiful native life forms on Necropolis; they are, in fact, one of the few members of the original fauna to remain. They range in size from a few centimeters to just over 1 meter in length. Their skin is an off-white color, and they constantly secrete slime in order to move more easily through their burrowed tunnels. Their mouths are lamprey-like suction cups, but they can contract muscles and jut forward hard, bonelike spurs that aid them in tunneling, tearing flesh, and cracking open bones or coffins. They are blind and possess no sense of smell, but instead navigate entirely by touch and vibrations in the ground.

While the world's sentient inhabitants were actively exterminating them at one point, boneworms have learned that they can safely dwell under Necropolis' vast cemeteries without being hunted. Necropolis tradition forbids any activity other than the interment of corpses and visitations to gravesites in the cemeteries. Ancient beliefs state that if the dead are not shown proper reverence, they rise from their graves to take revenge on the living. While few Necropolitan citizens believe the legends anymore, they nonetheless encourage visitors to remain on the clearly marked, solidly paved walkways in the cemeteries—otherwise, the boneworms might attack them.

Species Traits

Nematodal Penetration: The boneworm is a variety of nematode, a family of primitive flatworms that specialize in burrowing into and attacking the internal organs of

larger animals. The boneworm gains a +5 bonus on melee attacks and damage, and ignores the first three points of damage reduction.

Tremorsense: Using its sensitivity to ground vibrations, the boneworm automatically senses the location of anything that is in contact with the ground and within 20 meters.

Boneworm: Tiny scavenger 2; Init +2 (+2 Dex); Defense 14 (+2 size, +2 Dex); Spd 6 m, burrow 6 m; VP/WP 7/5; Atk +5 melee (1d6+2, bite) or +5 ranged; SQ species traits; SV Fort +3, Ref +2, Will -2; Face/Reach 1 m by 1 m/0 m; FP 0; DSP 0; Rep +0; Str 5, Dex 15, Con 10, Int 2, Wis 7, Cha 1. Challenge Code: B.

Skills: Hide +10, Listen +3, Move Silently +7, Spot +0.

Capture Beast

The capture beast is a Yuuzhan Vong creation meant to restrain opponents instead of killing them. A 200-meter-long, segmented creature with a hundred pairs of sucker-tipped legs, the capture beast resembles a gigantic caterpillar with bioluminescent eyespots and twitching antennae.

In combat, the capture beast does little more than herd ground-based creatures before it by moving its body forward, backward, or side-to-side. It attacks only by grabbing opponents with its sucker-tipped legs, but simply holds them in place (or returns them to the enclosure it creates) rather than dealing damage.

On a command from the Yuuzhan Vong, the capture beast begins circling its body, joining its head to its tail parts, and thus holding its captives in place. Those enclosed by the capture beast must face the creature's grappling legs, meaning that they cannot easily climb over its body to escape. Since the creature is 4 meters tall, most beings cannot simply jump over its back to get away. They remain captured until Yuuzhan Vong warriors come to retrieve them.

Species Traits

Damage Reduction 15: Capture beasts ignore the first 15 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Enclose: The capture beast is able to move its body segments sideways, forward, or backward, to form any configuration of an unbroken line—thus altering which other creatures are considered adjacent to it. If it joins its head to its tail, it can create a complete circle, trapping those inside. Those who try to climb over the beast are subject to 1d4+4 grapple checks per round from the capture beast's sucker-tipped legs.

Force Absence: Capture beasts are "absent" in the Force. Attempting to use Farseeing, Force Grip, Force Lightning, Force Strike, or Move Object against a capture beast imparts a -10 penalty on the Force-user's skill check. All other Force skills have no effect on capture beasts. Capture beasts can never have the Force-using template, and they never gain Force Points.



BONEWORMS





Improved Grab: If the capture beast hits a Gargantuan or smaller creature with its sucker-tipped legs, it starts a grapple (see Grapple in Chapter 8 of the *Star Wars Roleplaying Game* revised rulebook). Opponents may not move past a creature using improved grab. A creature with improved grab draws held opponents toward it (that is, into the 2-meter-by-2-meter space around it).

The capture beast can attempt a normal hold, or it can attempt to hold its opponent with only a few of its legs. To use this option, the capture beast makes a grapple check at a -20 penalty. If this attempt succeeds, the capture beast grabs and holds its opponent without being grappled in return. The capture beast suffers a -20 penalty on further grappling attempts, but can still use its attacks against other opponents while maintaining the hold. The capture beast can also move, carrying the held opponent along.

Uncanny Dodge: The capture beast cannot be flanked. This defense denies bounty hunters the ability to use flank attacks to sneak attack the capture beast.

Capture Beast: Colossal shaped herd animal 5; Init +6 (+4 Improved Initiative, +2 species); Defense 12 (-8 size, +10 natural); DR 15; Spd 8 m; VP/WP 112/400; Atk +12 melee (special, 100 sucker-tipped legs) or -6 ranged; SQ species traits; SV Fort +26, Ref +1, Will -3; Face/Reach 30 m by 200 m/8 m; FP 0; DSP 0; Rep +3; Str 47, Dex 10, Con 50, Int 2, Wis 10, Cha 3. Challenge Code: D.

Skills: Climb +24, Hide -16, Listen +3, Survival +5.
Feats: Improved Initiative.

Claw Vine

A common nuisance to creatures and other plants of several eco-levels, claw vines are aggressive, thorny plants that seriously hinder movement. Some claw vines are simply thorn-laden branches that tear at traveler's clothing and skin and attempt to strangle small animals. Older groves, especially those indigenous to the lower levels, can be hostile.

Neither insectivores nor carnivorous like most predatory plants, claw vines feed off of the nutrients provided by the decomposing bodies of any creature they kill. Claw vine bushes often grow so thick that scavengers who attempt to feed off the carcasses become another meal for the vine.

Species Traits

Blindsight: Claw vines have no visual organs, but by using motion-sensitive fibers on its vines, they can maneuver and fight as well as a sighted creature. Concealment, invisibility, and darkness are irrelevant. This ability has a range of four meters.

Improved Grab: If the claw vine hits with a claw thorn attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab can only be used on opponents of Small or lesser size.

Claw Vine: Medium-size forest scavenger 3; Init +4 (+4 Improved Initiative); Defense 14 (+4 natural); Spd 0 m; VP/WP 19/16; Atk +6 melee (2d4+6, claw thorn) or +2 ranged; SQ species traits; SV Fort +6, Ref +1, Will +0; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 18, Dex 11, Con 16, Int 1, Wis 8,

Cha 2. Challenge Code: B.

Skills: Hide +5, Listen +3, Move Silently +5, Survival +3.

Feats: Improved Initiative.

Cliffborer Worm

The cliffborer worm is a simple, almost mindless, burrowing creature common on many desert

and mountainous planets, including Tatooine. This long, armored arthropod feeds on simple plant life, such as razor moss and lichen. Scientists have found cliffborer worms as long as 10 meters, but 3- to 4-meter specimens are far more common. Some xenobiologists claim cliffborers grow throughout their lives and do not die of old age, suggesting that worms reaching lengths of 20 or even 30 meters may exist in the deep desert. Cliffborer worms have two insectoid legs, which they use for both locomotion and attacks. However, the cliffborer's most dangerous feature is a rock-crushing bite.

Cliffborers do not normally attack other creatures except during mating season (which lasts only a few weeks) or in defense of a nest with eggs. A pair of cliffborers guard their nest of two to twelve eggs until hatching time, then leave the young to fend for themselves. Many end up as meals for dewbacks and krayt dragons, since their hide does not toughen up until they reach a size of 1 meter, approximately a month after birth. Cliffborers are equally active day and night, and don't seem to require sleep at all. Although they often lay unmoving for hours at a time, this should not be taken as a safe time to approach them, since they are likely to be fully awake and alert. The worms usually flee rather than attack when confronted, but rarely, one panics and lashes out at any creatures nearby.

Their incredibly tough hide is a popular material for boots. It's also used for the construction of some sail barges and similar vehicles. Efforts have also been made to construct body armor out of their skin, but in general, such equipment is hot and cumbersome. Cliffborers are





CLIFFBORER WORM

impossible to raise in captivity at a reasonable cost, due to their ability to tunnel through almost any cage. More than one world has a small cliffborer worm population because of a failed attempt to raise the creatures for their hides. Although some force shield ranches have been built, they are too expensive to maintain; however, hunting the beasts can produce a small profit.

Species Traits

Damage Reduction 10: Cliffborer worms ignore the first 10 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Improved Bore: Cliffborer worms are capable of moving through sand, earth, rock, and even some metals. Any material with a damage reduction of 8 or lower poses no difficulty to a burrowing cliffborer worm. A cliffborer can penetrate materials with a damage reduction of 9 or 10 if they also have a break DC of 30 or lower. The metal walls of a bar or a trading post are fair game for a cliffborer, but military fortifications and starships are too tough for it.

Cliffborer Worm: Large desert mountain vermin 6; Init +1; Defense 23 (–1 size, +1 Dex, +13 natural); DR 10; Spd 10 m, burrow 6 m; VP/WP 27/10; Atk +5 melee (5d8+2, bite) and +3 melee (1d6+1, 2 claws) or +4 ranged; SQ species traits; SV Fort +5, Ref +6, Will +2; Face/Reach

2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 15, Dex 13, Con 10, Int 1, Wis 11, Cha 2. Challenge Code: D.

Skills: Climb +4, Hide +6, Move Silently +5, Spot +5, Survival +6.

Feats: Multiattack, Power Attack.

Corellian Sand Panther

Corellian sand panthers are feline predators with coats of soft fur, long tufted tails, and large, wide paws. Most sand panthers live in deserts, although some species can be found in more temperate zones. Usually a sand panther has a light yellow coat that blends in well with their sandy surroundings, although a few rare albino and silver-colored panthers have been found. Their coats are coveted by furriers, who make expensive garments and bags from the fine hides. However, sand panther hunting has been illegal for centuries on Corellia, and sand panthers are only found on a few other worlds. Most of these planets are primitive and dangerous. Poachers sometimes manage to take a few pelts from the Corellian wilderness, but the overall rarity of such furs continues to make them very expensive, only worn by the elite of the galaxy's most wealthy.

Sand panthers are very difficult to tame. Increase all Handle Animal DCs by +15 when attempting to manage or train a Corellian sand panther. Although sand panthers are normally solitary hunters, small family units sometimes hunt together. The sand panther is one of the galaxy's quietest stalkers, able to move within centimeters of its prey without alerting it.



CORELLIAN SAND PANTHER



Species Traits

Poison: The powerful claws of the Corellian sand panther are unusually sharp. The panther gains a +4 bonus on claw attacks. Sand panther claws are also envenomed. Any opponent who takes wound damage from a sand panther's claw attack must make a Fortitude check (DC 14). On a failed roll, the poison deals 1d6 points of Con damage and forces another save 1 minute later, which deals 2d6 points of Con damage if failed.

Sand panther poison is odorless and tasteless. Assassins sometimes gather it, conceal it in a victim's drink, and then deal a killing blow once the target is debilitated. Sand panther venom forces the same Fort save as a claw attack.

Pounce: When first attacking an opponent, the sand panther pounces, allowing it to make a full attack even though it has already moved. Sand panthers also gain a +4 species bonus on Climb, Jump, and Listen checks.

Rake Attack: Sand panthers often attempt to grapple an opponent with their front-leg claws. If they succeed at this, they use their hind legs to rake (melee attack +8, 1d6 damage per claw). A sand panther can also make a rake attack when pouncing.

Scent: Corellian sand panthers can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a sand panther detects a scent, the exact location is not revealed. Instead, the sand panther knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a sand panther can pinpoint the exact location of the scent. Sand panthers do not need to guess the location of a fully concealed opponent detected this way.

Sand panthers can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Sand panthers tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Sand panthers are very stealthy, gaining a +8 species bonus on Move Silently and Hide checks.

Corellian Sand Panther: Medium-size predator 4; Init +2; Defense 22 (+2 Dex, +10 natural); Spd 16 m; VP/ WP 26/14; Atk +13 melee (1d6+5, 2 claws) and +7 melee (1d8+2, bite) or +6 ranged; SQ species traits; SV Fort +6, Ref +6, Will +2; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +1; Str 21, Dex 15, Con 14, Int 3, Wis 13, Cha 16. Challenge Code: D.
Skills: Climb +8, Hide +12, Jump +8, Listen +6, Move Silently +12, Spot +4.
Feats: Multiattack, Track.



Coruscanti Ogre

The creatures known as Coruscanti ogres are examples of mutation and devolution at their most horrible. Sightings of such creatures have only been recorded in the deep Undercity of Coruscant.

However, similar species might well exist in the forgotten recesses of other heavily industrialized or polluted worlds, such as the Ord Mantell junkyard, the Hutt port moon of Nar Shaddaa, or perhaps even one of Kuat's spaceports.

Since they are products of artificial environments, it's impossible to predict just where creatures such as the Coruscanti ogre will be found.

No two Coruscanti ogres look the same, but certain similarities are common. They are anthropoids, although the exact species they devolved from cannot be determined. They tend to be tall, ranging from 2–3 meters in height. Most have limbs of differing sizes, shaggy hair covering their bodies in patches, and mouths that seem permanently twisted into lopsided snarls. Some are riddled with sores and tumors, often with patches of skin overgrown with rot or oozing pus. Many have a hunched or maimed appearance. Claws, horns, and fangs are common.

Despite their sickly appearance, Coruscanti ogres are powerful, dangerous creatures. They tend to be sensitive to light, preferring the darkness of night or the dim lower levels of cities. Because they are well adapted to the darkness, they can even see in pitch-black caverns and their sense of smell is excellent. Coruscanti ogres eat fungus and vermin, but also consume larger creatures whenever possible. They're not very particular about what they eat, and view any living thing as a possible meal. Most prefer living food. Some are smart enough to build cages or find deep pits to store live prey in until they're ready to eat it. Teams of construction workers reclaiming ruined city sec-

76

CREATURES
C

JKI

tions have found evidence of such activity in abandoned Coruscanti ogre lairs.

Although only near-sentient, Coruscanti ogres are cunning, laying traps and ambushes both to defend their homes and to catch food. They are territorial, but flee from large amounts of activity. Small groups do not frighten an ogre, however. Hungry ogres have even set upon teams of archeologists, smugglers, and explorers. Coruscanti ogres cannot be reasoned with—they either attack or flee from every being they come across.

The lifecycle of Coruscanti ogres has never been researched, but it is surmised that they mate a few times over the course of their lives and produce infants in live birth. The mortality rate among infants is likely to be very high. Surviving newborns must grow quickly, and likely manage on their own without help from either parent. The life span of an ogre is not likely to exceed 20 standard years. Most die from violence long before that.

In combat, Coruscanti ogres tend to bash with both their arms. Even those that possess horns or claws don't use them in combat. Their rugged fists can do a surprising amount of damage, however. Given time, they can batter down rusting walls or blast doors. Sometimes a Coruscanti ogre is found wielding a crude club or chain as a weapon.

Species Traits

Darkvision: A Coruscanti ogre can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Scent: Coruscanti ogres can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a Coruscanti ogre detects a scent, the exact location is not revealed. Instead, the Coruscanti ogre knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a Coruscanti ogre can pinpoint the exact location of the scent. Coruscanti ogres do not need to guess the location of a fully concealed opponent detected this way.

Coruscanti ogres can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface

holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Coruscanti ogres tracking by scent ignore the effects of surface conditions and poor visibility.

Coruscanti Ogre: Large subterranean scavenger 5; Init +0; Defense 14 (–1 size, +5 natural); Spd 10 m; VP/WP 27/14; Atk +9 melee (1d4+7, 2 fists) or +9 melee (2d8+10, giant club) or +2 ranged; SQ species traits; SV Fort +6, Ref +1, Will +2; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +1; Str 24, Dex 10, Con 14, Int 3, Wis 12, Cha 4. Challenge Code: C.

Skills: Hide +3, Listen +6, Move Silently +3, Search +1, Spot +2, Survival +2.

Feats: Power Attack.

Crown of Silk

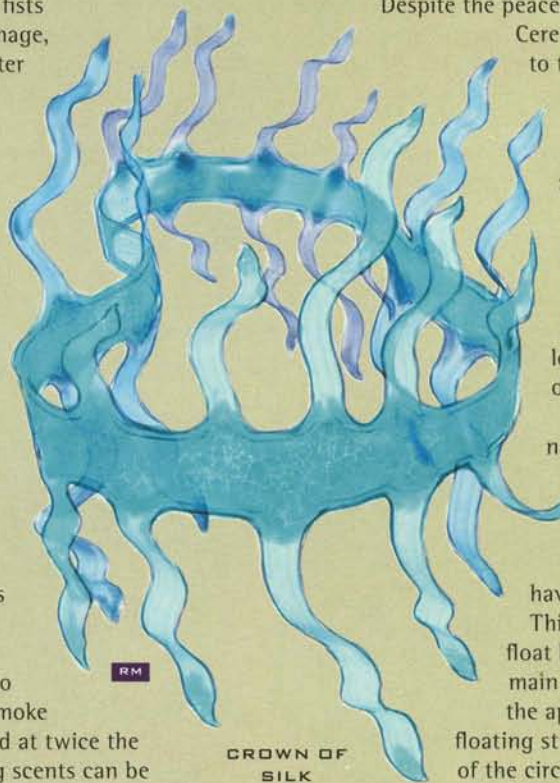
Despite the peaceful, pleasant environment on Cerea, there is still a natural order to the flora and fauna of the planet. Predators and prey both still exist, with a food chain that runs from the smallest vermin to the most evolved predator. The highly intelligent Cereans play a part in that order as well, as proven by the existence of a small, nocturnal parasite, locally referred to as the "crown of silk."

Crowns of silk get their names from their appearance. A crown of silk's body forms a thin circlet, roughly 80 centimeters in diameter. It is partially sheer,

having a gauzy, filmy appearance.

Thin tendrils of varying lengths float both above and below the main body of the creature, giving the appearance of ribbons or long floating strips of silk. The inside surface of the circlet is actually the creature's mouth. It is covered with thousands of small cilia and openings, wherein nourishment is received. Crowns have a life cycle of 3 days, and reproduce by dividing themselves in half. They are usually found alone, though they have been known to travel and feed in groups. They apparently have some basic level of non-verbal communication, through which they can give basic signals. Where one feeds, others will often arrive soon after, and if one is attacked, the other unattached crowns will fly rapidly away from the threat.

Crowns of silk feed by floating down over the head of a victim, then contracting to the size of the skull. They



CROWN OF SILK



appear to be oddly attracted to Force-using individuals, though they will also attract other sentient beings. They rarely attack other creatures, though no one is sure why this is. Once a crown is attached, it excites the brain to a fever pitch with a euphoric neurological toxin and then somehow feeds off the resulting brain energies. This euphoric state and the resultant feeding frenzy of the crown can take anywhere from 1 hour to a few hours. Once sated, the crown emits a soft, phosphorescent glow. It will then release its victim and rise into the air, where it divides along the horizontal axis, creating a new crown of silk. Victims of crowns of silk are often dazed for days following the attack, but fatalities are unheard of. Rarely, a Force-user will lose some of their connection to the force for a while, but they eventually regain the previous degree of control.

Crowns of silk show very little tolerance for heat or fire. Many things will harm them, but only heat or fire will cause them to withdraw from a victim before they finish feeding. Their partially transparent form and irregular outline serve as camouflage in the dark, complimenting their nocturnal natures.

Species Traits

Blindsight: Using its connection to the Force, the crown of silk maneuvers and fights as well as a sighted creature. Concealment, invisibility, and darkness are irrelevant. This ability has a range of 20 meters.

Camouflage: The crown of silk blends in with its surroundings, granting a +2 circumstance bonus on Hide checks in darkness, shadow, twilight, or other low-light conditions.

Parasitic Attack: If the poison attack is successful and the victim is stunned (see Poison, below), the crown proceeds to draw sustenance from its prey. It firmly attaches to the head, inserting anchoring tendrils at the temples of the victim, and then inflicts temporary Wisdom damage at the rate of 1 per hour. When the crown has drained all it can (1d6 points total), it takes on a phosphorescent glow. It then releases the victim and takes to the air, splitting off a new crown in 1d4 hours.

Removing a crown of silk requires caution. Simply pulling one off can inflict 1d2 points of permanent Wisdom drain to the crown's victim, due to the depth to which the anchors penetrate the skull. Crowns are frail and fear heat or fire. Any points of heat or fire damage will cause it to release and flee.

Poison: Crowns of silk keep their victims docile by releasing a poison specifically designed to disable and weaken their prey. If a victim takes wound damage from a bite attack, he must make a Fortitude save (DC 12). A successful save negates the effect, while a failed save allows the poison to inflict 1d6 temporary Constitution damage to the victim. One minute later, another save is made at the same DC. If it fails, the victim takes 1d6 temporary Wis damage and suffers a euphoric effect, leaving them *stunned* for 2d4 hours.

Crown of Silk: Tiny Force-using airborne parasite 6; Init +6 (+4 Dex, +2 airborne); Defense 16 (+2 size, +4 Dex); Spd fly 4 m (poor); VP/WP 24/3; Atk +9 melee (1 plus poison, bite) or +9 ranged; SQ species traits; SV Fort +3, Ref +6, Will +1; Face/Reach 1 m by 1 m/0 m; FP 1; DSP 0; Rep +0; Str 2, Dex 19, Con 6, Int 3, Wis 9, Cha 6. Challenge Code: D.

Skills: Hide +20, Spot +1.

Force Skills: Affect Mind +3, See Force +7, Telepathy +7.

Feats: Force-Sensitive, Skill Emphasis (Affect Mind), Weapon Finesse (bite).

Force Feats: Alter, Sense.

Dinko

Dinkos are repulsive and surly scavengers that have spread like a plague throughout the galaxy. They are only 0.1 meters in length, and very thin, with four main limbs and two tiny grabbers that jut out from their chest. Their vaguely reptilian faces have a mouth filled with long fangs that can deliver a wicked poisonous bite. Dinkos travel in hordes of between 10-50 creatures.

Despite their size, dinkos are aggressive and temperamental creatures. The eyes of the dinko have evolved so that they only see movement—any motion will provoke the creature into attacking. If a person remains perfectly still, the dinko will not attack, but its keen sense of smell alerts it to the presence of potential prey.

In addition, dinko have powerful scent glands that release a foul and nauseating stench. They emit this scent constantly as a way of proving their dominance among other dinko. This odor “sticks” to most clothing for up to several weeks—most individuals abandon the clothing almost immediately.

Species Traits

Bonus Feat: Dinkos receive Weapon Finesse (bite) as a bonus feat.



DINKO

78

CREATURES
C

JKI

Poison: Anyone bitten by a dinko must make a Fortitude save (DC 10) or take 1d2 temporary Strength damage. (There is no secondary damage for dinko venom.)

Stench: Dinkos constantly release a pungent odor that is extremely repulsive to most species. Anyone that gets within 2 meters of a dinko must make a Fortitude save (DC 10) or be nauseated for 1 round. While nauseated a character may only make a single move action.

Dinko: Fine scavenger 1; Init +9 (+9 Dex); Defense 29 (+8 size, +9 Dex, +2 natural); Spd 6 m; VP/WP 1/1; Atk +17 melee (1 plus poison, bite) or +17 ranged; SQ species traits; SV Fort +0, Ref +9, Will +0; Face/Reach 0.2 m by 0.2 m/0 m; Str 2, Dex 28, Con 6, Int 2, Wis 10, Cha 2. Challenge Code: A.

Skills: Hide +26, Listen +3, Move Silently +11, Spot +2, Survival +2.

Feats: Weapon Finesse (bite).

Divto

The divto is a three-headed snakelike predator. Native to the forest moon of Endor, divtos have migrated to a few other worlds, perhaps by slithering onto Imperial shuttles that brought supplies to the Empire's base. The divto's three heads are wedge-shaped, with large, slit eyes and each has a mouth full of venomous fangs. Its body thickens slightly where the three necks merge with the torso, but tapers off after that to form a long tail. A mature divto can grow as large as 4.5 meters, although 3 meters is more common. Its hide is covered in hundreds of hard, overlapping scales.

The appearance of divto subspecies varies somewhat on different planets.

Most divtos found on Endor's forest moon are either a dull brown color or have bands of red and black stripes along their bodies.

Divtos found on different worlds have far more spectacular colors, including gold, blue, and bright green. One variety found on the world of Mimban has a transparent hide and a large hood just behind each head. Divtos molt once every three or four standard years, shedding their old skins as they outgrow them. A divto skin in good condition can be used for numerous pieces of apparel, and many big-game trackers and bounty hunters in particular are fond of divto hide outfits.

A full-grown divto is extremely difficult to kill. Each of its three heads has a small brain of its own. A central brain at the base of a divto's three necks coordinates the body's actions. A divto has some bilaterally symmetrical vital organs both in its main body and in each

of its outer two necks. This duplication allows a divto to survive wounds that would kill other creatures its size. Even if one of the side heads is severed, the divto can survive, although the loss of its central head is always fatal.

Era Notes

Divtos were unknown in the galaxy until the Empire began construction of the second Death Star on Endor's forest moon. Similar snakelike predators with only a single head are common on many worlds in all eras. To use divto statistics for such creatures, reduce their number of bite attacks to one and reduce the Challenge Code: to B.

Species Traits

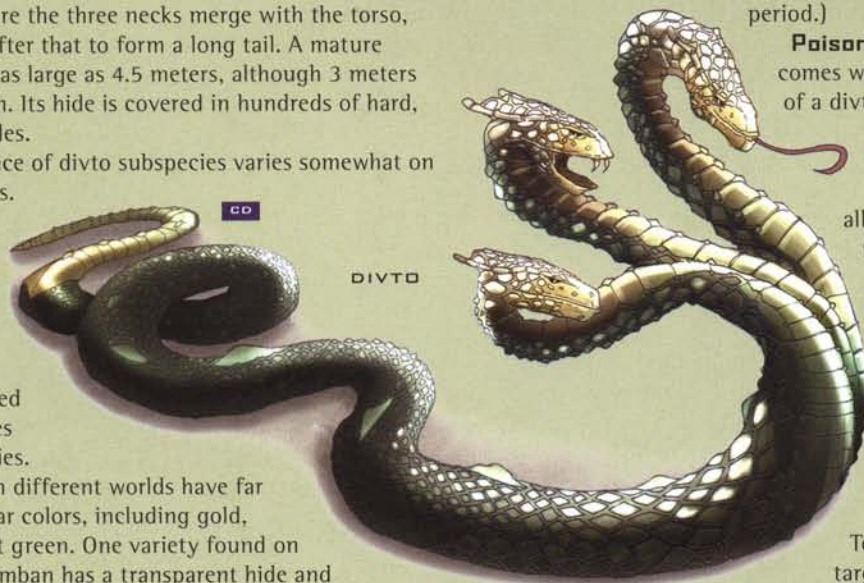
Low-Light Vision: The divto can see twice as far as normal in poor lighting situations. The divto can still distinguish colors, even in dim light.

Night Stalker: Sleek creatures built for speed and stealth, divtos are extremely dangerous nocturnal hunters. Moving almost soundlessly, they can bury themselves under foliage or a thin layer of dirt to conceal themselves from their prey. Divtos gain a +4 bonus on Hide and Move Silently checks during daylight hours, +8 at night or under nighttime conditions. (The stat block shows the divto during its nocturnal hunting period.)

Poison: When a target comes within a few meters of a divto in hiding, the divto lashes out in a sudden poisonous strike with all three heads. A target who takes wound damage from a divto's bite must make a DC 23 Fortitude save. On a failed save, the target is dealt 2d6 points of Dexterity damage. Ten rounds later, the target must make a second save at the same

DC or be paralyzed for 4d6 minutes.

Scent: Divtos can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.



When a divto detects a scent, the exact location is not revealed. Instead, the divto knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a divto can pinpoint the exact location of the scent. Divtos do not need to guess the location of a fully concealed opponent detected this way.

Divtos can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Divtos tracking by scent ignore the effects of surface conditions and poor visibility.

Swallow Whole: Once a divto has paralyzed its prey, it drags the unfortunate creature off to swallow it whole. The middle head can swallow one paralyzed Medium-size target or two Small targets. Swallowing a creature takes 1 minute. Swallowed creatures are dealt 2d6 points of constriction damage and 1d6 points of acid damage each round they are inside a divto's gullet. If a creature recovers from its paralysis before it is dead, it can still use unarmed attacks or Small or Tiny weapons to fight its way free. (A victim can also use a lightsaber, the handle of which is small enough to be used even under cramped conditions.) If the victim kills the divto, it can escape the creature's gullet. A divto has Defense 12 against attacks made from inside its body.

It takes an hour for divto to fully digest meal. While digesting a swallowed creature, the divto is slow and sluggish. Its Defense drops to 9, and its movement drops to 8 meters. It also becomes less accurate when attacking, suffering a -4 penalty on all attacks.

Divto: Large forest predator 7; Init +5 (+1 Dex, +4 Improved Initiative); Defense 15 (-1 size, +1 Dex, +5 natural); Spd 16 m, burrow 2 m; VP/WP 73/22; Atk +10 melee (2d6+4 plus poison, 3 bites) and +5 melee (1d4+2, tail) or +7 ranged; SQ species traits; SV Fort +11, Ref +6, Will +2; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +1; Str 18, Dex 13, Con 22, Int 3, Wis 11, Cha 7. Challenge Code: C.

Skills: Hide +14, Listen +7, Move Silently +14, Spot +5, Survival +5.

Feats: Combat Reflexes, Improved Initiative, Skill Emphasis (Survival).

Doashim

On the storm-ridden planet of Ryloth, dark is often the descriptive term of the day. The mountainous areas are filled with deep shadows where the light of the sun has never penetrated, and where many fascinating and dangerous creatures live. It is in the Dark Ridges, where no Twi'lek goes without a party of well-armed companions, that one of the most feared predators on the planet lives: the doashim.

Doashim are extremely vicious creatures—aggressive, savage, and cunning beyond nearly any other animal on the planet. The Twi'lek people have legends featuring doashim that stretch back for millennia, always with the doashim representing death or an evil spirit. This reputation is well earned, for the doashim have few redeeming qualities other than their brutal combat efficiency.

The first time anyone sees a doashim up close, even just their preserved remains, the inevitable reaction is to compare them to some form of evil mythological spirit from their culture of origin. Humans often refer to “devils” or “fiends” when searching for descriptive phrases. The allusion is apt, at least as regards appearance and temperament.

Doashim have hard, thickened hide all over their bodies, with creases at the joints to allow movement. They are typically black in color, though midnight blue, dark gray and black-brown are common as well.

They have a solid, muscular body. They stand semi-erect, with powerful hind legs and long clawed feet. Their forelegs are also powerful, but smaller—used both for faster movement and for lifting, carrying, and fighting. Their front claws have four toes, each with a large, sickle-shaped retractable claw. They have long whipping tails covered in short hairs, matching the sparse hair that appears over the rest of their bodies.

The most frightening aspect of a doashim, however, is its face. A doashim's head is elongated, with a highly pronounced skeletal structure. Two ebony horns protrude from either side of its head, curling at the tips until they nearly meet in the center. Ridges along the brow and cheekbones further emphasize the skeletal illusion while protecting the large sunken red eyes. The nose is pushed out from the face and turned up, becoming a sort of vestigial snout. The mouth is extremely large (doashim can dislocate their jaws when necessary) and filled with sharply pointed and serrated teeth.

Doashim are territorial, with small packs living and hunting together — probably extended family groupings, but possibly a male and a group of mated females. Data is scarce on the subject given the difficulty of long



DOASHIM

a
a

observation without being killed in the process. A pack never consists of more than 5–6 members, with the rest likely driven off or killed. They all hunt individually, dragging their kills back to their living area and sharing the food among the pack, in order of status. Their preferred method of killing is to leap down on their targets from a hidden ledge or branch, then use their claws to disembowel their prey. They then rip out the throat of the victim before dragging the corpse back to the lair. They bear their live young, who grow to maturity in a year and a half.

Species Traits

Camouflage: The doashim blends in with its surroundings, granting a +4 circumstance bonus on Hide checks in mountainous environments.

Damage Reduction 2: Doashims ignore the first two points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Darkvision: A doashim can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Terrifying Presence: The doashim has an extremely fierce, intimidating presence, causing its opponents to freeze in fear. When the doashim 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 of the *Star Wars Roleplaying Game* revised rulebook). 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 doashim can make only one Intimidate check in a given encounter.

Doashim: Medium-size predator 14; Init +2 (+2 Dex); Defense 17 (+2 Dex, +5 natural); DR 2; Spd 10 m; VP/WP 105/16; Atk +18 melee (1d6+4/19–20, 2 claws) and +16 melee (1d8+2, bite) or +16 ranged; SQ species traits; SV Fort +12, Ref +11, Will +7; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +2; Str 18, Dex 15, Con 16, Int 4, Wis 16, Cha 7. Challenge Code: F.

Skills: Climb +10, Hide +12, Intimidate +6, Jump +10, Listen +9, Move Silently +8.

Feats: Combat Reflexes, Improved Critical (claw), Multi-attack, Power Attack, Track.

Dragonsnake

The dragonsnake of Dagobah is one of the most powerful predators on that world. Dragonsnakes average 7 meters in length and can weigh up to 5,000 kg. A dragonsnake's basic form is reptilian, with a long, thick body, powerful legs with clawed feet, and a long neck covered in spines. A dragonsnake's head has a short snout—largely taken up by its mouth full of razor-sharp fangs—and large ears

sticking out directly behind its narrow eyes. Its tail is long and flat, with broad spines that can be used to attack.

Few things native to Dagobah are a threat to the dragonsnake. Its scales are strong enough to deflect most melee weapons and small arms fire, granting the creature damage reduction 15. Always hungry, dragonsnakes use their superb hearing to find the largest prey available. Although not territorial, they perceive any moving object larger than Medium-size as a threat and attack it. Dragonsnakes do not fear any creature. In fact, unconfirmed reports from pirates and smugglers claim the creatures even attack repulsorlift vehicles.

Dragonsnakes rarely mate more than once every ten standard years. The female lays a clutch of 1d6 eggs, which she buries and leaves to their fate. Normally the predators and scavengers of Dagobah find and consume the eggs long before they hatch, but a few dragonsnake young manage to survive. The hatchlings grow to full size in months and are then fully functional adults. Since dragonsnakes do not seem to age, it is impossible to tell if an adult is one year old or five thousand.

All efforts to capture dragonsnakes have failed. No specimens have ever been found on other worlds.

Dragonsnakes are amphibious reptiles, moving equally well through swampy water channels and marshy sections of land. When swimming, they use their broad, flat tails to propel themselves through the water, and thus rarely attack with them unless they are cornered or completely out of the water. Against most aquatic opponents, drag-



DRAGONSNAKE



onsnakes depend on their sharp claws, rising up to slash with both forelimbs. If facing particularly dangerous foes, a dragonsnake may use its long neck to attack without getting close. When on solid ground, a dragonsnake cannot use its claws to attack. Instead, it generally uses both its bite and its tail to down opponents.

Species Traits

Breathe Underwater: The dragonsnake can breathe water normally and cannot drown in water. It has a +8 species bonus on Swim checks.

Camouflage: The dragonsnake blends in with its surroundings, granting a +12 circumstance bonus on Hide checks in dark or underwater surroundings.

Damage Reduction 15: Dragonsnakes ignore the first 15 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Skills: Dragonsnakes are both alert and terrifying, gaining a +4 species bonus on Listen and Search checks and a +8 species bonus on Intimidate checks.

Dragonsnake: Huge swamp predator 10; Init +0; Defense 21 (-2 size, +13 natural); DR 15; Spd 16 m, swim 18 m; VP/WP 165/70; Atk +20 melee (2d6+12/19-20, 2 claws) and +18 melee (2d8+6, bite) or +20 melee (1d6+18, tail) or +8 ranged; SQ species traits; SV Fort +19, Ref +7, Will +3; Face/Reach 4 m by 8 m/4 m; FP 0; DSP 0; Rep +1; Str 35, Dex 11, Con 35, Int 6, Wis 11, Cha 5. Challenge Code: G.

Skills: Hide +5, Intimidate +13, Listen +9, Move Silently +5, Search +3, Spot +5, Survival +2, Swim +22.

Feats: Cleave, Improved Critical (claw), Multiattack, Power Attack.

Dread Weapon

Among the Yuuzhan Vong's most frightening creations is a monster known as the dread weapon—a long, serpentine beast with a mouth wide enough to swallow a landspeeder whole. The creature's internal organs include an esophageal passage running the length of its body. The chamber acts as an umbilical tunnel, containing atmosphere and letting the Yuuzhan Vong travel between two connected sites without being exposed to hostile environments. The Yuuzhan Vong use such a creature to secure the passage-way between their grounded worldship and the icy water pockets on Helska 4.

The dread weapon's powerful lungs also allow it to act as a capture device. The beast can inhale with the strength of vacuum decompression—a force that most beings are incapable of withstanding. After chewing its way through a metal bulkhead, the dread weapon simply breathes in—and anything not firmly secured gets sucked into its maw, to be rounded up by Yuuzhan Vong warriors later.

Species Traits

Bonus Feat: Dread weapons gain Zero-G Training as a bonus feat.

Damage Reduction 15: Dread weapons ignore the first 15 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Darkvision: A dread weapon can see up to 60 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Force Absence: Dread weapons are "absent" in the Force. Attempting to use Farsensing, Force Grip, Force Lightning, Force Strike, or Move Object against a dread weapon imparts a -10 penalty on the Force-user's skill check. All other Force skills have no effect on dread weapons. Dread weapons can never have the Force-using template, and they never gain Force Points.

Inhalation: The dread weapon can expedite travel by the action of its lungs. This same process can also draw in unwilling passengers.

The inhalation effect covers a 50-meter-radius semi-circle directly in front of the creature. Anyone in the area who is not physically secured must succeed at a Reflex save (DC 17) to grab hold of something solid enough to resist the inhalation. Failure indicates the character moves 20 meters closer to the maw of the dread weapon.

With a successful Reflex save, the character can make a Strength check (DC 10) on subsequent rounds to resist being dragged toward the dread weapon. If the Strength check fails, the character is dragged 20 meters toward the dread weapon's mouth. An inhaled creature cannot cut its way out, for the creature's skin is dozens of meters thick.



DREAD WEAPON

The dread weapon can employ this inhalation ability for 20 rounds at a time, after which it must rest for a like number of rounds before employing the ability again. When used for this purpose, the dread weapon usually takes in one "lungful" of victims and departs, delivering them back to its Yuuzhan Vong masters.

Dread Weapon: Colossal vacuum parasite 10; Init +3 (–3 Dex, +4 Improved Initiative, +2 species); Defense 13 (–8 size, –3 Dex, +14 natural); Spd 20 m; VP/WP 155/272; Atk +11 melee (6d6+21, bite) or –6 ranged; SQ species traits; SV Fort +21, Ref +0, Will –3; Face/Reach 50 m by 2,000 m/8 m; FP 0; DSP 0; Rep +5; Str 39, Dex 4, Con 34, Int 1, Wis 6, Cha 1. Challenge Code: G.

Skills: Listen +0, Spot +5, Survival +8.

Feats: Endurance, Improved Initiative, Power Attack, Zero-G Training.

Eopie

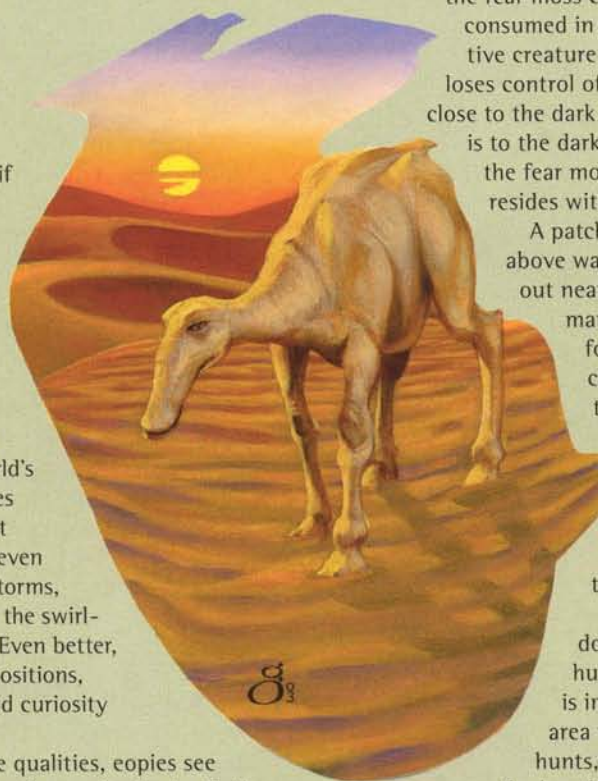
The eopie is the most useful of Tatooine's indigenous creatures. It provides meat, leather, and highly nutritive (if extremely perishable) milk, and its splayed feet make it an excellent mount or pack beast. Eopies' long snouts, adapted for rooting sandlichens from Tatooine's sandy dunes, also make them particularly effective at controlling water-sucking weeds on and around the world's various moisture farms. Eopies can survive for weeks without water and are undeterred by even the worst of Tatooine's sandstorms, plodding steadily on through the swirling dust and howling winds. Even better, they have imperturbable dispositions, reacting to surprises with mild curiosity rather than panic.

Even with all their positive qualities, eopies see considerably less use than banthas or dewbacks. Both larger animals are capable of bearing heavier loads, and both move more quickly than the eopie. Still, eopies are considerably less expensive to purchase and keep.

Carrying Capacity: A light load for an eopie is up to 129 kg; a medium load, 130–259.5 kg; a heavy load, 260–390 kg. An eopie can drag 1,950 kg.

Eopie: Large desert herd animal 2; Init –1 (–1 Dex); Defense 12 (–1 size, –1 Dex, +4 natural); Spd 6 m; VP/WP 13/18; Atk +3 melee (1d4+4, bite) or –1 ranged; SV Fort +7, Ref –1, Will –1; Face/Reach 2 m by 4 m/2 m; Str 17, Dex 9, Con 18, Int 1, Wis 8, Cha 4. Challenge Code: B.

Skills: Listen +3, Spot +1, Survival +8.



EOPIE

Fear Moss

Fear moss is a deadly organism that can be encountered on any verdant planet, but is especially common on planets with a large population of Force users. The creature appears to be nothing more than a large patch of moss growing over a still pond or hanging from the branches and vines of nearby trees. Its mossy exterior covers a thin, translucent membrane where the creature's neural transmitters and other bodily functions are located. Its brain function is spread throughout this membrane, allowing the fear moss to act even when much of its body has been destroyed.

This moss lives off the bodily fluids of mammals, which it extracts from creatures that it has covered. It especially enjoys the adrenaline and other chemicals secreted by frightened animals, and the natural poison that covers

the fear moss ensures that these delicacies are consumed in good quantity. Any Force-sensitive creature that is affected by this poison loses control of his fear, causing him to wander close to the dark side. The closer such a creature is to the dark side, the more appealing it is to the fear moss, which can taste the fear that resides within it.

A patch of fear moss hunts by hanging above watering holes or spreading itself out near fruit bushes and trees where mammals are likely to search for food. They are unable to give chase to most creatures due to their slow movement, and so they wait patiently for the right time to drop upon or close around their prey. Once they have their prey in their grasp, they will not let go until one or the other is dead.

These creatures are solitary and do not infringe upon one another's hunting areas unless starvation is imminent. When forced into an area where another fear moss already hunts, the new arrival steers clear of the hunting grounds of the other fear moss, attempting to feed in different areas.

Species Traits

Acidic Touch: The fear moss excretes a mild acid on the surface of its body. Any creature touching or touched by the fear moss suffers 1d3 points of acid damage.

Blindsight: Using its awareness of the Force, fear moss maneuvers and fights as well as a sighted creature. Concealment, invisibility, and darkness are irrelevant. This ability has a range of 10 meters.

Forcefear: Any Force-using character that comes within 30 feet of a patch of fear moss must make a Will save (DC 16) each round or feel a sense of fear welling up inside him. For each failed save, the fear lingers within the character for one day. Until the fear wears off, the



character must choose to call upon the dark side whenever he uses a Force point.

Improved Grab: If fear moss hits with a tendril attack, it deals acid damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab can only be used on opponents of Medium or lesser size. Any creature grappled by the fear moss is subject to its acidic touch and poison abilities. In addition, the grappled creature suffers half of all damage dealt to the fear moss due to the moss's physiology.

Poison: Any creature that takes wound damage from an acidic touch must make a Fortitude save (DC 21). If the save fails, the victim is panicked (see Character Condition Summary sidebar in Chapter Twelve of the *Star Wars Roleplaying Game* revised rulebook). One minute later, the victim must make a second Fort save (DC 21) or take 1d3 temporary Dexterity damage.

Sense Force: Fear moss can sense any character with Force points within 120 feet, and always attempts to target such creatures with its attacks.

Skills: Fear moss gains a +8 bonus on Hide and Move Silently checks when in swampy or forested terrain.

Fear Moss: Large Force-using predator 6; Init +2 (-2 Dex, +4 Improved Initiative); Defense 11 (-1 size, -2 Dex, +4 natural); Spd 4 m, climb 4 m; VP/WP 72/26; Atk +9 melee (1d3 acid, acidic touch) or

+3 ranged; SQ dark, species traits; SV Fort +10, Ref +3, Will +3; Face/Reach 2 m by 4 m/2 m; FP 1; DSP 12; Rep +0; Str 18, Dex 6, Con 20, Int 3, Wis 12, Cha 8. Challenge Code: C.

Skills: Climb +12, Hide +11, Move Silently +15, Spot +5. **Force Skills:** Fear +11, See Force +7.

Feats: Force-Sensitive, Improved Initiative, Toughness (2).

Force Feats: Control, Sense.

Fire Breather

Thirty-meter-tall, bladder-like creatures borne along on six stubby legs, Yuuzhan Vong fire breathers are used by the invaders to support ground troops by incinerating anything that could pose a threat. They are particularly effective at clearing entrenched enemy positions.

Fire breathers are so named because they can combine chemicals in their stomachs and vomit forth a cone of flame. In addition to its extremely effective breath weapon, the fire breather's normal exhalations have an effect similar to anti-laser aerosols, in that the damaging effect of blasters against them is severely mitigated.

To make matters worse, the fire breather's thick hide is extremely resistant to damage of any kind. It generally requires artillery weapons to kill a Yuuzhan Vong fire breather.



FIRE BREATHERS

84

CREATURES
C

1E1

AW

Species Traits

Anti-Laser Aerosol: The fire breather can release an anti-laser aerosol cloud in any 10-meter-by-10-meter area adjacent to the creature. The cloud provides one-quarter concealment to anyone behind it (10% miss chance) and counts as one-half cover for any energy attack made through it (giving targets a +4 cover bonus to Defense). The cloud lasts for 2d4 rounds before dispersing, though strong winds can reduce the dispersal time by half or more. The fire breather can release the aerosol as a move action once every 1d4 rounds.

Damage Reduction 25: Fire breathers ignore the first 25 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Fire Breath: As an attack action, the fire breather blasts a cone 30 meters long; the conflagration is 30 meters wide at its farthest point. This flame deals 15d10 damage to anything caught in this area, including vehicles and buildings. Anyone caught in the firestorm must succeed at a Reflex save (DC 27) for half damage. The fire breather can use this attack once every 1d4+2 rounds.

Force Absence: Fire breathers are "absent" in the Force. Attempting to use Farsensing, Force Grip, Force Lightning, Force Strike, or Move Object against a fire breather imparts a -10 penalty on the Force-user's skill check. All other Force skills have no effect on fire breathers. Fire breathers can never have the Force-using template, and they never gain Force Points.

Fire Breather: Colossal armored shaped scavenger 6; Init -1 (-3 Dex, +2 species); Defense 15 (-8 size, -3 Dex, +16 natural); DR 25; Spd 6 m; VP/WP 105/304; Atk +2 melee (6d6+9, slam) or -7 ranged; SQ species traits; SV Fort +23, Ref -1, Will -3; Face/Reach 30 m by 30 m/10 m; FP 0; DSP 0; Rep +5; Str 22, Dex 4, Con 38, Int 2, Wis 9, Cha 3. Challenge Code: F.

Skills: Hide -19, Listen +7, Spot +9, Survival +5.

Feats: Alertness, Great Fortitude.

Fwit

Fwits are tiny, furry mammals with oversized eyes that originate from the arboreal world of Maridun. Tribes of Amanin kept these creatures as pets and guardians long before the Empire set up shop on their planet, although the creatures were quickly outlawed within Imperial cities.

These creatures stand less than one-half meter tall when sitting on their haunches. They have black, brown, or gray fur that bushes out around their head, paws, and

rat-like tail. The shape of their closed mouth makes it appear that a fwit is constantly smiling, although this is hardly the case.

Despite their innocent and friendly appearance, fwits are savage carnivores that prefer the taste of freshly killed meat to any other food. They are skilled hunters that can outrun most small mammals and kill them with a single bite. Their mouths grow enormous relative to their head when open, and their jaws have two rows of razor-like teeth that can shred flesh and crush bone.

When the Empire first arrived on Maridun, there were several incidences of workers being killed or critically injured by fwits. The creatures do

not attack their owners and others

that they are used to, but can be very aggressive toward outsiders, especially those who have never encountered the animals before and do not know how to treat them. Soon the Empire outlawed fwits within its ports, and encouraged hunters to kill the creatures on sight.

After the Battle of Endor and the establishment of Hutt control of the Maridunian slave trade, fwits were once again allowed into the spaceports. A favorite pet of the Hutt representatives on Maridun, they started to be carried off world in increasing numbers once the Empire was dissolved. Fwits can now be encountered on many planets in the Galaxy, although several have outlawed the creatures due to their aggressive nature, misleading appearance, and voracious appetites.

Species Traits

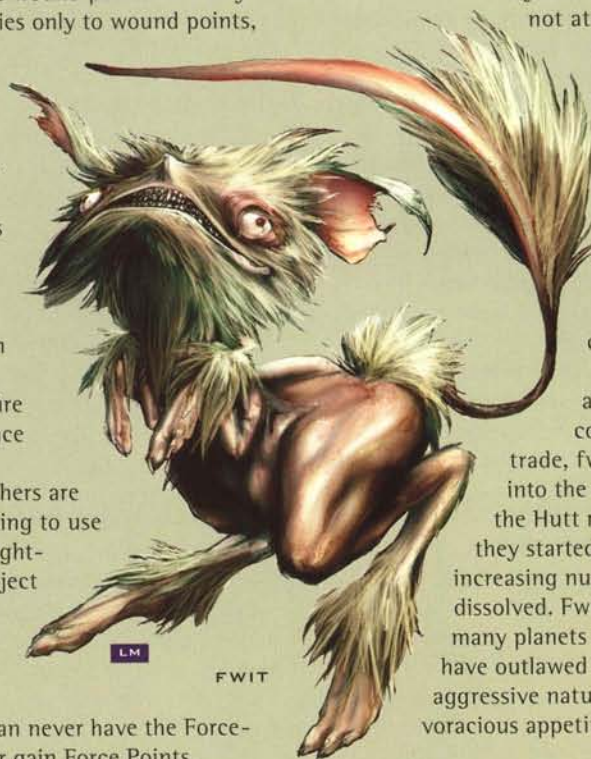
Attach: When a fwit deals wound damage with its bite attack, it uses its oversized mouth and powerful jaws to attach to its opponent's body, automatically dealing bite damage directly to an opponent's wound points each round it remains attached. An attached fwit has a Defense of 13. A fwit remains attached until either it or its opponent is rendered unconscious. Removing an attached fwit requires a Strength check (DC 15).

Skills: Fwits receive a +4 species bonus on Move Silently checks.

Fwit: Tiny predator 1; Init +2 (+2 Dex); Defense 15 (+2 size, +2 Dex, +1 natural); Spd 10 m; VP/WP 5/6; Atk +3 melee (1d4, bite) or +5 ranged; SQ species traits; SV Fort +3, Ref +4, Will +1; Face/Reach 1 m by 1 m/0 m; FP 0; DSP 0; Rep +0; Str 10, Dex 14, Con 12, Int 3, Wis 12, Cha 8. Challenge Code: A.

Skills: Hide +12, Listen +5, Move Silently +8, Spot +5.

Feats: Track.



LM

FWIT

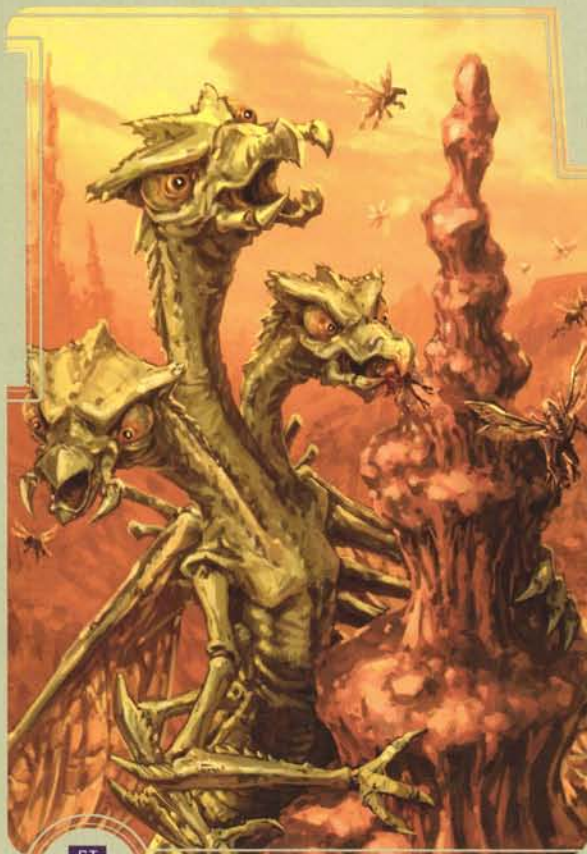


Geonosian Hydra

Legends of great, multi-headed dragons exist in many systems, but very few have ever encountered such monsters. On the barren world of Geonosis, however, such creatures do exist. Geonosian hydras move across the deserts of Geonosis in search of food, using their powerful legs and many heads to climb to the top of the mesas and buttes that dot the landscape in order to gain access to hives of Geonosians, their favorite food.

Geonosian hydras more resemble the Geonosians than they do scaly, lizard-like dragons. A Geonosian hydra's insectoid body is long and flat, with three or more mantislike heads protruding from one end of its chitinous thorax. It scuttles along on six legs that have razor-edged tips, which it uses to spear its food and climb the rocky slopes and ledges of its homeworld. Its body is protected by a hard exoskeleton, and it has two wings that allow it to make long jumps, although it cannot fly in the traditional sense. Its long necks allow it to stick a head into a Geonosian hive and extract a meal while watching for attacks in multiple directions.

Geonosian hydras are uncommon, especially near Geonosian settlements and droid factories, where the Geonosians have taken the time to hunt them down and exterminate them due to the dangers they pose. In the wilder areas of the world, especially near outlying settlements and rogue Geonosian spaceports, these creatures pose a daily threat to anyone not on a constant vigil against these quick and powerful predators.



GEONOSIAN HYDRA

The fighting pits of Geonosis see more than a few of these creatures each cycle, often pitted against large teams of gladiators or in the droid demolition derbies that make sport out of malfunctioning products. Geonosian hydras have also been captured and exported to several nearby systems, including Tatooine where the Hutts put them in dungeons to dispose of their enemies in a sporting manner.

Species Traits

Damage Reduction 5: The Geonosian hydra's chitinous shell protects it from harm, granting it damage reduction 5.

Darkvision: A Geonosian hydra can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Skills: Geonosian hydras receive a +2 species bonus on Listen and Spot checks, thanks to their multiple heads. Their wings grant them a +10 bonus on Jump checks.

Geonosian Hydra, Three-Headed: Huge predator 7; Init +2 (+2 Dex); Defense 20 (-2 size, +2 Dex, +10 natural); DR 5; Spd 10 m, climb 10 m; VP/WP 66/40; Atk +15 melee (2d8+10, 3 bites) or +7 ranged; SQ species traits; SV Fort +10, Ref +7, Will +2; Face/Reach 4 m by 8 m/4 m; FP 0; DSP 0; Rep +0; Str 30, Dex 14, Con 20, Int 6, Wis 10, Cha 9. Challenge Code: E.

Skills: Climb +25, Hide -2, Jump +30, Listen +5, Spot +6.

Feats: Alertness, Combat Reflexes, Power Attack.

Gharzzr

A fierce, catlike predator native to the rainforests of the beast moon of Dxun, the gharzzr (also called a Dxunian stalker) can also be found on the planet Onderon.

The gharzzr's scaly hide provides it with a degree of natural armor. About 3 meters long and weighing over 200 kilograms, the gharzzr is very agile. The gharzzr attacks with its fangs, front claws, and dual tails (a total of five attacks per round).

Species Traits

Improved Grab: If the gharzzr hits with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab can only be used on opponents of Medium or lesser size.

Low-Light Vision: The gharzzr can see twice as far as normal in poor lighting situations. The gharzzr can still distinguish colors, even in dim light.

Poison: Each of the gharzzr's tails ends in a swollen, scorpion-like poison stinger. Whenever one of these stingers deals wound damage, the victim must make a successful Fortitude saving throw (DC 25) or suffer 1d6 points of temporary Constitution damage. One minute later, the victim must succeed at a second save or suffer 2d6 points of temporary Constitution damage.

Skills: The gharzzr has very keen senses, receiving a +4 species bonus on Listen and Spot checks. It is also extremely stealthy, gaining a +8 species bonus on Hide and Move Silently checks.



GHARZZR

Gharzzr: Large forest predator 8; Init +8 (+4 Dex, +4 Improved Initiative); Defense 19 (-1 size, +4 Dex, +6 natural); Spd 20 m, 16 m climb; VP/WP 60/16; Atk +9 melee (1d8+2, bite) and +4 melee (1d6+1, 2 claws) and +6 melee (1d4+1/19-20 plus poison, 2 stingers) or +11 melee (1d4+2/19-20 plus poison, 2 stingers) or +11 ranged; SQ species traits; SV Fort +9, Ref +10, Will +2; Face/Reach 2 m by 4 m/2 m (4 m with stingers; FP 0; DSP 0; Rep +0; Str 15, Dex 19, Con 16, Int 4, Wis 11, Cha 10. Challenge Code: E.

Skills: Climb +10, Hide +16, Jump +13, Listen +5, Move Silently +18, Spot +4, Survival +2.

Feats: Improved Initiative, Track, Weapon Finesse (stinger).

Gorax

The massive, black-furred gorax are semi-sentient carnivores that can reach heights of more than 20 meters. Simple beasts, the gorax nevertheless do have enough intelligence to keep their captured live prey in hanging cages far

above their lairs' floors, and they make use of rough-hewn furniture and some tools.

The species' long, triangular ears provide them with excellent hearing. Scholars generally discount popular accounts of 30-meter tall gorax, as the largest of the species thus far encountered was 25 meters at most (which of course is still a Colossal beast).

Sometimes acting in concert with the gorax are the purple-pelted hanadaks, three-meter tall semi-sentients who share the badland territories in which the behemoth gorax hunts. Popular Ewok consensus is that the hanadaks are controlled by the towering gorax, but that claim has not been substantiated.

Fewer than two dozen of the monsters are believed to inhabit the forest moon.

Species Traits

Damage Reduction 15: Goraxes ignore the first 15 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Low-Light Vision: A gorax can see twice as far as normal in poor lighting situations. The gorax can still distinguish colors, even in dim light.

Terrifying Presence: A gorax has an extremely fierce, intimidating presence, causing its opponents to freeze in fear. When the gorax 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 of the *Star Wars Roleplaying Game* revised rulebook). 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 gorax can make only one Intimidate check in a given encounter.

Gorax: Colossal forest predator 6; Init -2 (-2 Dex); Defense 4 (-8 size, -2 Dex, +4 natural); DR 15; Spd 20 m; VP/WP 123/336; Atk +13 melee (2d10+15, 2 claws) and +8 melee (4d8+7, bite) or -4 ranged; SQ species traits; SV Fort +21, Ref +3, Will +2; Face/Reach 16 m



GORAX



by 16 m/10 m; FP 0; DSP 0; Rep +2; Str 41, Dex 7, Con 42, Int 7, Wis 11, Cha 8. Challenge Code: E.

Skills: Climb +16, Hide -14, Intimidate +11, Listen +2, Spot +6, Survival +3.

Feats: Cleave, Power Attack, Skill Emphasis (Intimidate).

Gorgodon

Gorgodons are large hulking creatures native to the icy planet of Ilum. These fierce predators are bipedal, vaguely resembling gorillas, with extraordinarily strong limbs and deep layers of fat to protect them from the cold. Their mouths are filled with triple rows of teeth designed to rip meat from prey and their long powerful arms end in sharp claws that are used in combat as well as to help them climb the icy mountains. Gorgodons also have a long tail, used to bludgeon opponents. They have poor eyesight, but keen senses of smell and hearing.

Their usual feeding grounds are on the icy plains beneath the towering mountains that make up most of the planet. Although gorgodons can live on lichen, scrub, and carrion, but spend most of their time hunting for meat in family groups of four to eight.

Species Traits

Ferocious Attack:

Gorgodons are vicious and utterly fearless in combat. Their great ferocity gives them a +2 species bonus on claw attack rolls.

Poor Vision: Gorgodons have extremely poor vision and take a -3 penalty on all Spot checks.

Scent: Gorgodons can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a gorgodon detects a scent, the exact location is not revealed. Instead, the gorgodon knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a gorgodon can pinpoint the exact location of the scent. Gorgodons do not need to guess the location of a fully concealed opponent detected this way.

Gorgodons can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Gorgodons tracking by scent ignore the effects of surface conditions and poor visibility.

Gorgodon: Large arctic predator 5; Init -1 (-1 Dex); Defense 12 (-1 size, -1 Dex, +4 natural); Spd 10 m, climb 10 m; VP/WP 52/22; Atk +14 melee (2d4+8, 2 claws) and +9 melee (2d6+4, bite) or +14 melee (1d4+12, tail) or +3 ranged; SQ species traits; SV Fort +10, Ref +3, Will +2; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +1; Str 26, Dex 8, Con 22, Int 5, Wis 12, Cha 6. Challenge Code: E.

Skills: Climb +16, Intimidate +4, Jump +9, Listen +6, Spot -2, Survival +5

Feats: Cleave, Power Attack.

Hanadak

Hanadaks and similar large predators are found in heavily wooded environments, such as the denser portions of Endor's forest moon. Different species of hanadaks grow to different sizes, but the most common type of hanadak reaches a height of 3 meters at adulthood. Thick, coarse hair covers a hanadak's body, except for the face, which is leathery and covered in bands of colored hide. A

hanadak's long claws are not retractable, making it unable to manipulate small or delicate objects. Long fangs jut out past its chin when its jaw is shut. Although the creature can move on two legs, it is slightly faster when moving on all four. A hanadak must be on all fours to run or make a double move action.

The hanadak is a rather dim (some say brainless) predator that depends on its strength and vicious nature to survive. It is easily fooled by camouflage—both natural and artificial—and can be scared away by sudden loud noises and fire. The first time a hanadak sees or hears blaster fire, it is likely to run. After it has been exposed to the sound several times, the creature loses its fear of blasters and those who wield them. Hanadaks are not tenacious hunters. In fact, they often abandon prey that is too difficult to catch. Because they have no interest in dead game, it is sometimes possible to escape an attacking hanadak by playing dead. This requires an opposed Bluff check against the hanadak's Spot check.



GORGODON

AJ



HANADAK

Despite their preference for heavily forested areas, hanadaks are too clumsy to be good climbers. They can burrow, although slowly, and sometimes dig smaller creatures out of their lairs. Hanadaks like easy prey, but go out of their way to catch creatures they find particularly tasty. Some become fond of particular species. A hanadak may even gain a reputation as a killer if it develops a taste for an intelligent species, such as Humans, Cereans, or Ewoks. Such creatures can pose a serious threat to a small outpost and generally must be destroyed. A hanadak that is badly injured flees to its lair, remaining there until it is healed.

Hanadaks mate once every three or four years. Female hanadaks give birth to a litter of three to four cubs, which are soon left to fend for themselves. A hanadak reaches adulthood in four years and has an average life span of twenty years. A few that are raised from a very young age have been successfully tamed, but their low intelligence and ill temper makes them unsuitable as guards or hunting creatures. A hanadak's violent and vocal fighting style often makes it popular in many illegal and underground gladiatorial leagues.

Species Traits

Ferocious Attack: In combat, hanadaks are straightforward fighters, swinging their claws at an opponent until it drops. Their great ferocity gives them a +2 species bonus on claw attack rolls.

Low-light Vision: A hanadak can see twice as far as normal in poor lighting situations. The hanadak can still distinguish colors, even in dim light.

Scent: Hanadaks can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a hanadak detects a scent, the exact location is not revealed. Instead, the hanadak knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a hanadak can pinpoint the exact location of the scent. Hanadaks do not need to guess the location of a fully concealed opponent detected this way.

Hanadaks can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Hanadaks tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Hanadaks receive a +4 species bonus on Intimidate checks.

Hanadak: Large forest predator 3; Init -1 (-1 Dex); Defense 18 (-1 size, -1 Dex, +10 natural); Spd 10 m, burrow 2 m; VP/WP 31/22; Atk +10 melee (1d8+6, 2 claws) and +6 melee (2d6+3, bite) or +1 ranged; SQ species traits; SV Fort +9, Ref +2, Will +0; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +1; Str 22, Dex 8, Con 22, Int 2, Wis 8, Cha 4. Challenge Code: D.

Skills: Intimidate +7, Listen +4, Spot +4, Survival +2.

Feats: Multiattack, Power Attack.

Hawk-Bat

Despite being completely covered with kilometer after kilometer of cityscape, the planet Coruscant has a thriving ecology that has adapted well to the durasteel and concrete that has swallowed everything. The hawk-bat is one of the better-known species and has become the unofficial mascot for many citizens.

Its name is an accurate description of this flying predator—a mesh between a hawk and a brown bat. The body and head have the same dimensions as a hawk, with powerful talons and a stubby beak. The hawk-bat is usually 1 meter in height, and weighs around 6 kilograms. It has two sensitive ears that fold back neatly onto the back of its head during flight in lighted areas. The hawk-bat does not have feathers, however, but smooth, soft fur and huge membranes for flying, like a bat. They are effective hunters, but fragile.



The hawk-bat has poor vision, despite its huge glowing red eyes and relies on echolocation to navigate, which allows it to fly through the darkness with no problems. It communicates with other hawk-bats through ultrasonic squeaks that cannot be heard by most sentient species. However, as an offense measure, the hawk-bat is capable of emitting a powerful sonic screech that stuns prey before swooping in for the kill.

The hawk-bat hunts vermin, scavengers, and other small animals found in the darkness of Coruscant's underbelly. While they usually stay away from beings larger than themselves, hawk-bats will attack individuals that intrude on hawk-bat nesting areas. The eggs of the hawk-bat are incredibly delicious and nutritious, and are considered a delicacy among elite members of Coruscant society. Because of this, a thriving market has grown for poaching hawk-bat eggs from the darkness—they do not live long or breed in captivity, requiring dangerous forays into their territory to harvest eggs.

Species Traits

Blindsight: Using its keen non-visual senses, a hawk-bat maneuvers and fights as well as a sighted creature. Concealment, invisibility, and darkness are irrelevant. This ability has a range of 20 meters.

Feats: Hawk-bats receive Weapon Finesse (claw) as a bonus feat.

Skills: Hawk-bats receive a +4 species bonus on Listen and Move Silently checks.

Sonic Stun: Once per day, a hawk-bat can release an incredibly powerful and shrill cry that can stun creatures. This focused blast has a 10 meter range and requires a successful ranged touch attack. The blast deals 1d4 damage and the opponent must make a Fortitude save (DC 11) or be rendered unconscious for 2d6 rounds.

Hawk-Bat: Small airborne predator 2; Init +10 (+4 Dex, +4 Improved Initiative, +2 species); Defense 16 (+1 size, +4 Dex, +1 natural); Spd 4 m, 30 m fly (good); VP/ WP 7/9; Atk +7 melee (1d6, 2 claws) or +7 ranged touch (1d4 plus special, sonic stun); SQ species traits; SV Fort +2, Ref +7, Will +3; Face/Reach 2 m by 2 m/2 m; Str 10, Dex 19, Con 9, Int 2, Wis 16, Cha 10. Challenge Code: A.

Skills: Hide +10, Listen +11, Move Silently +12, Spot +9.

Feats: Improved Initiative, Weapon Finesse (claw).

Heliosts

The mining and gambling mecca that is Cloud City on Bespin in the Outer Rim has attracted scoundrels and ne'er-do-wells from systems across the Known Galaxy.

Some stay and work in the gas mines, others merely pass through, anxious to try their luck at the sabacc tables and get out with their winnings. Anyone who stays for any

length of time, however, becomes familiar with heliosts, a beautiful airborne creature with a penchant for Tibanna gas and overactive protective instincts.

Heliosts are large avian creatures, roughly the size of an adolescent Human. They have long thin legs, a tall body roughly a meter in height, and a wingspan of more than double that.

They do not have feathers, instead sporting a thick, leathery hide covered with long, fine fur in brilliant blues, greens, and pinks. Their heads are tall and thin, with a sharp bony peak on the top at least .5 meters in height and tipped with a hard, pearlescent spike. Their beaks are long, with a blunt tip and an expandable pocket of skin across their lower jaw, allowing them to scoop up gas clouds as they fly through. Their bones are hollow and their skeleton is lightly framed, giving them an oddly ethereal appearance for creatures as large as they are. Their nesting habits are unknown, but since this is so little solid ground around Bespin, it is assumed they have a method of staying constantly airborne. Very few people who visit Bespin go there to observe the wildlife.

Heliosts are typically placid herd animals, creatures that are more concerned with their young and their next (or current) meal than anything else. The problem arises in that the heliosts' diet consists of neither flora nor fauna, just various gases and vapors. Chief among their core requirements is Tibanna gas, the dense vapor mined by Cloud City, leading to a competition for resources that can escalate to deadly levels.

While Bespin isn't likely to run out of Tibanna gas anytime soon, many of the traditional reservoirs at higher levels of the atmosphere are beginning to run out. The herds have become protective of their feeding grounds and are challenging any that come near them, whether rival herds, miners, or gamblers in transit. This presents a number of problems for Cloud City, whose inhabitants are unwilling to simply exterminate the heliosts wholesale.

Attacking heliosts will first issue a warning cry, challenging the interloper and giving it a chance to flee. If the target stays still or advances, the heliost will dive at the challenger, charging it. It will use one of two main attacks, either attempting to gore the challenger with its head spike or using its wings to buffet the challenger backwards. If the challenger attempts to attack the herd as a group, heliosts will use their primary defensive attack, an ionization bolt that sends electricity streaming into the predator. Anyone who tries to flee a battle with a heliost will be chased for roughly 150 meters before the avians will circle back to the herd.



HAWK-BAT



Species Traits

Electricity/Ion Resistance:

Heliosts are highly resistant to electricity and ion energy, ignoring the first 10 points of damage from these sources each round.

Ionization

Bolt: When the herd is threatened, heliosts usually defend themselves with an ionized bolt of energy.

This attack deals 2d6 points of electricity damage plus 2d6 points of ionization damage. The ionization damage has no effect on organic characters and creatures, but it deals normal damage on droids and is capable of disabling vehicles and starships. (See "Ion Weapons" in Chapter Eleven of the *Star Wars Roleplaying Game* revised rulebook.) The ionization bolt has a range increment of 10 meters, and it may be used once every 1d4 rounds.

Heliosts: Large airborne herd animal 11; Init +5 (+3 Dex, +2 airborne); Defense 17 (-1 size, +3 Dex, +5 natural); Spd fly 12 m (average); VP/WP 82/20; Atk +7 melee (1d8+1, gore) or +8 ranged (2d6 electricity plus 2d6 ionization, ionization bolt); SQ species traits; SV Fort +12, Ref +6, Will +4; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 12, Dex 16, Con 20, Int 3, Wis 12, Cha 4. Challenge Code: E.

Skills: Listen +10, Spot +12, Survival +3.

Feats: Dodge, Fly-By Attack, Weapon Finesse (gore).

Implanter

Diminutive, crablike creatures with a cluster of eyes depending from a central, dorsal stalk, which in turn is surrounded by four more appendages held parade-flag straight, implanters might be almost comical if they weren't so sinister. These fifth-of-a-meter-long, gray creatures exist to convert living creatures to slaves of the Yuuzhan Vong, by creeping along a victim's body and implanting tiny,

gravel-like seeds of surge-coral into the flesh.

As this surge-coral grows, the victim becomes more and more a thrall of the Yuuzhan Vong.

An implanter has six legs extending from its central carapace, on the back of which it carries its supply of surge-coral seeds. It implants these by means of three segmented stalks, which end in small pincers; one stout pincer clamps the victim in place, while a second, similar pincer snips an incision in the flesh.

The third, more slender stalk then picks a surge-coral seed off the creature's back and stuffs it deep into the incision. The process is extremely painful to the subject. (If for some reason the implanter cannot make an incision—such as the subject having damage reduction—the surge-coral seed cannot be implanted.)

Implanters rarely work on subjects who are not restrained in some fashion. Even so, victims sometimes struggle. In such cases, the implanter can make a stunning attack with the frail-looking frond on the end of its fourth stalk.

Species Traits

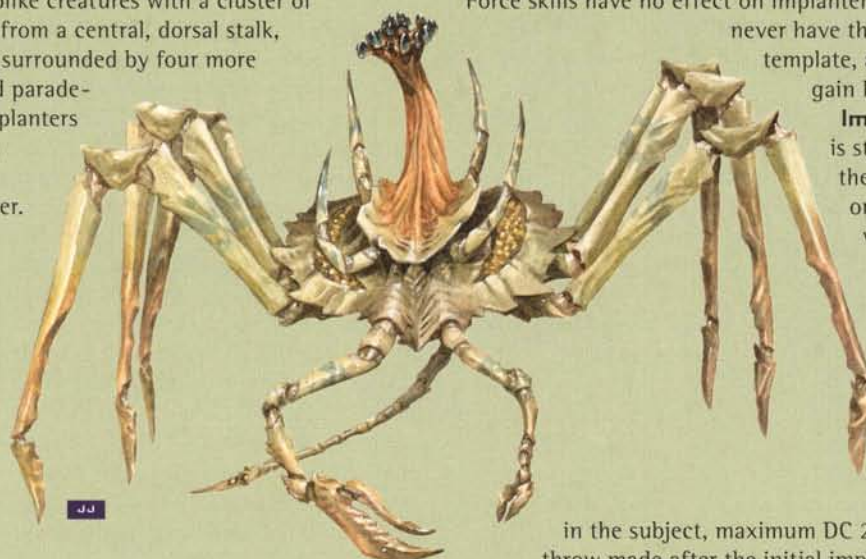
Force Absence: Implanters are "absent" in the Force. Attempting to use Force-sensing, Force Grip, Force Lightning, Force Strike, or Move Object against an implanter imparts a -10 penalty on the Force-user's skill check. All other Force skills have no effect on implanters. Implanters can never have the Force-using template, and they never gain Force Points.

Implant: If a target is stunned or helpless, the creature implants one surge-coral seed with a successful pincer attack. The subject must immediately attempt a Fortitude save (DC 15 + the number of seeds that have been implanted

in the subject, maximum DC 25). If the saving throw made after the initial implantation fails, the



HELIOSTS



IMPLANTER



subject takes 2 points of Strength damage and 2 points of Dexterity damage. Whether this initial saving throw fails or succeeds, the character cannot run or charge while the surge-coral is implanted in his body.

Each day after the initial implantation, the subject must make another Fortitude save, at the appropriate DC. (As more seeds are implanted in a subject's body, the DC of the save increases.) Each time this save fails, the subject takes 1 point of Strength damage and 1 point of Dexterity damage. When the Strength and Dexterity damage from this degradation reaches 6 points, the subject moves at half normal speed (in addition to being unable to run or charge). The character retains these penalties to movement, and cannot recover lost Strength or Dexterity points, until the surge-coral is surgically removed.

Surge-coral can be removed with the Treat Injury skill. The DC for the task is equal to the current points of ability damage multiplied by 5. (Strength and Dexterity damage of 2 points means a Treat Injury DC of 10; 3 points means a Treat Injury DC of 15; and so on, up to DC 30.)

Low-Light

Vision: Implanters can see twice as far as normal in poor lighting situations. The implanter can still distinguish colors, even in dim light.

Stunning Frond: Any living being touched by this frond must succeed on a Fortitude save (DC 16) or be stunned for 1d4+1 rounds.

Implanter: Diminutive domesticated shaped parasite 1; Init +5 (+3 Dex, +2 species); Defense 19 (+4 size, +3 Dex, +2 natural); Spd 4 m; VP/WP 1/1; Atk -2 melee (1 plus implant, pincer) or -2 melee (special, stunning frond) or +7 ranged; SQ species traits; SV Fort +1, Ref +3, Will -8; Face/Reach 0.5 m by 0.5 m/0 m; FP 0; DSP 0; Rep +0; Str 2, Dex 16, Con 5, Int 4, Wis 6, Cha 5. Challenge Code: A.

Skills: Hide +15, Listen +1, Spot +1, Survival +2.

Ithorian Dragon

Native to the planet Ithor in the Mid Rim, the Ithorian dragon is considered one of the greatest predators in the galaxy. Despite their fearsome reputation, the Ithorian dragons are little more than giant lizards that hunt in packs and are not afraid to attack Ithorian settlements in search of food. These creatures stand nearly 3 meters tall at the shoulder, and their length varies from 5 meters to nearly 9 meters from head to tail. Their tough, leathery skin is a mottled gray color that blends in with the native soil on Ithor and allows them to approach their prey stealthily despite their huge size. The eyes of an Ithorian dragon are positioned near the top of their head and allow the creatures to see in every direction, making it very difficult to approach one unseen.

Ithorian dragons are pack hunters that prefer to hunt their prey in the evening close to sunset, when they can use the setting sun to their advantage. Hunting groups, all male save for a single female leader, fan out in a pattern in their hunting grounds, sweeping through large portions of territory in search of prey. When they encounter food they kill it individually and take it back to a central location, where it can be transported to their lairs once the hunting day is through. Typically, several females that did not accompany the hunting party will guard this area. The female leader does not hunt, but moves ahead of the pack and coordinates their movements with her trumpet-like roar.

The history of the Ithorian dragon dates back at least as far as the Ithorians themselves, and even the earliest Ithorian legends speak of large, lizard-like creatures that lived in the wild places and hunted the Ithorians' ancestors

mercilessly. For thousands of years legends persisted that these

creatures were more

than just merely

giant lizards,

but intelligent

predators

that wielded

strange

powers and

hunted as much for

sport as for food.

Even now that these rumors

and legends have been proven

untrue, the Ithorian dragon is a

fixture in the tales told to young Ithorians in the dead of night.



ITHORIAN
DRAGON

Species Traits

Damage Reduction 5: The Ithorian dragon's tough skin protects it from harm, granting it damage reduction 5. Damage reduction only applies to wound damage.

Darkvision: An Ithorian dragon can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Poison: Whenever an Ithorian dragon deals wound damage with a bite attack, the victim must make a successful Fortitude saving throw (DC 26) or suffer 1d6 temporary Dexterity. One minute later, the victim must succeed at a second save or suffer 2d6 temporary Dexterity.

Scent: Ithorian dragons can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When an Ithorian dragon detects a scent, the exact location is not revealed. Instead, the dragon knows only

92

CREATURES
C

JKI

that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a dragon can pinpoint the exact location of the scent. Ithorian dragons do not need to guess the location of a fully concealed opponent detected this way.

Ithorian dragons can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Dragons tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Ithorian dragons receive a +4 racial bonus on all Hide and Jump checks.

Ithorian Dragon: Huge predator 9; Init +1 (+1 Dex); Defense 23 (-2 size, +1 Dex, +14 natural); DR 5; Spd 16 m; VP/WP 103/48; Atk +18 melee (2d8+16 plus poison, bite) or +8 ranged; SQ species traits; SV Fort +13, Ref +7, Will +4; Face/Reach 4 m by 8 m/4 m; FP 0; DSP 0; Rep +1; Str 32, Dex 13, Con 24, Int 6, Wis 13, Cha 12. Challenge Code: D.

Skills: Climb +16, Hide +2, Jump +21, Listen +9, Spot +9.

Feats: Alertness, Power Attack, Run, Track.

Katarn

Katarn are arboreal predators from Kashyyyk, the homeworld of Wookiees. They are quadrupeds, weighing about as much as a full-grown Wookiee. Katarn feet have sharp, prehensile claws, allowing them to manipulate simple objects, and a long, rodent-like tail. In addition to their claws, katarn defend themselves with a series of spurs that run along their legs. This combination makes katarn excellent climbers, able to move at a full run along tree limbs or even up or down a trunk. Older katarn are actually skilled enough to climb along the underside of a large branch, and sometimes do this to track prey without being seen.

A katarn's head has a hard, horned crest that protects the face and neck from the attacks of other predators. This crest is made of a tough cartilage. Despite its hardness, it is somewhat flexible. Katarn also have tough hides and dense muscles; this gives them damage reduction 5 against everything except energy attacks. The katarn's mouth is long and narrow, similar in many ways to a toothed beak. This isn't very effective in combat, but it does allow the katarn to root small tree-burrowers, its usual prey, out of their holes.

The katarn is one of the most intelligent predators known in the galaxy. It is a fierce and tenacious hunter, often stalking its prey for several days while waiting for the best opportunity to strike. However, a katarn does not attack an opponent that seems larger and stronger than it. Katarn quickly learn to recognize armor and blasters. Only a young or inexperienced katarn attacks a well-equipped

group. Even so, Wookiees who spot a katarn know to give it a wide berth. Katarn are solo hunters, roving over large areas in search of prey. They do not attack each other unless food becomes scarce, in which case they are willing to kill their own kind for sustenance.

Katarn mate only once every few years. A pregnant mother moves away from the father once she is ready to give birth. The offspring is generally delivered higher in the forest canopy than katarn normally travel, taking advantage of the less dangerous ecology in the upper reaches of Kashyyyk's trees. Once the young are close to full size, they leave their mother's side and begin prowling the lower strata of Kashyyyk arboreal ecology.

Very rarely, a katarn befriends another being, becoming a loyal companion and guardian. In the few recorded instances of this happening, it was either after the being saved a wounded katarn from some opponent, or after a female katarn's children have left her and some being stumbled onto her nest. However, all efforts to artificially create circumstances where a katarn might bond with someone have failed, usually with serious injuries or fatalities.

Katarn are capable of moving very quietly, often managing to get close to their prey before attacking. Katarn attacks are so sudden that they are often described as "silent, shadowy, and deadly." When a katarn does attack, it usually does so with its incredibly sharp claws, although it can also bite or gore opponents.



AG

KATARN



Species Traits

Damage Reduction 5 (physical only): Katarns are highly resistant to physical damage, ignoring the first 5 points of physical damage (but not energy damage) against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Low-Light Vision: A katarn can see twice as far as normal in poor lighting situations. The katarn can still distinguish colors, even in dim light.

Maternal Rage: A mother katarn fights fearlessly to defend her young, entering a berserk rage if her pups are threatened. This rage gives the mother +4 Strength, +2 vitality points per level, and a +2 bonus on Fortitude and Will saves, but causes a -2 penalty to Dexterity. The rage lasts a number of rounds equal to 5 + the mother's Constitution modifier. After raging, the mother becomes winded, it is unable to charge and takes -2 to both Strength and Dexterity for 3 rounds.

Katarn: Medium-size forest predator 4; Init +4 (+4 Dex); Defense 19 (+4 Dex, +5 natural); DR 5 (physical attacks only); Spd 16 m, climb 12 m; VP/WP 26/15; Atk +9 melee (1d10+5, 2 claws) and +4 melee (1d4+2, bite) or +9 melee (1d10+5, 2 claws) and +4 melee (2d4+2, horns) or +8 ranged; SQ species traits; SV Fort +6, Ref +8, Will +3; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 20, Dex 18, Con 15, Int 6, Wis 15, Cha 9. Challenge Code: D.

Skills: Climb +14, Hide +9, Jump +7, Listen +7, Move Silently +9, Survival +5.

Feats: Power Attack, Track.

Kilassin

Kilassin resemble great lizards and dinosaurs. They come in many colors, ranging from the subtle to the glaringly obvious.

Kilassin come in two main body types with individual variations. Some are long and thin with two long legs; they rise up to survey their domains as towering, bipedal stalkers. Others are more compact and dense, shambling through their native habitat as enormous, lumbering behemoths. All kilassin can walk on four legs, though most can walk on hind legs for brief periods and attack with their forelegs. Kilassin claws are thick and long, capable of digging into dead tree trunks for worms or ripping the throats from smaller creatures. Most have mouths full of teeth, but the teeth are adapted to varying foods and designed more for grinding than tearing.

Kilassin do not handle heat well. In hot temperatures, they retreat to large lakes or deep forested valleys, where

they survive by eating fleshy plants and (occasionally) each other. In cool climates, they roam the countryside like nomads, staying in one place only long enough to breed young, grab a meal, or sleep. Kilassin sometimes bring down prey that's too large to eat in one meal. When this happens, they leave the half-devoured carcass behind for other kilassin or scavengers to find.

Kilassin attack with their claws, not their jaws. They bring down prey and rip it apart with their claws before eating. Kilassin do not generally attack other creatures except when hungry. They flee from needless conflict, and modern weapons scare them off immediately.

Species Traits

Damage Reduction 5: Kilassin ignore the first 5 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Low-Light Vision: A kilassin can see twice as far as normal in poor lighting situations. The kilassin can still distinguish colors, even in dim light.

Kilassin: Huge predator 5; Init +0; Defense 14 (-2 size, +6 natural); DR 5; Spd 20 m, swim 10 m; VP/WP 42/36; Atk +9 melee (1d6+6, 2 claws) or +3 ranged; SQ species traits; SV Fort +8, Ref +4, Will +1; Face/Reach 4 m by 4 m/6 m (bipedal) or 4 m by 8 m/4 m (quadrupedal); FP 0; DSP 0; Rep +0; Str 22, Dex 10, Con 18, Int 2, Wis 10, Cha 9. Challenge Code: D.

Skills: Hide -8, Listen +8, Spot +8, Survival +2, Swim +14.

Feats: Power Attack, Track.

Kkekkrrg Rro

The kkekkrrg rro is one of the fiercest creatures on Kashyyyk, found in the infamous Shadow Forest along the Rryatt Trail in the Rwookrrorro jungles. Fortunately, they are limited to that small hunting range, an area approximately 50 or 60 square kilometers, and are not found elsewhere.

The kkekkrrg rro, also commonly known as "shadow keepers," are five-limbed monsters that stand as comfortably on their two hind legs as they do on all five. The peculiar design of the kkekkrrg rro has captured the curiosity of many xenobiologists, but no kkekkrrg rro body—alive or dead—has ever been obtained for study.

The three forelimbs of the kkekkrrg rro are particularly odd. The two outside limbs, similar to those of most quadrupeds, are sharply clawed with thick pads for easy gripping. The central limb is slightly shorter but stronger, and nearly twice as thick. Bundled with powerful, cable-like muscles, the limb sprouts from the center of the creature's chest. All limbs have two retractable claws 5–10 centimeters from its heels.



KILASSIN

The kkekrrg rro's vaguely canine muzzle is a collection of sharp, rending teeth. The abrasive tongue can rip the fur off of most creatures, exposing the victim's tender flesh—though the kkekrrg rro appears to have no qualms eating a creature whole.

Exclusively carnivorous, the tailless kkekrrg rro epitomize the skulking, unseen enemy in Wookiee lore. Their ambush tactics chiefly involve roaming the underside of the levels' prominent loam platforms and striking as prey moves from one section to another. They are usually not seen until it is too late. For some reason, kkekrrg rro do not attack adult Wookiees. Despite that, Wookiees still brandish their bowcasters upon encountering one.



KKEKKRRG
RRO

Kkekrrg Rro: Medium-size forest predator 12; Init +8 (+4 Dex, +4 Improved Initiative); Defense 20 (+4 Dex, +6 natural); Spd 16 m; VP/WP 102/18; Atk +16 melee (1d6+4, central claw) and +11 melee (1d6+2, 2 claws) and +11 melee (1d8+2, bite) or +16 ranged; SV Fort +12, Ref +12, Will +5; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +2; Str 18, Dex 19, Con 18, Int 4, Wis 12, Cha 10. Challenge Code: E.

Skills: Climb +10, Hide +14, Jump +8, Listen +3, Move Silently +16, Spot +3, Survival +3.

Feats: Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack.

K'lor'slug

The k'lor'slug is a creature often found in contaminated food cargoes, abandoned city sections, and swamps.

Originally from the planet Noe'ha'on, k'lor'slugs have spread throughout the galaxy, hiding in freighters and breeding profusely when introduced to new environments. A single k'lor'slug can lay up to 300 eggs at a time, which hatch into voracious full-grown hatchlings in a few days. More than one freighter has been found dead in space, its entire crew and cargo consumed by an infestation of k'lor'slug hatchlings.

K'lor'slugs can grow up to 2 meters in length, but most are no larger than half that. Each slug has six legs and two small pincers it uses to climb and move its eggs. A k'lor'slug's carapace is hard and segmented, making it amazingly resistant to bludgeoning, piercing, and slashing damage. It has two compound eyes and

numerous heat and scent sensor pits in its slightly bulbous head.

K'lor'slugs seek dark places to live and nest, since they dislike bright lights. They burrow through loose sand and earth, but not hard-packed dirt. Nimble swimmers, they may be most dangerous in swamplands, where they can remain unseen beneath the water's surface. When infesting a ship (usually a large transport or freighter), k'lor'slugs always seek the darkest, coldest area to use as their egg-laying field. Some ship captains install bright lights in every hold and corridor to prevent k'lor'slugs from finding an attractive place to breed, but most spacers consider this too great an expense for such a specific problem.

K'lor'slugs are reviled throughout the galaxy as symbols of gluttony and decay. Poets and songwriters compare particularly vile and greedy officials to k'lor'slugs as the ultimate insult. While a few pirates have taken the symbol of the k'lor'slug as a proud badge of their own lawlessness, most sentient creatures avoid being associated with such creatures in any way.

While a single k'lor'slug is generally a nuisance to well-armed beings, a horde of the creatures is deadly. The creatures swarm over one opponent at a time, poisoning and then consuming them. Physical attacks of all kinds are nearly useless against the swarm, but energy attacks work well. Although mindless, the slugs shy away from a consistent source of unshielded energy, such as a fire or lightsaber. K'lor'slugs do not willingly get within 2 meters of a power source, but instead hover just out of range, waiting for an opportunity to feed.



K'LOR'SLUG

Species Traits

Breathe Underwater: K'lor'slugs can breathe water normally and cannot drown in water. It also has a +4 species bonus on Swim checks.

Damage Reduction 20 (physical only):

K'lor'slugs are highly resistant to physical damage, ignoring the first 20 points of physical damage (but not energy damage) against their wound points on every attack.



Damage reduction applies only to wound points, not vitality points.

Darkvision: K'lor'slugs can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Poison: The k'lor'slug's bite is both painful and poisonous. Whenever k'lor'slugs deal wound damage with a bite attack, the victim must make a successful Fortitude saving throw (DC 18) or suffer 1d6 points of temporary Dexterity damage. A second save is required one minute later, with failure rendering the opponent unconscious for 1d3 hours.

K'lor'slug: Medium-size subterranean vermin 10; Init +7 (+3 Dex, +4 Improved Initiative); Defense 18 (+3 Dex, +5 natural); DR 20 (physical attacks only); Spd 6 m, burrow 2 m, swim 12 m; VP/WP 25/6; Atk +10 melee (1d6-3, bite) and +2 melee (1d4-3, 2 claws) or +10 ranged; SQ species traits; SV Fort +5, Ref +10, Will +2; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +5; Str 5, Dex 16, Con 6, Int 1, Wis 9, Cha 2. Challenge Code: A.

Skills: Climb +1, Hide +5, Jump +1, Listen +6, Move Silently +5, Spot +2, Survival +5, Swim +5.

Feats: Multiattack, Stealthy, Weapon Finesse (bite).

Krayt Dragon, Canyon

Making the Jundland Wastes all the more dangerous are immense reptiles stalking the craggy canyons in search of prey. These huge predators are known as krayt dragons and their bone-chilling howl is enough to send even ferocious Sand People skittering for cover. The name krayt dragon encompasses a number of subspecies, all of them horrific. The canyon dragon is a 10-meter tall example of the desert reptile, its body stretching out to 30 meters when full grown. Krayt dragons grow throughout their lifespan, becoming increasingly stronger with age. Its head is crested with five tapering horns, and its face is armored with dermal bone plates.

Canyon krayt dragons are titanic reptiles that prowl the mountains bordering the Jundland Wastes of Tatooine. Fierce, aggressive, and ravenous, they sometimes attack herds of banthas, but their primary prey is the dewback. Ultimately, anything that moves across a krayt dragon's field of vision is fair game, and the Sand People rightly live in fear of these monstrous predators.

When a canyon krayt dragon attacks a creature smaller than itself, it begins by slamming its prey to the ground with a single swipe of its massive fore claw. Once the victim is prone—and perhaps unconscious or even dead—the dragon scoops it up in its tooth-filled mouth, working its jaw backward and forward until the poor victim has disappeared down its gullet. Viciously single-minded, a dragon will pursue a foe until it has its meal or the prey escapes the boundaries of the mountains. On the open desert sands, the dragon is vulnerable to long-range attacks. It much prefers to attack from among the rocks, where an opponent must come within range of the dragon's claws to launch an attack of its own.

Most sensible people fear canyon krayt dragons, though some hunters actively seek them, hoping to discover the fabled “dragon pearls”—ordinary stones polished to price-less perfection in the dragon's stomach. A single such stone could fetch well over 100,000 credits. If the legends are true, any krayt dragon will have several (1d4+2) in its gizzard. Jabba the Hutt has long been interested in capturing a krayt dragon—originally because of the rumor of the dragon pearls, but in later years because he wanted to see how his pet rancor would fare against one of the giant lizards.

Species Traits

Central Sinus Cavity: The central sinus cavity of the canyon krayt dragon is virtually unprotected, making it the easiest way to kill the creature. By taking a -20 penalty on his attack roll, an opponent can target this weak spot and ignore the dragon's damage reduction. If the dragon takes any wound damage from such an attack, it must make a Fortitude save (DC 20) or be stunned for 1d6 rounds. Furthermore, a successful critical hit while attacking the central sinus cavity automatically kills the dragon.

Damage Reduction 15: Krayt dragons ignore the first 15 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points. However, a successful attack on a dragon's central sinus cavity ignores damage reduction.

Krayt Dragon, Canyon: Colossal desert predator 8; Init -2 (-2 Dex); Defense 15 (-8 size, -2 Dex, +15 natural); DR 15; Spd 16 m; VP/WP 156/320; Atk +17 melee (2d8+17, claw) and +12 melee (4d6+8, bite) or -2 ranged; SQ species traits; SV Fort +21, Ref +4, Will +1; Face/Reach 16 m by 32 m/8 m; FP 0; DSP 0; Rep +3; Str 44, Dex 6, Con 40, Int 3, Wis 8, Cha 14. Challenge Code: G.

Skills: Hide -18, Intimidate +13, Spot +4, Survival +8.
Feats: Cleave, Power Attack, Track.

Krayt Dragon, Greater

While the canyon dragon is an impressive sight, it is dwarfed by the greater krayt dragon, a 100-meter long desert titan found amongst the endless dunes. The greater dragon actually submerges itself in the shifting sands, and can use its ten powerful limbs to swim through the dunes.

The greater krayt dragon—a cousin of the smaller canyon krayt—has rarely been seen alive by Tatooine natives. The gigantic reptile prefers to lurk under the warm desert of Tatooine during the day, moving about by “swimming” through the sands with 10 powerful legs. Unlike its canyon cousin, the greater krayt attacks with its massive jaws or whip-like spike-tail; its claws have evolved for locomotion.

If a truly determined hunter were to penetrate the beast's armored hide and slay a greater krayt dragon, that hunter would be rewarded with an Emperor's ransom in dragon pearls similar to those found in a canyon krayt dragon. A greater krayt dragon holds 2d4+2 such polished gems in its gizzard.





GREATER KRAYT DRAGON VS. CANYON KRAYT DRAGON

Species Traits

Camouflage: The greater krayt dragon hides in the sands of Tatooine during daylight hours. Thanks to its coloration and massive size, smaller creatures often mistake any parts of the dragon that stick up from the sand for just another rocky outcropping. The greater krayt dragon gains a +20 species bonus on Hide checks when hiding under the sand.

Central Sinus Cavity: The central sinus cavity of the greater krayt dragon is virtually unprotected, making it the easiest way to kill the creature. By taking a -20 penalty on his attack roll, an opponent can target this weak spot and ignore the dragon's damage reduction. If the dragon takes any wound damage from such an attack, it must make a Fortitude save (DC 20) or be stunned for 1d6 rounds. Furthermore, a successful critical hit while attacking the central sinus cavity automatically kills the dragon.

Damage Reduction 15: Krayt dragons ignore the first 15 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points. However, a successful attack on a dragon's central sinus cavity ignores damage reduction.

Swallow Whole: If the greater krayt dragon hits with its bite attack against an opponent sized Huge or smaller, it may automatically make a grapple check with its bite attack at its full bonus (even if it has already taken a full-round action). If the grapple check is successful, the dragon can swallow its opponent whole.

A swallowed target takes 1d8+22 points of crushing damage each round it is in the dragon's gullet. If the victim survives for three rounds, it moves into the dragon's gizzard, where the grinding action inflicts 3d8+22 points of crushing damage per round. In the unlikely event that the victim is alive 10 rounds later, it moves to the dragon's stomach, where the prey takes 1d8 points of acid damage per round until it is digested.

A swallowed creature may cut or shoot its way out of the dragon by dealing 20 or more points of wound damage (Defense 16, DR 5). A swallowed opponent may only use Medium or lesser size weapons. The inside of the dragon is considered helpless, so any attack that hits automatically deals wound damage.

Tremorsense: Using its sensitivity to ground vibrations, the greater krayt dragon automatically senses the location of anything that is in contact with the ground and within 100 meters.

Krayt Dragon, Greater: Colossal desert predator 12; Init -3 (-3 Dex); Defense 17 (-8 size, -3 Dex, +18 natural); DR 15; Spd 14 m, 20 m burrow (sand only); VP/WP 282/384; Atk +26 melee (4d6+22, bite) and +24 melee (2d8+11, tail) or +1 ranged; SQ species traits; SV Fort +27, Ref +5, Will +3; Face/Reach 18 m by 100 m/8 m; FP 0; DSP 0; Rep +5; Str 54, Dex 5, Con 48, Int 3, Wis 9, Cha 16; Challenge Code: I.

Skills: Hide +17, Intimidate +14, Survival +8.

Feats: Cleave, Multiattack, Power Attack, Skill Emphasis (Hide), Track.



Kowakian Monkey-Lizard

Kowakian monkey-lizards are rare creatures native to the world of Kowak, although members of the species can be found throughout the galaxy. Monkey-lizards are tiny bipeds, with flabby, spindly bodies, large floppy ears, opposable thumbs, and a wide beak. They often have small tufts of hair on their head or back. Some subspecies of monkey-lizard have a small tail.

Although monkey-lizards are actually fairly intelligent (and have even led some scholars to classify them as sentient), they also have a reputation for extreme silliness and cruelty. Calling someone a monkey-lizard is a common insult. In part, this reputation comes from the monkey-lizard's incessant laughter, which in its home environment is used to frighten away predators and other creatures. Many monkey-lizards also mimic the languages of individuals talking around them, often repeating phrases at inappropriate times. These behaviors cause the monkey-lizards to seem smarter than they really are, making them popular as pets in some circles. Hutts seem to have a particular fondness for the annoying creatures, especially the way monkey-lizards tend to parrot out the secret plans of those plotting against their Hutt master.

Monkey-lizards are scavengers and eat almost anything. They prefer flesh to vegetable matter and prefer spoiled foods to fresh. In the wild, they move in packs of 10d10, laughing and hooting loudly to drive predators and other scavengers away from recent kills and watering holes. Once the pack has a food source to itself, the monkey-lizards fight among themselves for choice bits of rotting meat. Once domesticated, monkey-lizards become extremely lazy, and they usually starve if returned into the wild.

Kowakian Monkey-Lizard: Tiny scavenger 2; Init +3 (+3 Dex); Defense 15 (+2 size, +3 Dex); Spd 12 m; VP/WP 5/4; Atk +2 melee (1d3-1, bite) or +6 ranged; SV Fort +2, Ref +3, Will -1; Face/Reach 1 m by 1 m/0 m; Rep +3; Str 8, Dex 17, Con 8, Int 6, Wis 8, Cha 8. Challenge Code: A.

Skills: Climb +1, Hide +11, Jump +1, Listen +1, Survival +1.

Krakana

The krakana is a large deep-sea predator native to Mon Calamari. It is normally found in the freezing canyon rifts of the ocean floor, far below the surface, where no light penetrates. Only rarely does the krakana hunt in the upper

layers of the water, usually driven there by hunger or strong deep-sea storms.

A fierce-looking creature, the krakana has a long spine-covered body that narrows to a pair of powerful, spiked tail fins. Its powerful jaws have several rows of fangs flanked by one to three tentacles on either side. Each tentacle has a razor-sharp pincer at the end, used both to grab food and for defense if the creature is attacked. Krakanas have a reputation for eating anything that moves—they are not particular when it comes to prey. Although nearly blind, the krakana can use its keen sense of hearing to track prey with great ease in the water.

The krakana moves almost noiselessly, even when swimming at great speed.

It uses this to its advantage when moving in to attack, taking its opponent by surprise and latching on with as many pincers as possible. It then attempts to swallow the prey, grinding it into digestible pulp with powerful stomach muscles and acids. Few creatures survive in the

belly of the krakana for long.

Species Traits

Blindsight: Using sonar, a krakana maneuvers and fights as well as a sighted creature. Concealment, invisibility, and darkness are irrelevant. This ability has a range of 20 meters.

Improved Grab: If the krakana hits with a pincer attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab can only be used on opponents of Medium or lesser size.

Low-Light Vision: Krakanas can see twice as far as normal in poor lighting situations. The krakana can still distinguish colors, even in dim light.

Scent: Krakanas can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and detect opponents within 10 meters by sense of smell. If the opponent is upcurrent, the range increases to 20 meters; if downcurrent, it drops to 6 meters. Strong scents, such as blood in the water, can be detected at twice the ranges noted above. Overpowering scents can be detected at triple ranges.

When a krakana detects a scent, the exact location is not revealed. Instead, the krakana knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a krakana can pinpoint the exact



KOWAKIAN MONKEY-LIZARD

LM

98

CREATURES
C

JKI



KRAKANA

location of the scent. Krakanas do not need to guess the location of a fully concealed opponent detected this way.

Krakanas can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Krakanas 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, and the opponent must be of Medium or lesser size. A swallowed opponent takes $2d8+7$ points of crushing damage each round, as well as $2d6$ points of acid damage from the krakana's digestive juices.

A swallowed creature can cut or burn its way out using light energy or slashing weapons that deal 12 points of damage to the inside of the krakana (Defense 7). Once a trapped creature exits, muscular contractions close the hole; another swallowed creature must cut its own way out. The krakana has room to swallow one Medium-size creature or two creatures of Small or lesser size.

Krakana: Large aquatic predator 5; Init +0; Defense 14 (-1 size, +5 natural); Spd swim 16 m; VP/WP 42/19; Atk +10 melee (1d6+6, 6 pincers) or +10 melee (1d8+9, bite) or +5 ranged; SQ species traits; SV Fort +8, Ref +4, Will +2; Face/Reach 2 m by 4 m/4 m; FP 0; DSP 0; Rep +0; Str 23, Dex 11, Con 19, Int 3, Wis 13, Cha 9. Challenge Code: E.

Skills: Hide -4, Listen +12, Move Silently +8, Spot +3, Swim +17.

Feats: Alertness, Power Attack, Skill Emphasis (Listen).

Kudana

Kudana are beautiful herd animals native to the planet of Rutan. They are powerfully built, standing almost two full meters tall at their massive shoulders. They have small heads, but have broad mouths, filled with flat teeth used to crush wood down to pulp. The most notable feature of Kudana is their skin, which is a magnificent metallic bronze. A fine, silky mane runs from the top of their head to mid shoulders. In addition to their great strength, kudana also have sharp hooves, used to dig through the earth to get to tubers and roots.

Their skin is incredibly tough, but when worked through a special treatment, it can become very pliable. Because of this, Kudana pelts are highly prized throughout the galaxy and are used to make fine clothing, furniture, and ceremonial armor. There have been attempts in the past to breed kudana on other planets, but with limited success. This pleases the Rutanians a great deal and a

healthy portion of the economy is made up from exporting the pelts off planet. Small numbers of hunters are also

allowed to hunt kudana

on Rutan, usually paying a huge amount of money for the privilege.

Kudana travel in large herds, and pose a serious threat to anyone caught in

their path. Even individuals that are separated from the herd can be extremely dangerous, trampling and clawing with their hooves. For such a large creature, kudana are very easily spooked.

Any loud noise (such as a shot from a blaster) will cause the herd to stampede.

Rutanians traditionally hunt kudana riding fast steeds called huds—the hunt is an important part of their culture.



KUDANA



Species Traits

Trample: As a full-round action, the kudana can run over a single opponent of Medium or lesser size. The kudana 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 kudana can begin a trampling attack and move normally. A trampled opponent takes 1d4+10 crushing damage (Reflex save DC 20 for half).

Kudana: Large plains herd animal 3; Init +0; Defense 15 (-1 size, +6 natural); Spd 20 m; VP/WP 28/25; Atk +7 melee (1d4+10, slam) or +0 ranged; SQ species traits; SV Fort +10, Ref +1, Will +1; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 25, Dex 10, Con 25, Int 2, Wis 11, Cha 4. Challenge Code: B.

Skills: Hide +0, Listen +5, Survival +5.

Feats: Run.

Lylek

For the natives of Ryloth, the lylek is the stuff of nightmares—a terrible beast that consumes the unwary or the unlucky. Although its reputation is lifted it to nearly mythic levels, the lylek is very much real. Each year, more Twi'lek deaths have been attributed to the lylek than any other creature.

The lylek is towering beast, standing nearly 4 meters tall and wide. It is a deep green color and is covered with a tough carapace that can shrug off minor blows. The lylek scuttles about on six thin legs that end in sharp points—for such a large creature, it is surprisingly nimble. In the place of arms, the lylek has long tentacles, with thorny sharp rasps on the interior. They lylek has a curious head, shaped like a "C", with a maw full of dagger-sized fangs. Lastly, a long, deadly stinger arcs above its head, ending in a sharp blade.

The lylek is completely fearless in battle, charging into any situation where it senses food and attacking with its impressive arsenal of weaponry. It prefers to grapple with its tentacles, before spearing prey with its stinger.

Species Traits

Damage Reduction 10: Lyleks ignore the first 10 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Improved Grab: If the lylek hits with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

No initial touch attack is required. Improved grab can only be used on opponents of Large or lesser size.

Low-Light Vision: Lyleks can see twice as far as normal in poor lighting situations. The lylek can still distinguish colors, even in dim light.

Terrifying Presence: A lylek has an extremely fierce, intimidating presence, causing its opponents to freeze in fear. When the lylek 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 of the *Star Wars Roleplaying Game* revised rulebook). 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 lylek can make only one Intimidate check in a given encounter.



Lylek: Huge desert predator 14;

Init +8 (+4 Dex, +4 Improved Initiative); Defense 24 (-2 size, +4 Dex, +12 natural); DR 10; Spd 30 m; VP/WP 133/40; Atk +21 melee (2d8+13, bite) or +21 melee (2d6+9, 2 tentacles) or +21 melee (2d6+13, stinger) or +16 ranged; SQ species traits; SV Fort +14, Ref +15, Will +6; Face/Reach 4 m by 4 m/6 m; FP 0; DSP 0; Rep +0; Str 28, Dex 18, Con 20, Int 2, Wis 15, Cha 12. Challenge Code: F.

Skills: Climb +15, Intimidate +9, Jump +12, Listen

+10, Move Silently +7, Spot +10, Survival +7.

Feats: Cleave, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack.

Mantellian Savrip

Mantellian Savrips are hulking, sentient creatures native to Ord Mantell. The Savrip is a biped, moving with surprising speed on two short, stubby legs. Its arms are long and powerful, and nearly drag along the ground when it walks. Each arm ends in a set of powerful claws, capable of cutting through hide, bone, or even a blast vest. The Savrip's reptilian head is mounted at the end of a flexible neck, allowing it to face any direction, even directly behind itself. The thick hide of the Savrip can resist powerful blows, vibro weapons, and occasionally even blaster fire. Savrips grow to a height of 4 meters.

Nearly every other sentient species believe the Savrips are simply very cunning predators. They are, however, fully



sentient (albeit extremely technologically primitive) natives of Ord Mantell forced into the wilds of that world when it was colonized by the Republic countless thousands of years ago. The perception of Savrips as nonsentient is not helped by their behavior: when threatened, a Savrip often simply lets out an ear-shattering roar and charges into combat. Since their language is incomprehensible to other, more "civilized" species, and no Savrips have ever bothered to learn Basic, they are thought of as animals across the galaxy. In all three eras of play, criminals also traffic in the Savrips for underground gladiatorial gambling and for game hunting. It is believed that this illegal trade is the source for those few Savrips found on other worlds.

Due to the bounties placed on Savrip hides over the centuries, the species is no longer common on Ord Mantell. Still, groups of seasoned hunters sometimes trek into Ord Mantell's backcountry for Savrip hunts. Most of these expeditions are geared toward simply finding and recording the existence of a Savrip, but many hunters seek more substantial trophies to take home. Savrips are also sometimes spotted in swamps and on mountains of uncivilized or lightly populated fringe worlds.

The few Savrip tribes that survive on Ord Mantell remain territorial—both males and females attack any creature that threatens the tribe. Savrips generally show no fear when faced with beings armed better than they are. Savrips themselves were never allowed the opportunity to develop advanced technology, although a Savrip will use primitive tools and may arm itself with rocks or clubs prior to facing a dangerous opponent. Some explorers report Savrips ambushing them with rocks and logs flung from the safety of a cliff top. More than one group that has gone seeking Savrips has never returned.

Savrips are exceptionally long-lived; a life span of 500 years is not unusual. Occasionally, a Savrip or a tribe of Savrips comes to view an individual or an outpost as their own (so long as the inhabitants of that settlement do not threaten the Savrip tribe). In such a situation, the Savrips guard and protect such fringe communities. Such communities generally live in peace with Savrips, although communication is extremely rare.

The formidable appearance of the Savrip has encouraged its use in art and heraldry throughout the galaxy. Stories of Savrips defeating much more powerful creatures are common in myth and legend, making them popular symbols for military units, noble houses, and

even sports teams. The Savrip represents one of the most powerful pieces in the ancient game of dejarik holochess.

Savrips are sentient, but not particularly communicative. When approached, the territorial Savrip challenges the newcomer with a bellowing howl (inadvertently perpetuating other species' beliefs that they are nothing more than rampaging predators). A Savrip often charges into battle if it feels threatened (or perceives those it protects as threatened). Force-users usually have the easiest time communicating with Savrips, for they can use the Force to calm the temperamental bipeds. Once friendly contact has been made, a Savrip becomes, and remains, a trusted comrade. The bite of a Savrip is poisonous, able to paralyze a target for several minutes. Savrip heroes tend to be soldiers, scouts, fringers, or the occasional Force adept

shaman (since the galaxy at large perceives them as animals—and no known Savrip has ever attempted to convince anyone otherwise—it is hardly surprising that no records of Savrip Jedi exist). Professionals are invariably of the thug class. No other species has ever learned to understand the Savrip language without the aid of the Force, but in very rare cases Savrips have learned to communicate in Basic. The Savrip who learns Basic generally chooses not to speak it in front of other sentient species, however. With Savrips in danger of being hunted into extinction, they need every advantage over their enemies they can get.

Mantellian Savrips—Aliens or Creatures?

The sentience of Mantellian Savrips is a closely guarded secret known by a few scattered fringers, big-game hunters,

Force-users, and the Savrips themselves. Nearly every other sentient being in the Star Wars universe believes the Savrips are animals and treats them as such. This means that an adventuring Savrip with levels in a heroic class will likely be shot at, or worse, when encountered by any other species, especially in even the smallest frontier town. GMs are encouraged to carefully consider the implications of such a character before allowing it. Remember, not every sentient race in this Alien Anthology has been balanced as a player species, and the Mantellian Savrip is a prime example.

If your players' heroes encounter one or more Savrips, it will likely be in a combat situation. (Even a friendly Savrip appears threatening to most beings.) In this case, the GM should give the Savrip two levels of thug and a Challenge Code: of C. For a Challenge Code: D encounter, give the Savrip two levels of soldier.



MANTELLIAN SAVRIP



Species Traits

Ability Modifiers: +8 Strength, -2 Dexterity, +2 Constitution, -4 Intelligence, -4 Wisdom, -6 Charisma.

Large: As Large creatures, Savrips take a -1 size penalty on Defense, a -1 size penalty on attack rolls, and a -4 penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m. Their lifting and carrying limits are double those of Medium-size characters.

Speed: Savrip base speed is 12 meters.

Ferocious: The Savrip's great ferocity gives a +4 species bonus on melee attack rolls made unarmed or with primitive weapons.

Natural Armor: A Savrip's tough hide provides a +8 natural armor bonus to Defense.

Natural Weapons: Savrips have very powerful claws and a devastating bite. A claw deals 2d4 points of slashing damage (plus Strength modifier). A bite deals 2d6 points of piercing damage (plus Strength modifier). Neither natural weapon provokes an attack of opportunity, and both have a threat a critical hit on a roll of 20.

Poison: Whenever a Savrip deals wound damage with a bite attack, the victim must make a successful Fortitude saving throw (DC 10 + Savrip's character level + Savrip's Constitution bonus) or suffer an additional 2d6 points of wound damage. One minute later, the victim must succeed at a second save or be paralyzed for 4d6 rounds.

Primitive: A Savrip receives the bonus feats 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.

Skill Bonuses: Savrips gain a +2 species bonus on Move Silently checks, a +6 species bonus on Listen and Spot checks, and a +8 species bonus on Intimidate and Survival checks.

Bonus Feat: Savrips receive the bonus feat Power Attack if they meet the feat's prerequisite (Strength 13 or higher).

Free Language Skills: Speak Savrip.

Mantellian Savrip Commoner: Init -1; Defense 16 (-1 size, -1 Dex, +8 natural); Spd 12 m; VP/WP 0/12; Atk +8 melee (2d4+4, claw) or +8 melee (2d6+4, bite) or -1 ranged; SQ species traits; SV Fort +1, Ref -1, Will -2; SZ L; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +2; Str 18, Dex 8, Con 12, Int 6, Wis 6, Cha 4. Challenge Code: B.

Skills: Craft (any one) +2, Intimidate +5, Listen +4, Move Silently +1, Speak Savrip, Spot +4, Survival +6.

Feats: Power Attack.

Mantessan Panthac

The Mantessan panthac is one of the most powerful small predators in the galaxy. Native to the forest world of Mantessa, the panthac is at the top of that planet's food chain. Although no more than half a meter in length, it is easily a match for much larger creatures, such as banthas and womp rats. The panthac is amazingly dangerous for its size, so much so that numerous scientists have undertaken studies of the creature. In some cases, they have even used it for tests in genetic engineering. As a result, a few worlds have suffered ecological ruin when a few panthacs escaped captivity and began to breed in the wild, killing off the native fauna in short order.

In appearance, the panthac is unremarkable. It is a quadrupedal predator with a somewhat feline appearance, a sleek coat of fur, and a thick mane around its shoulders. A panthac's coloration depends on its surroundings, since its fur grows to match its environment. A long, heavily furred tail and four powerful legs dominate its body. Its paws are large for its size, housing durasteel-hard claws that can grow up to 10 centimeters in length. Four large fangs grow from its skull and jaw, surrounding its mouth.

The panthac is a pack hunter, traveling in a group of 2d6+6 creatures. Individual panthacs sacrifice themselves for the good of the pack and occasionally even fight off large predators while the pack escapes. Normally, however, a pack of panthacs is more than a match for whatever it encounters. The pack can strip large creatures down to bare skeletons in a few minutes. Panthac young are raised by the pack; they become full-grown members of its hunts in just a few months.

Panthacs are fearless, attacking even large parties of armed beings without concern. They are also remarkably intuitive, seeming to have a natural talent for attacking the weakest members of a group. If forced to flee, panthacs stalk their opponent for days, waiting for a momentary advantage when they can strike and overcome their target. Even if a pack is driven off several times, it continues to track and spy on its adversary, until either the pack or its enemy is destroyed.

Species Traits

Low-Light Vision: Panthacs can see twice as far as normal in poor lighting situations. The panthac can still distinguish colors, even in dim light.



MANTESSAN
PANTHAC

RP



Scent: Mantessan panthacs can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a panthac detects a scent, the exact location is not revealed. Instead, the Mantessan panthac knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a panthac can pinpoint the exact location of the scent. Mantessan panthacs do not need to guess the location of a fully concealed opponent detected this way.

Mantessan panthacs can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Panthacs tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Panthacs change their coloring over time to match their surroundings. They receive a +4 species bonus on Hide checks in any surroundings it has inhabited for at least 30 days. (This bonus is included in the stat block below.)

Mantessan

Panthac: Tiny forest predator

8; Init +11 (+7 Dex, +4 Improved Initiative); Defense 19 (+2 size, +7 Dex); Spd 12 m, climb 12 m; VP/WP 44/6; Atk +17 melee (1d4-1, 2 claws) and +12 melee (1d6-1, bite) or +17 ranged; SQ species traits; SV Fort +7, Ref +13, Will +5; Face/Reach 1 m by 1 m/0 m; FP 0; DSP 0; Rep +3; Str 8, Dex 24, Con 12, Int 3, Wis 16, Cha 11. Challenge Code: D.

Skills: Climb +7, Hide +20, Jump +5, Listen +11, Move Silently +12, Spot +9, Survival +6.

Feats: Improved Initiative, Weapon Finesse (bite), Weapon Finesse (claw).

Mucous Salamander

The Mucous Salamander is a large pink amphibious reptile native to the swamps of Yavin 4. It resembles a large pink pseudopod with a mouth filled with small tentacles.

Its body cells become porous and amorphous, and are held together by a subtle electric current. This molecular structure "loosens" underwater, allowing it to move with great speed while swimming. In this state, it can easily pass through anglers' net and is impossible to grasp. Once the mucous salamander gets onto dry land, it regains solidity and "grows" a hard, scaly armor to protect it from predators.

The mucous salamander devours fish, crustaceans, and the occasional land animal that strays too close to the water. If it craves red meat, it sits motionless in the water, blending in perfectly and waiting for prey to approach. It then leaps onto the shore, devouring the prey and forming its armor to protect it while it consumes and digests the animal. It is slow and sluggish on land and rarely strays more than a few meters from the water.

Species Traits

Amorphous: The mucous salamander's molecular structure is such that it can change its density from extremely flexible to rock hard. In the water, the mucous salamander is extremely smooth and flexible. All grapple attempts fail against the mucous salamander in this form and can only be caught by being completely contained—it can slip through gaps as small as 5 mm thick. In

this form, it is also immune to any piercing and bludgeoning weapons. On

land, it hardens its skin, granting a +8 natural armor bonus and allowing it to be grappled, but loses its Dexterity bonus. This reduces the salamander's Defense to 17 on land.

Camouflage:

In the water, the mucous salamander gains a +4 species bonus on Hide checks.

Low-Light Vision:

Mucous salamanders can see twice as far as normal in poor lighting situations. The salamander can still distinguish colors, even in dim light.

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, and the opponent must be of Medium or lesser size. A swallowed opponent takes 2d6+3 acid damage each round.

A swallowed creature can cut or burn its way out using light energy or slashing weapons that deal 5 points of damage to the inside of the salamander (Defense 12 underwater, Defense 14 on land). Once a trapped creature exits, muscular contractions close the hole; another



MUCOUS SALAMANDER



swallowed creature must cut its own way out. The salamander has room to swallow one Medium-size creature or two creatures of Small or lesser size.

Mucous Salamander: Large aquatic predator 3; Init +10 (+6 Dex, +4 Improved Initiative); Defense 20 (–1 size, +6 Dex, +5 natural); Spd 2 m, 50 m swim; VP/WP 19/15; Atk +8 melee (2d6+3, bite) or +8 ranged; SQ species traits; SV Fort +5, Ref +9, Will +3; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 15, Dex 23, Con 15, Int 2, Wis 14, Cha 10. Challenge Code: B.

Skills: Hide +10, Jump +6, Move Silently +10, Swim +12.

Feats: Improved Initiative, Weapon Finesse (bite).



NARGLATCH

When a narglatch detects a scent, the exact location is not revealed. Instead, the narglatch knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a narglatch can pinpoint the exact location of the scent. Narglatches do not need to guess the location of a fully concealed opponent detected this way.

Narglatches can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Narglatches tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Narglatches gain a +4 species bonus on Move Silently checks.

Narglatch: Huge swamp predator 5; Init +5 (+1 Dex, +4 Improved Initiative); Defense 13 (–2 size, +1 Dex, +4 natural); DR 5; Spd 12 m, swim 8 m; VP/WP 57/48; Atk +11 melee (2d8+8, bite) and +6 melee (2d6+4, 2 claws) or +4 ranged; SQ species traits; SV Fort +11, Ref +5, Will +2; Face/Reach 4 m by 8 m/4 m; FP 0; DSP 0; Rep +0; Str 27, Dex 12, Con 24, Int 4, Wis 13, Cha 11. Challenge Code: D.

Skills: Climb +10, Intimidate +6, Listen +4, Move Silently +9, Spot +4, Survival +4, Swim +16.

Feats: Improved Initiative, Power Attack.

Nashtah

Nashtah are fierce, reptilian predators native to Dra III. These impressive hunters have six legs, three rows of jagged teeth, sharp claws, and long, barbed tails. Powerful muscles rippling under a sleek greenish hide make the nashtah far stronger than its 1.5-meter length would suggest. Even a full-grown Wookiee would have trouble matching a nashtah's power or speed.

Vicious beasts, nashtah hunt in small packs. Once a year, they instinctively gather for mating rituals. Males and females both seek the strongest mates available, attacking any other nashtah they see as competition. A mated pair stays together to guard a nest that may include up to seven eggs. Once the eggs hatch, each parent leads

Narglatch

The narglatch is a stealthy predator of the swamps of Naboo. It is a solitary hunter moves silently, stalking prey with incredible focus. They are also strong swimmers, but prefer to hunt prey on the land.

There is some sexual dimorphism, notably in the coat. The male narglatch has additional fleshy spikes on its back and shoulders, while females are much more smooth. Narglatches have densely padded feet that silence footfalls. Narglatches have long, powerful tails that end in broad fans, acting like a rudder both during swimming and high-speed chases.

Since young can hunt immediately upon birth, mothers abandon them as soon as they are born. Pregnant females give birth to twins—always a male and a female. These cubs hunt together until maturity, making them less vulnerable to other predators (particularly mature male narglatches).

Species Traits

Damage Reduction 5: Narglatches ignore the first 5 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Improved Grab: If the narglatch hits with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab can only be used on opponents of Large or lesser size.

Low-Light Vision: Narglatches can see twice as far as normal in poor lighting situations. The narglatch can still distinguish colors, even in dim light.

Scent: Narglatches can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

half the young away and teaches them until the hatchlings reach adulthood five or six months later.

This careful parenting is very frustrating to poachers who seek nashtah young to be trained as domestic hunting beasts. It's impossible to train a nashtah after its third month of life, but it's also very difficult to get them away from its parents sooner than that. More than one trainer has lost his life after thinking he had stolen a hatchling, only to have its parent track him down days or weeks later. Even when trained from birth, nashtah are difficult to control and must often be fitted with shock collars. More than one world has developed a nashtah population after a few poorly trained nashtah escaped their trainers and began to breed in the wild. Wild or domestic, nashtah are illegal on many worlds.

Nashtah seldom give up on prey once they have its scent. Their ability to hunt under the most adverse conditions is legendary. A nashtah may starve rather than seek easier quarry. It seems tireless when in pursuit of a trail, almost never slowing or sleeping. Once the target is in sight, it attacks ferociously with either a combination of bites and tail lashings, or a ferocious leap attack. (A nashtah is not able to make claw attacks in the same round it bites or uses its tail.)

Species Traits

Bonus Feat: Nashtahs gain Track as a bonus feat.

Leap Attack: A prodigious jumper, the nashtah is capable of leaping at an opponent and making six claw attacks as a full-round action. The creature can move up to 10 meters while making a leap attack.

Low-Light Vision: Nashtahs can see twice as far as normal in poor lighting situations. The nashtah can still distinguish colors, even in dim light.

Scent: Nashtahs can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a nashtah detects a scent, the exact location is not revealed. Instead, the nashtah knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a nashtah can pinpoint the exact location of the scent.



NASHTAH

Nashtahs do not need to guess the location of a fully concealed opponent detected this way.

Nashtahs can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Nashtahs tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Nashtahs gain a +4 species bonus on Jump and Survival checks.

Nashtah: Medium-size predator 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+2 Dex, +5 natural); Spd 20 m; VP/WP 22/13; Atk +8 melee (1d8+4, bite) and +6 melee (1d3+2, barbed tail) or +8 melee (1d6+4, 6 claws) or +6 ranged; SQ species traits; SV Fort +5, Ref +6, Will +5; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 19, Dex 15, Con 13, Int 5, Wis 19, Cha 7. Challenge Code: C.

Skills: Jump +13, Listen +7, Spot +7, Survival +11.

Feats: Improved Initiative, Multiattack, Track.

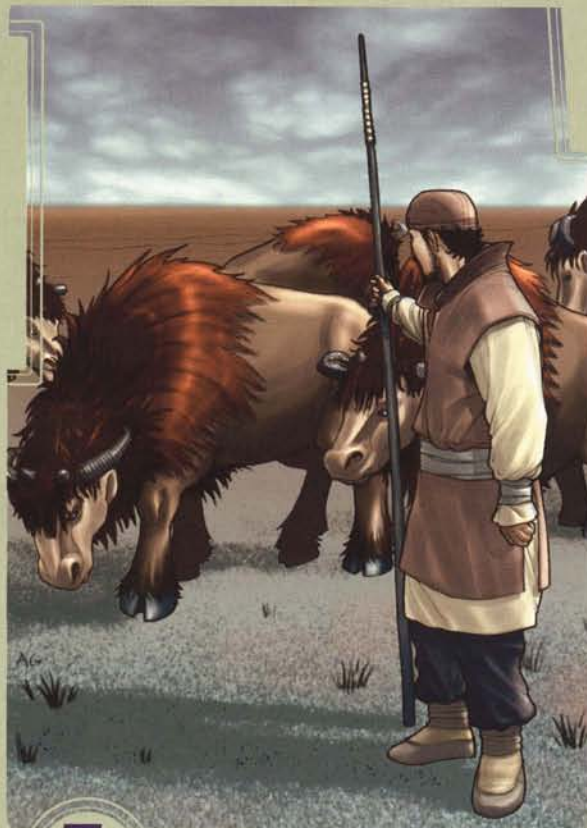
Nerf

Often considered among the foulest common creatures in the galaxy, nerfs are shaggy, nasty-smelling herd animals. While originally native to Alderaan, they are also found on many temperate planets. The average nerf is roughly half a meter in length and well over 1 meter tall. They have long, dull horns curving from their heads. From their hard, round hooves to the tips of their long, furry tails, they are covered in tangled masses of grungy, coarse, curly hair. They are crabby, ill-tempered, and lazy. Even so, nerfs and their patient herders have spread throughout the galaxy, as nerf meat is a tasty delicacy favored by many of the galaxy's wealthy and powerful citizens.

The unique aroma produced by even a single nerf is infamous. Those who deal with nerfs on a regular basis have a distinct odor about them. The scent is so strong that many poor nerf herders lose their sense of smell altogether from overexposure.

In addition to the smell, the nerf's temperament and general behavior is notoriously foul. They slobber and spit regularly and kick if upset. They skirmish frequently, both with the herders and with each other. Herders are frequently left with bruises, bite marks, and sticky substances





AG

NERF

staining their clothing, giving them a generally ragged and unkempt appearance.

Nerf rams are larger than ewes. Their horns grow thicker and spiral more elaborately. They are inclined to fight each other, harass the females, and trample newborn kids. Herders, therefore, keep the rams isolated in pens near the fold. During mating season, females are let into the pens, but the rams are never taken out to pasture with the kids and ewes. Kids are born in the spring, one per ewe. Regardless of gender, they stay with the females until fully grown at one standard year. At that point, herders either keep the rams to replace older ones or take them to market.

Nerfs are herbivores. To feed them, the herders take the nerfs out for several days, sometimes weeks at a time, to graze in the rich grasses of high-ground areas. During this time, the herd is at the highest risk from predators and terrain-related dangers. Nerf herders take their jobs very seriously. Generally armed with staves and simple slug throwers, they do not hesitate to protect the flock. The ratio of nerfs to herders is generally 15 to 1. Despite their serious lifestyle, nerf herders are not well accepted by society at large, and nobles tend to look down on them.

Species Traits

Low-Light Vision: Nerfs can see twice as far as normal in poor lighting situations. The nerf can still distinguish colors, even in dim light.

Spittle: Nerfs are temperamental creatures, and 50% of the time they spit foul-smelling saliva with uncanny accuracy on any unfamiliar creature within 10 meters. Nerf spit emits a foul odor and is impossible to remove without thorough cleaning. Anyone struck by nerf spit suffers an effective circumstance penalty of -2 to Charisma (in other words, a -1 modifier to all Charisma-based checks) until he or she washes off the substance or changes clothes.

Nerf: Medium-size plains herd animal 1; Init +2 (+2 Dex); Defense 12 (+2 Dex); Spd 12 m; VP/WP 4/14; Atk +0 melee (1d6, head butt) or +0 melee (1d6, kick) or +0 melee (1d4, bite) or +2 ranged (special, spittle); SQ species traits; SV Fort +4, Ref +2, Will +0; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +4; Str 11, Dex 15, Con 14, Int 2, Wis 11, Cha 1. Challenge Code: A.

Skills: Hide +8, Spot +2, Survival +6.

Quosit

Rhommamool is an unpleasant place by the most generous of standards. It is a small dusty mining planet in the Expansion Region, with no natural resources for sustaining life. Water and food are imported for the miners who live there, and the few mining compounds that have been erected on the planet's surface are cramped and foreboding. The wind howls constantly, and the environment itself is hazardous to any but the few native creatures who dwell beneath the low red sky.

Most of the creatures that live on the planet do so underground, where conditions are slightly more favorable for survival. There are very few predators on the planet, with most life forms being either too small or rare to support a predatory life cycle for long. The majority gets sustenance from either the soil, fungus, or the odd form of subterranean plant life. Among these creatures, the flying quosit is the one most likely to be encountered by the miners due to its unusual reproductive requirements.

Quosits are small, no bigger than 25 centimeters in length. They are invertebrates and have a smooth chitinous exoskeleton, with small gaps along a side seam through which the six legs protrude, three on either side. Their head is camouflaged to mesh smoothly with their body, making it difficult to determine which end is the front. Their markings are a mottled combination of blood red and black, making them hard to see against the rocks and soil of their home. Their back shell can split apart, allowing their wings to expand for flight.

Quosits apparently navigate according to heat sensitivity. Their nests are constructed out of mud and secretions, making a small, irregular rounded dome. They are hermaphroditic, able to conceive their young without the help of another quosit. They lay eggs and then leave, with no responsibility to the newborn (who are self-sufficient from birth). The difficulty is that the quosit, alone of all the catalogued species of Rhommamool, requires a living host in which to plant its eggs. The hatchlings require far more sustenance than the parent is able to provide from

anything else in its natural environment, so they seek out larger creatures to carry their young until they are mature.

When it is time for them to lay their eggs, the quosits seek out a living host (the miners are typically the most attractive option for them, judging by the number of regular quosit attacks within the compound). Since they are flying creatures, it is generally believed that they enter the sealed chambers by means of the ventilation shafts. These have been protected against quosits by the addition of small-mesh screens, but they still manage to get inside.

Once inside, they find a sleeping host and crawl up to him. An egg tube then telescopes from the back of the creature, which begins secreting a clear fluid. The quosit then uses the tube much as a hypodermic needle, injecting the eggs into the victim with this fluid as the carrier. It is rare for anyone to awake during this procedure, as the clear fluid the quosit secretes apparently acts as a local anesthetic, preventing its victim from noticing the insertion of the tube. Once the insertion is completed, the quosit flies away, dying within three days. The unlucky victim then acts as a living buffet for the hatching and maturing creatures until they burst forth a few days later, fully matured. This process rarely kills the victim, but he is weakened considerably, sometimes becoming bedridden until he recovers his strength.

Species Traits

Blindsight: Using nonvisual senses, a quosit maneuvers and fights as well as a sighted creature. Concealment, invisibility, and darkness are irrelevant. This ability has a range of 20 meters.

Camouflage: Quosits blend in with their surroundings, granting a +2 circumstance bonus on Hide checks in rocky or underground environments.

Damage Reduction 2: Quosits ignore the first 2 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Parasitic Attack: Quosits attack while their prey are sleeping, attempting to lay their eggs in a living host. On any successful attack that inflicts wound damage, the eggs are deposited under the skin, typically around the neck or beneath/behind a major joint (elbow, wrist, knee, hip, armpit, ankle). Against a helpless victim (such as one that is sleeping), quosits can automatically inflict wound damage by taking a full attack action. A red spiral-shaped welt comes up almost immediately and grows as the eggs hatch and the larvae mature. After an incubation period of 1d4 days, the eggs begin to hatch, break open the welt, and stream forth. This inflicts 2d4 temporary Strength damage, reduced to half with a successful Fortitude save (DC 14). A successful Treat Injury check (DC 15) prior to the emergence of the mature quosits will kill the infestation and avoid the damage.

Scent: Quosits can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a quosit detects a scent, the exact location is not revealed. Instead, the quosit knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a quosit can pinpoint the exact location of the scent. Quosits do not need to guess the location of a fully concealed opponent detected this way.

Quosits can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Quosits tracking by scent ignore the effects of surface conditions and poor visibility.

Quosit: Fine parasite 2; Init +9 (+9 Dex); Defense 27 (+8 size, +9 Dex); DR 2; Spd 4 m, fly 8 m (good); VP/ WP 2/1; Atk +5 melee (1 plus special, parasitic attack) or +18 ranged; SQ species traits; SV Fort -1, Ref +9, Will -1; Face/Reach 0.2 m by 0.2 m/0 m; FP 0; DSP 0; Rep +1; Str 2, Dex 29, Con 3, Int 2, Wis 8, Cha 2. Challenge Code: B.

Skills: Hide +32, Move Silently +13, Survival +1.



DF

QUOSITS



Radark

Under the streets and buildings of Bothawui, there lives a small creature that, despite its innocuous appearance, has managed to spread its brethren throughout Bothan space and deeply annoy both native inhabitants and visitors both. These creatures, named radarks, are the bane of Bothans throughout the Known Galaxy for both their incessant burrowing and their accurate and painful aim. No one knows exactly how radarks emigrated from Bothawui to the Bothan colonies, though some suspect that the grain shipments during the Mandell drought three decades ago provided the opportunity. Grain shipments from Bothawui to its colony, Mandell, probably contained radarks who were mating when they were scooped up. They escaped and reproduced, and from there they spread to the other settlements through similar methods.

Radarks live solitary lives, though there may be a number of radarks in any given area. They burrow for their entire lives, rarely stopping and never backtracking. Five radarks can honeycomb a square kilometer of earth in less than a year, causing structures to sink or roads to crumble as the tunnels collapse under the weight of the objects on the surface. They do come to the surface on occasion, but only to mate, molt, and build egg nests.

The mother digs a hole roughly a meter in width, then lays her eggs in it. A female may lay over fifty eggs in a sitting. She then buries them and leaves. When the radarks hatch, there is a feeding frenzy as the first to leave their eggs consume the rest. The few that remain dig their way to the surface, from which they set off on their own.

Radarks are long, thin creatures, reaching up to 2–3 meters in length. Their skin is patterned with light and dark bands, typically in browns and golds. The length of their bodies is covered with short, flat spines. They have an extremely flexible body, but no limbs. They are largely herbivores (except for their first meal). They have no teeth, but rather a set of hard plates on the top and bottom of the mouths, between which they grind and smash their food.

A radark moves with the aid of short, 6–8 centimeter long spines, which can range in color from a dull bronze to a gleaming copper. When at rest, the spines lay against the radark's body, looking like overlapping plates of

mythic armor against the radark's body. When the radark is in motion, however, the spines are raised to a roughly 90-degree angle from its body. They work like small oars, pushing the radark through the soil. They also form the tunnel itself, as the radark secretes a highly corrosive acid (to which it is immune). The acid coats the radark's spines and dissolves the soil upon contact, building a tunnel as the burrowing animal passes by. The spines also aid in locomotion on the surface of the planet as well through rough terrain, though radarks can slither quickly when the situation calls for it.

When threatened, radarks raise their scales in order to make themselves look larger, rattling them against one another and creating a rippling effect. This is intended to frighten away a predator, but it also readies the radark's primary weapon: its spines. A radark not only uses its spines to protect itself and move about, but it can also launch its acid-coated spines at attackers with no harm to itself, regrowing them in as little as a week.

Species Traits

Acid Resistance: Radarks are highly resistant to acid, ignoring the first 10 points of acid damage from any given attack.

Darkvision: A radark can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.



RADARK

Radark: Medium-size subterranean vermin 5;

Init +3 (+3 Dex); Defense +18 (+3 Dex, +5 natural armor); Spd 12 m, burrow 8 m; VP/WP 17/8; Atk +2 melee (1d4–1, bite) or +6 ranged (1d6 plus 1d6 acid, spines); SQ species traits; SV Fort +3, Ref +7, Will +3; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 8, Dex 16, Con 8, Int 1, Wis 15, Cha 3. Challenge Code: C.

Skills: Listen +11, Move Silently +9, Spot +5, Survival +7.

Feats: Point Blank Shot.

Riding Lizard

While the Yuuzhan Vong do not travel in vehicles, they do need swift ground transport from time to time. Their riding-beast of choice is a lizard-like creature with a low center of gravity and thick natural armor. Extremely powerful, these 5.3-meter-long creatures can carry a fully armored Yuuzhan Vong warrior at speeds of up to 40 kilometers per hour.

Although bioengineered for burden, these lizard creatures are also formidable in battle. However, the Yuuzhan Vong do not train the mounts for combat, preferring not to let unintelligent beasts receive the glory of such sacrifices to the gods. Yuuzhan Vong lizard mounts fight only in self-defense. Although they serve the Yuuzhan Vong well, other species would no doubt find them intractable beasts; they respond only to pain, according to the Yuuzhan Vong way. This means that non-Yuuzhan Vong suffer a -8 penalty on Handle Animal checks involving a riding lizard.



RIDING LIZARD

Species Traits

Damage Reduction 5: Riding lizards ignore the first five points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Force Absence: Riding lizards are "absent" in the Force. Attempting to use Farseeing, Force Grip, Force Lightning, Force Strike, or Move Object against a riding lizard imparts a -10 penalty on the Force-user's skill check. All other Force skills have no effect on riding lizards. Riding lizards can never have the Force-using template, and they never gain Force Points.

Riding Lizard: Huge shaped herd animal 4; Init +2 (+2 species); Defense 18 (-2 size, +10 natural); DR 5; Spd 14 m; VP/WP 42/52; Atk +8 melee (1d8+8, bite) and +3 melee (1d6+4, 2 claws) or +0 ranged; SQ species traits; SV Fort +16, Ref +1, Will -3; Face/Reach 4 m by 8 m/4 m; FP 0; DSP 0; Rep +1; Str 26, Dex 10, Con 26, Int 2, Wis 10, Cha 4. Challenge Code: A.

Skills: Climb +12, Hide -8, Jump +10, Survival +7.

Feats: Great Fortitude.

Rolk-Mangir

The rolk-mangir is considered one of Yinchorri's most dangerous predators. A six-horned rolk-mangir skull remains the most highly prized trophy of any big-game hunter who has lived to tell the tale.

"Rolk-mangir" translates into Basic from Yinchorri as "horned death." They are massive, 4-meter tall beings with tough, brown armored hides and heavily muscled necks. Their faces are flat, dominated by their large glassy eyes and toothy maws, and framed by their six wickedly sharp horns, which are both used to skewer prey and in duels with both males and females during mating season.

Their armored skin allows rolk-mangir to shrug off most blaster fire.

Rolk-mangir are surprisingly cunning. Hunters stalking them often find the situation reversed once the beast has discovered their presence. Despite their massive bulk, rolk-mangir are very stealthy when moving through the rocky canyons of Yinchorri. They usually move about on all fours but which often rear up on two legs when in combat to gain for more leverage behind their horns when attempting to impale opponents.

Like many highly intelligent predators, rolk-mangir live in loosely structured packs that range in number from 4 to 16 (1d4x4). A pecking order exists in such packs, with each rolk-mangir occasionally testing the strength of the one above it in the pack hierarchy. The battles rarely result in serious injury, but they often prompt the loser to leave the pack for a brief period. Such lone rolk-mangir



ROLK-MANGIR



are even more dangerous to hunters, since such beasts are often enraged as well as cunning.

A number of rolk-mangir have been captured and exported to hunting preserves on worlds in the Core and in the Corporate Sector. During the reign of the Emperor, it was briefly fashionable for Moffs and other high-ranking officials to have infant rolk-mangir trained as guard animals. Criminal syndicates have adopted them in later periods, but the drawback to using them is that they are loyal only to their trainer. If the trainer somehow loses control of the rolk-mangir, it attacks every being present and eventually flees. As a result, owning rolk-mangir or importing them is outlawed on most settled worlds. Some smugglers occasionally transport rolk-mangir cubs from Yinchorr-based trappers to wealthy individuals who want a rolk-mangir trained as a guard animal (and care little about legality).

Species Traits

Fire/Blaster Resistance 8: Rolk-mangir are highly resistant to fire and blaster energy, ignoring the first eight points of damage from these sources each round.

Low-Light Vision: Rolk-mangir can see twice as far as normal in poor lighting situations. The rolk-mangir can still distinguish colors, even in dim light.

Scent: Rolk-mangir can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a rolk-mangir detects a scent, the exact location is not revealed. Instead, the rolk-mangir knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a rolk-mangir can pinpoint the exact location of the scent. Rolk-mangir do not need to guess the location of a fully concealed opponent detected this way.

Rolk-mangir can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Rolk-mangir tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Rolk-mangir gain a +2 species bonus on Listen checks.

Rolk-Mangir: Large predator 3; Init +5 (+1 Dex, +4 Improved Initiative); Defense 20 (–1 size, +1 Dex, +10 natural); Spd 12 m (quadrupedal), 4 m (bipedal); VP/WP 19/15; Atk +7 melee (3d6+7, gore) or +3 ranged; SQ species traits; SV Fort +5, Ref +4, Will +2; Face/Reach 2 m by 4 m/2 m (quadrupedal), 2 m by 2 m/4 m (bipedal);



ROTO

FP 0; DSP 0; Rep +0; Str 20, Dex 12, Con 15, Int 6, Wis 12, Cha 10. Challenge Code: C.

Skills: Hide +4, Listen +7, Move Silently +6.

Feats: Improved Initiative, Power Attack.

Ronto

Towering beasts of burden, rontos are mammals prized for their ability to shrug off Tatooine's intense heat, although they do require large amounts of water. Their size makes them particularly effective at discouraging predators, and their sense of smell is acute enough to detect krayt dragons up to a kilometer away. However, they are somewhat skittish in urban environments: their poor eyesight cannot adjust quickly enough to the sudden movements of smaller creatures and vehicles.

Their first instinct when confronted with such potential threats in close proximity is to get away, regardless of any burdens or passengers they may be carrying. A spooked ronto will often throw its riders to the ground, and then lumber off in a random direction until it can no longer sense the threat. Although Jawas are particularly fond of the easily trained animals, the little scavengers are also poorly suited to controlling a panicked ronto. Tatooine's settlements frequently enjoy the amusing spectacle of rontos rearing at the sudden appearance of a swoop or landspeeder, hurling its riders to the ground—then calming down again a moment later when the vehicle passes out of the ronto's sight, leaving the Jawas cursing in frustration.

Species Traits

Poor Vision: Rontos have very poor vision, suffering a -4 penalty on all Spot checks.

Scent: Rontos can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a ronto detects a scent, the exact location is not revealed. Instead, the ronto knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a ronto can pinpoint the exact location of the scent. Rontos do not need to guess the location of a fully concealed opponent detected this way.

Rontos can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Rontos tracking by scent ignore the effects of surface conditions and poor visibility.

Ronto: Large desert herd animal 2; Init -1 (-1 Dex); Defense 12 (-1 size, -1 Dex, +4 natural); Spd 10 m; VP/WP 17/22; Atk +4 melee (1d4+6, slam) or -1 ranged; SQ species traits; SV Fort +9, Ref -1, Will +1; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 19, Dex 9, Con 22, Int 1, Wis 12, Cha 3; Challenge Code: B.

Skills: Listen +6, Spot -1, Survival +9.

Sand Tick

The sand tick is a nasty parasite found on numerous worlds. It is approximately the size of a Human's fist, with a round yellow or brown carapace. It has no eyes or ears, but can sense vibrations and wind currents through tiny hairs on its twelve legs. The sand tick can move with considerable speed despite its size. It has three small mouths

on its underbelly; these are used to attach to a larger creature while feeding.

Sand ticks feed off any number of animals. Most often, they are found on banthas and are considered a serious problem by bantha ranchers. The ticks prefer animals with thick coats of hair, allowing them to remain hidden while sucking fluids from their host. Among sentient races, Wookiees and Ewoks are their favorite victims. Infestations are most likely to occur during particularly hot, dry weather. The creatures are capable of surviving for up to a year without blood. When deprived of hosts, sand ticks curl up and enter a state of hibernation until new hosts present themselves. More than one explorer has been bitten while examining one he thought was dead.

A Huge creature, such as a bantha, can support two or three ticks for many months, but dies within days if it hosts a dozen. Sand ticks dislike reptilian creatures (like dewbacks) and do not feed on them. It is possible to create sand tick repellent from certain compounds in a dewback's hide, but the repellent smells extremely foul.

Species Traits

Bonus Feat: Sand ticks receive Weapon Finesse (bite) as a bonus feat.

Disease: The most serious threat posed by sand ticks is disease. A sand tick bite that deals wound damage exposes its victim to crazed bantha fever: injury DC 15, incubation 1d4 days, initial damage 1 Int and 1 Wis, secondary damage 1d3 Int and 1d3 Wis. (See Disease in Chapter 12 of the *Star Wars Roleplaying Game* revised rulebook.) A target bitten several times in a single encounter only needs to make one save against the disease, but if bitten in a different encounter, it must make a new save.

Numbing Bite: Sand ticks numb a potential host with secretions from their saliva before attaching themselves; even noticing their bite requires a Wisdom check (DC 20). If a sand tick inflicts wound damage with a bite, it attaches itself to the victim's skin. Because of the anesthetic properties of the sand tick's bite, there is no chance of being knocked out by this wound damage.

A sand tick inflicts 1 point of temporary Constitution damage per day to its host. If multiple sand ticks are attached to the same host, the damage from each one is cumulative.



SAND TICKS

AW



Sand Tick: Diminutive desert parasite 1; Init +8 (+8 Dex); Defense 23 (+4 size, +8 Dex, +1 natural); Spd 6 m, climb 6 m; VP/WP 1/1; Atk +12 melee (1 plus special, numbing bite) or +12 ranged; SQ species traits; SV Fort -1, Ref +8, Will -1; Face/Reach 0.5 m by 0.5 m/0 m; FP 0; DSP 0; Rep +1; Str 1, Dex 26, Con 4, Int 1, Wis 9, Cha 2. Challenge Code: A.

Skills: Climb +5, Hide +20, Listen +2, Spot +2, Survival +3.

Feats: Weapon Finesse (bite).

Scree

The Vergesso Asteroids is a little known system on the edge of Wild Space, almost exactly halfway between the Hydian Way and the Corellian Run. It's quite a bit off the beaten path—or any other path, really—and it's rare that anyone visits there. Because of that, it's only in the last hundred years that the creatures known as the scree have appeared in any sort of scientific record at all.

The explorers who flew into the Vergesso Asteroids did not intend to do anything beyond mapping the sector and finding some clear, stable paths through the fields, if not actually finding a habitable planet. What they found instead was a series of cold dark spaceship hulks, floating aimlessly through space with tech that went back for centuries. Intrigued, the crew of the *Truth's Light* made their way over to the first ship that seemed in decent repair and boarded it, looking for signs of what killed the derelict ship's crew and disabled the vessel. What they found were the signs of an old battle, with blaster scorch marks on the walls, damaged and wrecked equipment, and large holes bored through the ship's walls. A cursory examination of the other nearby wrecks showed the same evidence but no sign of the combatants whatsoever. In addition, at least one ship had once-valuable cargo still on board, removing pirates from the equation altogether.

Baffled, the *Truth's Light* crew made notes and recorded images of the ships they found, and then flew away. They continued to map the asteroid fields for weeks, all the while haunted by the images they'd seen. Still, there were no signs of a threat, and all the ships were quite old. They assumed that whoever had attacked had long since moved on, as there was no indication of any life anywhere in the field. As it happens, they were wrong.

The *Truth's Light* was almost ready to leave the system when alarms started sounding throughout the ship. Racing to the control room, the captain and crew heard loud thudding sounds on the outside of the ship, as though something were hitting it. Sensors began sounding, warning of hull breaches; everything was falling apart, and no one knew why. On the captain's orders, the crew

raced for the gunning stations. What they saw on the outside once they got there was shocking. Both milling about the ship and attached to the hull were a force of these creatures; a black and cobalt blue insect as large as an adult Human, with a shiny segmented carapace, eight legs, and a triangular head with large glimmering eyes.

The insects moved with precision, attacking as a unit. They flew unharmed in the vacuum of space, approaching the ship and then latching onto it and biting. The gunners fired their guns at the creatures, but were only able to catch a dozen or so away from the ship. In a desperate move, the captain ordered the security doors locked on all the rooms and corridors, and then engaged the hyperdrive. When they came out of hyperspace in the next system and landed, they discovered that the bugs had fallen off during the jump. The damage they had done, however, was impressive. In a number of areas, the hull was all but melted away. Had they stayed even five minutes longer, they would have been killed.

From what scientists have been able to determine since that fateful encounter, the scree (so named for the sound they make against the hull of a ship) are large invertebrates that live in colonies on or among the Vergesso Asteroids. They are dormant for most of their life cycle, hibernating in the shadows of space. When they sense heat or light, they investigate. They navigate through

space using ejected internal gases, which appear to be fueled by mineral deposits that the creatures consume. If the insects find anything, they attack, using a corrosive liquid they produce to weaken and melt the target's defenses. Once inside, they hunt down and consume all organic material they find. (See the Appendix for details on breaching the hull.) When that's done, they jet away and wait for their next meal.

The scree are powerful fighters, capable of causing massive amounts of carnage. They can fly fast enough in space to catch up with the slower but larger ships, though fighters can easily outrun and outmaneuver them. Their armored carapace is highly resistant to any type of damage, making them very difficult to fight with hand weapons. Their specific ecological niche has yet to be determined, as further study has proven to be prohibitive in terms of risk.

Species Traits

Corrosive Bite: Because of the extremely potent acid in their mandibles, scree ignore all damage reduction when attacking with their corrosive bite.



Damage Reduction 5: Scree ignore the first five points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Darkvision: A scree can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Scree: Medium-size vacuum predator 15; Init +4 (Dex +4); Defense 24 (+4 Dex, +10 natural armor); DR 5; Spd 10 m, fly 200 m (good); VP/WP 112/16; Atk +18 melee (1d8+4/19–20 plus special, corrosive bite) or +19 ranged; SQ species traits; SV Fort +12, Ref +13, Will +7; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 17, Dex 18, Con 16, Int 5, Wis 14, Cha 7. Challenge Code: G.

Skills: Climb +16, Jump +16, Spot +16.

Feats: Cleave, Combat Reflexes, Fly-by Attack, Great Cleave, Improved Critical (bite), Power Attack.

Space Combat: The stat block above represents a scree in atmosphere or onboard a starship. In space combat, a scree has the following alternate statistics: *Size:* smaller than Fine (2 meters long); *Initiative* +14; *Maneuver* +14; *Defense* 34; *Maximum Speed in Space:* Cruising (2 squares/action); *Attack Bonus:* +28. Scree can make Pilot checks untrained using the maneuver bonus listed above, and they can detect other starships using normal sensor rules with an effective Computer Use bonus of +4. Detecting a scree with starship sensors has a base DC of 24—scree are smaller than Fine and they are always considered to be “powered down.” Scree attack by ramming their targets; if successful, no damage is inflicted, but the scree is now attached to the hull of the target. On each round thereafter, it may use its corrosive bite to attempt to breach the hull of the target starship (see “Breaching the Hull” in the Appendix).

Sith Familiar

A Sith familiar looks like a small scavenger bird, with a wingspan of one-half meter. A Force-sensitive character has a chance of detecting its true nature if within 10 meters. The character makes an opposed Wisdom check against the familiar's master. Both characters add their Force level to the check. If the character succeeds, they get the sensation that they're being watched, and a successful Spot check opposed by the familiar's Hide skill reveals that the source of that feeling is this unsuspecting bird.

Creating a Sith familiar requires instructions found only in a Sith holocron or on Sith scrolls. These instructions can only be carried out with 10,000 credits worth of materials and an alchemical apparatus. To complete the creation of the familiar requires a DC 20 Alchemy skill check. (See the Alchemy skill description in the *Dark Side Sourcebook* for more details.)

Species Traits

Bonus Feats: Sith familiars gain Skill Emphasis (Enhance Ability) and Track as bonus feats.

Force Conduit: The Sith familiar's most unique ability is its connection to its creator. By expending 1 vitality point per 10 minutes, the familiar's master can experience what the creature is experiencing. Additionally, the master can use certain Force skills and feats as if she was at the familiar's location. These include Alter, Empathy, Enhance Senses, Force Defense, Force Stealth, Friendship, Illusion, See Force, Sense, and Telepathy. The familiar's master can also use Affect Mind, Drain Knowledge, Fear, Hatred, and Summon Storm as if she was where the familiar is. If she does, the familiar must make a DC 10 Fortitude save or be destroyed by the attempt. If destroyed this way, the attempted skill or feat lasts for one round, during which the familiar is consumed by the energy required to maintain the Force conduit that long.

Sith Familiar: Tiny Force-using airborne vermin 2; Init +6 (+4 Dex, +2 species); Defense 16 (+2 size, +4 Dex); Spd 4 m, fly 15 m (good); VP/WP 10/3; Atk +0 melee (1d3–3, bite) or +7 ranged; SQ species traits; SV Fort +1, Ref +7, Will +0; Face/Reach 1 m by 1 m/0 m; FP 1; DSP 6; Rep +0; Str 4, Dex 19, Con 7, Int 8, Wis 11, Cha 3. Challenge Code: B.

Skills: Hide +12, Listen +4, Move Silently +8, Search +3, Spot +2, Survival +4.

Force Skills: Enhance Ability +7.

Feats: Force-Sensitive, Skill Emphasis (Enhance Ability), Track.

Sith Warbird

During the Sith Empire, domesticated creatures were commonly pressed into military service as mounts for heavy artillery. Like the Sith war behemoth, the warbird was used in this way. In exchange for raw power, the warbird has increased speed and maneuverability. This flightless bird stands 6 meters tall and is approximately 10 meters long.

The statistics below are for the warbird as it is found in nature. When a Sith battle harness is added, the warbird gains a +6 armor bonus, DR 10, and +2 Reputation. The harness also contains a cockpit that provides the rider with three-quarters cover, reigns providing a +2 equipment bonus on Ride skill checks, and a blaster cannon. The fusion generator onboard provides unlimited ammunition for the blaster cannon. The challenge code of a battle-ready Sith warbird is increased to C.

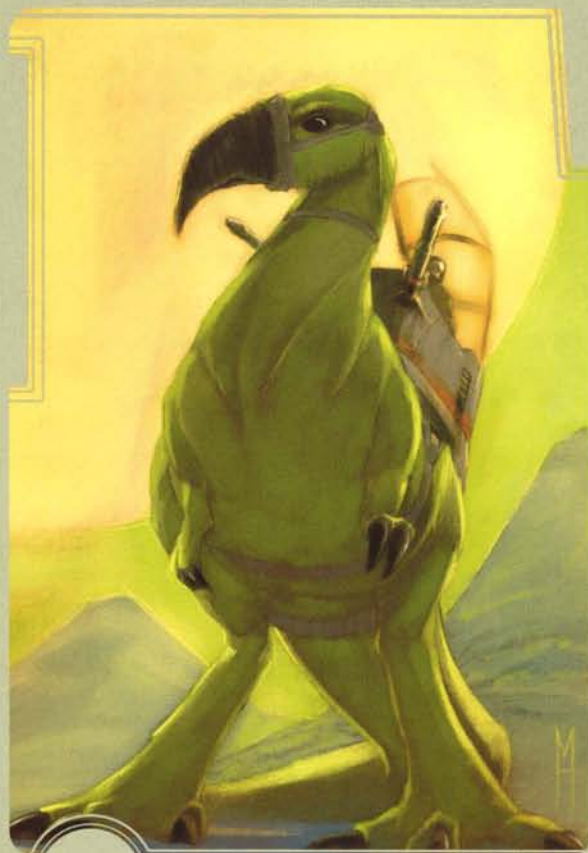
Species Traits

Bonus Feat: Sith warbirds gain Power Attack as a bonus feat.

Damage Reduction 5: Warbirds ignore the first 5 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Trample: As a full-round action, the warbird can run over a single opponent of Large or lesser size. The warbird 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 warbird can begin a trampling attack and move normally. A trampled





SITH WARBIRD

opponent takes 1d8+10 damage. A successful Reflex save (DC 20) reduces the damage by one-half.

Sith Warbird: Huge plains herd animal 3; Init +1 (Dex); Defense 15 (-2 size, +1 Dex, +6 natural); DR 5; Spd 10 m; VP/WP 25/44; Atk +6 melee (2d6+10, gore) or +0 ranged; SQ species traits; SV Fort +9, Ref +2, Will +1; Face/Reach 4 m by 8 m/4 m; FP 0; DSP 0; Rep +0; Str 25, Dex 13, Con 22, Int 3, Wis 10, Cha 2. Challenge Code: B.

Skills: Climb +9, Hide +1, Survival +6.

Feats: Power Attack, Run.

Skreev

The skreev (also known as the Dxunian raptor) builds its crude nest among the low, craggy mountains of the beast moon. It often flies over the dense rainforests in search of food.

With a wingspan of almost 20 meters, the skreev is one of the largest predators of Dxun. When diving in for the kill, this beast is nearly silent. Though it could easily carry away Medium-size prey, it typically hunts Small and

Tiny creatures. The skreev is a descendant of a creature used as a riding mount in Onderon's distant past. Though ferocious, it is possible to train a skreev if raised from a hatchling. The difficult part would be getting past a mother skreev to steal an unhatched egg.

Species Traits

Low-Light Vision: Skreevs can see twice as far as normal in poor lighting situations. The skreev can still distinguish colors, even in dim light.

Nest Defense: When defending her nest, a mother skreev receives a +4 morale bonus on attack rolls, saving throws and Defense. This bonus does not apply if no eggs or young are present, and the skreev loses this bonus if it moves more than 20 meters from the nest.

Skills: Skreevs receive a +4 species bonus on Move Silently checks while flying. They also receive a +8 species bonus on Search and Spot checks because of their keen vision.

Stalker: Skreevs suffer no penalty on Move Silently checks from movement.

Skreev: Large airborne predator 6; Init +3 (+1 Dex, +2 species bonus); Defense 18 (-1 size, +1 Dex, +8 natural); Spd 4 m, 10 m fly (good); VP/WP 57/20; Atk +9 melee (1d8+4, bite) and +7 melee (1d6+2, 2 claws) or +6 ranged; SQ species traits; SV Fort +10, Ref +6, Will +2; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 18, Dex 13, Con 20, Int 2, Wis 10, Cha 6. Challenge Code: D.

Skills: Hide -3, Listen +5, Move Silently +14, Search +4, Spot +16.

Feats: Flyby Attack, Multiattack, Track.

Slashrat

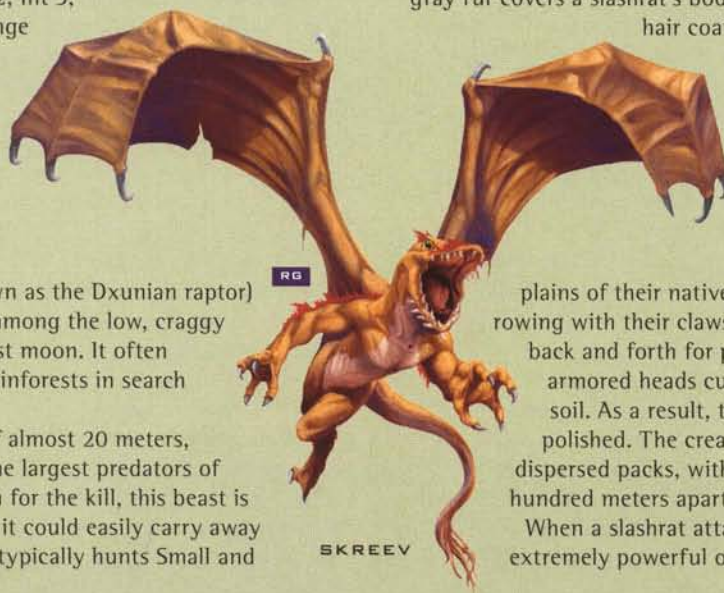
Slashrats are rodent-like predators native to the planet Bimmial. Adult slashrats are usually 1.2 to 1.5 meters long. Also called sandbiters, these creatures have wedge-shaped heads covered in shiny black chitin. A fine layer of gray fur covers a slashrat's body, while fringes of thicker hair coat the back of its skull. A

slashrat's tail is long and covered in black chitin, laid out in rows of scales. It has four short legs ending in long claws well suited for digging. Slashrats travel

though the dunes and

plains of their native world at high speeds, burrowing with their claws and snapping their tails back and forth for propulsion. Their pointed, armored heads cut through sand and loose soil. As a result, the adults' heads often look polished. The creatures travel in broadly dispersed packs, with members as far as several hundred meters apart.

When a slashrat attacks, it releases an extremely powerful odor known as killscent.



SKREEV

Any creature can smell killscent within 100 meters. Creatures with the scent ability can smell it several kilometers away. A slashrat's sense of smell is exceptional. Whenever a slashrat smells a killscent, it knows food is available and moves immediately toward it.

A dying slashrat emits a powerful odor known as stink. Stink can be smelled just as far away as killscent. Slashrats normally avoid the stink, since it warns them of serious danger. However, if stink is mixed with killscent, slashrats may still converge to find potential prey.

Slashrats cannot tolerate heat. When Bimmie's elliptical orbit carries it close to the sun, slashrats migrate to the arctic regions, staying there until the planet cools down again. Travelers protect their camps by surrounding them with powerful heaters, creating an area too warm for slashrats to be comfortable. However, if the center of the camp is allowed to cool, slashrats may burrow under the heaters' effects and attack the middle of the camp.

In combat, slashrats use their tails as lashes, cutting through their opponents' hide and flesh. A slashrat can whip its tail about as it moves. This tactic is especially effective when the creature uses its burrow speed to burst from the ground, attack, and return underground before the victim can respond. Slashrats can also use their small but sharp claws as weapons. Their incredible speed, even when burrowing, makes them extremely mobile opponents, able to make hit-and-run attacks against more powerful opponents.

Species Traits

Darkvision: A slashrat can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Feeding Frenzy: When within 2 meters of a slashrat emitting killscent, other slashrats erupt into a feeding frenzy. Frenzied slashrats feed on every living or dead creature they find, including small herbivores, Humans, other sentient species, and even wounded slashrats. A slashrat in a feeding frenzy gains +4 Strength, +2 temporary vitality points per level, and a +2 bonus on Fort and Will saves, but also takes a -2 penalty to Dexterity. The frenzy lasts a number of rounds equal to 5 + the slashrat's Constitution bonus.

Run-By Attack: Using a run-by attack, a slashrat can move and attack as a charge, then move again (continuing the straight line of the charge). When a slashrat uses this ability, its total movement in that round can't exceed double its speed.

Scent: Slashrats can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a slashrat detects a scent, the exact location is not revealed. Instead, the slashrat knows only that its



SLASHRATS

quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a slashrat can pinpoint the exact location of the scent. Slashrats do not need to guess the location of a fully concealed opponent detected this way.

Slashrats can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Slashrats tracking by scent ignore the effects of surface conditions and poor visibility.

Skill Bonuses: Slashrats receive a +6 species bonus on Search and Spot checks whenever the sense of smell is relevant. (This bonus is included in that stat block below.)

Slashrat: Small predator 6; Init +7 (+3 Dex, +4 Improved Initiative); Defense 19 (+1 size, +3 Dex, +5 natural); Spd 20 m, burrow 10 m; VP/WP 33/12; Atk +10 melee (1d6, tail) or +7 melee (1d4, 2 claws) or +10 ranged; SQ species traits; SV Fort +6, Ref +8, Will +3; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +1; Str 10, Dex 17, Con 12, Int 3, Wis 13, Cha 9. Challenge Code: D.

Skills: Hide +8, Jump +3, Listen +4, Move Silently +6, Spot +14, Survival +12.

Feats: Improved Initiative, Run, Weapon Finesse (tail).



Space Slug

The creatures known as space slugs are among the oddest in the galaxy. A space slug is a silicon-based worm with no eyes, ears, or breathing organs. It has a single, gigantic mouth and two small antennae with which it senses the universe around it, although how it does so is unknown. They seem able to survive in hard vacuum, burrowing into asteroids to consume their mineral content and absorb energy directly from various forms of radiation. Space slugs have yet to be found free in space or on planetary surfaces, but they may be able to survive in such areas.

The outer hide of a space slug is as resilient as durasteel; it has been known to deflect attacks from blasters and vibro weapons. Space slug epidermis has a number of commercial uses. It does not rot, acting more like flexible rock than hide. It makes an excellent material for some ships and vehicles. In fact, stretching a space slug's hide over a durasteel frame can create a simple vessel. A space slug's flesh is almost completely nonconductive and can be used as an industrial insulator. Many of the chemicals found within a space slug are also useful for special lubricants sought by scientists and manufacturing companies.

Rumors claim that the space pirate Clabburn used several space slugs to guard the entrances to his asteroid base. Mining companies have experimented with using them to burrow through asteroids rich in valuable minerals. However, while space slugs seem capable of burrowing through almost any substance, it is difficult to prevent them from eating the very minerals companies want to mine.

Species Traits

Damage Reduction 15: Space slugs ignore the first 15 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Darkvision: A space slug can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Improved Grab: If the space slug hits with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab can only be used on characters, creatures, or vehicles of Gargantuan or lesser size, and it can only be used on starships of Tiny or lesser size.

Swallow Whole: After a successful grapple check, the space slug can immediately attempt to swallow its opponent as a free action. To swallow its prey, it must succeed at a second grapple check, and the opponent must be of Huge or lesser size. (If attempting to swallow a starship, it must be of Diminutive or lesser size.) A starship sitting in the back half of a giant space slug loses 1 point of damage reduction each day it remains there. Once its damage reduction is reduced to 0, the ship is dealt 1d6 points of damage each day. Living creatures stuck in the digestive region are also dealt 1d6 points of damage each day, but rarely remain long enough to be injured.

A swallowed creature can cut or burn its way out by using a light weapon to deal 20 points of energy or slashing damage. The interior of the space slug has a Defense of 17 and DR 5. Once a trapped creature exits, muscular contractions close the hole; another swallowed creature must cut its own way out. The space slug has room to swallow one Huge-size creature or two creatures of Large or lesser size.

Space Slug: Colossal vacuum vermin 10; Init -2 (-2 Dex); Defense 15 (-8 size, -2 Dex, +15 natural); DR 15; Spd burrow 20 m; VP/WP 195/320; Atk +7 melee (4d6+10, bite) or -3 ranged; SQ species traits; SV Fort +22, Ref +5, Will +1; Face/Reach 16 m by 50 m/8 m; FP 0; DSP 0; Rep +1; Str 24, Dex 6, Con 40, Int 1, Wis 6, Cha 1. Challenge Code: G.

Skills: Hide -12, Listen +4, Spot +4, Survival +4.

Feats: Cleave, Power Attack, Weapon Focus (bite).

Space Statistics: The stat block above represents a space slug when in combat with characters or vehicles. In starship combat, use the following alternate statistics: **Size:** Small (50 meters long); **Initiative** -1; **Defense** 24; **Attack Bonus** +15. A space slug cannot move or maneuver in starship combat, and it can only attack starships in the same square. A space slug can detect starships using normal sensor rules; it has an effective Computer Use bonus of -2. Detecting a space slug with starship sensors has a base DC of 15; it is a Small object that is always considered to be "powered down." When a space slug attempts to grapple a starship, resolve as if the space slug were using a tractor beam; however, if the initial attack is successful, the target starship may only attempt to escape the grapple (DC 20 Pilot check), not to resist it. (See Chapter Eleven of the *Star Wars Roleplaying Game* revised rulebook.)

Space Slug, Giant

One of the most contentious claims regarding space slugs is the idea that they can grow to truly enormous size, even larger than many starships. An average space slug grows up to 50 meters long before it divides into two smaller slugs, although many asteroid miners and pirates have long claimed the existence of a giant subspecies of slug over one kilometer long. Giant space slugs are so enormous that they qualify as Gargantuan when compared to starships. (Compared to aliens and other creatures, they are Colossal.) The only living creatures known to be larger are gas-filled, such as the beldons of Bespin. The general populace often dismisses giant space slugs as legends, but there are many recorded instances of ships in asteroid fields encountering such unusual creatures.

Giant space slugs can all but ignore attacks from snubfighters and bombers because of their tough skin. The interior of a space slug has its own atmosphere and pressure. Beings can move around inside one with just a breath mask. Sometimes entire ecologies develop within a space slug, with mynocks and other creatures setting up homes as parasites. Such creatures live in the forward section of the space slug, avoiding the digestive



organs farther back. A space slug is far more vulnerable to attacks from within it, and blasters that inflict wound damage on the inside of a space slug can create internal "slug quakes." If this occurs, all character inside the slug must make a Reflex save (DC 17) every round to avoid falling prone.

The digestive system of a giant space slug works very slowly, but it does eventually break down biological and inorganic matter. Scholars believe a giant slug may live for thousands of years before it divides into two new creatures.

A giant space slug usually rests inside an asteroid cavern with its mouth open, waiting for rocks (or ships) to fly in. The slug is unlikely to take any action when beings or even ships enter its mouth, but it attempts to bite down on them if they move to exit. The slow-moving giant space slug has difficulty successfully biting anything moving at high speed, but its bite is powerful enough to crush a fighter or small freighter. If a ship is merely swallowed, it is likely to escape damage as long as it avoids the rear sections of the slug. A giant space slug can swallow ships of up to Medium-size without difficulty.



SPACE SLUG

Era Notes

Although there have always been individuals aware of the existence of giant space slugs, the Old Republic officially claimed they were mythological creatures. After Imperial forces encountered enormous slugs in asteroids around the Hoth system, the Empire studied them in earnest. A few companies were given permission to test the giant slugs for commercial use, with limited success. By the time of The New Jedi Order, most informed scholars and pilots accepted the existence of giant space slugs—and numerous companies are working on ways to make money off them.

Species Traits

Damage Reduction 25: Giant space slugs ignore the first 25 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Darkvision: A space slug can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Improved Grab: If the space slug hits with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab can be used on creatures of any size and starships of Huge or lesser size.

Swallow Whole: After a successful grapple check, the space slug can immediately attempt to swallow its opponent as a free action. To swallow its prey, it must succeed at a second grapple check, and the opponent can be of any size. (If attempting to swallow a starship, it must be of Large or lesser size.) A starship sitting in the back half of a giant space slug loses 1 point of damage reduction each day it remains there. Once its damage reduction is reduced to 0, the ship is dealt 1d6 points of damage each day. Living creatures stuck in the digestive region are also dealt 1d6 points of damage each day, but rarely remain long enough to be injured.

A swallowed creature can cut or burn its way out by using a light weapon to deal 50 points of energy or slashing damage. The interior of the space slug has a Defense of 22 and DR 15. Once a trapped creature exits, muscular contractions close the hole; another swallowed creature must cut its own way out. The space slug has room to swallow any number of characters or creatures, one Large-size starship, or two starships of Medium or lesser size.

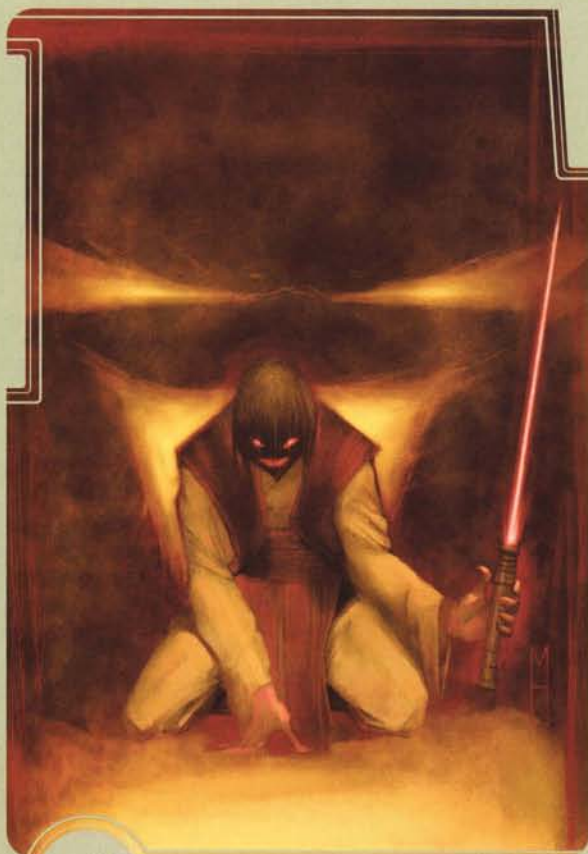
Giant Space Slug: Colossal vacuum vermin 20; Init -3 (-3 Dex); Defense 24 (-8 size, -3 Dex, +25 natural); DR 25; Spd burrow 100 m; VP/WP 450/376; Atk +18 melee (6d12+15/19-20, bite) or +4 ranged; SQ species traits; SV Fort +30, Ref +9, Will +6; Face/Reach 200 m by 1,000 m/100 m; FP 0; DSP 0; Rep +3; Str 31, Dex 4, Con 47, Int 2, Wis 11, Cha 2. Challenge Code: H.

Skills: Hide -10, Listen +8, Spot +8, Survival +9.

Feats: Cleave, Great Cleave, Improved Bantha Rush, Improved Critical (bite), Power Attack, Weapon Focus (bite).

Space Statistics: The stat block below represents a space slug when in combat with characters or vehicles. In starship combat, use the following alternate statistics: Size: Gargantuan (1,000 meters long); Initiative -7; Defense 28; Attack Bonus +22. A space slug cannot move or maneuver in starship combat, and it can only attack starships in the same square or in an adjacent square. A space slug can detect starships using normal sensor rules; it has an effective Computer Use bonus of +0. Detecting a space slug with starship sensors has a base DC of 10; it is a Gargantuan object that is always considered to be "powered down." When a space slug attempts to grapple a starship, resolve as if the space slug were using a tractor beam; however, if the initial attack is successful, the target starship may only attempt to escape the grapple (DC 20 Pilot check), not to resist it. (See Chapter Eleven of the *Star Wars Roleplaying Game* revised rulebook.)





WRAITHBOUND JEDI

Space Wraith

Space wraiths inhabit the space lanes and pose a major threat to small craft pilots wherever these foul creatures are encountered. These creatures exist in a state of semi-reality—it is generally believed that they are more a force than a creature, but they exhibit behaviors that lead some to assert that they are simply a unique species with traits that defy classification. On more than one world, space wraiths are believed to be the spirits of the dead who wandered too close to the path of evil, or the dark side of the Force, and could not enter the afterlife in peace.

Space wraiths are shadowy, insubstantial beings that float through space in a state of hibernation until a sentient being comes near them. They often float in groups, and in one known incident a group of space wraiths inhabited nearly an entire squadron of tie fighter pilots who were returning from a routine mission scouting from a star destroyer. Before the plague was ended, nearly 400 technicians, droids, and stormtroopers had been killed.

When a space wraith inhabits an intelligent, humanoid creature, it forces the creature to act in ways counter to its normal inclinations. A technician will sabotage machinery; loyal soldiers will kill their squad mates; Force users, who are particularly at risk from a space wraith possession, will use the dark side indiscriminately. Of course, the creature's natural cunning is left intact, and it will not be blatant about its actions. It acts as though it

had evil intent and does not stop until it can find nothing more to do.

It is not known what drives space wraiths to possess other life forms, or whether or not they gain sustenance by causing such mayhem. Some believe that space wraiths are a pure manifestation of the dark side of the force—perhaps even the corrupted living spirits of former Sith or other practitioners of the dark side. Whatever the case may be, space wraiths are deadly enemies that can rarely be seen coming.

Species Traits

Incorporeal: As an incorporeal creature, the space wraith has no physical body. It can be harmed only other incorporeal creatures, energy weapons, and Force abilities, such as Force Lightning. Even when hit by such attacks, it has a 50% chance to ignore any damage from a corporeal source (except for Force effects, which ignore this miss chance). An incorporeal creature has no natural armor but has a deflection bonus equal to its Charisma modifier (always at least +1, even if the creature's Charisma score does not normally provide a bonus).



NEW TEMPLATE: WRAITHBOUND

Space travelers are sometimes exposed to a dangerous form of parasite known as a space wraith. These ghostly creatures inhabit the minds and bodies of pilots and travelers as they fly through space, causing mayhem and confusion when they land at their destination. The wraithbound creature desires nothing more than to kill those around him, although he goes about it with as much intelligence and stealth as possible. The space wraith essentially turns the possessed creature into a serial killer, targeting those who are around the person most frequently.

Creating a Wraithbound

"Wraithbound" is a template that can be added to any corporeal creature with an intelligence of 7 or greater (referred to hereafter as the "base creature"). The creature's type remains unchanged. A wraithbound creature uses all the base creature's statistics and special abilities except as noted here.

Vitality Points: A wraithbound creature gains 4d12 extra vitality points. It simply does not react to pain and injury as a normal creature would.

Special Qualities: A wraithbound creature gains dark-vision to a range of 20 meters.

Saves: The wraith's sublimation of the creature's personality and mind grant it a +2 bonus on all Will saves.

Abilities: +4 Str, -4 Wis. The base creature becomes incredibly strong, but its senses are dulled by the creature controlling its thoughts and actions.

Skills: Same as the base creature.

Feats: Same as the base creature.

Challenge Code: Same as the base creature +1. ☼

An incorporeal creature can pass through solid objects at will. Its attack passes through (ignores) natural armor and armor bonuses to Defense, although deflection bonuses work normally against it. It also ignores the damage reduction of objects and personal armor. An incorporeal creature moves silently and cannot be heard with Listen checks if it does not wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee and its ranged attacks.

Possession: A space wraith that touches an opponent can attempt to possess him. If the attack succeeds, the space wraith's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to that particular space wraith's possession ability for one day.

While a creature is possessed, its mind and personality are completely overridden by the space wraith. It gains the wraithbound template (see sidebar) for as long as the wraith inhabits its body.

Space Wraith: Medium-size vacuum parasite 4; Init +2 (+2 Dex); Defense 15 (+2 Dex, +3 deflection); Spd fly 16 m (good); VP/WP 18/12; Atk +4 melee (special, possession) or +4 ranged; SQ species traits; SV Fort +5, Ref +3, Will +3; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str —, Dex 14, Con 12, Int 14, Wis 14, Cha 16. Challenge Code: C.

Skills: Bluff +8, Hide +8, Listen +4, Spot +6.

Feats: Alertness.

Spider, Knobby White

The knobby white spider is an unusual life form found exclusively on Dagobah, although similar types of creatures may exist on other worlds. The creature has a formidable appearance, standing between 3 and 5 meters tall on eight strong, narrow legs. The central body is topped by a bulbous sack that is often mistaken for a head, despite its total lack of features or sensory organs. A sucker-like mouth protrudes from the bottom of the creature, surrounded by dozens of shiny black eyes. A hard, white chitinous material covers the entire spider, giving it excellent protection against physical attacks.

The arachnid appearance of the knobby white spider is misleading, since it is actually the first stage of life for the gnarltree plant. Two or three young knobby white spiders crawl free of a gnarltree once every few standard years to begin their search for food. Essentially mindless, the spiders eat everything they can find and catch. Young knobby white spiders do not back away from anything, fighting to the death rather than fleeing a more powerful opponent. Only the strongest spiders live long enough to grow into mature knobby white spiders.

Once it has grown to a size of 5 meters in height, a knobby white spider is more cautious about what it attacks. At that point, the spider is most interested in finding a suitable spot to set down roots. It fights if attacked, but loses much of its aggressive nature. When it finds an area with plentiful light and water, the mature knobby white spider

clears all competing vegetation away. It then sinks its eight legs into the soil and begins to sprout true roots. Within a few days of settling down, the spider is no longer able to uproot itself, even if threatened. Its central sack grows into the trunk of a new gnarltree, and its legs and eyes are replaced by an extensive root system.

Species Traits

Consumption: Both young and mature knobby white spiders have a very simple fighting style. They use up to four of their long spiked legs to stab creatures. Once an opponent stops moving, it is sucked up by the mouth and consumed (taking 1d3 points of acid damage each round). The mouth has no real strength. If an unconscious creature is drawn in and awakens, it has no difficulty climbing back out.

Damage Reduction 10 (physical only): Knobby white spiders are highly resistant to physical damage, ignoring the first 10 points of physical damage (but not energy damage) against their wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Low-Light Vision: Knobby white spiders can see twice as far as normal in poor lighting situations. The spider can still distinguish colors, even in dim light.

Knobby White Spider: Large swamp vermin 7; Init -1 (-1 Dex); Defense 18 (-1 size, -1 Dex, +10 natural); DR 10 (physical attacks only); Spd 14 m; VP/WP 38/13; Atk +6 melee (1d8+2, 4 leg spikes) or



AG

KNobby White Spider



+3 ranged; SQ species traits; SV Fort +6, Ref +4, Will +1; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +1; Str 15, Dex 9, Con 13, Int 1, Wis 9, Cha 1. Challenge Code: D.

Skills: Climb +7, Hide -5, Listen +3, Spot +3, Survival +8, Swim +6.

Feats: Alertness, Power Attack.

Spider, Rearing

This six-legged insectoid makes its lair inside desert caves. It is a hunting spider, and does not create webs, preferring to feed on dead and rotting meat left behind by the Gorax (see Gorax, above). When it traps its own prey, the spider holds the smaller creature down with two tusks and chews at the flesh with needle-sharp mandibles. Before it strikes, the rearing spider rises up on its back legs, towering above most prey before slamming down with its deadly fangs.

Rearing Spider: Large desert vermin 4; Init +0; Defense 14 (-1 size, +5 natural); Spd 10 m; VP/WP 26/14; Atk +4 melee (2d4+3, bite) or +2 ranged; SV Fort +6, Ref +4, Will +0; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 15, Dex 10, Con 14, Int 4, Wis 8, Cha 6. Challenge Code: C.

Skills: Hide -2, Listen +2, Move Silently +6, Search +2, Survival +5.

Feats: Track.

Spider, Spice

The spice spider is an atypical creature found only in natural caverns below the surface of Kessel. Also known as an energy spider, the spice spider is a horror to behold. Its central body is between 1 and 2 meters in diameter. Eyes, mouths, and 2-meter-long legs grow around the



SPICE SPIDER

body in apparently random locations. Each mouth is a different size and shape, but all are filled with rows of razor sharp teeth. The legs are thin, but strong, covered in hard armor plating. The creatures seem to grow continually as they age. Some natives of Kessel claim to be able to determine a spice spider's age based on the number of legs it has.

Spice spiders feed on bogeys, unusual beings of pure energy that fly through the tunnels connecting Kessel's glitterstim mines. Spice spiders weave webs of glitterstim the otherwise insubstantial bogeys are unable to pass through. Once a bogey has been caught, the spider descends and consumes the bogey. Exactly how the glitterstim webs of the spice spider are related to the glitterstim mined from the surrounding rock is unknown.

Although their primary diet seems to consist of bogeys, spice spiders do attack and consume other creatures as well. When stalking its prey, a spice spider moves with great stealth and speed, often climbing to a perch high in a cavern, then jumping on its target from above. (Spice spiders gain a +4 bonus on Jump, Hide, and Move Silently checks.) Their primary mode of attack is biting. Each spice spider is able to make four bite attacks each round regardless of how many mouths it happens to have.

Spice spiders are resistant to most forms of energy, although lightsabers seem to affect them normally. Some expeditions have successfully fought off spider attacks with vibro weapons, although getting close enough to use



REARING SPIDER



them almost always results in an injury. If badly wounded, spice spiders flee rather than risking death. They do not seem to have permanent lairs and may not need to sleep. If local opinions are accurate, they can live up to 150 standard years before succumbing to age. It is not known under what circumstances they reproduce, and no young have ever been found.

Era Notes

The existence of spice spiders was not common knowledge until late in the Rebellion era. Until that time, these creatures were only rumors. The Imperial agents who ran the Kessel mines for some time were aware that something was killing workers in the lower levels of the mine, but closed off those sections instead of investigating the cause. It was only after the Sullustan Nien Nunb came to run the mines that the true nature of spice spiders was discovered. Since the creatures seem able to create glitterstim, there have been numerous individuals wanting to transplant spice spiders to new worlds and develop new sources of glitterstim. However, any such effort would prove costly and risky.

Species Traits

Bonus Feat: A spice spider gains the bonus feat Improved Initiative.

Darkvision: A spice spider can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Low-Light Vision: Spice spiders can see twice as far as normal in poor lighting situations. The spice spider can still distinguish colors, even in dim light.

Fire/Blaster Resistance 10: Spice spiders are highly resistant to fire and blaster energy, ignoring the first 10 points of damage from these sources.

Spice Spider: Medium-size subterranean predator 6; Init +8 (+4 Dex, +4 Improved Initiative); Defense 19 (+4 Dex, +5 natural); Spd 18 m, climb 18 m; VP/WP 39/14; Atk +11 melee (1d8+2, 4 bites) or +10 ranged; SQ species traits; SV Fort +7, Ref +9, Will +3; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +1; Str 15, Dex 18, Con 14, Int 3, Wis 13, Cha 7. Challenge Code: D.

Skills: Climb +11, Hide +8, Jump +15, Listen +5, Move Silently +11, Spot +4, Survival +4.

Feats: Improved Initiative (bonus feat), Weapon Finesse (bite), Weapon Focus (bite).

Starweird

Encounters with starweirds occur only in space. Although real, the starweird has no defined ecological niche, no environmental purpose. It is only encountered in deep space, apparently existing in a vacuum without injury. They typically attack spacers repairing the damaged

hull of a starship or manifest aboard starships traveling through hyperspace.

A starweird appears as an impossibly tall humanoid, so gaunt as to be nearly skeletal. Its white hair is long and wild, floating around its head even within the artificial gravity of a spaceship. It wears ephemeral rags that hang in strips from its bony arms. Its pale skin can vary in hue, depending on the encounter. Descriptions of its face seem to differ as well, although most who see the desiccated visage often perceive some slight resemblance to their own. A starweird has an exaggerated mouth full of sharp teeth, and its eyes glow with an eerie sanguine light. Its hands are long and bony, with black-taloned fingers. It does not walk, but rather hovers and flies. It has no known language and never speaks.

A starweird attacks as soon as it is spotted, unleashing a horrible telepathic scream that echoes even in the vacuum of space. Most individuals cower or run upon hearing the scream, but some reportedly stand their ground despite their terror. The enraged starweird then attacks foes physically with its claws. Starweirds have a particularly strong hatred for Force-users, single-mindedly attacking them while ignoring all other opponents.

A starweird chooses a victim and focuses on it, although how one incurs a starweird's wrath remains unknown. Victims might be selected at random, or the creature might nourish itself on the life force of specific individuals. In any event, when a starweird dies, it leaves no trace of itself behind.

Some Jedi believe that starweirds are physical manifestations of the dark side of the Force, although little evidence supports this claim.

Species Traits

Darkvision: A starweird can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Determined Strike: A starweird deals additional damage by sheer force of personality. It applies its Charisma modifier (+1) to damage dealt by its claw attacks.

Incorporeal: A starweird's body is visible but incorporeal. It has a 50% chance to ignore any damage from a corporeal source (such as a vibro weapon, lightsaber, or blaster). This "miss chance" does not apply to Force-based effects, however. Furthermore, its claw attacks ignore natural armor bonuses to Defense.

An incorporeal creature gains a deflection bonus to Defense equal to its Charisma bonus (always at least +1, even if its Charisma is not high enough to provide a bonus). An incorporeal creature can enter and pass through solid objects. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object that it is



STARWEIRD



in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object, it only has one-half cover (+4 cover bonus to Defense). An incorporeal creature cannot pass through a force field or similar force effect.

An incorporeal creature moves silently and cannot be heard with Listen checks if it does not wish to be. It has no Strength score, so its Dexterity modifier applies to both melee attacks and ranged attacks.

Telepathic Scream: A starweird can unleash a telepathic scream as an attack action, affecting all living creatures within 20 meters of it. Creatures that fail a Will save (DC 21) are panicked for 1d4 rounds (see the Character Condition Summary sidebar, page 288 of the *Star Wars Roleplaying Game*.) A creature that successfully saves against the telepathic scream cannot be affected by the same starweird's scream for 24 hours. Because a starweird's scream is transmitted telepathically, it can be heard even in the vacuum of space. The starweird's telepathic scream is a mind-affecting compulsion. The save DC is Charisma-based.

Starweird: Large Force-using vacuum predator 20; Init +5 (+1 Dex, +4 Improved Initiative); Defense 11 (+1 Dex, -1 size, +1 deflection); Spd fly 12 m (perfect); VP/WP 240/21; Atk +21 melee (2d4+1/19-20, 2 claws); SQ species traits; SV Fort +17, Ref +13, Will +10; Face/Reach 2 m by 2 m/4 m; FP 5; DSP 18; Rep +2; Str —, Dex 13, Con 21, Int 6, Wis 18, Cha 13. Challenge Code: H.

Skills: Hide +16, Intimidate +21, Spot +19. 40f

Force Skills: Drain Energy +15, Force Grip +8, Force Lightning +8, See Force +14.

Feats: Dodge, Force-Sensitive, Improved Critical (claw), Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (claw).

Force Feats: Alter, Control, Sense.

Sureggi

The sureggi is one of the most sure-footed creatures to roam the jungles and lower marshlands of Kashyyyk. Ranging in length from 8 to 20 meters, the creatures can have upward of 30 legs that aid their nimble climbing. The statistics listed below are for a sureggi 18 meters long.

A sureggi has a broad, shovel-like snout and a high-ridged dorsal region. A sureggi's head and dorsal ridge are most often white or light beige, with yellow flanks and orange or ruddy pink legs. Unlike most other amphibians, sureggi skin is dry and durable. Because of their strong hides, they can carry cargo that would be awkward for other pack animals.

The sureggi's nose has a number of thick tentacle-like sensory organs. These "whiskers" detect burrowing grubs and such creatures that are the mainstay of the sureggi's diet; also, they aid in its ability to determine the safest route of travel when carrying cargo or passengers.

Sureggies are surprisingly able swimmers. While not quite capable of defending themselves from all aquatic predators, they maneuver well enough in water to avoid danger during occasional stream or river crossings.

Species Traits

Breathe Underwater: The sureggi can breathe water normally and cannot drown in water. It also has a +4 species bonus on Swim checks.

Damage Reduction 10: Sureggies ignore the first 10 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Sureggi: Gargantuan forest herd animal 6; Init +1 (+1 Dex); Defense 17 (-4 size, +1 Dex, +10 natural); DR 10; Spd 6 m, climb 6 m, swim 8 m; VP/WP 63/104; Atk +7 melee (2d6+12, bite) or +0 ranged; SQ species traits; SV Fort +13, Ref +3, Will +3; Face/Reach 8 m by 16 m/6 m; FP 0; DSP 0; Rep +0; Str 26, Dex 13, Con 26, Int 3, Wis 12, Cha 6. Challenge Code: B.

Skills: Climb +18, Listen +9, Search +1, Survival +3, Swim +18.

Feats: Athletic, Endurance.

Thranta

Thranta are large, graceful flying creatures found on Beshpin. They originated on Alderaan, but only one known group had been transplanted before that planet's destruction. Similar creatures have been found on other planets, and other survivors of the Alderaanian stock may exist on remote worlds. A thranta resembles a flying fish with large, finlike wings growing from its sides. Its head is shaped like that of a rodent, with a pointed nose and



SUREGGI

CP

forward-set eyes. The skin of a thranta is smooth and cool to the touch, with a gray or blue tint. Thranta have no legs or arms. An adult can grow to be over 8 meters long. An even larger relative, the giant thranta, also exists.

Thranta are surprisingly light creatures. Their bones are hollow, and their bodies contain several internal bladders filled with light gases. They also produce lift through electrolocomotion in a manner similar to beldons. These factors combine to make thranta able flyers. In fact, they are capable of living their entire lives without landing on a solid surface. Should a thranta land, it requires assistance—usually just a strong wind—to lift off again. Thranta prefer to remain at high altitudes in the upper reaches of the atmosphere, remaining above mountain peaks, storms, and turbulence.

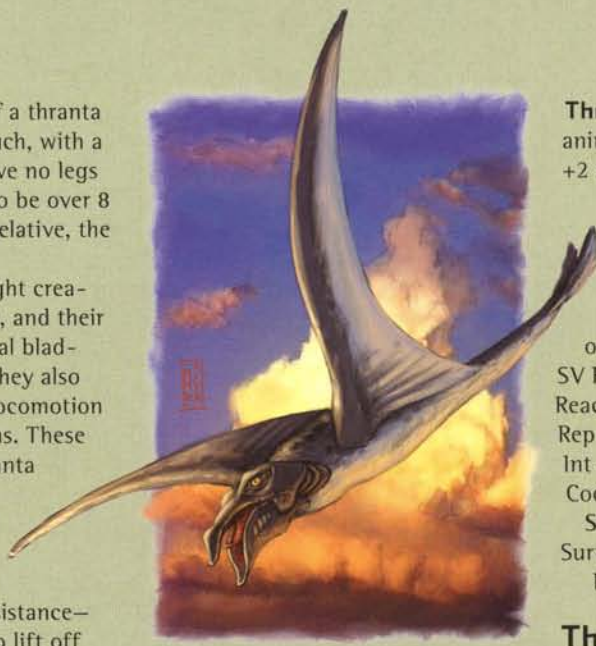
Thranta herds generally include 10d6 creatures, half of these being pups or adolescents. Female thranta give birth while flying. The newborns must learn to fly in the first seconds of free fall after birth. Thranta reach adulthood at the age of eight years and have an average life span of forty years.

Although they are herd animals, thranta are omnivores who occasionally hunt in packs, seeking small flying prey. Their normal diet consists of microbes filtered out of the air. This energy source is supplemented with photosynthesis—thranta take nourishment directly from sunlight. If kept in darkness for more than a few days, a thranta starves, weakening and dying within a week.

Thranta can be trained to serve as riding beasts, and giant thranta can carry a dozen passengers. Most thranta on Bespin are mounts for either diletante riders or members of an air rodeo. The most popular rodeo performances involve a thranta rider leaping into the air and falling for several seconds. The thranta then dives down and catches its rider, often after several nerve-wracking seconds when the rider appears doomed. Riders also jump from thranta to thranta, walk along a flying thranta's back, and perform aerial acrobatics involving a dozen different thranta. The best of these rodeos perform only a few times each year, with tickets costing thousands of credits.

Species Traits

Low-Light Vision: Thranta can see twice as far as normal in poor lighting situations. The thranta can still distinguish colors, even in dim light.



THRANTA

Thranta: Huge airborne herd animal 5; Init +9 (+3 Dex, +2 species, +4 Improved Initiative); Defense 16 (−2 size, +3 Dex, +5 natural); Spd fly 26 m (poor); VP/WP 47/50; Atk +7 melee (1d3+10, bite) or +7 melee (1d6+10, tail slam) or +3 ranged; SQ species traits; SV Fort +11, Ref +4, Will +2; Face/Reach 4 m by 8 m/4 m; FP 0; DSP 0; Rep +1; Str 25, Dex 16, Con 25, Int 4, Wis 13, Cha 2. Challenge Code: C.

Skills: Listen +7, Spot +9, Survival +3.

Feats: Improved Initiative.

Thranta, Giant

Giant thranta are similar to standard thranta in all respects except size, growing up to 16 meters in length.

Species Traits

Low-Light Vision: Thranta can see twice as far as normal in poor lighting situations. The thranta can still distinguish colors, even in dim light.

Giant Thranta: Gargantuan airborne herd animal 8; Init +8 (+2 Dex, +2 species, +4 Improved Initiative); Defense 13 (−4 size, +2 Dex, +5 natural); Spd fly 36 m (poor); VP/WP 124/148; Atk +12 melee (1d6+18, bite) or +12 melee (2d6+18, tail slam) or +2 ranged; SQ species traits; SV Fort +19, Ref +4, Will +3; Face/Reach 8 m by 16 m/6 m; FP 0; DSP 0; Rep +1; Str 35, Dex 15, Con 37, Int 4, Wis 13, Cha 3. Challenge Code: D.

Skills: Listen +7, Spot +9, Survival +6.

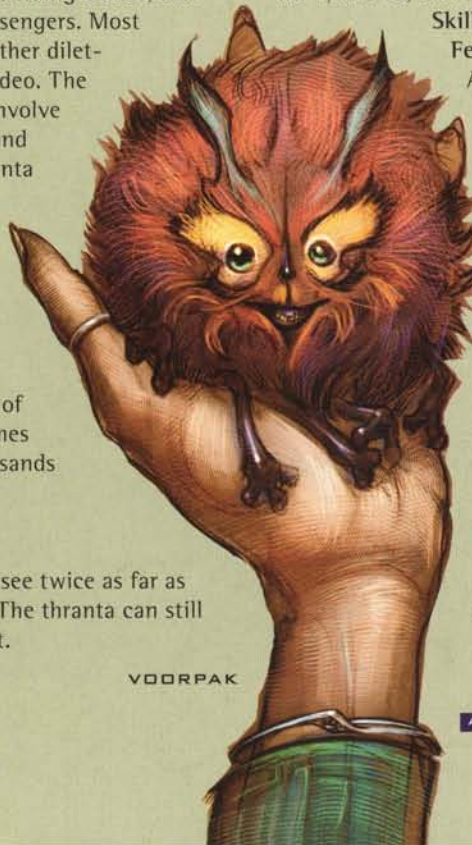
Feats: Improved Initiative, Power Attack.

Voorpak

Voorpak are diminutive carnivores that are much beloved by Nabooian ladies. Despite their beguiling appearance, they are brave, loyal, and can be quite fierce when provoked or frightened. They possess a full set of needle-sharp teeth.

Voorpaks emit a soothing, cooing purr that rises to a hum when alarmed. They rest with legs tucked under body to conserve heat. Their fur is very soft. Voorpaks come into heat once a year, and they produce litters of three to five pups.

In the wild, voorpaks live in small colonies that dot the craggy rock out-



VOORPAK



cropping of the hill country. Most are active during twilight hours prowling for water and prey.

Due to the voorpak's light weight, its bone structure can support eight legs with no problem. For centuries, noblewomen and aristocracy of Naboo have kept voorpaks as mascots and pets, carrying them about in their pockets and sleeves. They make excellent hand warmers in the winter, and their pleasant scent is also a much-admired quality. A voorpak usually costs about 100 credits, but some rare breeds can cost up to 2,000 credits.

Species Traits

Bonus Feat: Vorpaks gain Weapon Finesse (bite) as a bonus feat.

Darkvision: A voorpak can see up to 20 meters in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Voorpak: Diminutive domesticated vermin 1; Init +6 (+6 Dex); Defense 20 (+4 size, +6 Dex); Spd 12 m; VP/WP 1/1; Atk +10 melee (1, bite) or +10 ranged; SQ species traits; SV Fort -2, Ref +8, Will -2; Face/Reach 0.5 m by 0.5 m/0 m; FP 0; DSP 0; Rep +0; Str 1, Dex 22, Con 2, Int 3, Wis 10, Cha 8. Challenge Code: A.

Skills: Hide +19, Listen +4, Move Silently +9, Spot +4, Survival +3.

Feats: Weapon Finesse (bite).

Vornskr

The dreaded vornskr is a unique canine predator native to Myrkr. Quadrupedal, they have long legs and sharp claws. Their heads have narrow, forward-set eyes, small pointed ears, long muzzles, and fang-filled jaws. Vornskrs are lean creatures whose taut muscles give them great speed and strength. Their bodies are covered in a short layer of dark fur, and they have long whip-like tails.

While at first glance they appear to be typical predators, vornskrs are unusual because they have natural sensitivity to the Force and Force-users. They all have the Force-Sensitive feat, and thus are very difficult to surprise. Vornskrs are the natural enemies of ysalamiri, always attacking when the predators find a group of them. However, the ysalamiri's natural ability to push back the Force makes it difficult for vornskrs to detect them. A vornskr that senses a Force-user usually mistakes him for an ysalamiri and attacks ferociously.

Vornskrs are mostly inactive during daylight hours, but are fierce nocturnal hunters. They generally hunt in small packs of three to five, although mated couples also hunt by themselves. A vornskr's senses are not as keen as those of most predators, although their Force abilities more than make up for this weakness. Vornskrs are very stealthy, gaining a +4 species bonus on Hide and Move Silently checks, and they often manage to surprise their prey. Vornskrs are also cunning fighters who team up against particularly powerful opponents. They flee when seriously injured unless attacking a Force-user, in which case they fight to the death.

Vornskrs are normally too fierce and wild to be tamed. Even the most talented animal handlers find them a challenge. However, for some unknown reason, vornskrs that have their tails clipped short lose a great deal of their aggression. This makes them less effective combatants, but allows them to be trained as pets and guards. (Use the Domesticated creature template for a vornskr with a clipped tail.) Tamed vornskrs are still enraged by Force-users and attack them ferociously—no known training can break them of this behavior.

When attacking, vornskrs claw with their forepaws and bite with their powerful jaws. Vornskrs also attack with their poisonous tails, causing rashes or paralysis. Vornskrs use their Force abilities to boost their combat abilities as a matter of course, generally activating a few powers before attacking their prey.

Species Traits

Poison: Whenever a vornskr deals wound damage with a tail attack, the victim must make a successful Fortitude saving throw (DC 21) or suffer 1d4 additional points of wound damage. If the victim fails this initial saving throw, he must make a second Fortitude saving throw (DC 21) one minute later. If unsuccessful, the victim is paralyzed for 2d6 minutes.

Vornskr: Medium-size Force-using predator 8; Init +3 (+3 Dex); Defense 18 (+3 Dex, +5 natural); Spd 14 m; VP/WP 80/17; Atk +11 melee (1d6+3, 2 claws) and



AG

VORNSKR

+6 melee (1d8+2, bite) or +11 melee (1d3+4 plus poison, tail) or +11 ranged; SQ species traits; SV Fort +9, Ref +9, Will +4; Face/Reach 2 m by 2 m/2 m; FP 2; DSP 0; Rep +2; Str 16, Dex 17, Con 17, Int 5, Wis 14, Cha 10. Challenge Code: E.

Skills: Hide +12, Listen +7, Move Silently +12, Spot +5, Survival +6.

Force Skills: Enhance Ability +8, See Force +13.

Feats: Alertness, Force-Sensitive, Stealthy, Track.

Force Feats: Control, Sense.

Voxyn

When Talon Karrde duped the Peace Brigade on Yavin 4, he brought along his pet vornskrs, Sturm and Drang. The Peace Brigade was extremely interested to learn that the creatures were not only able to sense Force-users but also seemed particularly aggressive toward Jedi. Though Karrde did not tell the Peace Brigade where to find wild vornskrs, it was only a matter of time before the Peace Brigade captured some of its own.

As one would expect, the Yuuzhan Vong introduce many improvements into the basic vornskr design, crossing the wild animal with the deadly fero xyn, one of their own creatures. The result is the voxyn: more than 4 meters of fangs and claws, naturally inclined to hunt and kill Jedi—and particularly hard for Jedi to kill.

Voxyn possess the vornskrs' dangerous tail poison. They also spit a similar poison, in the same fashion as their Yuuzhan Vong progenitors. Voxyn also have the ability to utter a compressed-wave screech of sufficient power to shatter eardrums. As if its offensive capabilities were not enough, the voxyn is also particularly difficult to kill. Its fast healing ability allows it to recover quickly, and its extra vitality ensures that it stays at peak efficiency for a long time. A critical weakness in the voxyn is its inability to survive without a certain nutrient compound—one that is available only on the planet Myrkr.

Species Traits

Disease: The claws of a voxyn teem with bacteria. Whenever a voxyn successfully deals wound damage with its claws, the victim must succeed at a Fortitude save (DC 23) to avoid infection. If this save fails, the victim suffers 1 point of Constitution damage after 1d4+1 hours. After another 24 hours, the victim must succeed at another Fortitude save (DC 23) to avoid losing an additional 1d2 points of Constitution and 1d2 points of Strength.

Fast Healing 2: A voxyn regains vitality points at an exceptionally fast rate. Each round, the voxyn recovers 2 vitality points, up to its normal maximum.

Limited Force Absence: The introduction of extragalactic biological matter dampens the voxyn's connection to the Force. Attempting to use Farseeing, Force Grip, Force Lightning, Force Strike, or Move Object against the voxyn imparts a –8 penalty on the Force-user's skill check. All other Force skills have no effect on the voxyn. The voxyn also suffers a –8 penalty on all checks made to manipulate the Force. (This penalty is included below.)

Low-Light Vision: Voxyn can see twice as far as normal in poor lighting situations. The voxyn can still distinguish colors, even in dim light.

Nutrient Dependency: Voxyn cannot survive without a nutrient compound found only on the planet Myrkr. Without this nutrient, the creatures lose half their Strength and Constitution after one month, lose half of what's left after two months, and die after three months.

Poison: Whenever a voxyn deals wound damage with a tail attack, the victim must make a successful Fortitude saving throw (DC 23) or suffer an additional 1d4 points of wound damage. If the victim fails this initial saving throw, he must make a second Fortitude saving throw (DC 23) one minute later. If unsuccessful, the victim is paralyzed for 2d6 minutes.

Sonic Screech: The voxyn has the ability to utter a compressed-wave screech of sufficient power to shatter eardrums. The voxyn can forgo all its other attacks to deliver this screech; it is performed as a full-round action. All living beings within 10 meters of the creature must make a successful Fortitude save (DC 17) or be deafened for 2d4 days. Whenever possible, a voxyn will use this ability before its initial attack and attempt to disorient its opponents.

Spit Acid: As a full attack action, a voxyn can belch highly caustic acid at a target up to 6 meters away. This requires a successful ranged attack. The acid deals 1d6 points of damage; if any acid damage inflicts wound damage, the acid deals an additional 1d6 points of damage each round for four rounds.

Toxic Blood: The toxic blood of a voxyn overwhelms most air-breathing species. Any air-breathing creature within 2 meters of a voxyn that has suffered wound damage must succeed at a Fortitude save (DC 17) or suffer 2d4 points of Constitution damage; those who succeed suffer only half damage.

Voxyn: Large Force-using shaped predator 12; Init +4 (+2 Dex, +2 species); Defense 19 (–1 size, +2 Dex, +8 natural); Spd 14 m; VP/WP 96/12; Atk +15 melee (1d6+4 plus disease, 2 claws) and +10 melee (1d8+2, bite) or +15 melee (1d4+6/19–20 plus poison, tail) or



126

CREATURES
C

VRBLTHER

+13 ranged (1d6 acid plus special, spit acid); SQ species traits; SV Fort +11, Ref +10, Will +3; Face/Reach 2 m by 4 m/2 m; FP 3; DSP 0; Rep +2; Str 18, Dex 14, Con 12, Int 6, Wis 16, Cha 12. Challenge Code: F.

Skills: Hide +12, Listen +9, Move Silently +12, Spot +7, Survival +7.

Force Skills: Enhance Ability +2, See Force +10.

Feats: Alertness, Force-Sensitive, Improved Critical (tail), Power Attack, Stealthy, Track.

Force Feats: Alter, Control, Sense.

Vrbllther

Vrbllthers are bipedal predators found in the lower levels of Nar Shaddaa. They have powerful, clawed hands and feet, fanged jaws, long tails, and thick leathery hides that range in color from brown to dark green and black. It is unknown whether they are native to Nar Shaddaa or originated on Varl with the Hutts. Many Hutts keep them as pets, and the Hutt Council seems perfectly happy to allow them to run freely so long as they don't interfere with commerce.

Vrbllthers hunt in packs, using their keen senses to track prey. They are carnivorous predators and, when hungry, attack any living creature they can find. They do not retreat from a fight once it has begun and are not discouraged by fire, blasters, or loud noises.

Species Traits

Frenzied Attack: Vrbllthers receive a +4 species bonus on melee attacks.

Improved Threat Range: So sharp are a vrbllther's claws that they have a threat range of 19–20.

Low-Light Vision: Vrbllthers can see twice as far as normal in poor lighting situations. The vrbllther can still distinguish colors, even in dim light.

Skills: Vrbllthers gain a +4 species bonus on Listen and Spot checks checks. They also receive a +4 species bonus on all Survival checks when using the Track feat.

Vrbllther: Medium-size predator 6; Init +7 (+3 Dex, +4 Improved Initiative); Defense 20 (+3 Dex, +7 natural); Spd 16 m, climb 10 m; VP/WP 39/15; Atk +12 melee (1d6+2/19–20, 2 claws) and +10 melee (1d8+1, bite) or +9 ranged; SQ species traits; SV Fort +7, Ref +8, Will +4; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 15, Dex 17, Con 15, Int 3, Wis 15, Cha 9; Challenge Code: C.

Skills: Climb +10, Hide +6, Jump +7, Listen +10, Move Silently +7, Spot +10, Survival +7.

Feats: Improved Initiative, Multiattack, Track.

Watch-Beast

Watch-beasts are dangerous predators that have been domesticated by the Gamorreans to guard their forest strongholds. They are enormous creatures, easily reaching the size of a transport vehicle in length, with a squat, sturdy body and large head. The four powerful paws of the watch-beast are covered with dense fur and end in dull claws. They have long faces, topped with short horns and a gaping mouth filled with tusks.

Watch-beasts are so named because they are impeccable sentries. They have extremely keen vision and sense of smell and are never caught off-guard. Watch-beasts are fiercely territorial and will never stray out of their area, even forgoing chasing after prey. Beyond this, however, watch-beasts are rather dim creatures and do

not learn any other commands beyond guarding a place or object. Gamorrean's take cubs from



WATCH-BEAST

their mothers at birth in order to bond them to following the commands of a single person. The most difficult task is teaching them *not* to attack every living creature in their territory.

Watch-beasts are surly and suspicious of anyone but its chosen master. When provoked, they attack with incredible fury, warning off interlopers with a croaking bark that can be heard for many kilometers.

Species Traits

Damage Reduction 5: Watch-beasts ignore the first five points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Defensive Awareness: Watch-beasts are incredibly alert animals and cannot be flanked.

Low-Light Vision: Watch-beasts can see twice as far as normal in poor lighting situations. The watch-beast can still distinguish colors, even in dim light.

Trample: As a full-round action, the watch-beast can run over a single opponent of Large or lesser size. The watch-beast 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 watch-beast can begin a trampling attack and move normally. A trampled opponent takes 1d6+15 points of damage. A successful Reflex save (DC 30) reduces the damage by one-half.

Watch-Beast: Huge forest predator 10; Init +1 (+1 Dex); Defense 23 (-2 size, +1 Dex, +14 natural); DR 5; Spd 10 m; VP/WP 115/48; Atk +18 melee (2d8+15/19-20, bite) or +9 ranged; SQ species traits; SV Fort +14, Ref +8, Will +7; Face/Reach 4 m by 8 m/4 m; FP 0; DSP 0; Rep +0; Str 30, Dex 12, Con 24, Int 2, Wis 18, Cha 14. Challenge Code: E.

Skills: Hide -7, Intimidate +10, Listen +13, Move Silently +3, Spot +15, Survival +10, Swim +12.

Feats: Alertness, Improved Critical (bite), Power Attack, Track.

Webweaver

The webweaver, or wyyyschokk, is the most dangerous creature known to inhabit the jungles of Kashyyyk. Webweavers reign supreme in the lowest levels of the planet. These huge arachnids are startlingly fast, stronger than the native Wookiees, as large as some repulsorlift vehicles, and smart enough to conduct trial and error tests and remember prey patterns.

Webweavers develop large, elaborate web networks that have been known to stop speeder bikes at full velocity. Their adhesive is strong enough to rip the clothes from a person's body. The web strands are often as thick as a Wookiee's forearm and more durable than the kshyy vine, yet they do not wait for prey to become ensnared in their kilometers-wide web networks; they actively seek food, roaming the jungle floors in search of their next meal.

Little else is known about webweavers. Only through observation droids were Wookiee scientists able to monitor creature activity on the lowest levels near the webweavers, and even then the droids were destroyed in minutes, revealing little data.

Species Traits

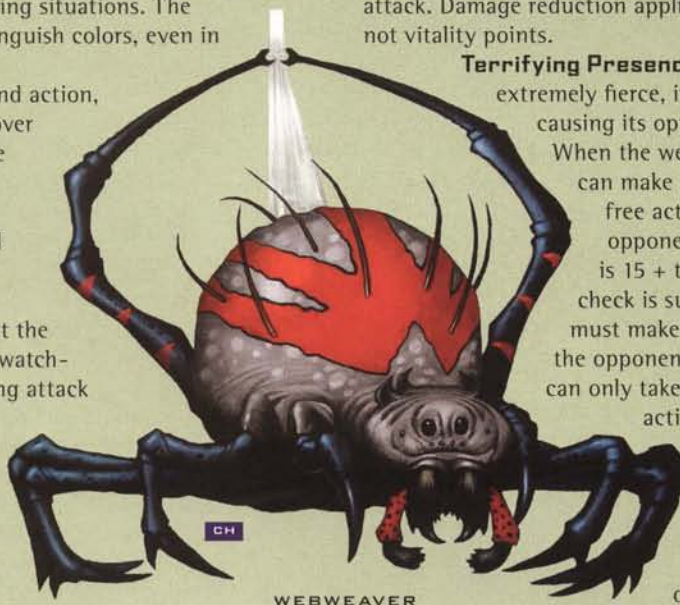
Damage Reduction 10: Webweavers ignore the first 10 points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Terrifying Presence: A webweaver has an extremely fierce, intimidating presence, causing its opponents to freeze in fear. When the webweaver 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 of the *Star Wars Roleplaying Game* revised rulebook).

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 webweaver can make only one Intimidate check in a given encounter.

Webweaver Blindsight: While the webweaver can hunt outside its web, it is far more effective inside it, where every tremor in the webbing alerts the monstrous arachnid to the presence of a potential victim. While the webweaver is in contact with its web, it gains blindsight against any other creature also in its web.

Webs: A webweaver gets its name from the labyrinthine webs it creates in its hunting area—a vast field of webbing often spanning kilometers. These webs are extremely strong and sticky. A creature that comes into contact with the webs is ensnared. An ensnared creature cannot move and has an effective (but not actual) Strength and Dexterity of 0 for any purpose other than freeing itself. An ensnared creature loses all of its dodge and class bonuses to Defense, leaving it with an effective Defense of 5 plus any armor bonuses, and is considered helpless.



WEBWEAVER



To escape, a creature must make a DC 25 Strength check or DC 30 Escape Artist check, after which it can act normally. Coming into further contact with the webs automatically ensnares the creature again. Those that succeed in escaping still leave behind a fair amount of clothing, equipment, hair, and skin.

Cutting the webs is almost impossible. A single strand has damage reduction 15 and 60 wound points. Any physical object touching the web becomes stuck, so usually only energy weapons can cut through a strand. Even vehicles and starships are subject to the effects of the web. The pilot of a vehicle or starship that comes in contact with the webs can attempt a Pilot check (DC 30) to pull free. A vehicle adds a +4 bonus on this check for every size category it is above Huge, while a starship gains a +4 bonus for every size category it is above Diminutive.

Webweaver: Gargantuan forest predator 12; Init +1 (+1 Dex); Defense 17 (–4 size, +1 Dex, +10 natural); DR 10; Spd 24 m, climb 14 m; VP/WP 186/128; Atk +19 melee (4d6+15/19–20, bite) or +9 ranged; SQ species traits; SV Fort +19, Ref +9, Will +6; Face/Reach 8 m by 16 m/6 m; FP 0; DSP 0; Rep +0; Str 30, Dex 12, Con 32, Int 8, Wis 14, Cha 14. Challenge Code: G.

Skills: Climb +25, Intimidate +15, Jump +14, Listen +6, Spot +4, Survival +7.

Feats: Cleave, Improved Critical (bite), Power Attack, Track, Weapon Focus (bite).

Woolly Veermok

The woolly veermok is a large relative of the short-tempered, ravenous Naboo swamp predator—one that dwells in the frozen mountain ranges of that planet's northern polar region. Although the woolly veermok's smaller cousin can often be found on other worlds, no specimen of the woolly variety has been captured in the recorded history of the Naboo. The Gungans have legends that tell of heroic battles against hordes of the beasts, and xenologists believe these legends may have originated when Naboo underwent an ice age hundreds of thousands of years ago.

Unlike their cousins, woolly veermoks walk on four broad paws at all times, although their hind legs are still capable of mighty leaps. They're covered in a thick coat of pungent, whitish-brown fur, and both males and females have more pronounced horns. Eyesight is less important to this arctic predator, which has a sharpened sense of smell sensitive to prey and others of its kind. The woolly veermok is even more solitary than its cousin, however. The species prefers to live and hunt alone (feeding on Naboo's many mountain ungulate species). The woolly veermok can efficiently store great amounts of energy in body fat.

The beasts defend their home caves with a vengeance. This is not to say no communication exists between individuals; the howl of the woolly veermok can cut through the loud, harsh winds of the icy northern mountains to warn a competitor to stay clear or call a potential mate during their brief mating cycle. During this roughly month-long period in the polar "spring," the creatures



WOOLLY VEERMOK

gather in the icy lowlands, milling about and howling in loose packs with little hierarchical structure. Any creature foolish enough to wander into the middle of the screaming mass of rutting woolly veermoks is devoured in seconds, and even vehicle traffic is diverted during the mating season because of a well-publicized incident involving wealthy tourists.

Males engage in sometimes-mortal combat for the attention of females, while females appear outwardly docile. If a male attempts to come near her without her approval, the female lashes out with surprising speed and ferocity, often severely wounding or even killing her would-be suitor. After mating, the female bites or claws her mate enough to draw blood (the smell of blood marks that male for the rest of the mating season, and other females do not mate with him). Mated females then chase off the male until he returns to his previous territory or moves in on the range of another woolly veermok.

Females give birth to an average litter of a dozen infants. The young woolly veermok must survive on its own within a week of being born—their mothers rarely stay with them for longer than that. The mortality rate for young woolly veermoks is over fifty percent, as after they are abandoned, the stronger young often turn on and consume the smaller siblings. This is the only instance of actual cannibalism observed in the species.

Woolly veermoks have never been successfully trained, and many laws exist on Naboo to dissuade anyone foolish

128

CREATURES

JKI

enough to attempt it. Unlike most predators, woolly veermoks do not spook easily, and often attack entire groups of Medium-size beings after patiently stalking them for hours. Another favored tactic is to move ahead of the prey and wait to ambush its victims from a convenient snow bank. Thanks to snow cover and howling winds, victims rarely notice the woolly veermok until it is too late.

Species Traits

Camouflage: Woolly veermoks blend in with their surroundings, granting a +8 circumstance bonus on Hide checks in arctic environments.

Pounce: The woolly veermok can pounce upon its prey with lightning speed thanks to powerful hind legs. A pouncing woolly veermok can make a full attack after charging. With this maneuver, its powerful, claw-tipped, front legs can rip through a blast vest or even cold-weather environmental suit with ease.

Scent: Woolly veermoks can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a woolly veermok detects a scent, the exact location is not revealed. Instead, the woolly veermok knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a woolly veermok can pinpoint the exact location of the scent. Woolly veermoks do not need to guess the location of a fully concealed opponent detected this way.

Woolly veermoks can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Woolly veermoks tracking by scent ignore the effects of surface conditions and poor visibility.

Screaming Howl: Woolly veermoks possess a specialized larynx through which they can emit a howling scream to frighten enemies and communicate with others of its kind. They receive a +8 bonus on Intimidate checks for every round they howl (a free action), and can be heard by a Human at a distance of one kilometer without aural enhancement—even during high winds.

Woolly Veermok: Large arctic mountain predator 8; Init +8 (+4 Dex, +4 Improved Initiative); Defense 17 (–1 size, +4 Dex, +4 natural); Spd 20 m; VP/WP 76/20; Atk +13 melee (2d4+6, 2 claws) and +11 melee (1d8+3, bite) or +13 melee (1d6+9, gore) or +10 ranged; SQ species traits; SV Fort +11, Ref +10, Will +4; Face/Reach 2 m by

4 m/2 m; FP 0; DSP 0; Rep +5; Str 22, Dex 18, Con 20, Int 2, Wis 15, Cha 15. Challenge Code: D.

Skills: Climb +13, Hide +9, Intimidate +9, Jump +9, Move Silently +7, Spot +9, Survival +6.

Feats: Improved Initiative, Multiattack, Power Attack.

Womp Rat

Womp rats are pack hunters indigenous to Tatooine, although similar predators exist on many different worlds. These vicious, carnivorous rodents can reach 2 or even 3 meters in length. Womp rats prowl the rocky regions of their home planet, chasing down dewbacks and occasionally culling the weakest banthas from a herd.

A female womp rat can have as many as 16 offspring in a single litter—most of these join the pack. The pack hunts together, surrounding herds of smaller prey or attacking a large creature together to bring it down. Young rats are kept together near the center of a womp rat pack and protected from outside threats. Packs often divide and spread with frightening speed as their numbers swell. An average pack of womp rats consists of 3d4+3 creatures. Despite their strong pack mentality, all efforts to domesticate or train womp rats have failed.

Although many different breeds of womp rats exist, they are similar in most respects. Generally, womp rats are covered in short fur colored to match their environment—usually yellow or tan. Their eyes reflect the harsh light of Tatooine's twin suns, sometimes flashing reflected light that can be seen from over a kilometer away. Womp



AG

WOMP RATS



rats are fearless, occasionally attacking even armed settlers and travelers, although they avoid large vehicles such as sandcrawlers and Imperial walkers.

Most sentient beings regard womp rats with a feeling somewhere between contempt and terror. Reasonable precautions can keep one safe from a pack of womp rats, but an individual caught out in the open is as good as dead. Consequently, no laws protect womp rats from extinction. Many settlers make a sport of shooting at the predators from fast-moving vehicles. Beggar's Canyon, on Tatooine, is a particularly popular spot for "womp runs," in which lightly armed skyhoppers race through the narrow defile picking off womp rats for points.

Womp Rat:

Medium-size desert predator
1; Init +2 (+2 Dex);
Defense 15 (+2 Dex, +3 natural); Spd 10 m; VP/WP 4/11; Atk +3 melee (1d6+3, bite) or +3 melee (1d4+2, 2 claws) or +3 ranged; SV Fort +2, Ref +4, Will +0; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 15, Dex 15, Con 11, Int 3, Wis 11, Cha 6.
Challenge Code: B.

Skills: Intimidate +2, Jump +6, Survival +6.
Feats: Track.

Worrt

The worrt is a toad-like predator native to the rocky regions of Tatooine. It is a short, ugly creature that moves around on two ungainly feet. Because of its normal diet of small vermin and scavengers, some efforts have been made to export worrts as useful pest control for large freighters and spaceports. Unfortunately, the hunting practices of a worrt make it uniquely unqualified for such a position.

A worrt "hunts" by blending in among the rocks and waiting patiently for something resembling food to pass by, at which point it shoots out its long tongue to ensnare its prey. Renowned for its stupidity, the worrt occasionally attacks creatures larger than itself. It may also attack rocks, vehicles, or even its own reflection.

Some criminals have been known to keep several worrts as pets. They place the creatures around the outside their base, making stealthy approach problematic for potential thieves or assassins. Despite this possible use, worrt exporters have uniformly gone out of business.

Species Traits

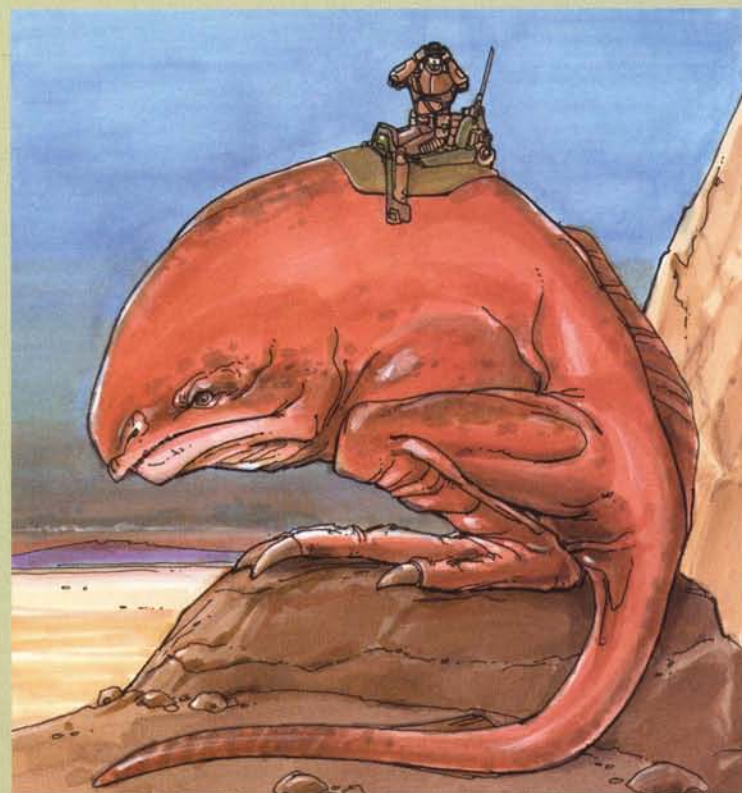
Low-Light Vision: Worrts can see twice as far as normal in poor lighting situations. The worrt can still distinguish colors, even in dim light.

Tongue Attack: If a worrt's tongue attack is successful, its victim must attempt a Reflex save (DC 13). If the save fails, the victim is immediately pulled into the worrt's mouth, allowing the worrt to make an immediate bite attack. Obviously, this attack is only truly effective against creatures smaller than the worrt—typically insects, rodents, scurriers, and other Diminutive or Tiny creatures; however, a worrt rarely makes this distinction. Against Small or bigger creatures, the tongue attack has no effect.

Worrt: Small desert predator 1; Init +6 (+2 Dex, +4 Improved Initiative); Defense 14 (+1 size, +2 Dex, +1 natural); Spd 4 m; VP/WP 4/11; Atk +1 melee (1d4, bite) or +3 ranged (special, tongue); SQ species traits; SV Fort +2, Ref +4, Will +1; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 10, Dex 15, Con 11, Int 1, Wis 12, Cha 6.
Challenge Code: A.
Skills: Hide +10, Spot +5, Survival +7.
Feats: Improved Initiative.



WORRT



YCAQT

130

CREATURES
(C)

1K1

Ycaqt

Ycaqt are domesticated, hairless riding animals with mottled orange skin that are native to the wealthy Mid Rim world called Velmor. They have rounded bodies that are supported by a pair of massive legs with broad, three-toed feet. They have no neck and their flat heads are almost bisected by the massive maw that allows them to scoop up over 20 liters of water at a time and filter out the plankton that is their primary diet. They have no forelimbs, but they possess a long tail that aids in balance when loping across Velmor's plains. They can also use their tail to defend themselves with when angered or threatened.

In ages past, Velmorian knights rode ycaqt into battle or on hunts, and they continue to have great ceremonial purpose in the world's native culture. For example, they are used in the pre-coronation festivities, during which nobles hunt wild animals atop ycaqt. After participating in one such event, Luke Skywalker is reported to have found the creatures "only slightly less stubborn than a tauntaun."

Ycaqt have been exported to a number of worlds for use in sports activities or by herders managing peaceful or docile animals, but in addition to their stubborn nature, they do not fare well outside temperate or tropical environments.

Although its large mouth at first appears quite intimidating, the ycaqt does not actually bite—any damage to the delicate baleen it uses to filter food from water could starve the beast. Instead, it swivels its body on powerful legs and slams with its tail. The creature can also trample other creatures. In most cases, however, an ycaqt does not fight at all unless cornered—preferring to run away faster than most predators can move.

Carrying Capacity: A light load for an ycaqt is up to 116 kg; a medium load, 117–233 kg; a heavy load, 234–350 kg. An ycaqt can drag 1,750 kg.

Species Traits

Bonus Feat: Ycaqts gain Run as a bonus feat.

Trample: As a full-round action, the ycaqt can run over a single opponent of Medium or lesser size. The ycaqt 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, an ycaqt can begin a trampling attack and move normally. A trampled opponent takes 1d6+6 points of damage. A successful Reflex save (DC 15) reduces the damage by one-half.

Ycaqt: Large herd animal 1; Init +1 (+1 Dex); Defense 10 (–1 size, +1 Dex); Spd 18 m; VP/WP 6/18; Atk +3 melee (1d6+6, tail) or +0 ranged; SQ species traits; SV Fort +6, Ref +1, Will +0; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 19, Dex 12, Con 18, Int 3, Wis 10, Cha 4. Challenge Code: A.

Skills: Jump +8, Spot +2, Survival +4.

Feats: Run.



YSALAMIRI

Ysalamiri

Ysalamiri are unique creatures. Native to the planet Myrkr, and found nowhere else, ysalamiri do not have a particularly unusual appearance. They are sessile creatures, somewhat resembling furry snakes with legs. They grow up to half a meter long and have no natural defenses—lacking fangs, resilient hides, or even much mobility. Since their claws have evolved to grow directly into the metal-rich trees that are the ysalamiri's natural habitat (which makes it very difficult to remove one from its perch), they are not very useful in combat. Ysalamiri spend almost their entire lives hanging from these trees and soon die if removed from them.

What makes ysalamiri so unique is their ability to "push back" the Force in a bubble-shaped area. This is an innate ability. They are incapable of turning it off or focusing it in a particular direction. Each ysalamiri affects an area centered on itself with a roughly 10-meter radius. If two or more ysalamiri are within each other's areas, their areas merge, gaining 1 meter of radius for each ysalamiri after the first. A colony of forty or fifty ysalamiri can push back the Force in an area as large as 100 meters in diameter.

It is theorized that the ysalamiri developed this strange power as a survival mechanism. The primary predators of Myrkr, vornskrs, depend on Force powers to help them hunt and fight. The ysalamiri's ability to push back the Force makes it difficult for vornskrs to find them.



Grand Admiral Thrawn used ysalamiri as portable defenses against Force-users. To do this, he had Imperial engineers build pipe frames to carry them. The contraption was small enough to be worn on an Imperial officer's back, allowing him to move with the ysalamiri and its defensive anti-Force zones. Constructing a frame that can support an ysalamiri and remain easily portable is a difficult task. This requires a Knowledge (Biology) check (DC 30) or a Knowledge (Myrkr) check (DC 20) to design the frame. If successful, the frame itself can be built with a Craft (tools) check (DC 15). The value of such a frame is 500 credits for purposes of construction time and raw materials required.

Era Notes

Prior to Grand Admiral Thrawn's assault on the New Republic, ysalamiri were unknown throughout the galaxy. Even on Myrkr, the creature's ability to push back the Force was just a rumor until the Grand Admiral began using ysalamiri as a defense against Force-users. In a game set in the Rise of the Empire or Rebellion eras, no one should even have an inkling of these creature's powers. In a game set during The New Jedi Order era, ysalamiri are famous among Force-users, and any Jedi would recognize one on sight. Even during this time, ysalamiri should be rarely encountered and used by a GM only sparingly—it's frustrating for a Force-user to be unable to use her powers. If a GM depends on ysalamiri to neutralize the Force, players may soon discover ways to kill them.

Species Traits

Low-Light Vision: Ysalamiri can see twice as far as normal in poor lighting situations. The ysalamiri can still distinguish colors, even in dim light.

Nullify Force: Each ysalamiri creates a "bubble" centered on itself within which the Force cannot be used. The bubble has a radius of 10 meters, and several ysalamiri

spaced accordingly can create an even larger bubble.

Characters cannot access the Force when inside an ysalamiri's bubble. They cannot use Force feats or Force skills, and they cannot use Force Points or Dark Side Points. Force feats or skills activated outside the area do not penetrate it, although they function normally up to that point. Characters with Force abilities become aware of this lack of the Force the instant they attempt to use a Force skill or feat. The effect is so readily apparent that characters know there is no point in attempting to use Force feats or skills. A character who attempts to use a

Force power inside an ysalamiri's "bubble" does not spend vitality points or lose an action for his attempt. Instead, he realizes instantly that the attempt does not work. He is free to take any normal action after the GM informs him that his Force powers are completely gone. However, there is no other sign of an ysalamiri pushing back the Force. A Force-user standing just outside the area would not be aware of it.

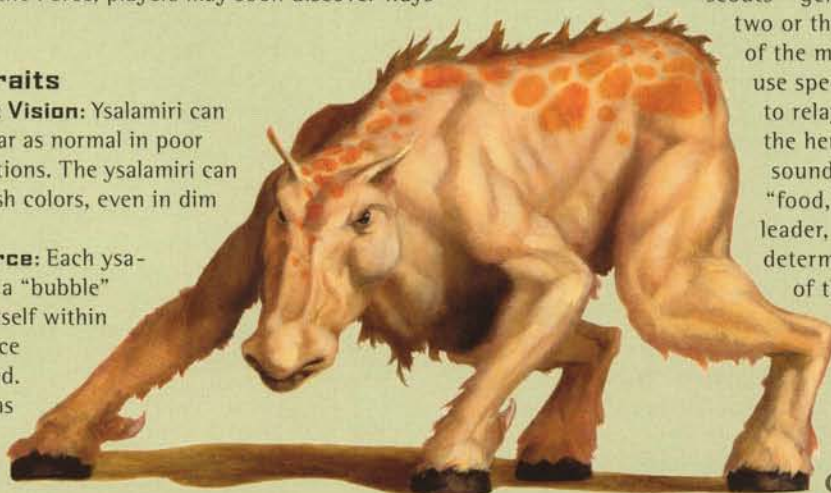
Ysalamiri: Tiny herd animal 1; Init -4 (-4 Dex); Defense 8 (+2 size, -4 Dex); Spd 2 m, climb 2 m; VP/WP 1/3; Atk -2 melee (1, bite) or -2 ranged; SQ species traits; SV Fort +0, Ref -4, Will -2; Face/Reach 1 m by 1 m/0 m; FP 0; DSP 0; Rep +1; Str 3, Dex 3, Con 6, Int 2, Wis 6, Cha 6. Challenge Code: A.

Skills: Climb +6, Spot +2, Survival +2.

Zarymoks

Zarymoks live in herds, migrating across large savannas and jungles. They are striking animals, with brilliant white or light tan fur covered with small red and brown spots along their backs. They stand between 3 and 4 meters tall. A zarymok's head is relatively small in comparison with its body, ending in a long snout with an even longer prehensile tongue (up to 1 meter long) used to gather leaves and grass for sustenance. Zarymoks are herbivores that bear live young.

Zarymoks are aggressive herd animals that use "scouts"—generally in groups of two or three—to patrol ahead of the main herd. The scouts use special trumpetlike calls to relay signals to the rest of the herd and have different sounds for "shelter," "water," "food," or "danger." The herd leader, typically an older male, determines the movement of the herd as a whole. The herd's "caretakers," typically older females, watch over the young and the wounded, keeping them in the center of the herd where they are the



ZARYMOK

safest. Finally, there are the "guardians," made up of the adolescent and young adult males and females. These animals surround the larger herd, running next to it at a rough distance of 25–50 meters. The guardian zarymoks are responsible for intercepting any threats to the larger herd. Once a possible predator is spotted, a guardian will let out a long, piercing call to alert the others. The closest guardians will come to assist while the herd moves away from the threat. Two or three guardians will then charge the predator and attempt to either trample it or engage in combat.

Species Traits

Scent: Zarymoks can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a zarymok detects a scent, the exact location is not revealed. Instead, the zarymok knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a zarymok can pinpoint the exact location of the scent. Zarymoks do not need to guess the location of a fully concealed opponent detected this way.

Zarymoks can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Zarymoks tracking by scent ignore the effects of surface conditions and poor visibility.

Trample: Zarymoks are known to stampede en masse when chased by predators, or individually when the guardians chase down threats to their herd by trying to run them down. Anyone trampled by a zarymok takes 2d6+12 points of damage, or half that if a Reflex save (DC 20) is successful.

Zarymok: Huge herd animal 10; Init +0; Defense 18 (–2 size, +10 natural); Spd 14 m; VP/WP 85/46; Atk +11 melee (1d6+8, 2 claws); SQ species traits; SV Fort +13, Ref +3, Will +2; Face/Reach 4 m by 8 m/4 m; FP 0; DSP 0; Rep +0; Str 26, Dex 11, Con 23, Int 2, Wis 9, Cha 5. Challenge Code: E.

Skills: Listen +1, Spot +7, Survival +8.

Feats: Power Attack, Run, Track.

Creature Sizes

A creature's size determines modifiers to its Defense, attack rolls, and certain skill checks. Also, a creature's size and shape determine its face and reach. Table 2-2: Creature Sizes summarizes this information. (This information replaces Table 8-6: Creature Size and Scale in Chapter Eight of the *Star Wars Roleplaying Game* revised rulebook.)

Climate Templates

Creatures that have adapted to a particular environment often gain bonuses within that environment. Not every creature found in a particular area is suited to live there, but those that are often have a template for that climate. Most creatures only have one such template. It is conceivable for a creature to have two climate templates, either because it has adapted equally well to two environments, or because it is from a mixed environment (such as an arctic forest), but most creatures only have one. The species bonuses to skills granted by a climate template only apply in that climate. For instance, an arctic creature in a desert environment loses its bonus on Survival checks (and likely suffers a –4 penalty instead). All creatures with climate templates are presented with the associated bonuses included in their statistics because it is assumed they are encountered in their natural environment. If encountered outside of the appropriate climate, be sure to remove the bonuses granted by the template.

One easy way to modify an existing creature into an entirely new one is to give it a climate template or to change its existing climate template. The climates and their associated bonuses are found on Table 2-2: Climate Templates.

Creature Templates

Armored

Armored creatures have thick hides, dense muscles, and heavy plates covering and protecting their bodies. Armored versions of creatures sometimes evolve as a natural response to harsh environments. More commonly, this template is used

Table 2-1: Creature Sizes

Size	Face*	Reach	Size Modifier	Example
Fine	0.2 m by 0.2 m	0 m	+8	stingfly
Diminutive	0.5 m by 0.5 m	0 m	+4	kouhun
Tiny	1 m by 1 m	0 m	+2	ysalamiri
Small	2 m by 2 m	2 m	+1	Ewok
Medium	2 m by 2 m	2 m	+0	Human
Large (tall)	2 m by 2 m	4 m	–1	Herglic
Large (long)	2 m by 4 m	2 m	–1	Hutt
Huge (tall)	4 m by 4 m	6 m	–2	rancor
Huge (long)	4 m by 8 m	4 m	–2	bantha
Gargantuan (tall)	8 m by 8 m	8 m	–4	chrysalis beast
Gargantuan (long)	8 m by 16 m	6 m	–4	sureggi
Colossal (tall)	16 m by 16 m	10 m	–8	gorax
Colossal (long)	16 m by 32 m	8 m	–8	krayt dragon

* Listed width by length



Table 2-2: Climate Templates

Climate	Benefits
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 checks in arctic environments; -4 penalty on Survival checks in other environments.
Desert	+4 species bonus on Survival checks in desert environments; -4 penalty on Survival checks in other environments.
Forest	+2 species bonus on Listen checks, +2 species bonus on Survival checks in forests.
Mountain	+2 species bonus on Climb checks, +2 species bonus on Survival checks in mountains; -4 penalty on Survival checks in other environments.
Plains	+2 species bonus on Hide checks; +2 species bonus on Survival checks in plains; -4 penalty on Survival checks in other environments.
Subterranean	+4 species bonus on Listen checks; darkvision (20 meters).
Swamp	+2 species bonus on Swim checks, +2 species bonus on Survival checks in swamps; -4 penalty on Survival checks in other environments.
Vacuum	Darkvision (20 meters); able to exist in zero-atmosphere environments.

to create new creatures similar to existing creatures, but more durable. Along with their heightened defenses, armored creatures have sharper claws and keener teeth, allowing them to overcome the defenses of similarly armored creatures. During the time of the Empire, animals such as nek battle dogs are enhanced with armor plate and cybernetic claws; this can be represented with the armored template.

Creating an Armored Creature

"Armored" is a template that can be added to any non-airborne creature (referred to hereafter as the "base creature"). Flying creatures cannot be armored without losing the ability to fly, due to the increased weight, and do not evolve armored forms naturally. An armored creature uses all the statistics and special abilities except as noted below.

Defense: Add +5 to the creature's natural Defense bonus.

Attack: Double the number of damage dice for bite and claw attacks. Other forms of attack are unchanged.

Special Qualities: Add damage reduction based on the creature's size as listed on Table 2-3: Armored Creature Damage Reduction:

**Table 2-3:
Armored Creature Damage Reduction**

Size	DR
Fine	1
Diminutive	2
Tiny	3
Small	5
Medium-size	7
Large	10
Huge	15
Gargantuan	20
Colossal	25

Ability Score Modifiers: Add +4 to the creature's Constitution.

Challenge Code: Increase an armored creature's Challenge Code by one rank.

Sample Armored Creature

Here is an example of an armored creature using a nek battle dog as the base creature.

Armored Nek Battle Dog: Medium-size armored predator 4; Init +3 (+3 Dex); Defense 22 (+3 Dex, +9 natural); DR 7; Spd 40 m; VP/WP 30/17; Atk +12 melee (2d6+4, bite) and +10 melee (4d4+2, 2 claws) or +7 ranged; SQ species traits; SV Fort +7, Ref +7, Will +1; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +1; Str 18, Dex 16, Con 17, Int 4, Wis 11, Cha 11. Challenge Code: C.

Skills: Listen +6, Spot +6, Survival +6.

Feats: Multiattack, Power Attack.

Species Traits: The following provides information on an armored nek battle dog's species traits.

Damage Reduction 7: Nek battle dogs ignore the first seven points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Ferocious Attack: Nek battle dogs are renowned for their fierceness in combat situations. They gain a +4 bonus on all melee attacks.

Improved Grab: If the nek battle dog hits with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab can only be used on opponents of Medium or lesser size.

Low-Light Vision: Nek battle dogs can see twice as far as normal in poor lighting situations. The nek can still distinguish colors, even in dim light.

Scent: Nek battle dogs can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a nek detects a scent, the exact location is not revealed. Instead, the nek knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a nek can pinpoint the exact location of the scent. Neks do not need to guess the location of a fully concealed opponent detected this way.

Neks can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Neks tracking by scent ignore the effects of surface conditions and poor visibility.

Carnivorous

Carnivorous creatures are feral, predatory versions of animals that aren't normally predators. Such animals can be examples of devolution to a more primitive type, new creatures with distant ties to the normal version of its species, or the results of genetic engineering.

Creating a Carnivorous Creature

"Carnivorous" is a template that can be added to any creature not of the predator class (referred to hereafter as the "base creature"). Creatures of this type can be considered predators and should take any new levels as predator levels if they grow in size or power (but do not change existing levels into predator levels). A carnivorous creature uses all the base creature's statistics and special abilities except as noted here.

Vitality Points/Wound Points: Increase the creature's vitality points to 1d10 (if the creature's vitality is already higher than 1d10, do not reduce it).

Attack: Increase the creature's attack bonus by +3 and increase all its damage by one die type, to a maximum of d12. If the creature does not have a bite attack, add a bite attack with damage based on the creature's size as shown on Table 2-4: Carnivorous Creature Bite Attacks.

Table 2-4:
Carnivorous Creature Bite Attacks

Size	Bite Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Saves: Increase Fortitude and Reflex saves by +2 each.

Ability Score Modifiers: Increase the creature's Strength, Constitution, and Wisdom by 2 each. (This adds +1 to the creature's Fort and Will saves.)

Challenge Code: Increase the creature's Challenge Code by one rank.

Feats: Add the bonus feat Track.

Sample Carnivorous Creature

Here is an example of a carnivorous creature using a bantha as the base creature. (The feral banthas of Talasea are very similar.)

Carnivorous Bantha: Huge carnivorous herd animal 3; Init +0; Defense 18 (-2 size, +10 natural); DR 5; Spd 6 m; VP/WP 40/54; Atk +11 melee (2d8+13, gore) or +11 melee (2d6+13, bite) or -2 ranged; SQ species traits; SV Fort +15, Ref +3, Will +2; Face/Reach 4 m by 8 m/4 m; FP 0; DSP 0; Rep +0; Str 29, Dex 10, Con 27, Int 3, Wis 13, Cha 3. Challenge Code: D.

Skills: Listen +6, Spot +3, Survival +6.

Feats: Great Fortitude, Track.

Species Traits: The following provides information on a carnivorous bantha's species traits.

Damage Reduction 5: Banthas ignore the first five points of damage against its wound points on every attack. Damage reduction applies only to wound points, not vitality points.

Trample: As a full-round action, the bantha can run over a single opponent of Large or lesser size. The bantha 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 bantha can begin a trampling attack and move normally. A trampled opponent takes 4d6+13 damage. A successful Reflex save (DC 22) reduces the damage by one-half.

Domesticated

Sentient beings have cared for domesticated creatures for hundreds of thousands of years. These are not merely tamed versions of wild creatures, but are subspecies that have lost many of their wild instincts and survival skills. Not all domesticated species should use this template. Some particularly hardy species, such as banthas, retain their wild natures even after generations of handling and training.

Creating a Domesticated Creature

"Domesticated" is a template that can be added to any herd animal, predator, or scavenger (referred to hereafter as the "base creature"). Creatures of this type are always easier to handle and train than wild versions of the same species. (Reduce all Handle Animal DCs by 5). A domesticated creature uses all the base creature's statistics and special abilities except as noted here.

Attack: All domesticated creatures lose some of their natural fighting instincts. Subtract 2 from all the base creature's attack bonuses.

Will Save: Due to generations of being bred for complacency, domesticated creatures are not strong-willed. Subtract 2 from the base creature's Will saves.

Charisma: Domesticated creatures are more used to dealing with a variety of sentient and nonsentient aliens.



Thus, they've developed more interactive personalities. Increase a domesticated creature's Charisma score by 1d4.

Challenge Code: Reduce a domesticated creature's Challenge Code by one rank.

Sample Domesticated Creature

Here is an example of a domesticated creature, using a bonegnawer as the base creature.

Domesticated Bonegnawer: Large domesticated airborne predator 7; Init +7 (+1 Dex, +4 Improved Initiative, +2 species); Defense 13 (-1 size, +1 Dex, +3 natural); Spd 4 m, fly 20 m (average); VP/WP 59/19; Atk +9 melee (4d8+7, bite) or +5 ranged; SQ species traits; SV Fort +9, Ref +3, Will +1; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +1; Str 20, Dex 12, Con 19, Int 3, Wis 13, Cha 8. Challenge Code: C.

Skills: Listen +7, Move Silently +7, Search +2, Spot +15, Survival +7.

Feats: Fly-By Attack, Improved Initiative, Power Attack.

Species Traits: The following provides information on a domesticated bonegnawer's species traits.

Improved Grab: If a bonegnawer hits with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab can only be used on opponents of Medium or lesser size.

Low-Light Vision: Bonegnawers can see twice as far as normal in poor lighting situations. They can still distinguish colors, even in dim light.

Skills: Bonegnawers gain a +6 species bonus on Search and Spot checks.

Slam Dive: A bonegnawer hunts by using its improved grab ability to catch prey in its powerful jaws. If its prey is larger than Medium-size, the bonegnawer cannot use its improved grab. Instead, it tries to kill the prey by slamming it into the ground. (In addition to bite damage, this deals 2d8+5 points of damage.) A slam dive must be performed as part of a charge action while flying.

Enlarged

There are many theories regarding what can cause a normal creature to grow to an incredible size—solar radiation, above-normal gravity, and hyperspatial anomalies just to name a few. It's rumored that more than one laboratory has produced enormous versions of creatures through genetic modification. Regardless of how it happens, enlarged creatures are rare sights, usually found in the untamed wilds of strange backwater planets.

"Enlarged" is a creature template that can be combined with other creature templates. When doing so, apply the enlarged creature template first.

Creating an Enlarged Creature

"Enlarged" is a template that can be added to any creature (referred to hereafter as the "base creature"). An enlarged creature uses all the statistics and special abilities of the base creature except as noted below:

Size: Using the base creature's size, apply the modifiers for the next-largest size category to the base creature's Strength, Dexterity, Constitution, Wound points, size modifier, and speed. If you want to increase the creature's size category by more than one step, repeat the process using the new size category.

Defense: The enlarged creature's natural armor bonus to Defense may increase; see Table 2-5: Enlarged Creature Adjustments.

Damage Reduction: The enlarged creature's new size may increase its damage reduction; see Table 2-5: Enlarged Creature Adjustments.

Wound Points: The enlarged creature has wound points typical for a creature of its size, as shown in Table 14-1: Creature Size Modifiers of the *Star Wars Roleplaying Game* revised rulebook.

Speed: Increase the base creature's speed as indicated on Table 2-5: Enlarged Creature Adjustments.

Attacks: The enlarged creature gains a size modifier to attack rolls as indicated in Table 14-1: Creature Size Modifiers of the *Star Wars Roleplaying Game* revised rulebook. An enlarged creature deals slam, bite, claw, and gore damage typical for a creature of its size, as noted in

Table 2-5: Enlarged Creature Adjustments

Old Size*	New Size	Herd Anima	Parasite Abilities	Predator Abilities
		Abilities		
Fine	Diminutive	-2 Dex, +4 Con	-4 Dex	-4 Dex, +4 Con
Diminutive	Tiny	-2 Dex, +2 Con	+2 Str, -4 Dex, +2 Con	+2 Str, -4 Dex, +2 Con
Tiny	Small	+4 Str, -2 Dex, +2 Con	+2 Str, -4 Dex, +2 Con	+4 Str, -4 Dex, +2 Con
Small	Medium-size	+4 Str, -2 Dex, +2 Con	+4 Str, -4 Dex, +2 Con	+4 Str, -2 Dex, +4 Con
Medium-size	Large	+6 Str, -2 Dex, +4 Con	+6 Str, -2 Dex, +4 Con	+6 Str, -2 Dex, +4 Con
Large	Huge	+8 Str, -2 Dex, +6 Con	+6 Str, -2 Dex, +6 Con	+10 Str, -2 Dex, +6 Con
Huge	Gargantuan	+10 Str, -2 Dex, +12 Con	+6 Str, -2 Dex, +6 Con	+10 Str, -2 Dex, +10 Con
Gargantuan	Colossal	+10 Str, -2 Dex, +12 Con	+8 Str, -2 Dex, +6 Con	+10 Str, -2 Dex, +10 Con

* Repeat the adjustment if the creature moves up more than one size. For example, if a predator advances from Medium to Huge size, it gains +16 to Strength, -4 to Dexterity, +10 to Constitution, +5 to natural armor, +5 to damage reduction, -2 to attack and Defense, and +6 meters to speed.

** Applies to all modes of movement; *** Does not apply to airborne creatures

Tables 14–3 to 14–7 of the *Star Wars Roleplaying Game* revised rulebook.

Face and Reach: Generally, the enlarged creature's face and reach are determined by its new size category; see Table 2–2: Creature Sizes.

Ability Scores: Increase or decrease the enlarged creature's Strength, Dexterity, and Constitution scores as shown in Table 2–5: Enlarged Creature Adjustments.

Skills: The enlarged creature's suffers a –4 penalty on Hide checks for each size category increase.

Challenge Code: Add one step to a gigantic creature's Challenge Code for each size category increase.

Sample Enlarged Creature

Here is an example of an enlarged creature, using a kouhun from the *Star Wars Roleplaying Game* revised rulebook as the base creature.

Enlarged Kouhun: Large enlarged vermin 6; Init +1 (+1 Dex); Defense 16 (–1 size, +1 Dex, +6 natural); Spd 16 m; VP/WP 27/10; Atk +4 melee (1d8 plus poison, sting) or +4 ranged; SQ species traits; SV Fort +5, Ref +6, Will +3; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 1, Wis 12, Cha 1. Challenge Code: D.

Skills: Hide +3, Listen +5, Move Silently +7, Spot +5, Survival +5.

Feats: Stealthy, Weapon Finesse (sting).

Species Traits: The following provides information on an enlarged kouhun's species traits.

Blindsight: Using nonvisual senses, a kouhun maneuvers and fights as well as a sighted creature. Concealment, invisibility, and darkness are irrelevant. This ability has a range of 20 meters.

Poison: Whenever a kouhun deals wound damage with a sting attack, the victim must make a successful Fortitude saving throw (DC 16) or suffer 1d6 points of Constitution damage. If the victim fails this initial saving throw, he must make a second Fortitude saving throw (DC 16) one minute later. If unsuccessful, the victim suffers an additional 2d6 points of Constitution damage.

Force Using

Some creatures, such as vornskrs and ysalamiri, have natural abilities to use or manipulate the Force. Often on planets where one species develops such a power, other species evolve as Force users as well. Occasionally, an individual creature is unusually strong with the Force.

Creating a Force-Using Creature

"Force using" is a template that can be added to any creature with Intelligence and Wisdom of at least 1 (hereafter referred to as the "base creature"). Creatures of this type gain a few Force feats and skills they use instinctively. They do not gain the ability to take a Force-using character class. Their powers are innate abilities, not the result of study or a true understanding of the Force. A Force-using creature uses all the base creature's statistics and special abilities except as noted here.

Vitality Points/Wound Points: Add 1d4 vitality points per level of the creature.

Ability Score Modifiers: Add +1d4 to the creature's Wisdom and Charisma each.

Challenge Code: Increase the Challenge Code of a Force-using creature by one rank.

Skills: The Force-using template adds 2 skill points per level for buying Force skills. It must meet all the normal prerequisites and treat them as class skills. The creature's level is considered its Force-user level. Creatures that have dark side powers are considered to be dark. (See Chapter Nine of the *Star Wars Roleplaying Game* revised rulebook.) Give such a creature a number of Dark Side Points equal to its Wisdom score.

Feats: A Force-using creature gains the Force Sensitive feat automatically. Every three levels, the creature gains one additional free feat limited to Alter, Control, or Sense. No other Force feats are available to Force-using creatures.

Sample Force-Using Creature

Here is an example of a Force-using creature using a woolly veermok as the base creature.

Force-Using Woolly Veermok: Large Force-using arctic mountain predator 8; Init +8 (+4 Dex, +4 Improved Initiative); Defense 17 (–1 size, +4 Dex, +4 natural); Spd

Scavenger Abilities	Vermin Abilities	Natural Armor Bonus Increase	Damage Reduction Increase	Speed Adjustment**
–6 Dex, +2 Con	–2 Dex	–	–	–
+2 Str, –4 Dex, +2 Con	+2 Str, –2 Dex, +2 Con	–	–	–
+2 Str, –4 Dex, +2 Con	+2 Str, –2 Dex, +2 Con	–	–	+2 m
+4 Str, –4 Dex, +4 Con	+2 Str, –2 Dex, +2 Con	–	–	+4 m
+6 Str, –2 Dex, +6 Con	+2 Str, –2 Dex, +2 Con	+2	–	+4 m
+8 Str, –2 Dex, +4 Con	+4 Str, –2 Dex, +4 Con	+3	+5***	+2 m
+8 Str, –2 Dex, +6 Con	+4 Str, –2 Dex, +6 Con	+4	+5***	–
+8 Str, –2 Dex, +4 Con	+6 Str, –2 Dex, +20 Con	+5	+5	–



20 m; VP/WP 96/20; Atk +13 melee (2d6+6, 2 claws) and +11 melee (1d8+3, bite) or +13 melee (1d6+9, gore) or +11 ranged; SQ species traits; SV Fort +11, Ref +10, Will +5; Face/Reach 2 m by 4 m/2 m; FP 2; DSP 0; Rep +5; Str 22, Dex 18, Con 20, Int 2, Wis 17, Cha 17. Challenge Code: E.

Skills: Climb +13, Hide +9, Intimidate +9, Jump +9, Move Silently +7, Spot +10, Survival +7.

Force Skills: Enhance Ability +9, Force Stealth +9, Heal Self +9.

Feats: Force-Sensitive, Improved Initiative, Multiattack, Power Attack.

Force Feats: Control, Sense.

Species Traits: The following provides information on a woolly veermok's species traits.

Camouflage: Woolly veermoks blend in with their surroundings, granting a +8 circumstance bonus on Hide checks in arctic environments.

Pounce: The woolly veermok can pounce upon its prey with lightning speed thanks to powerful hind legs. A pouncing woolly veermok can make a full attack after charging. With this maneuver, its powerful, claw-tipped, front legs can rip through a blast vest or even cold-weather environmental suit with ease.

Scent: Woolly veermoks can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a woolly veermok detects a scent, the exact location is not revealed. Instead, the woolly veermok knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a woolly veermok can pinpoint the exact location of the scent. Woolly veermoks do not need to guess the location of a fully concealed opponent detected this way.

Woolly veermoks can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Woolly veermoks tracking by scent ignore the effects of surface conditions and poor visibility.

Screaming Howl: Woolly veermoks possess a specialized larynx through which they can emit a howling scream to frighten enemies and communicate with others of its kind. They receive a +8 bonus on Intimidate checks for every round they howl (a free action), and can be heard by a Human at a distance of one kilometer without aural enhancement—even during high winds.

Highly Evolved

Highly-evolved creatures have developed an advanced intelligence (for a creature species), although they may not have much of a culture. This template can be used to represent an unusual new sentient species (such as a group of thinking plants) or a rare mutant that is unique in its self-awareness.

Creating a Highly-Evolved Creature

"Highly evolved" is a template that can be added to any creature with an Intelligence score of 4 or less (referred to hereafter as the "base creature"). Creatures of this type add character classes as intelligent alien species, although they keep the original class and level of the base creature. If the highly-evolved template is used to create a new alien species, most members of that species are likely to be common class characters. In the case of unique highly-evolved creatures, the original class of the creature is likely to determine what classes it adds. Herd animals are likely to be nobles; parasites are usually scoundrels; predators tend to be soldiers; scavengers are generally scouts; vermin are typically fringers. A highly-evolved creature uses all the base creature's statistics and special abilities except as noted here.

Class: A highly-evolved creature takes at least one level in a noncreature class, gaining all the normal benefits from that class (whether it's heroic or professional).

Attack: Reduce all natural weapon damage by one die type, to a minimum of 1d3.

Special Qualities: If the base creature does not have appendages that can manipulate as well as Human hands, the creature gains hands, manipulative tentacles, a prehensile tail, or some other tool-using appendage.

Statistics: Add 2d6+2 to Intelligence, Wisdom, and Charisma, to a maximum of 18 for each. Unlike most creatures, highly-evolved creatures gain bonus languages and modify their skill points based on their Int modifier.

Challenge Code: Refigure a highly-evolved creature's Challenge Code from its total classes and levels, as with any alien species.

Skills: Add skills appropriate to the creature's total skill points from Intelligence, class, and level (add or subtract skill points from the creature's Intelligence modifier only for noncreature levels).

Feats: Add feats appropriate to the evolved creature's total classes and levels.

Sample Highly-Evolved Creature

Here is an example of a highly-evolved creature using a worrt as the base creature.

Highly-Evolved Worrt: Small highly-evolved desert predator 1/Soldier 1; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+1 size, +2 Dex, +1 natural, +3 class); Spd 4 m; VP/WP 14/11; Atk +2 melee (1d3, bite) or +4 ranged (special, tongue); SQ species traits; SV Fort +4, Ref +4, Will +4; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 10, Dex 15, Con 11, Int 10, Wis 18, Cha 15. Challenge Code: B.



Skills: Astrogate +1, Hide +10, Intimidate +3, Pilot +3, Spot +5, Survival +7, Treat Injury +5.

Feats: Armor Proficiency (light), Improved Initiative, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

Species Traits: The following provides information on a highly-evolved worr's species traits.

Hands: The highly-evolved worr has developed hands with opposable digits. This enables them to use equipment and weapons as well as a Human.

Low-Light Vision: Worrts can see twice as far as normal in poor lighting situations. The worr can still distinguish colors, even in dim light.

Tongue Attack: If a worr's tongue attack is successful, its victim must attempt a Reflex save (DC 13). If the save fails, the victim is immediately pulled into the worr's mouth, allowing the worr to make an immediate bite attack. Obviously, this attack is only truly effective against creatures smaller than the worr—typically insects, rodents, scurriers, and other Diminutive or Tiny creatures; however, a worr rarely makes this distinction. Against Small or bigger creatures, the tongue attack has no effect.

Shaped

For millennia, Yuuzhan Vong shapers have followed the teachings of their master shapers. Unbeknownst to all but these masters, the variety and utility of the protocols they follow are vast, but not unlimited. A shaper who deviates from these protocols is branded a heretic, so Yuuzhan

Vong creations tend to have many properties in common. It seems that each new campaign they fight, they unveil a new creation, some twisted variant of a familiar creature—or alien species in some cases.

Creating a Shaped Creature

"Shaped" is a template that can be added to any creature (referred to hereafter as the "base creature"). A Shaped creature uses all the statistics and special abilities of the base creature except as noted below:

Initiative: The shaping process eradicates a creature's sense of inhibition. Shaped creatures gain a +2 species bonus to initiative. This bonus stacks with other species bonuses to initiative.

Limited Force Absence: The introduction of extragalactic biological matter dampens the creature's connection to the Force. Attempting to use Farseeing, Force Grip, Force Lightning, Force Strike, or Move Object against the creature imparts a –8 penalty on the Force-user's skill check. All other Force skills have no effect on the creature. If the creature also has the ability to manipulate the Force, either through the Force-using template or through the highly-evolved template with a Force-using class, the creature also suffers a –8 penalty on all checks made to manipulate the Force. Limited Force absence does not stack with the Force absence special quality common for creatures and species from the Yuuzhan Vong native galaxy.

Special Qualities: For each step you wish to increase the creature's challenge code, choose two abilities from

Table 2-6: Shaped Creature Special Qualities

Roll	Special Quality
01–06	+2 Strength
07–12	+2 Dexterity
13–18	+2 Constitution
19–24	Ferocious: Creature does not become fatigued when it takes wound damage
25–30	Extended reach: Increase the creature's natural reach by 2 meters
31–35	Vicious attacks: Natural weapons deal damage as if the creature was one size category larger
36–40	Acid breath weapon: 20-meter-long, 2-meter-wide line of acid that deals 1d6 points of acid damage per level; Reflex save (DC 10 + 1/2 creature's level + creature's Constitution modifier) for half damage
41–45	Lightning breath weapon: 20-meter-long, 2-meter-wide line of electricity that deals 1d6 points of electricity damage per level; Reflex save (DC 10 + 1/2 creature's level + creature's Constitution modifier) for half damage
46–50	Fire breath weapon: Cone of fire 10 meters long and 10 meters wide at the base that deals 1d6 points of fire damage per level; Reflex save (DC 10 + 1/2 creature's level + creature's Constitution modifier) for half damage
51–56	Fast healing 3: Creature regains 3 vitality points per round as long as it has at least 1 wound point remaining
57–62	Fleetfooted: Double the creature's base land speed
63–74	Thickened hide: Increase natural armor bonus by +4
75–82	Venomous: Primary natural weapon gains poison (initial and secondary damage 1d6 Con); Fortitude save (DC 10 + creature's level + creature's Constitution modifier) negates
83–88	Stinger: One additional (secondary) gore attack that deals normal damage and injects poison (initial and secondary 1d6 Con); Fortitude save (DC 10 + creature's level + creature's Constitution modifier) negates
89–94	Acidic excretion: Creature's primary attack deals an additional 1d6 points of acid damage
95–00	Maddened: +3 morale bonus on initiative checks, double the normal vitality points, +4 morale bonus on attack rolls and Will saves, and a –4 penalty on all skill checks



Table 2-6: Shaped Creature Special Qualities, or roll randomly.

Fortitude Save: Shaped creatures gain a +2 species bonus on Fortitude saves.

Will Save: Yuuzhan Vong shapers make certain their creations are tractable. Shaped creatures take a -4 penalty on Will saves.

Challenge Code: Add one step to the Challenge Code. For every two special abilities you give a shaped creature, add one additional step to the Challenge Code.

Sample Shaped Creature

Here is an example of a shaped creature using a Nashtah as the base creature.

Shaped Nashtah: Medium-size shaped predator 4; Init +8; Defense 21 (+2 Dex, +9 natural); Spd 20 m; VP/WP 26/15; Atk +11 melee (1d8+4, bite) and +9 melee (1d3+2, barbed tail) or +11 melee (1d6+4, 6 claws) or +6 ranged; SQ species traits; SV Fort +7, Ref +6, Will +1; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 19, Dex 15, Con 15, Int 5, Wis 19, Cha 7. Challenge Code: E.

Skills: Jump +13, Listen +7, Spot +7, Survival +11.

Feats: Improved Initiative, Multiattack, Track.

Species Traits: The following provides information on a shaped nashtah's species traits.

Bonus Feat: Nashtahs gain Track as a bonus feat.

Ferocious Attack: Shaped nashtahs gain a +4 bonus on all melee attack rolls.

Fire Breath Weapon: The shaped nashtah can unleash a cone of fire 10 meters long and 10 meters wide at the base. All creatures in this area take 4d6 fire damage, Reflex save (DC 16) for half. The shaped nashtah can use this breath weapon once every 1d4 rounds.

Limited Force Absence: The introduction of extragalactic biological matter dampens the nashtah's connection to the Force. Attempting to use Farsensing, Force Grip, Force Lightning, Force Strike, or Move Object against the nashtah imparts a -8 penalty on the Force-user's skill check. All other Force skills have no effect on the nashtah.

Leap Attack: A prodigious jumper, the nashtah is capable of leaping at an opponent and making six claw attacks as a full-round action. The creature can move up to 10 meters while making a leap attack.

Low-Light Vision: Nashtahs can see twice as far as normal in poor lighting situations. The nashtah can still distinguish colors, even in dim light.

Scent: Nashtahs can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and 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 can be detected at triple ranges.

When a nashtah detects a scent, the exact location is not revealed. Instead, the nashtah knows only that its quarry is present somewhere within range. It must spend

a full-round action to note the direction of the scent. At a range of 2 meters, a nashtah can pinpoint the exact location of the scent. Nashtahs do not need to guess the location of a fully concealed opponent detected this way.

Nashtahs can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Nashtahs tracking by scent ignore the effects of surface conditions and poor visibility.

Skill Bonuses: Nashtahs gain a +4 species bonus on Jump and Survival checks.

Sithspawned

Through Sith alchemical experimentation, this creature has become a dark shadow of its former self. Sometimes, the base stock from which a Sithspawned creation comes from is discernable, but often it is not. Sithspawned creatures are very rare after the Battle of Russan. More often than not, the extremely painful process leaves its subjects sterile — a good thing, considering how dangerous Sithspawn can be.

Creating a Sithspawned Creature

"Sithspawned" is a template that can be added to any creature (referred to hereafter as the "base creature"). A Sithspawned creature uses all the statistics and special abilities of the base creature except as noted below:

Special Qualities: Sithspawned creatures are the stuff of nightmares. They gain the terrifying presence ability. Additionally, for every three levels the base creature has, choose one ability from Table 2-7: Sithspawned Creature Special Qualities, or roll randomly.

Fortitude Save: The transformation process gives a Sithspawned creature a higher pain threshold. A Sithspawned creature gains a +2 bonus on Fortitude saves.

Will Save: Sithspawned creatures are servants of their dark masters, and they lack the base creature's strength of will. A Sithspawned creature takes a -2 penalty on Will saves.

Dark Side Points: The Sith alchemical process steepes its subject in the dark side. Replace the base creature's Dark Side Point total with a number of Dark Side Points equal to one-half the creature's Wisdom score (rounded down).

Skills: Due to their frightful appearance, Sithspawned creatures gain a +4 species bonus on Intimidate checks.

Challenge Code: Increase the base creature's challenge code by two steps.

Sample Sithspawned Creature

Here is an example of a Sithspawned creature using a canyon krayt dragon as the base creature.

Sithspawned Canyon Krayt Dragon: Colossal Sithspawned desert predator 8; Init -2; Defense 8 (-8 size,



Table 2-7: Sithspawned Creature Special Qualities

Roll	Special Quality
01–06	+2 Strength
07–12	+2 Dexterity
13–18	+2 Constitution
19–22	+4 Strength, –2 Intelligence*, –2 Wisdom*
23–26	+4 Dexterity, –2 Intelligence*, –2 Wisdom*
27–30	+4 Constitution, –2 Intelligence*, –2 Wisdom*
31–35	Acid breath weapon: 20-meter-long, 2-meter-wide line of acid that deals 1d6 points of acid damage per level; Reflex save (DC 10 + 1/2 creature's level + creature's Constitution modifier) for half damage
36–40	Lightning breath weapon: 20-meter-long, 2-meter-wide line of electricity that deals 1d6 points of electricity damage per level; Reflex save (DC 10 + 1/2 creature's level + creature's Constitution modifier) for half damage
41–45	Fire breath weapon: Cone of fire 10 meters long and 10 meters wide at the base that deals 1d6 points of fire damage per level; Reflex save (DC 10 + 1/2 creature's level + creature's Constitution modifier) for half damage
46–50	Darkvision (20 meters)
51–56	Extra arms: Two additional (secondary) claw attacks
57–62	Extra head: One additional (secondary) bite attack, and a +2 bonus on Listen, Search, and Spot checks
63–68	Extra legs: +4 stability bonus against trip attacks and bantha rush attacks
69–75	Thickened hide: Increase natural armor bonus by +4
76–81	Tentacles: Two additional (secondary) slam attacks; tentacles can constrict on a successful grapple check, dealing automatic slam damage each round the grapple is maintained
82–87	Venomous: Primary natural weapon gains poison (initial and secondary damage 1d6 Con); Fortitude save (DC 10 + creature's level + creature's Constitution modifier) negates
88–92	Wings: Creature gains a fly speed equal to its land speed (average maneuverability)
93–96	Spiked tail: One additional (secondary) slam attack that deals normal damage plus 1.5 times the creature's Strength modifier
97–00	Maddened: +3 morale bonus on initiative checks, double the normal vitality points, +4 morale bonus on attack rolls and Will saves, and a –4 penalty on all skill checks

*This modifier cannot reduce an ability score below 1.

–2 Dex, +8 natural); DR 15; Spd 16 m; VP/WP 172/352; Atk +17 melee (2d8+17, claw) and +12 melee (4d6+8, 2 bites) or –2 ranged; SQ species traits; SV Fort +25, Ref +4, Will –2; Face/Reach 16 m by 32 m/8 m; FP 0; DSP 3; Rep +0; Str 44, Dex 6, Con 44, Int 1, Wis 6, Cha 14; Challenge Code: I.

Skills: Hide –18, Intimidate +17, Listen +0, Search –3, Spot +5, Survival +7.

Feats: Cleave, Power Attack, Track.

Species Traits: The following provides information on a Sithspawned canyon krayt dragon's species traits.

Central Sinus Cavity: The central sinus cavity of the canyon krayt dragon is virtually unprotected, making it the easiest way to kill the creature. By taking a –20 penalty on his attack roll, an opponent can target this weak spot and ignore the dragon's damage reduction. If the dragon takes any wound damage from such an attack, it must make a Fortitude save (DC 20) or be stunned for 1d6 rounds. Furthermore, a successful critical hit while attacking the central sinus cavity automatically kills that head. Killing one head removes one of the dragon's secondary bite attacks and causes a –2 penalty on all Listen, Search, and Spot checks. Killing both heads slays the dragon automatically.

Damage Reduction 15: Krayt dragons ignore the first 15 points of damage against its wound points on every attack. Damage reduction applies only to wound points,

not vitality points. However, a successful attack on a dragon's central sinus cavity ignores damage reduction.

Extra Head: The Sithspawned canyon krayt dragon has two heads, allowing it an extra bite attack and granting a +2 bonus on Listen, Search, and Spot checks. (These benefits are included below.)



CREATURE ERRATA

It seems that some previously published creatures can dish it out but they can't take it. For all creatures, use either its listed damage reduction or the amount found on Table 2-8: Creature Minimum DR by Size, whichever is greater. (Do not add these amounts together.)

**Table 2-8:
Creature Minimum DR by Size**

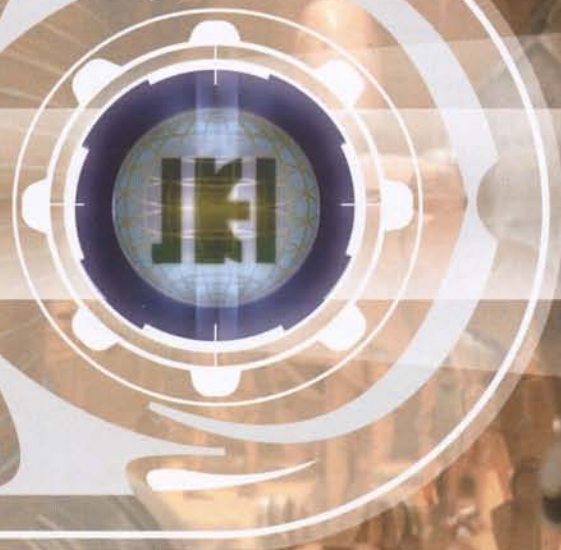
Size	Airborne Creature	All Other Creatures
Large or lesser size	–	–
Huge	–	5
Gargantuan	–	10
Colossal	5	15





CHAPTER 3

DROIDS



Chapter Three: Droids

Droids are an everpresent aspect of the *Star Wars* galaxy, filling every role from bartender to surgeon across the galaxy. A character should expect to find droids no matter where he goes, and he might even be the master of a few of these machines himself, using their cold logic or engineering expertise in a variety of ways. The variety of droids to be found in the galaxy is immense, governed only by the corporations that manufacture them and the will of those who lay down the credits for their construction. Walking assassin droids, hovering infiltrators, and tracked tanks are all common enough sights on systems across the galaxy. This chapter presents a variety of new droids that can be inserted into your *Star Wars* campaign.

Individual Droids

Any of the following droids can be used as a stand-alone encounter or in conjunction with another villain. Cost, availability, and era notes are included with each so that the Gamemaster can integrate these models into the game—possibly even as property of the heroes.

Arakyd Industries ACC-7 Assassin Droid

Classification: Tiny fourth-degree assassin droid; **Cost:** 19,000; **Availability:** Specialized, military; **Eras:** Rebellion, New Jedi Order.

These small but deadly droids are favored by Imperial enforcers and crime bosses who wish to make an example of those who have displeased them. Arakyd Industries began producing these droids by the order of the Emperor, who wished to have a tool for enforcement that would be feared by all who dared to oppose his rule. The ACC-7 is a small sphere, approximately 0.5 meters in diameter, which flies along speedily on repulsorlift coils in search of its prey. The very sight of an ACC-7 assassin droid sends most running for cover to pray that they are not its target. It has incredible sensory capability and is a tireless hunter that will not stop unless it is destroyed or its prey is maimed or killed.

The small droid is armed with four vibroblades that fold out when it moves to attack. The blades are mounted on articulated arms that allow it to perform a variety of attack modes, depending on its assignment. It whirls about when it attacks, slashing at its target with each of the blades and creating grievous wounds to flesh and metal alike. It is mounted with an impressive array of sensors that allow it to identify and track its target. The ACC-7 droids can be programmed to attack anyone who runs from it or attempts to avoid its “eyes,” prompting many to simply hold still when one of these deadly droids enters the room.

The Empire made great use of these droids during its existence, and many of them can be found within Imperial Remnant space during the New Jedi Order period. The New Republic outlawed the use of these droids, but it has begun to relax its restrictions in response to the serious

ACC-7
ASSASSIN
DROID



threat posed by the Yuuzhan Vong invaders. Many of these droids were

kept in service after the fall of the Empire by bounty hunters and crime bosses, who used them to enforce their will and frighten their enemies. The Hutts in particular enjoyed using the ACC-7 to punish business associates with outstanding debts.

ACC-7 droids should only be allowed as heroic characters in high-level campaigns, but their singular focus makes them poor choices.

Arakyd Industries ACC-7 Assassin Droid: Tiny hovering assassin droid, Soldier 6; Init +5 (+5 Dex); Defense 22 (+2 size, +5 Dex, +5 class); Spd 16 m; VP/WP 43/6; Atk +8/+3 melee (2d4, vibrodagger) or +4/+4/+4/+4/-1 melee (2d4, 4 vibrodaggers) or +13/+8 ranged; SQ manufacturer characteristics (Arakyd Industries: +1 Diplomacy, +1 Gather Information, +1 Hide, +1 Intimidate); SV Fort +6, Ref +7, Will +4; Face/Reach 1 m by 1 m/0 m; FP 0; DSP 0; Rep +2; Str 10, Dex 20, Con 12, Int 13, Wis 14, Cha 8. Challenge Code: D.

Equipment: Four vibrodaggers*, extra limb* (x2), stabilized weapon mount* (x4), comlink, locked access, recording unit (holo), repulsorlift unit, sensors (low-light vision, improved sensor package, infrared vision, telescopic vision).

Skills: Computer Use +6, Hide +16, Intimidate +12, Listen +8, Move Silently +9, Read/Write Binary, Speak Basic (understand only), Speak Binary, Spot +8.

Unspent Skill Points: 3.

Feats: Armor Proficiency (light), Combat Expertise, Dodge, Frightful Presence, Mobility, Multidexterity, Multiweapon Fighting, Spring Attack, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Whirlwind Attack.

* See Appendix for details.

Arakyd Industries ASN-Series Courier Droid

Classification: Small fifth-degree courier droid; **Cost:** 18,000; **Availability:** Common; **Eras:** All.

These droids, outfitted with a powerful repulsorlift coil, are popular on planets such as Coruscant. Their flight

capacity allows them to quickly deliver messages and packages nearly anywhere on the planet. An ASN-series droid can go over 1,000 kilometers without recharging or shutting down for routine maintenance, and can reach speeds of up to 30 kilometers an hour. The ASN-series most desired attribute, however, is its versatility.

ASN-series droids have a variety of interchangeable attachments, including drills, cutters, sprayers, and a wide array of deadly weapons. Its sensor packages can also be quickly swapped for operating in different environments. Standard accessories for the ASN series include: fire extinguisher, flamethrower, recording unit, improved sensor package, infrared vision, low-light vision, motion sensors, sonic sensors, telescopic sensors, weapon mount, and welding laser/cutting torch. (See the Appendix for details on interchangeable tool/weapon mounts.) Custom-built accessories can also be modified to quickly plug into the ASN-series chassis.

Assassins find the ASN series very attractive. The droids are such a common sight wherever corporations and governments conduct business that one equipped for lethal ends could easily go unnoticed. In addition, the quick-swap accessories make disposing of discriminating evidence easy. ASN-series droids are also effective as security droids, spy droids, and repair droids, though not so much that they can replace a droid manufactured to perform those duties.

ASN-Series: Small flying courier droid, Expert 2; Init +1 (+1 Dex); Defense 12 (+1 Dex, +1 size); Spd fly 24 m (good maneuverability); VP/WP 0/11; Atk +5 melee (1d4+3, claw) or +3 ranged; SQ bonus class skills (Computer Use, Gather

Information, six unassigned), manufacturer characteristics (Arakyd Industries: +1 Diplomacy, +1 Gather Information, +1 Hide, +1 Intimidate); SV Fort +0, Ref +1, Will +4; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +0; Str 17, Dex 12, Con 11, Int 10, Wis 12, Cha 7. Challenge Code: A.

Equipment: Sensors (low-light vision), interchangeable tool/weapon mount* (x3).

Skills: Computer Use +5, Gather Information +4, Hide +8, Listen +8, Read/Write Binary, Search +5, Speak



ASN-SERIES
COURIER DROID

g



Basic (understand only), Speak Binary, Spot +5.

Unspent Skill Points: 14.

Feats: Alertness, Ambidexterity, Skill Emphasis (Listen), Skill Emphasis (Search).

* See Appendix for details.

Arakyd Industries DSK-1 "Deathstrike" Seeker Droid

Classification: Tiny fourth-degree seeker droid; **Cost:** 18,000; **Availability:** Specialized, military; **Eras:** All.

Arakyd Industries became well known for its excellent series of surveillance droids, but it is their smaller line of combat droids that have made them a name among military and black market interests. The DSK-1 Deathstrike is a combat machine whose equipment leaves no hint that it has any function but to kill. It is a spherical droid about 0.4 meters in diameter that wastes no space on non-essential equipment and devices. It carries six internally mounted weapons with the same power as blaster pistols, allowing it to effectively hit any target no matter its position. It floats along on special repulsorlift coils that ring its body. These specially designed coils give it the appearance of a rolling ball as it moves along the ground, sparking some to refer to it as "the rolling assault droid."

The DSK-1 will most often attack using area fire, making use of its 360-degree vision and multiple blasters to attack all surrounding targets. (See the Appendix for details on the Area Fire action.) The DSK-1 can be deployed both offensively and defensively, although it tends to cause quite a bit of damage to its surroundings and is thus not fit for guarding building interiors and the like. The spherical droid is sometimes hidden away in chutes that launch it when needed, allowing it to concentrate its blasters early in an attempt to decimate its targets. This tactic is also used on the battlefield, where special Deathstrike launchers send up to six of these droids into an enemy position, raining blaster fire down upon them in a hail of deadly energy. Such tactics can very quickly end a skirmish, and such launchers have been found in the hands of petty warlords in the Outer Rim who use them to disperse crowds and dispatch their enemies.

These droids were not manufactured in any large quantities until the very end of the Clone Wars, and so are rarely encountered in the Rise of the Empire Era. Once the Empire caught wind of this new droid, however, it began to use them heavily on battlefields across the galaxy, and occasionally as tactical deterrents in smaller conflicts. By the time of the New Jedi Order, the DSK-1 droids were considered to be tools of cruel despots and overlords, and their official use has been suspended. They can still be



DSK-1 "DEATHSTRIKE"
SEEKER DROID

found on the black market, however, and are known to be in use defending at least one Hutt palace.

DSK-1 droids should not be allowed as heroic characters.

Arakyd Industries

DSK-1 Deathstrike Droid:

Tiny hovering seeker droid, Thug 9; Init +5 (Dex); Defense 20 (+2 size, +5 Dex, +3 class); Spd 16 m; VP/ WP 0/7; Atk +16/+11 ranged (3d6, blaster pistol) or +14/+14/+9 (3d6, blaster pistol, multifire) or +12/+12/+12/+7 (3d6, blaster pistol, autofire) or +10/+10/+10/+10/+5 (3d6, blaster pistol, autofire with Rapid Shot) or +6/+6/+6/+6/+6/+1 (3d6, 2 blaster pistols, autofire with Rapid Shot); SQ manufacturer characteristics (Arakyd Industries: +1 Diplomacy, +1 Gather Information, +1 Hide, +1 Intimidate); SV Fort +8, Ref +8, Will +6; Face/ Reach 1 m by 1 m/0 m; FP 0; DSP 0; Rep +2; Str 6, Dex 20, Con 14, Int 16,

Wis 16, Cha 14. Challenge Code: D.

Equipment: Comlink, locked access, repulsorlift unit, sensors (360-degree vision, infrared vision, low-light vision), six blaster pistols, synchronized weapons* (2 groups of 3 hold-out blasters, multifire and autofire capable), stabilized weapon mount (x6).

Skills: Hide +18, Intimidate +13, Knowledge (tactics) +8, Listen +9, Move Silently +9, Read/Write Binary, Speak Basic, Speak Binary, Spot +9.

Unspent Skill Points: 5 (2 unspent languages).

Feats: Ambidexterity, Multishot, Point Blank Shot, Rapid Shot, Toughness (2), Two-Weapon Fighting, Weapon Group Proficiency (blaster pistols).

* See Appendix for details.

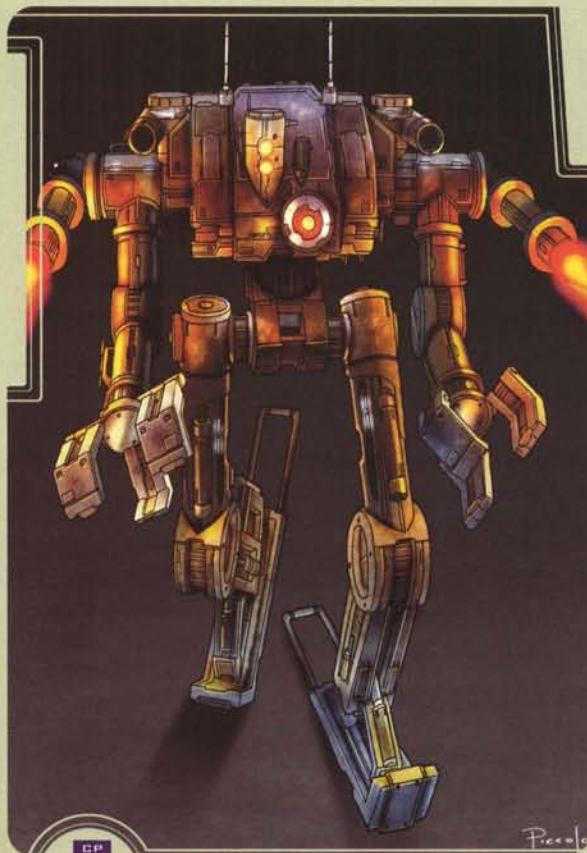
Balmorran Arms SD-6 "Hulk" Infantry Droid

Classification: Large fourth-degree infantry droid; **Cost:** 60,000; **Availability:** Prevalent, military; **Eras:** Rise of the Empire, Rebellion.

The SD-6 Hulk infantry droid was designed as the bulwark of droid defensive units, being used primarily by the Republic as well as the Empire to guard vulnerable entrances and starship bays. By the time of the New Republic, Balmorran Arms had created a much more streamlined and agile version of the SD-6, and the old Hulks went out of service or started appearing on the black market.

The SD-6 infantry droid truly is a hulking metal monstrosity, standing 3.5 meters tall and being almost as thick. Its armor is as thick as some starships in places, granting it near immunity to all but the most powerful personal weapons. It sports a variety of weapons and has two large





SD-6 "HULK" INFANTRY DROID

hands with which it can crush enemies that attempt to overrun it or attack it with melee weapons. Some of those who have faced an SD-6 droid in combat have described it as a walking turret, and this is not far from the truth. The droid sports an E-Web blaster on each arm and Merr-Sonn ion gun rifles on rotating turrets on each shoulder. The Hulk is most effective against small vehicle and mass infantry assaults, and weakest against small teams or individuals that can dodge in and out of its arcs of fire.

SD-6 hulk droids were very popular during the Rise of the Empire era for guarding starship bays and landing pads, as they function almost like intelligent gun turrets that could lay down protective fire for incoming vessels or dissuade hostile starships from setting down. By the time of the Empire, smaller, more agile droids were favored for such duties, leaving the hulks to rot or be sold to other interests. By the time of the New Republic, SD-6 hulks are virtually non-existent, and those that have not been melted down are likely abandoned to their own devices.

SD-6 hulk droids should only be allowed as heroic characters in extremely high-level campaigns, and even then their size makes them poor choices.

Balmorran Arms SD-6 "Hulk" Battle Droid: Large walking battle droid, Thug 12; Init -1 (-1 Dex); Defense 12 (-1 size, -1 Dex, +4 class); DR 7; Spd 10 m; VP/WP 0/33; Atk +20/+15/+10 melee (1d4+9, hand) or +18/+13/+8 melee (1d4+9, hand) and +18 melee (1d4+4, hand) or

+6/+6/+1/-4 ranged (6d8/19-20, E-Web blaster, multifire) or +4/+4/+4/-1/-6 ranged (6d8/19-20, E-Web blaster, autofire) or +0/+0/+0/+0/-5/-10 ranged (6d8/19-20, 2 E-Web blasters, autofire) or +6/+1/-4 ranged (3d8/19-20 or DC 18 stun, ion rifle) or +4/+4/-1/-6 ranged (3d8/19-20 or DC 18 stun, 2 ion rifles); SQ manufacturer characteristics (Balmorran Arms: +2 Search, +2 Spot); SV Fort +15, Ref +3, Will +4; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +3; Str 28, Dex 8, Con 24, Int 8, Wis 10, Cha 8. Challenge Code: E.

Equipment: Two ion gun rifles, two E-Web blasters, stabilized weapon mount* (x4), automatic grip*, heavy armor, sensors (telescopic vision), locked access, comlink, restraining bolt.

Skills: Intimidate +8, Listen +2, Read/Write Binary, Search +1, Speak Basic (understand only), Speak Binary, Spot +2.

Unspent Skill Points: 0.

Feats: Ambidexterity, Armor Proficiency (light, medium, heavy), Toughness (3), Two-Weapon Fighting, Weapon Group Proficiency (heavy weapons).

* See Appendix for details.

Colicoid Infiltrator Series Assassin Droid

Classification: Medium-size fourth-degree assassin droid; **Cost:** 47,500; **Availability:** Specialized, illegal; **Eras:** Rise of the Empire, Rebellion.

These droids were used to great effect during the Clone Wars and then by the Empire thereafter. The Colicoids produced many of these droids in the time leading up to the blockade of Naboo, at which time they shifted most of their manufacturing capacity to the Droideka models that were popular with the Neimoidians as well as the separatists who fought for independence against the Republic. The infiltrator droids were the third most popular droid produced by the Colicoids, behind the Droideka and Eradicator models. Their deadliness and range were offset by the skill necessary to properly deploy them, however, making them a luxury item among the military and independent agents alike. Their heuristic processors also meant that it was more common than normal for infiltrators to go rogue, leaving their masters or even turning on those that did not treat them with respect.

The Infiltrator series of droids look like humanoid mantises, with slender torsos and limbs ending in sharp, hooked claws. These scythe-like appendages are used to hook and climb the sides of starships, as well as to tear through their thick, armored hulls. The droid's main firepower consists of two BlasTech E-11 blaster rifles, one mounted on each shoulder. Several modules on its body can hold other weapons, such as stun dart projectors, as well as utility gadgets like grappling hooks, holographic image disguisers, and silence bubble generators. (See the Appendix for details on new equipment.)

Infiltrator droids are used for remote assassination attempts and long-range abductions. They cling to the sides of ships, made invisible either by chameleon-like

armor paint or holographic image disguisers. Once a ship enters space, the droid cuts through the outer hull using its claws, which are often equipped with vibroblades for just this purpose. Their thin bodies allow them to cut very small holes in the hull of a ship, while mounted forcefield projectors ensure that the ship's hull breach will not be detected by its internal sensors. (See the Appendix for details on breaching the hull.) Once inside the ship, the droid uses stealth to hide until it determines the best time to attack. Often an entire crew can be picked off one by one before anyone on board realizes something is amiss. These droids are programmed to eliminate any obstacle to achieving their target, including killing any creatures that get in their way.

Infiltrator droids should only be allowed as heroic characters in very high-level campaigns.

Colicoid Infiltrator Assassin Droid: Medium-size walking assassin droid, Soldier 7; Init +2 (+2 Dex); Defense 18 (+2 Dex, +6 class); DR 3; Spd 12 m; VP/ WP 50/13; Atk +12/+7 melee (2d6+4 melee, vibroblade) or +8/+5 melee (2d6+4, vibroblade) and +8 melee (2d6+2, vibroblade) or +10/+5 ranged (3d8/19-20, blaster rifle) or +8/+8/+3 ranged (3d8/19-20, blaster rifle, Rapid Shot) or +4/+4/+4/-1 ranged (3d8/19-20, 2 blaster rifles, Rapid Shot) or +0/+0/+0/+0/-5 ranged (3d8/19-20, 2 blaster rifles, multifire and Rapid Shot) or -2/-2/-2/-2/-2/-7 ranged (3d8/19-20, 2 blaster rifles, Rapid Shot and autofire); SQ manufacturer characteristics (Colicoid:

+2 Intimidate, +2 Spot); SV Fort +6, Ref +4, Will +2; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +2; Str 18, Dex 15, Con 13, Int 12, Wis 10, Cha 18. Challenge Code: D.

Equipment: Light armor, two blaster rifles, two vibroblades, stabilized weapon mount* (x4), heuristic processor, locked access, sensors (infrared vision, improved sensor package, telescopic sensors), forcefield projector*, grappling spike launcher, holographic image disguiser*, silence bubble generator*.

Skills: Balance -1, Climb +1, Computer Use +3, Escape Artist +1, Hide +6, Intimidate +11, Jump +1, Listen +5, Move Silently +6, Pilot +7, Read/Write Basic, Read/Write Binary, Search +3, Speak Basic, Speak Binary, Spot +7.

Unspent Skill Points: 0.

Feats: Ambidexterity, Armor Proficiency (light), Point Blank Shot, Rapid Shot, Starship Operation (space transport), Stealthy, Two-Weapon Fighting, Weapon Focus (blaster rifle), Weapon Focus (vibroblade), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* See Appendix for details.

Commerce Guild Dwarf Spider Droid

Classification: Large fourth-degree spider droid;
Cost: 8,500; **Availability:** Prevalent, military; **Eras:** Rise of the Empire.

In the Battle of Geonosis, the Commerce Guild deployed their tandem forces of dwarf and homing spider droids. Dwarf spider droids quickly scuttled across the battlefield to intercept tactical threats to the larger homing spider droids. Smaller than a standard battle droid, a dwarf spider droid is far more expendable than its giant counterpart. Even with its smaller stature, this droid maneuvers quickly on its four agile legs.

The primary function of dwarf spider droids is to root out hidden mining operations. The Commerce Guild requires a tribute payment for all commercial operations within its borders. Small independent operations often dig within Commerce Guild borders and attempt to smuggle the precious ore into a neutral region, avoiding tribute payments. Dwarf spider droids are equipped to descend down rocky crags like those found inside rough-hewn mine shafts, to catch offenders red-handed before they can reach the safety of the Commerce Guild border. Commerce Guild star cruisers also carry compliments of dwarf spider droids for security and tribute enforcement.

The disturbing appearance of the dwarf spider droid is no coincidence. The Commerce Guild uses the threat of a seemingly endless supply of these eerie-looking droids as a form of psychological warfare against tribute violators and business rivals. The dwarf spider droid was instrumental in the truly hostile takeover of many small operations as systems began seceding from the Galactic Republic. With homing spider droids too large to infiltrate offices and processing plants, the dwarf spider droid became the Commerce Guild's front-line unit in this quick and mostly bloodless disputes. The few upstarts not immediately intimidated by these automated soldiers



COLICOID INFILTRATOR ASSASSIN DROID



quickly learned the error of their ways, and it was usually the last lesson they ever learned.

The dwarf spider droid is most frightening when encountered in space. As a non-living machine, these droids can scurry all over the exterior of a starship. Commerce Guild tribute inspectors use this tactic to quickly infiltrate an offending starship, breaching the hull at the most convenient entry point for a surprise boarding maneuver. Commerce Guild tribute inspectors are rarely concerned with the offending ship's crew, as the cargo can often survive the harsh vacuum of space with little or no damage.

Dwarf Spider Droid: Large walking battle droid, Thug 3; Init +2 (+2 Dex); Defense 12 (-1 size, +2 Dex, +1 class); DR 3; Spd 10 m, burrow 4 m; VP/WP 0/21; Atk +4 melee (1d3+2, kick) or +5 ranged (4d8/19-20, blaster cannon); SQ manufacturer characteristics (Commerce Guild: +2 Search, +2 Appraise); SV Fort +5, Ref +3, Will +2; Face/Reach 4 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 14, Dex 14, Con 15, Int 8, Wis 13, Cha 9. Challenge Code: B.

Equipment: Blaster cannon, armor (light), comlink, digging claws*, locked access, magnetic feet, restraining bolt, sensors (improved sensor package, infrared vision), self-destruct system.

Skills: Balance -1, Climb +3, Jump -1, Listen +3, Read/Write Binary, Search +3, Speak Basic (understand only), Speak Binary, Spot +3.

Unspent Skill Points: 0.

Feats: Armor Proficiency (light), Toughness (2), Weapon Focus (blaster cannon), Weapon Group Proficiency (heavy weapons).

* See Appendix for details.

Cybot Galactica HXZ-1 "Immobilizer" Series Police Droid

Classification: Medium-size fourth-degree security droid; **Cost:** 10,000; **Availability:** Common, restricted; **Eras:** All.

The HXZ-1 Immobilizer was created for use by law enforcement to apprehend criminals and control riots without causing permanent damage to either people or the vehicles they were piloting. It is equipped with stunning weapons that can be used to cause temporary loss of motor control in creatures with a central nervous system as well as an ion cannon to short out the electronic controls of small vehicles.

The HXZ-1 is a human-sized wheeled droid that appears similar to medical and sentry droids. It is shaped like a column and its wheels generally only pop out

when it is being deployed and when it has completed its task. The large generator that powers its main weaponry necessitates the bulky size and careful movement of the droid. Because of their slow speed and limited capabilities, HXZ-1 droids are rarely used in military actions.

These droids are popular as a form of home defense, however, precisely because they leave little mess behind them. Since they do not use blasters or other destructive weapons, they can preserve the art, furniture, and structure of whatever building they are guarding. In addition, some people find killing others, even those that are breaking into their home or business, to be abhorrent and prefer to merely immobilize the intruder until local law enforcement can be called in.

HXZ-1 Immobilizer droids should only be allowed as heroic characters in high-level campaigns.

HXZ-1 Immobilizer Droid: Medium-size wheeled security droid, Thug 6; Init +6 (+2 Dex, +4 Improved Initiative); Defense 12 (+2 class); DR 7; Spd 6 m; VP/WP 0/18; Atk +8/+3 ranged (DC 18 stun, heavy blaster pistol) or +8/+3 ranged (3d6 or DC 15 stun, ion gun pistol) or +9/+4 melee (DC 15 stun, stun baton); SQ manufacturer characteristics (Cybot Galactica: +2 Spot, +2 Intimidate); SV Fort +9, Ref +4, Will +2; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 0; Rep +1; Str 16, Dex 14, Con 18, Int 10, Wis 10, Cha 10. Challenge Code: B.

Equipment: Heavy blaster pistol, ion gun pistol, stun baton, heavy armor, locked access, comlink, recording unit (holo), sensors (improved sensors, low-light vision), translator unit (DC 10), vocabulator.

Skills: Balance -5, Climb -4, Intimidate +8, Jump -4, Listen +6, Read/Write Basic, Read/Write Binary, Search +4, Speak Basic, Speak Binary, Spot +8.

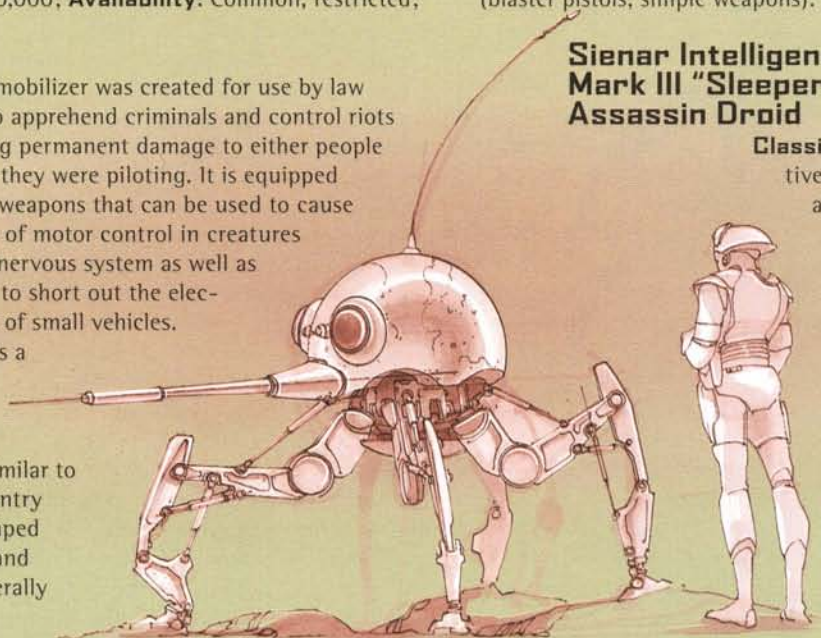
Unspent Skill Points: 1.

Feats: Ambidexterity, Armor Proficiency (light, medium, heavy), Improved Initiative, Weapon Group Proficiency (blaster pistols, simple weapons).

Sienar Intelligence Systems Mark III "Sleeper" Series Assassin Droid

Classification: Diminutive fourth-degree assassin droid; **Cost:** 9,000; **Availability:** Prevalent, restricted; **Eras:** All.

Sienar Intelligence Systems manufactured this droid in response to Republic laws forbidding official use of assassin droids to hunt down criminals. It was introduced to much fanfare and early success,



DWARF SPIDER DROID



HXZ-1 IMMOBILIZER DROID

being used by bounty hunters and the Republic's army to capture outlaws and fugitives legally and safely. As the Separatist movement gained steam, however, the prohibition on using assassin droids was more or less ignored by most of the Republic's operatives, and the Mark III fell out of favor. Ironically, the now-discounted model was picked up by many of the Separatists as a cheap method of securing droids to be used in the war. The Republic's resumption of more lethal methods of disposing of its enemies opened the door for the Separatists to become a more potent threat.

The Mark III is a flat disc that floats in the air, suspended by the three repulsorlift coils found on its underside. It sports a hold-out blaster with no lethal capacity (permanent stun-only setting) and a Prax Arms Protector PRP-502 dart pistol that is usually loaded with knock-out darts. In addition, it mounts a stun field that shocks anyone who touches the droid. It is small in size, making it difficult to spot, but its stun field generates a noticeable buzzing sound that makes the droid somewhat easier to hear.

Mark III Sleeper droids may be allowed as heroic characters.

Mark III Series Sleeper: Diminutive hovering assassin droid, Thug 8; Init +5 (+5 Dex); Defense 22 (+4 size, +5 Dex, +3 class); Spd 20 m; VP/WP 0/4; Atk +17/+12 ranged (DC 15 stun, hold-out blaster) or +17/+12* ranged

(1d4 plus poison, dart shooter**) or +10/+5 melee (DC 15 stun, stun field); SQ manufacturer characteristics (Sienar Intelligence Systems: +4 Spot); SV Fort +8, Ref +7, Will +5; Face/Reach 0.5 m by 0.5 m/0 m; FP 0; DSP 0; Rep +2; Str 6, Dex 20, Con 14, Int 16, Wis 16, Cha 14. Challenge Code: B.

**The Mark III will only fire two darts at the same target if its first attack misses. It prefers to fire only once per round to conserve its limited ammunition.*

Equipment: Stabilized weapon mount, blaster pistol, Prax Arms Protector PRP-502 dart pistol**, four knock-out darts**, stun field**, comlink, locked access, recording unit (video), repulsorlift unit, sensors (infrared vision, improved sensor package), vocabulator.

Skills: Computer Use +8, Hide +18 Intimidate +13, Listen +10, Move Silently +9, Read/Write Basic, Read/Write Binary, Speak Basic, Speak Binary, Spot +11, Survival +11.

Unspent Skill Points: 0 (1 unused language).

Feats: Ambidexterity, Skill Emphasis (Survival), Toughness, Track, Weapon Group Proficiency (blaster pistols, simple weapons, slugthrowers).

** See Appendix for details.

Droid Vehicles

Droid vehicles use all the same rules as normal vehicles except that they do not require a crew. Instead, they have a built-in droid brain that controls all operations including maneuvering, sensor operation, and fire control. Should an Intelligence, Wisdom, or Charisma check be necessary, assume that a droid vehicle has an ability modifier equal to its crew attack bonus. (See the Crew Quality sidebar in Chapter Ten of the *Star Wars Roleplaying Game* revised rulebook for details on crew attack bonuses.)

Commerce Guild Homing Spider Droid

Class: Walker [Ground]; **Cost:** 70,000 (new), 42,000 (used); **Size:** Huge (7.6 m wide, 6.2 m tall); **Initiative:** +2 (+4 crew, -2 size); **Maneuver:** +2 (+4 crew, -2 size); **Crew:** 0 (Skilled +4); **Passengers:** 0; **Cargo Capacity:** 0 kg; **Speed:** 20 m; **Max Velocity:** 48 km/h; **Defense:** 18 (-2 size, +10 armor); **Hull Points:** 50 (DR 10); **Availability:** Prevalent, military; **Eras:** Rise of the Empire.

Weapon: Homing laser cannon; Fire Arc: Turret; Attack Bonus: +8 (-2 size, +2 crew, +8 fire



MARK III SERIES SLEEPER



control); Damage: 5d10; Range Increment: 200 m.

Weapon: Light blaster cannon; Fire Arc: Turret; Attack Bonus: +4 (-2 size, +2 crew, +4 fire control); Damage: 3d10; Range Increment: 100 m.

These giants of the battlefield towered over the rest of the Confederacy forces at the Battle of Geonosis. The homing spider droid's elevated profile allows it to acquire targets both on the ground and flying above. Although it looks delicate at first glance, this droid is heavily armored. One homing spider droid is worth as much as a dozen or more dwarf spider droids, which scurry at its feet to provide a tactical defensive screen. Its primary battlefield purpose is to eliminate large threats from range relying on spotting data from accompanying dwarf spider droids.

The Commerce Guild usually deploys homing spider droids to patrol worlds rich in ore deposits within the Guild's borders. Its height and powerful sensors enable the droid to detect illegal mining operations from the surface, even ones hidden from view of Commerce Guild star cruisers orbiting above.

A single volley from the homing spider droid's blasters can decimate an infantry platoon, disintegrate a starfighter, or cause considerable damage to larger targets. The homing spider droid's ion cannon is even more powerful. One blast can disable a small transport, a tactic often used against tribute offenders removing loads of ore from a Guild-owned world. Once in orbit, the crippled freighter doesn't stand a chance against Commerce Guild space patrols. The space cruisers launch dwarf spider droids to breach the ship's hull or, if disabled, capture it in a powerful tractor beam.

The homing spider droid's weapons are modular, allowing for quick refits en route to an enemy encounter. It has two weapon mounts capable of mounting heavy personnel-sized weapons or vehicle weapons, and one weapon can be swapped with a Repair check (DC 15) in 5 minutes (50 rounds). In the homing spider droid's standard configuration, it mounts a homing laser cannon and a light blaster cannon.

COMMERCE GUILD
HOMING SPIDER DROID



Corporate Alliance Tank-Series Droid

Class: Tracked [Ground]; **Cost:** 100,000 (new), 60,000 (used); **Size:** Huge (6 m long, 4 m tall); **Initiative:** +2 (+4 crew, -2 size);

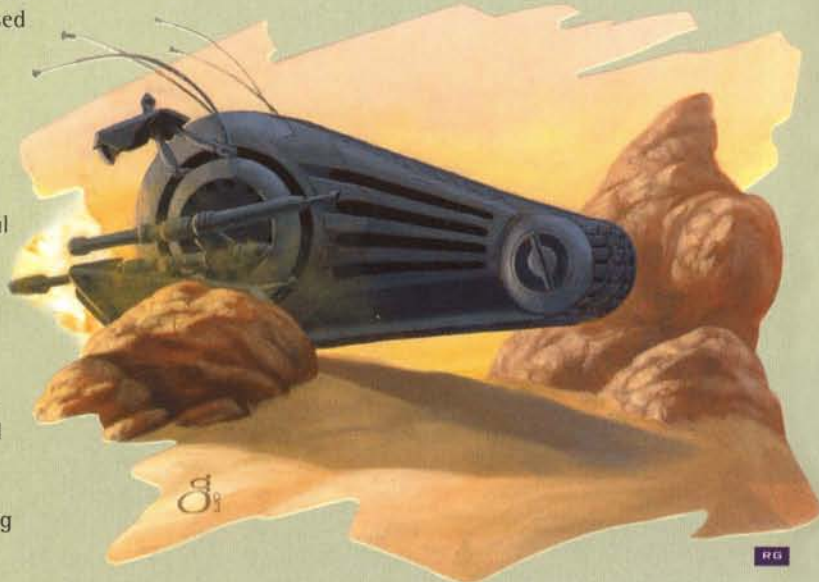
Maneuver: +2 (+4 crew, -2 size); **Crew:** 0 (Skilled +4); **Passengers:** 0; **Cargo:** 0; **Capacity:** 0 kg; **Speed:** 40 m; **Max Velocity:** 96 km/h; **Defense:** 18 (-2 size, +10 armor); **Hull Points:** 90 (DR 15); **Availability:**

Prevalent, military; **Eras:** Rise of the Empire.

Weapon: Heavy laser cannon (2, fire-linked); Fire Arc: Front; Attack Bonus: +4 (-2 size, +2 crew, +4 fire control); Damage: 6d10; Range Increment: 200 m.

Weapon: Heavy repeating blaster (2); Fire Arc: 1 front/left, 1 front/right; Attack Bonus: +2/+2 (-2 size, +2 crew, +6 fire control, -4 multiframe) or +0/+0 (-2 size, +2 crew, +6 fire control, -6 autofire); Damage: 4d8; Range Increment: 30 m.

The Corporate Alliance is a negotiating body that mediates deals between galaxy-spanning corporations. Aside from the power vested in the Corporate Alliance by its founders and supporters, it also wields an army of tenacious tank-style droids. Although the Alliance was created to broker deals as an impartial third-party, the massive



CORPORATE ALLIANCE TANK-SERIES DROID

150

DROIDS
D

1K1

military might of participating corporations once threatened to bury the agreement under several million droid heels. To prevent the dissolving of the Corporate Alliance, a standing army was created, designed to inspire fear in any member corporation that might consider military action against the Alliance and, literally, roll over any standard army personnel that stand in the way.

Corporate Alliance tank droids were deployed during the Battle of Geonosis to protect Alliance Magistrate Passel Argente. When the Separatists retreated from the Republics overwhelming clone army, tank droids escorted the Magistrate to safety. In another engagement, Corporate Alliance tank droids were used in a police action against an unidentified group of cybernetically-enhanced data thieves hiding out on an airless rock designated Yirt-4138-Grek-12 in the Fakir sector. Believed to be funded by pirates, tank droids leveled the thieves' secret hideout under crushing treads and withering blaster fire.

The tank droid has a large central tread that runs all the way from the front, over the top, and to the back of the droid. It's constructed of a durable alloy that is impervious to most terrain features and protects the droid's power core from direct blaster hits. Although it rarely happens, if the tank droid is overturned it can sometimes use its main tread to right itself. Two outrigger treads provide stability and enable the droid to turn as well as navigate difficult terrain. The tank droid is outfitted with two kinds of starfighter-grade blasters: one for heavy assaults, and one for laying down anti-personnel fire.

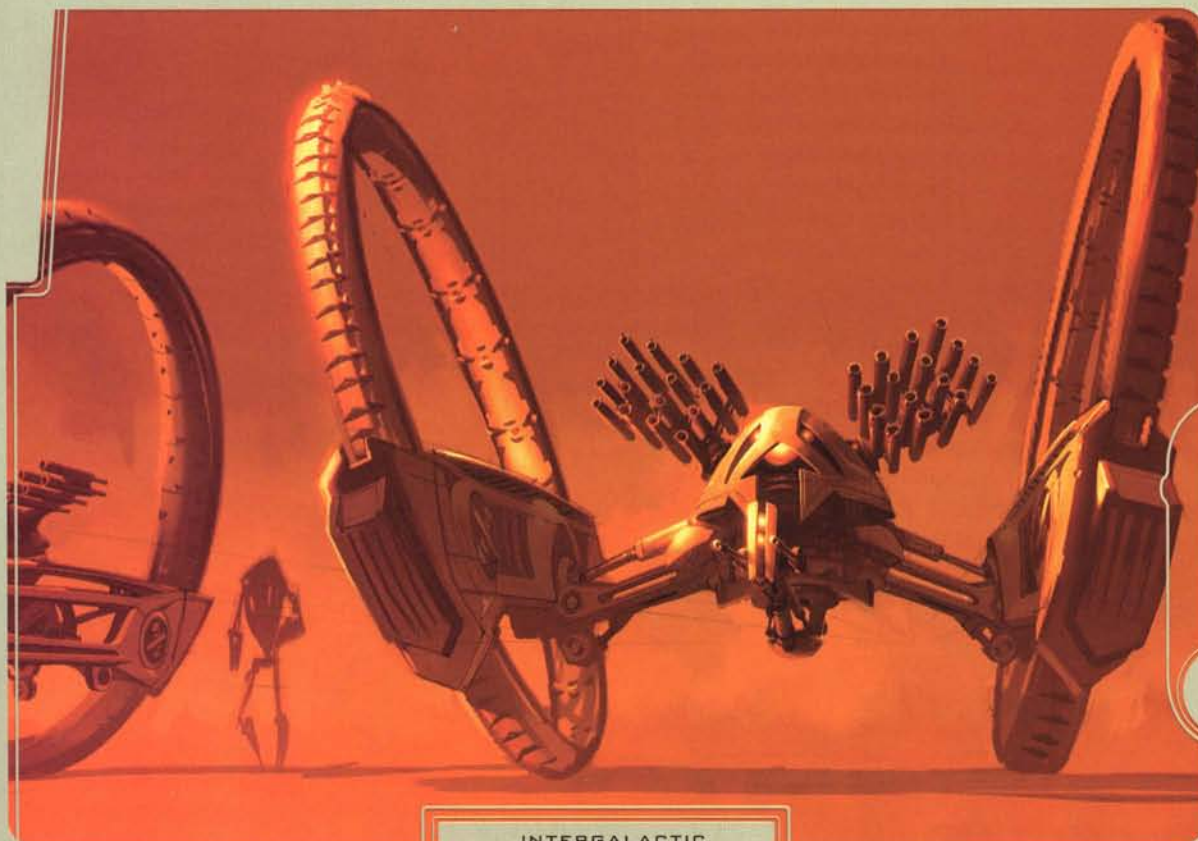
InterGalactic Banking Clan Hailfire-Series Droid

Class: Wheeled [Ground]; **Cost:** 60,000 (new), 36,000 (used); **Size:** Huge (5.5 m tall, 6 m long); **Initiative:** +2 (+4 crew, -2 size); **Maneuver:** +2 (+4 crew, -2 size); **Crew:** 0 (Skilled +4); **Passengers:** 0; **Cargo Capacity:** 0 kg; **Speed:** 50 m; **Max Velocity:** 120 km/h; **Defense:** 13 (-2 size, +5 armor); **Hull Points:** 30 (DR 5); **Availability:** Prevalent, military; **Eras:** Rise of the Empire.

Weapon: Hailfire missile launchers (2, 15 missiles each); **Fire Arc:** Front; **Attack Bonus:** +8 (-2 size, +2 crew, +8 fire control); **Damage:** 8d10x2; **Range Increment:** 200 m.

The Hailfire variant is just one of the many configurations of the InterGalactic Banking Clan's Collections and Securities Division's enforcement droid. Its large hoop wheels and sequenced magpulse drive allow it to move at considerable speeds. Its armament of 30 hailfire missiles is a convincing deterrent, often insuring borrowers do not default on their loans. Hailfire missiles are expensive, however; at 500 credits apiece, it costs 15,000 credits to purchase a standard load of ammunition. Other configurations carry heavy blaster artillery, ion cannons, or anti-personal batteries with stun capability, depending on the nature of its assignment.

Despite its appearance, the Hailfire is strictly a droid unit, with no remote operator or onboard driver guiding its actions. For a combat automaton, it has considerable



INTERGALACTIC
BANKING CLAN HAILFIRE-SERIES DROID



Table 3-1: Droid Manufacturers

Manufacturer	Characteristics
Accutronics	+2 equipment bonus to Profession (child care) and Profession (teacher)
Arakyd Industries	+1 equipment bonus to Diplomacy, Gather Information, Hide, and Intimidate
Balmorran Arms	+2 equipment bonus to Spot and Search
Colicoid	+2 equipment bonus to Intimidate and Spot
Commerce Guild	+2 equipment bonus to Appraise and Search
Cybot Galactica	+2 equipment bonus to any two different skills
Geentech	+4 equipment bonus to one of these skills: Astrogate, Computer Use, Knowledge (any), or Treat Injury
Genetech	+2 equipment bonus to Gather Information and all Knowledge skill checks
Imperial Department of Military Research	Total +4 equipment bonus divided between any of the following skills: Astrogate, Bluff, Computer Use, Demolitions, Diplomacy, Disable Device, Escape Artist, Forgery, Gather Information, Intimidate, Move Silently, Spot, or Treat Injury. Also, an IMDR droid must make a Will save (DC 30) to perform any direct action against a representative of the Empire or to act against Imperial facilities or installations.
Industrial Automaton	+1 equipment bonus to any four different skills, +2 equipment bonus to Repair checks made to reprogram skill points
LeisureMech Enterprises	+1 equipment bonus to Bluff, Diplomacy, Intimidate, and any one of the following skills: Gamble, Profession (gambler), Profession (casinos). They suffer a –2 penalty to Intelligence during character creation.
Les Tech	+2 equipment bonus to Gather Information and Search checks, –1 penalty to Will saves in new or strange conditions (as determined by the GM) due to their fascination with the unknown
Loronar Corporation	Roll one additional time on Table 15–4: Droid Quirks in Chapter 15 of the <i>Star Wars Roleplaying Game</i> .
Medtech Industries	+8 equipment bonus to Treat Injury checks, –4 penalty to Reflex saves. They suffer a –2 penalty to Dexterity during character creation and cannot move faster than 2 meters per round.
MerenData	+4 equipment bonus to either Gather Information or Intimidate checks. They suffer a –2 penalty to Charisma during character creation.
Rebel Alliance/ New Republic R&D	Total +4 equipment bonus divided among the following skills: Astrogate, Computer Use, Demolitions, Forgery, Gather Information, Handle Animal, Knowledge (any), Repair, Search, or Treat Injury. They must make a Will save (DC 25) to perform any direct action against a representative of the New Republic or Rebellion or to act against their facilities or installations.
Roche	–2 penalty to Diplomacy and Bluff checks, +1 equipment bonus to all other skill checks. (This bonus does not allow the droid to use skills untrained without a heuristic processor.)
Serv-O-Droid	+2 equipment bonus to Computer Use and all Knowledge checks. Roll one additional time on Table 15–4: Droid Quirks in Chapter 15 of the <i>Star Wars Roleplaying Game</i> .
Sienar Intelligence Systems	+4 equipment bonus to Spot checks
SoroSuub Corporation	+2 equipment bonus to Survival and Profession (choose one) checks
Ulban Arms	+2 equipment bonus to Spot and Listen checks
Veril Line Systems	+6 equipment bonus to either Repair or Craft (choose one) checks, –2 penalty to any two other skills in which the droid has ranks

processing power. All of the InterGalactic Banking Clan droid variations are dogged when it comes to pursuing their targets.

The hoop-wheel design gives the droid a wide lateral targeting range, while protecting its modular weapon pod from flank attacks. The inward angle of the wheels offers a little-used-but-effective offensive capability against ground troops, too. The lowest portion of the droid's wheels are closest together, causing a grinder-like effect. Tightly grouped soldiers and small vehicles can be effectively overrun by this effect, crushed together and flung aside as the droid passes effortlessly over them.

Droid Manufacturers

However modified, most droids retain design and programming traits associated with their original manufacturer. In the *Star Wars Roleplaying Game*, this translates into equipment bonuses to certain skill checks. Because of mass production, a manufacturer's priorities imprint on every droid it creates. A summary of these characteristics can be found on Table 3-1: Droid Manufacturers.

Appendix: New Rules

Combat

Aiming

As a full-round action, you can try to zero in on a target using a ranged weapon. The weapon must not be a thrown weapon. Aiming can deny a target its Dexterity bonus to Defense and reduce range penalties. You cannot aim with a thrown weapon.

To aim, make a ranged touch attack against the target. (This touch attack is not an actual attack and causes no damage; it simply establishes the aim.) Aiming provokes attacks of opportunity and causes you to lose all Dodge and Dexterity bonuses to Defense for one round. It is a full-round action.

If the touch attack is successful, the target is denied its Dexterity bonus to Defense for your next single attack with the weapon with which you aimed. If the target moves more than 2 meters between the time you make the ranged touch attack and your next single attack, he regains his Dexterity bonus and you gain no benefit from aiming.

A target with the uncanny dodge class ability retains its Dexterity bonus to Defense, as if struck by a hidden attacker. In other words, even the best-aimed shot won't deprive a 4th-level scout of her Dexterity bonus to Defense.

The following modifiers apply only to an attack that follows a successful aim action:

Position: A lower center of gravity both stabilizes the weapon and reduces recoil. Kneeling decreases the range penalty on the attack by 1. Lying prone decreases the range penalty by 2. For instance, lying prone reduces a -4 range penalty to -2.

Mounted weapons, primitive weapons, and thrown weapons cannot gain a benefit from position. The benefit of position stacks with that of support, below.

Support: Support holds the weapon steady, reducing variations from minute muscle movements. Improvised support (a vehicle, crate, tree, or wall) decreases the range penalty on the attack by 1. A fixed support (a bipod, tripod, or weapon mount) decreases the range penalty by 2. Preparing support is a move action that provokes an attack of opportunity.

Mounted weapons, primitive weapons, and thrown weapons cannot gain a benefit from support. The benefit of support stacks with that of position, above.

Area Fire

If a ranged weapon is capable of autofire, you may use it for area fire. Area fire affects an area and everyone in it, not a specific creature. You target a 6-meter-by-6-meter area and make a single attack roll with normal autofire penalties; the targeted area has an effective Defense of 5.

If your attack roll succeeds, make a single attack roll with a +0 attack bonus against every creature in the

affected area. (Do not apply your own attack bonus or any other modifiers to this attack roll.) Deal normal damage for a single shot of your weapon on a successful hit. Area fire expends 20 shots, and can only be used if the weapon has at least 20 shots remaining. Using area fire is a full-round action.

Breaching the Hull

When a character or creature attempts to breach the hull of a starship with a melee attack, ranged attack, explosives, or other specialized equipment, resolve the attack using the rules for attacking an object (see Chapter Eight of the *Star Wars Roleplaying Game* revised rulebook). Generally, the hull has DR 15 and a total of (starship hull DR \times 4) points of damage is required to make a 2-meter square breach. For most larger starships, it is easier to attempt to breach an airlock (DR 15, 120 WP). This damage is *not* applied to the Hull Points of the starship—it isn't penetrating deep enough to damage any vital components. A character or creature attempting to breach the hull of a starship ignores the starship's shields as long as they are no more than two meters from the hull itself—essentially, they are underneath the shields' protective envelope.

Weapons

Ion Cannon, Anti-Vehicle

Weapon Type: Ion cannon; **Proficiency Group:** Heavy; **Cost:** 3,000; **Damage:** 4d8; **Critical:** 19–20; **Range Increment:** 30 m; **Weight:** 18 kg; **Type:** Energy; **Multifire/Autofire:** —; **Size:** Large; **Hardness:** 5; **WP:** 10; **Break DC:** 16; **Availability:** Prevalent, military; **Eras:** All.

This powerful cannon is typically mounted on anti-vehicle platforms such as Commerce Guild homing spider droids and InterGalactic Banking Clan Hailfire droids. It delivers a debilitating ion blast to mechanical targets that causes little permanent damage.

The anti-vehicle ion cannon can also be used as a shoulder-fired weapon. In this configuration, the ion cannon requires a power pack to operate. After 6 shots, the power pack must be replaced.

Merr-Sonn Model 6 "Quick-6"

Weapon Type: Sporting blaster pistol; **Proficiency Group:** Blaster pistols; **Cost:** 360; **Damage:** 3d4–1; **Critical:** 20; **Range Increment:** 8 m; **Weight:** 0.75 kg; **Fort DC:** 14; **Type:** Energy; **Multifire/Autofire:** —; **Size:** Small; **Hardness:** 4; **WP:** 2; **Break DC:** 15; **Availability:** Prevalent, licensed; **Eras:** All.

The Merr-Sonn Quick-6 is a popular target blaster. With its added stun effectiveness, sport hunters find it useful for bringing down live game. Although it is a bit more delicate than competing models, the Quick-6's light weight makes it easy to carry on long journeys through the wild.



Prax Arms Protector PRP-502 Hold-Out Shooter

Weapon Type: Dart shooter; **Proficiency Group:** Slugthrowers; **Cost:** 300; **Damage:** 1d4; **Critical:** 20; **Range Increment:** 4 m; **Weight:** 0.5 kg; **Type:** Piercing; **Multifire/Autofire:** —; **Size:** Tiny; **Hardness:** 4; **WP:** 2; **Break DC:** 12; **Availability:** Common; **Eras:** All. **Special:** This weapon fires 4 shots before needing to be reloaded. It takes a full-round action to reload. The weapon can be taken apart or reassembled as 1 full-round action.

Prax Arms has found its niche in the manufacture of dart weapons, and produces two of the most common of the type. The Protector PRP-502 looks like a standard hold-out blaster, and may be concealed in the hand in the same manner. In addition, it can be broken down into four components, which are easily hidden and reassembled.

Knock-Out Darts

A concentrated dose of the painkiller Symoxin is a common knock-out dart poison. It is an injury poison (DC 18), initial damage 1d6 Dex and secondary damage unconsciousness. Other knock-out drugs may be used as well. The dart must deal wound damage in order for the knock-out drug to take effect. The cost is 10 credits per shot. **Availability:** Common, restricted.

SoroSuub X-45 Sniper Rifle

Weapon Type: Sporting blaster rifle; **Proficiency Group:** Blaster rifles; **Cost:** 1,000; **Damage:** 3d6+1; **Critical:** 19–20 (see text); **Range Increment:** 50 m; **Weight:** 4 kg; **Fort DC:** 13; **Type:** Energy; **Multifire/Autofire:** —; **Size:** Medium-size; **Hardness:** 4; **WP:** 4; **Break DC:** 13; **Availability:** Common, military; **Eras:** Rebellion, New Jedi Order.

Special: This weapon can be disassembled to fit into a specially made case. Assembling or disassembling the weapon takes 2 full-round actions. If this weapon is used to fire only a single shot in a round, its threat range improves to 18–20. Like all sporting blaster rifles, the user gains a +1 bonus on attack rolls against targets within 80 meters when firing a single shot as a full-round action. (This bonus does not stack with any effects of improved weapon sights.)

The SoroSuub corporation attempted to have its cake and eat it too by producing the X-45, a highly accurate sports rifle with an overfocused beam. The focusing produces a blaster bolt thinner than normal, but much more lethal. Originally designed and marketed as a sporting blaster called the Riflette, this weapon was released to the civilian market during the days of the Empire. After it proved to be all too popular with assassins, it was re-categorized as military. The X-45 is extremely fragile, so it is usually carried in a case until needed.

Thogk (Gamorrean Club)

Weapon Type: Melee weapon; **Proficiency Group:** Simple; **Cost:** 30; **Damage:** 1d10; **Critical:** 20; **Weight:** 3.6 kg; **Type:** Bludgeoning; **Fort DC:** —; **Size:** Large; **Hardness:** 5; **WP:** 10; **Break DC:** 20; **Availability:** Specialized; **Eras:** All.

Every Gamorrean appreciates the simple effectiveness of the traditional thogk, which literally translates to “log with a spike in it.” These cheap, heavy clubs are available anywhere Gamorrean males congregate. Gamorreans who craft their own thogks take great pride in pounding the weapon’s metal spike through the meter-long chunk of gorgt wood with their bare hands. Lacking gorgt wood, Gamorreans might make thogks out of any available lumber.

Many Gamorrean slaves are forbidden to make, use, or buy thogks. Some masters find them unsavory weapons.

Weapon Accessories

Merr-Sonn Targeter Ranging Scope

Type: Improved weapon sight; **Cost:** 750; **Weight:** 0.5 kg; **Hardness:** 2; **WP:** 2; **Break DC:** 14; **Availability:** Prevalent; **Eras:** All.

Special: This device negates range penalties for the first two range increments. It does not extend the weapon’s maximum range beyond ten range increments.

When mounted atop a blaster rifle, this scope reduces the effect of range. It does not give the weapon a greater range, but lessens the penalty for hitting a distant target.

Armor and Protective Gear

Ayelixe/Krongbing Textiles Camouflage Poncho

Cost: 250; **Damage Reduction:** —; **Maximum Dex Bonus:** —; **Armor Check Penalty:** —; **Speed:** 10 m/6 m; **Weight:** 1 kg; **Availability:** Prevalent; **Eras:** All.

The camouflage poncho is a simple piece of rugged cloth with a mottled pattern in colors appropriate to a particular type of terrain. Ponchos are typically available for arctic, desert, forest, mountain, plains, or swamp terrain. In addition to helping a figure blend into the background, the poncho distorts the wearer’s shape, making him more difficult to discern and identify. A camouflage poncho grants its wearer a +5 equipment bonus on Hide checks made in appropriate surroundings.

A camouflage poncho does not affect the damage reduction or other attributes of any worn armor beneath it.



Drearian Defense Activv! Riot Shield

Armor Type: Shield; **Proficiency:** Light; **Cost:** 500; **Damage Reduction:** —; **Maximum Dex Bonus:** —; **Armor Check Penalty:** —2; **Weight:** 6 kg; **Speed:** 10 m/6 m; **Availability:** Prevalent; **Eras:** All.

This is a one-meter-long shield made of layered transparisteel. Its outer face is mirrored so that the wielder can see through the shield without difficulty while being opaque to opponents. A riot shield is very resistant to damage: It has Damage Reduction 10, 20 Wound Points, and Break DC 25.

Normally, a riot shield provides one-half cover (+4 cover bonus to Defense) against attacks in any one 90-degree arc. The specific facing may be designated as a free action once each round. During any round in which the wielder makes an attack, a riot shield only provides one-quarter cover (+2 cover bonus to Defense) to the wielder. However, the riot shield has a small notch to fit the muzzle of a one-handed blaster or slugthrower. This allows the wielder to gain one-half cover while using such a weapon, but he suffers a —2 penalty on his ranged attack roll.

A riot shield can also be wielded as a melee weapon (Critical: 20, Damage: 1d4; Type: Bludgeoning; Group: Simple). The wielder has the option to activate a stun charge when attacking (Stun Fort DC 15). Using a riot shield as a melee weapon negates the cover bonus to Defense until the wielder's next turn in the initiative order.

Primitive Armor

Armor Type: Light armor; **Proficiency:** Light; **Cost:** 150; **Damage Reduction:** 1; **Maximum Dex Bonus:** +3; **Armor Check Penalty:** —3; **Weight:** 11 kg; **Speed:** 10 m/6 m; **Availability:** Specialized; **Eras:** All.

This armor is prepared from multiple layers of leather and animal hides. It is stiff and relatively inflexible. It is inferior to modern armors in almost every way, but on low-tech worlds it is often the only armor available.

Primitive Shield

Armor Type: Shield; **Proficiency:** Light; **Cost:** 50; **Damage Reduction:** —; **Maximum Dex Bonus:** —; **Armor Check Penalty:** —2; **Weight:** 3 kg; **Speed:** 10 m/6 m; **Availability:** Specialized; **Eras:** All.

This is a one-meter-long shield made of wood, layered bamboo, or tightly woven animal hides. A primitive shield is tough enough to resist most non-powered melee weapons, but it can be overcome by modern energy weapons: It has Damage Reduction 5, 10 Wound Points, and Break DC 15.

Normally, a primitive shield provides one-half cover (+4 cover bonus to Defense). During any round in which the wielder makes an attack, a primitive shield only provides one-quarter cover (+2 cover bonus to Defense) to the wielder.

A primitive shield can also be wielded as a melee weapon (Critical: 20, Damage: 1d4; Type: Bludgeoning; Group: Simple). Using a primitive shield as a melee weapon negates the cover bonus to Defense until the wielder's next turn in the initiative order.

Equipment

Audio Performance Inc. Sheer Silence Bubble Generator

Cost: 3,000; **Weight:** 1 kg; **Availability:** Common; **Eras:** All.

The Sheer Silence Bubble Generator creates a sphere of disruption 2 meters in diameter through which it is very difficult for sound to pass. The generator itself is a small box originally marketed to rich music-lovers as a "personal portable listening chamber," but it rapidly became popular with commando forces and criminals. Any Listen check made to hear a noise on the other side of the barrier takes a —10 penalty. It is difficult for those outside the bubble to hear what goes on inside, or those inside to hear external noises, but creatures within the bubble may converse normally.

Corellidyne CQ-3.9x Holographic Image Disguiser

Cost: 25,000; **Weight:** 0.5 kg; **Availability:** Rare; **Eras:** All.

A holographic disguiser is an advanced form of holoprojector capable of placing a stored holographic image over an existing real world object. Also called a holoshroud, this device allows items, including living creatures, to be almost perfectly disguised as other objects.

The CQ-3.9x is a small unit that can be worn on a belt and has only enough memory capacity to store a single holographic image. Obviously, the holo image must be at least as large as the item it is to cover. The CQ-3.9x has only enough power to operate for 2 minutes, though it is possible to hook it up to a larger power supply.

The image is extremely high in quality and even moves as the item or person shrouded moves, making it almost impossible for the unaided eye to detect as a fake (Spot check DC 25). Sensors, cameras, and droids are more likely to detect a telltale flicker and realize something is amiss; they receive a +5 bonus on their checks.

Disguise Kit

Cost: 250; **Weight:** 3.5 kg; **Availability:** Common; **Eras:** All.

This kit contains cosmetics, hair dye, colored contact lenses, facial prosthetics, and props. It provides a +2 equipment bonus on Disguise checks. A disguise kit is exhausted after 10 uses (refills cost 200 credits each).

For ten times the cost, an advanced disguise kit including a microcomputer and laser engraver can be purchased.



It is capable of producing falsified fingerprints and even a fake retina pattern on contact lenses. The computer must have access to an individual's medical or security records to fake their identifying characteristics. Advanced disguise kits are restricted, generally only available to law enforcement and intelligence personnel.

Meredex Atmospherics Personal Forcefield Generator

Cost: 2,000; **Weight:** 2 kg; **Availability:** Rare; **Eras:** All.

The personal forcefield generator is a small device that can be attached to a ship to seal small hull breaches. The device creates a forcefield of up to two meters in diameter that protects a ship's life support systems from a breach while in space. Since these devices only provide local support they are of limited use to living creatures, but droids can use them quite effectively.

Utility Belt

Cost: 600; **Weight:** 4 kg; **Availability:** Common; **Eras:** All.

The most common utility belt has several pouches containing a three-day supply of food capsules, a medpac, a tool kit, a spare power pack, a spare energy cell, a glow rod, a comlink, and a couple of empty pouches for whatever else the wearer wants to add (up to an additional 2 kg).

VidGraph Peer Macrobinoculars ("Snooper Goggles")

Cost: 800; **Weight:** 0.5 kg; **Availability:** Rare; **Eras:** All.

Peer Macrobinoculars are also referred to as snooper goggles because they are designed for use in twilight and darkness. Though their resolution is not as good as standard macrobinoculars, their nighttime uses generally outweigh their drawback.

When worn, Peer Macrobinoculars grant the user low-light vision and darkvision as well as lessening the range penalty for Spot checks to -1 per 8 meters.

Droid Equipment

Automatic Grip

Cost: 125 (Fine), 250 (Diminutive), 500 (Tiny), 1,000 (Small, Medium, Large), 2,000 (Huge), 4,000 (Gargantuan), 8,000 (Colossal); **Weight:** Negligible.

Automatic grip may be added to any droid with hand or claw appendages. This is a pressure-sensitive trigger that automatically snaps the hand or claw shut when making physical contact after a melee attack. If the droid hits with a hand or claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The droid can deactivate automatic grip at any

time as a free action, and it never triggers accidentally during routine physical contact.

Digging Claws

Cost: 500; **Weight:** 5 kg.

A droid with digging claws gains a burrow speed equal to one-half its normal movement rate (round down to the nearest even number). It can tunnel through any object with a damage reduction rating of 8 or less, allowing it to move its full burrow speed through solid stone. It can move at half this rate through transparisteel or any other substance with a damage reduction rating of up to 10.

Extra Limb

Cost: 2,000 credits; **Weight:** 2 kg.

Droids are normally designed to use two manipulators, tool mounts, or weapon mounts simultaneously, as represented by the Ambidexterity feat. For each extra limb built into a droid, it gains one additional "off-hand," up to a maximum of four limbs (total). Any droid built with one or more extra limbs replaces Ambidexterity with Multidexterity as a bonus feat. Also, such a droid is eligible for the Multiweapon Fighting feat instead of Two Weapon Fighting. (See "Feats," below.)

Stun Field

Cost: 750; **Weight:** 2 kg.

A stun field is built into a droid's exterior to deliver a painful shock to any creatures touching the droid. Any time the droid makes a successful melee attack, the target creature must make a Fortitude save (DC 15). If the save fails, he is knocked unconscious for 1d4+1 rounds. If the save is successful, he is only stunned for 1 round.

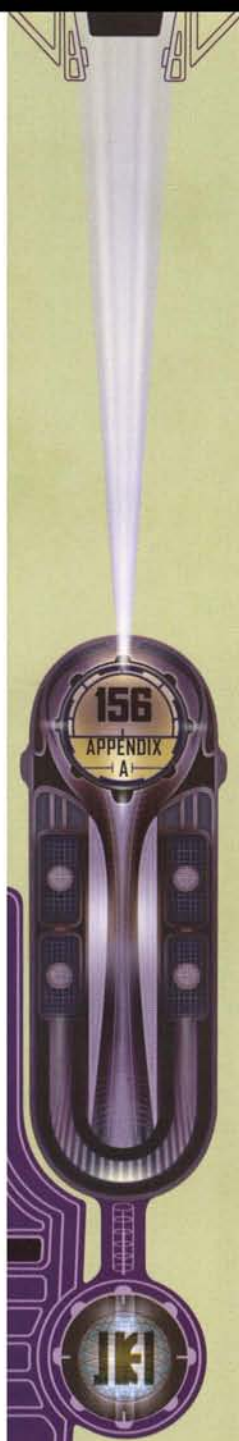
If the droid is hit by a melee attack, the attacker must make a Fortitude save (DC 15) as if he were hit by the droid (see above). A stun field emits a constant humming noise while active, granting a +2 bonus on all Listen checks to notice the droid carrying it. A stun field may be activated or deactivated as a move action.

Synchronized Weapons

Cost: 50% of the total cost of all synchronized weapons; **Weight:** 1 kg per synchronized weapon.

If multiple identical weapons are attached on separate weapon mounts, they may be synchronized to increase their rate of fire. Two synchronized weapons gain multifire capability. Three synchronized weapons gain autofire capability. Synchronized weapons are treated as a single weapon for all purposes except cost and weight.

If a droid has synchronized weapons capable of autofire and 360-degree vision, it may target a 6-meter-by-6-meter area centered on itself when using area fire (see above). Used in this manner, the initial attack roll automatically hits and the droid itself is in no danger of being hit by the area fire.



Tool/Weapon Mount, Interchangeable

Cost: 100; **Weight:** 0.4 kg.

An interchangeable tool mount is one that is designed to allow quick replacement of tools for different tasks. Equipment can be changed with a Repair check (DC 10) and one minute (10 rounds). The cost of the tool (or set of tools) is added onto the cost of this equipment.

Weapon Mount, Concealed

Cost: 300; **Weight:** 2 kg.

A concealed weapon mount is designed to withdraw into the droid's body to hide it from view. The droid must have sufficient internal storage to hold the weapon. Drawing or hiding a concealed weapon mount is a move action. The cost of internal storage and the weapon itself are added onto the cost of this equipment.

Weapon Mount, Stabilized

Cost: 250 × mounted weapon's weight; **Weight:** ½ mounted weapon's weight.

A stabilized weapon mount is designed to allow a combat droid to wield a very large weapon effectively. Droidekas, for example, use stabilized weapon mounts to allow them to use two heavy repeating blasters simultaneously.

Any weapon on a stabilized mount can be fired as if it is mounted on a tripod, and it never requires two hands to use. A stabilized weapon must be no more than one size larger than the droid on which it is mounted. Stabilized weapon mounts must be designed for a specific weapon, the cost of which is added to the cost of this equipment.

Vehicles

Mobquet Nebulon-Q Swoop Racer

Class: Airspeeder; **Cost:** 5,500 (new), 1,050 (used); **Size:** Large (3 m long); **Initiative:** +3 (+4 crew, -1 size); **Maneuver:** +3 (+4 crew, -1 size, -5 equipment penalty); **Crew:** 1 (Skilled +4); **Passengers:** 0; **Cargo Capacity:** 2 kg; **Atmospheric Speed:** 600 km/h (10 sq./action); **Altitude:** Low; **Defense:** 11* (-1 size, +2 armor); **Hull Points:** 10 (DR 5); **Availability:** Prevalent, licensed; **Eras:** All.

* Provides no cover to pilot.

A "muscle swoop," the Nebulon-Q has a tough reputation. It is widely used by gangs, pirates, and juvenile delinquents throughout the galaxy, its thundering ion engines a key asset for thugs that live on intimidation. Like its successor, Mobquet's Flare-S swoop, the Nebulon-Q is built for speed and little else, with an absolute minimum of safety features (a single-strap seat harness, often unused) and control surfaces. As a result, this swoop is much faster than most vehicles its size, but very difficult to control (-5 equipment penalty on all Pilot checks; this penalty is included in the statistics above).

Starships

Lone Scout-A

A typical exploration and scouting vessel, the Lone Scout is one of the first starships built by Republic Sienar Systems using the revolutionary Twin Ion Engine design. Its cockpit and sublight drive are both reminiscent of later TIE Fighter designs, but a large passenger and cargo compartment is built into the rear of the vessel, greatly increasing its size relative to its diminutive starfighter cousins. Unlike most TIE designs, this starship was widely used by civilians. Built with a high-quality sensor array, the Lone Scout-A provides a +2 equipment bonus on all Computer Use checks to operate the ship's sensors.

The Lone Scout A-2 (LSA-2) is the variant used by the Imperial Navy and the Imperial Scout Corps, featuring a faster backup hyperdrive (×12) and an improved deep scan sensor array (+4 equipment bonus on all Computer Use checks to operate the ship's sensors). However, the LSA-2 has only 125 metric tons of cargo capacity. The scout ships sent from the Death Star to investigate Dantooine were LSA-2's.

Craft: Sienar Fleet Systems Lone Scout-A; **Class:** Space transport; **Cost:** 125,000 (new), 30,000 (used); **Size:** Small (24 m long); **Initiative:** +3 (+1 size, +2 crew); **Crew:** Normal +2 (1 pilot); **Passengers:** 3; **Cargo Capacity:** 150 metric tons; **Consumables:** 1 year; **Hyperdrive:** ×2 (backup ×15); **Maximum Speed in Space:** Attack (8 squares/action); **Atmospheric Speed:** 850 km/h (14 squares/action); **Maneuver:** +3 (+1 size, +2 crew); **Defense:** 21 (+10 armor, +1 size); **Shield Points:** 30 (DR 20); **Hull Points:** 120 (DR 20).

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +1 (+1 size, +0 crew, +0 fire control); **Damage:** 4d10×2; **Maximum Range:** Short.

Luxury 3000 Space Yacht

The Luxury 3000 is an outstanding luxury yacht with three main levels. The main deck features the bridge, a luxurious dining area (including stores for one month of fresh food and a Gourmet Master 500 automated food processor), and six deluxe cabins. Below the main deck is the engineering level, concentrating all of the clutter of engines, power cells, and control surfaces out of sight of the passengers. Above the main deck, accessible by a spiral staircase from the dining room, is a transparisteel observation deck featuring a jetstream meditation pool. The observation deck also includes an exterior balcony for enjoying the open air near the surface of a planet.

The *Lady Luck* (Lando Calrissian's private transport) is a Luxury 3000 modified to add a small retractable blaster cannon and some hidden smuggling compartments.

Craft: SoroSuub Personal Luxury Yacht 3000; **Class:** Space transport; **Cost:** 250,000 (new), 150,000 (used); **Size:** Small (50 m long); **Initiative:** +3 (+1 size, +2 crew); **Crew:** Normal +2 (1 pilot); **Passengers:** 10; **Cargo**



Capacity: 100 metric tons; **Consumables:** 1 month; **Hyperdrive:** $\times 2$ (backup $\times 14$); **Maximum Speed in Space:** Attack (8 squares/action); **Atmospheric Speed:** 850 km/h (14 squares/action); **Maneuver:** +3 (+1 size, +2 crew); **Defense:** 21 (+10 armor, +1 size); **Shield Points:** 30 (DR 20); **Hull Points:** 80 (DR 20).

Skills

Transfer Essence (Cha)

Dark Side; Trained Only; Requires the Force-Sensitive and Sith Sorcery feats

You can transfer your life essence from your own body into the body of another—either an empty vessel (such as a clone) or, in more extreme cases, another developed, intelligent being. Your consciousness then overwrites that other individual's consciousness—leaving your mind in the other body. Your own body disintegrates, leaving behind your clothing and any items you previously held or carried.

Check: Your Transfer Essence check sets the DC for the target's Will saving throw.

Result	Will Saving Throw DC
20 or less	10
21-35	15
36+	20

The target of this skill must be within 10 meters of you. You must expend a Force Point to use this ability. Attempting to use this skill is a full-round action.

If your target makes the Will saving throw, your attempt fails, and you can never attempt to occupy that body again. Instead, you may immediately attempt to occupy a different body in the same 10-meter radius. As long as you have vitality points, you can continue to attempt to use this ability, but you cannot attempt to occupy the same body twice. Furthermore, you lose half your remaining vitality points (rounded up) for each attempt. If all your attempts fail, you run out of targets, or you run out of vitality, your character's consciousness is scattered, and he ceases to exist.

If your target fails his Will save, your Intelligence, Wisdom, and Charisma scores overwrite those of your target, but the target's Strength, Dexterity, and Constitution replace yours. You retain your classes and levels, your feats, and your Dark Side Points. You retain your skills, initiative modifier, attack bonuses, vitality points, and saving throws, but these may need to be recalculated based on your new ability scores. You lose half of your remaining Force Points (round up). Use your Reputation bonus if you are known to be in control of the target's body; otherwise, use your target's Reputation bonus. Your wound points may change as well if your new body has a different Constitution score. Equipment does not carry over to the new body. The GM should make a note of the original body's abilities, skills, and so on—particularly the body's Will saving throw (see below).

If your attempt succeeded, the consciousness of the original body may still attempt to reassert control at a later time. Whenever you spend a Force Point, you must make another Transfer Essence check. The original consciousness may attempt another Will save against the new DC. If the save is successful, the body's original consciousness forces yours out. You may attempt to occupy a new host body (if one is available within 10 meters), with the same consequences for failure as the original check.

Regardless whether the target succeeds or fails the Will save, you lose half of your remaining vitality points (round up) on each attempt. Each attempt also gives you 2 Dark Side Points.

Special: Transferring your consciousness is a decidedly risky business, because it requires that your old body relinquish its grip on your life essence. In other words, you must die. Precisely how this occurs is unimportant, as long as you are able to declare the action and the skill attempt before you expire. (Since doing this requires a full-round action, you cannot attempt Transfer Essence after your wound points drop to 0 or below.)

Your original body only disintegrates when you voluntarily leave it. If you transfer your essence to another body, and the original consciousness asserts control, you are simply forced out, and the original body survives.

Note that the Force Defense skill adds a bonus to the target's Will save.

You can also transfer your life essence from your own body into a specially prepared item, such as a temple, although this is a much more difficult process. This process requires that the user have ranks in Alchemy (see *The Dark Side Sourcebook* for details) and that life force other than the user's is expended to help power the transfer. This application of the skill requires a check against DC 30. For every hundred lives that are willingly lost to provide power for this transfer, the DC is reduced by 1, to a minimum of DC 10. Success indicates that the user's essence lives on, trapped within the prepared item until freed by another Force-user. Exar Kun used this application of Transfer Essence at the end of the Sith Wars.

Retry: Yes, but each additional attempt decreases the Will save DC by -5.

Time: Using Transfer Essence is a full-round action.

Vitality Point Cost: Special; see above.

Feats

Multidexterity

You are equally adept at using any of your hands.

Prerequisites: Dexterity 15, more than two hands or manipulator appendages.

Benefit: You ignore the -4 penalty on attack rolls, ability checks, and skill checks when using an off hand.

Normal: Without this feat, a character with more than two hands has only one primary hand; the rest are off hands. A character using an off hand takes a -4 penalty on attack rolls, ability checks, and skill checks.



Special: This feat is the same as Ambidexterity for characters with more than two hands.

Multiweapon Fighting

You can fight with a weapon in each hand.

You can make one attack with each off-hand weapon in addition to your normal attack (or attacks) with the weapon in your primary hand. All of the attacks made on your turn must be the same—either all melee attacks or all ranged attacks.

Prerequisites: More than two hands.

Benefit: Your penalties for fighting with multiple weapons are reduced by 2.

Normal: Without this feat, you take a -6 penalty on attack rolls with your primary weapon and a -10 penalty on attack rolls with your off-hand weapons(s). If all your off-hand weapons are light, these penalties are reduced by 2.

Special: This feat is the same as Two-Weapon Fighting for characters with more than two hands.

Sith Sorcery

You have the ability to channel the spirits of deceased Sith lords, using their power to supplement your own—but at the risk of becoming their puppet.

Prerequisites: Force-Sensitive, Sense, Force level 3rd, 6 or more Dark Side Points.

Benefit: You may use this feat to gain a bonus on attacks, saves, and dark side skill checks for the next minute. You gain a +1 competence bonus for every three Force levels you have attained. This feat costs you 4 vitality points to use and requires a move action to activate.

Special: Whenever you use this ability, in addition to gaining a Dark Side Point, you open yourself to possession by the Sith spirits you have summoned. At the end of the power's duration, you must immediately attempt a Will saving throw (DC 10 + the bonus gained). You cannot activate this ability again before you have resolved this save.

If the save succeeds, there are no side effects. If the save fails, however, a dark side spirit possesses you. Your character is under GM control. Every time the dark side spirit uses a Force Point while possessing your body, you may make a Will save (same DC as above) to reassert control and force the dark side spirit out. (For a more detailed method of handling possession and regaining control of your body, see Dark Side Spirit in Chapter Six of *The Dark Side Sourcebook*.)

Appendix: Adversaries by Challenge Code

ASN-Series _____	A	Low-Level Primitive Elder _____	B	Coruscanti Ogre _____	C
Blastail _____	A	Low-Level Primitive Hunter _____	B	Deel De _____	C
Dinko _____	A	Low-Level Primitive Shaman _____	B	Divto _____	
Fwit _____	A	Low-Level Primitive Warrior _____	B	Doln Tok _____	C
Hawk-Bat _____	A	Low-Level Resistance Fighter _____	B	Domesticated Bonegnawer _____	C
Implanter _____	A	Low-Level Resistance Saboteur _____	B	Eshin Worr _____	C
Kowakian Monkey-Lizard _____	A	Low-Level Swoop Veteran _____	B	Fear Moss _____	
Low-Level Enforcement Officer _____	A	Mantellian Savrip Commoner _____	B	High-Level Enforcement Officer _____	C
Low-Level Lackey _____	A	Mark III Series Sleeper _____	B	High-Level Lackey _____	C
Low-Level Security Guard _____	A	Mid-Level Enforcement Officer _____	B	High-Level Security Guard _____	C
Low-Level Security Specialist _____	A	Mid-Level Lackey _____	B	High-Level Swoop Punk _____	C
Low-Level Swoop Punk _____	A	Mid-Level Security Guard _____	B	Kelna Toodo _____	C
Riding Lizard _____	A	Mid-Level Security Specialist _____	B	Kurgan Dala _____	C
Sand Tick _____	A	Mid-Level Swoop Punk _____	B	Low-Level Detective _____	C
Voorpak _____	A	Mucous Salamander _____	B	Low-Level Lieutenant _____	C
Worrt _____	A	Quosit _____	B	Low-Level Mercenary Medic _____	C
Ycaqt _____	A	Riggs Ashar _____	B	Low-Level Mercenary Pilot _____	C
Ysalamiri _____	A	Ronto _____	B	Low-Level Mercenary Scout _____	C
		Sith Familiar _____	B	Low-Level Mercenary Sniper _____	C
Boneworm _____	B	Sith Warbird _____	B	Low-Level Resistance Leader _____	C
Claw Vine _____	B	Sureggi _____	B	Low-Level Special Tactics Officer _____	C
Dwarf Spider Droid _____	B	Womp Rat _____	B	Low-Level Swoop Gang Leader _____	C
Eopie _____	B	Yith Ganar _____	B	Malia _____	C
High-Level Security Specialist _____	B	Zardra Vykas _____	B	Menugg _____	C
Highly-Evolved Worrt _____	B			Mid-Level Primitive Elder _____	C
HXZ-1 Immobilizer Droid _____	B	Armored Nek Battle Dog _____	C	Mid-Level Primitive Hunter _____	C
Kudana _____	B	Beldon _____	C	Mid-Level Primitive Shaman _____	C
Larith De _____	B	Bloodsniffer _____	C	Mid-Level Primitive Warrior _____	C



Mid-Level Resistance Fighter	C	High-Level Resistance Saboteur	D	High-Level Swoop Gang Leader	E
Mid-Level Resistance Saboteur	C	High-Level Resistance Leader	D	Kkekkrrg Rro	E
Mid-Level Swoop Veteran	C	High-Level Swoop Veteran	D	Krakana	E
Nashtah	C	Iris Snow	D	Odon Anak	E
Nib Maroon	C	Ithorian Dragon	D	Ra Katana	E
Radark	C	Judge Keedo	D	Sevv Sunb	E
Rolk-Mangir	C	Kant	D	Shaped Nashtah	E
Space Wraith	C	Katarn	D	Ter-Idi	E
Spider, Rearing	C	Kilassin	D	Tsserk	E
Thranta	C	Keeth Anak	D	Vornskr	E
Vrblther	C	Mantessan Panthac	D	Watch-Beast	E
Zarandro Vykas	C	Mid-Level Detective	D	Z2-1B	E
		Mid-Level Lieutenant	D	Zarymok	E
Aach Een	D	Mid-Level Special Tactics Officer	D	Zethe Raskin	E
Arakyd Industries ACC-7		Mid-Level Swoop Gang Leader	D		
Assassin Droid	D	Narglatch	D	Aran Cho	F
Arakyd Industries DSK-1		Set Harth	D	Doashim	F
Deathstrike Droid	D	Skreev	D	Fire Breather	F
Ash Angle	D	Slashrat	D	Lylek	F
Asyyriak	D	Spider, Knobby White	D	Oolak Goyl	F
Bonegnawer	D	Spider, Spice	D	Rava Teb'lya	F
C-3PX	D	Teezyk	D	Tar Monevv	F
Capture Beast	D	Thranta, Giant	D	Voxyn	F
Carnivorous Bantha	D	Victor Jun	D	Vurrha Chur	F
Cliffborer Worm	D	Womwa	D		
Colicoid Infiltrator Assassin Droid	D	Woolly Veermok	D	Dragonsnake	G
Corellian Sand Panther	D			Dread Weapon	G
Crown of Silk	D	Balmorran Arms SD-6 "Hulk"		Granakk	G
Enlarged Kouhun	D	Battle Droid	E	Krayt Dragon, Canyon	G
Ereen Agar	D	Beel Acton	E	Scree	G
Hanadak	D	Bossk	E	Space Slug	G
High-Level Mercenary Medic	D	Force-Using Woolly Veermok	E	Webweaver	G
High-Level Mercenary Pilot	D	Genosian Hydra	E		
High-Level Mercenary Scout	D	Gharzr	E	Space Slug, Giant	H
High-Level Mercenary Sniper	D	Gorax	E	Starweird	H
High-Level Primitive Elder	D	Gorgodon	E		
High-Level Primitive Hunter	D	Heliosts	E	Krayt Dragon, Greater	I
High-Level Primitive Shaman	D	High-Level Detective	E	Sithspawned Canyon	
High-Level Primitive Warrior	D	High-Level Lieutenant	E	Krayt Dragon	I
High-Level Resistance Fighter	D	High-Level Special Tactics Officer	E		

160

APPENDIX
A

JKI

YOU WILL NEVER FIND A MORE WRETCHED HIVE OF SCUM AND VILLAINY.

To use

this

sourcebook,

you also

need the

Star Wars

Roleplaying Game

Revised Core Rulebook.

Watch your step—inside this book, you'll encounter a fully illustrated menagerie of foes to pit against the heroes of the galaxy. Discover nefarious characters, fearsome creatures, lethal droids, and diabolical organizations, any of which could become a true nemesis in your campaign.

This sourcebook features:

- ❖ Over 30 pregenerated villains, both new and noteworthy, including Bossk the Trandoshan bounty hunter and C-3PX the assassin droid
- ❖ More than 75 alien creatures, many of which first appeared in the *Alien Anthology* but have been updated for the revised rules
- ❖ New creature templates, including templates for creating Yuuzhan Vong-shaped creatures and Sithspawned creatures
- ❖ 11 types of droids, including droids from Episode II: *Attack of the Clones*



www.wizards.com



www.starwars.com



© 2004 Lucasfilm Ltd. & ™ All rights reserved. Used under authorization.

SCANNED BY

QUASIMOJO



THIS PRODUCT FOR USE
WITH ALL STAR WARS ERAS

SOURCE
BOOK