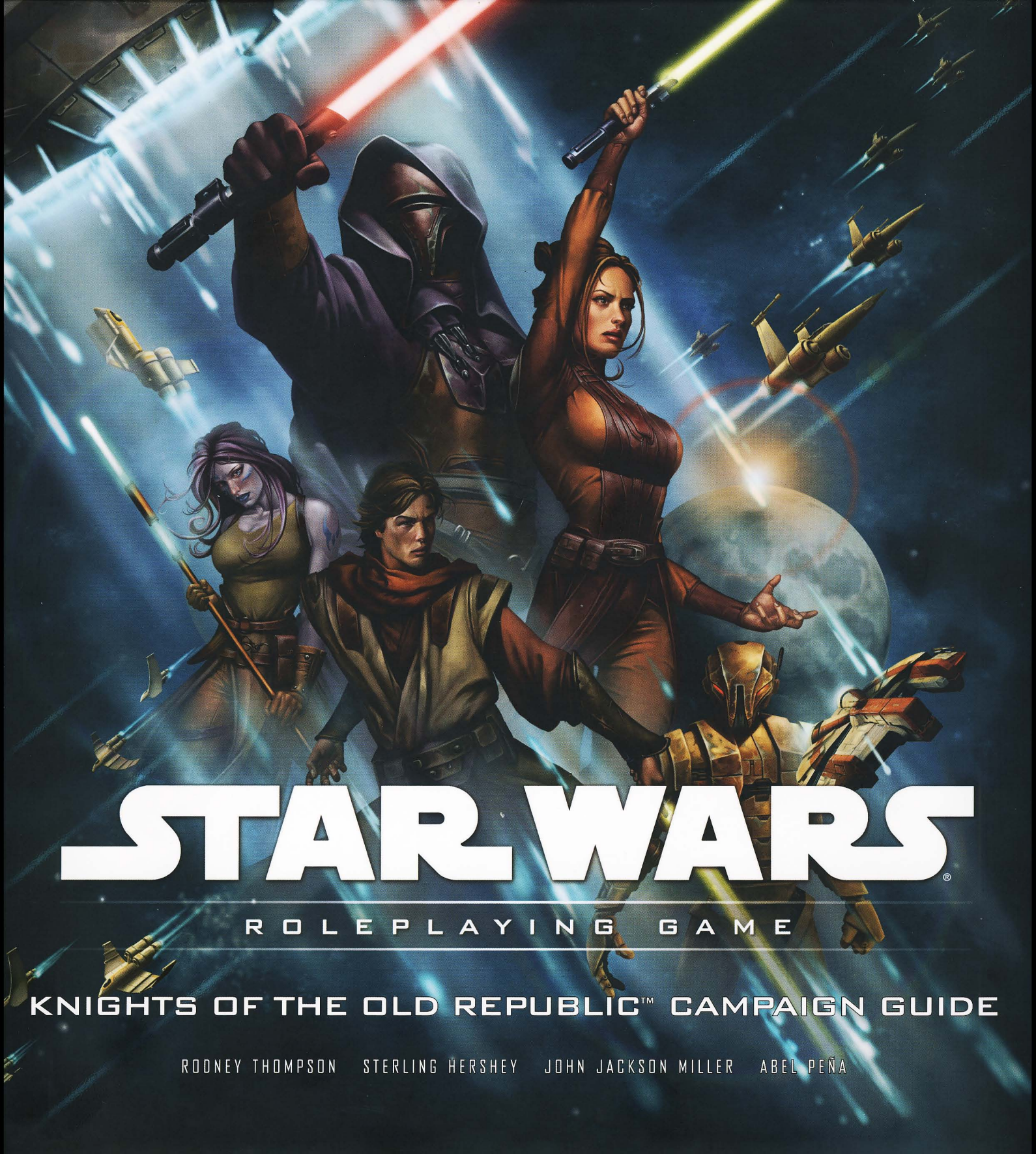


STAR WARS®

ROLEPLAYING GAME

KNIGHTS OF THE OLD REPUBLIC™ CAMPAIGN GUIDE

RODNEY THOMPSON STERLING HERSHEY JOHN JACKSON MILLER ABEL PEÑA

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Knights of the Old Republic™ Campaign Guide

RODNEY THOMPSON, STERLING HERSHEY, JOHN JACKSON MILLER, ABEL PEÑA

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INTRODUCTION





During the era of the Old Republic, Jedi battle against Sith Lords, Mandalorian warriors raid Outer Rim worlds, and the Republic struggles to fight off enemies at every turn. Smugglers dodge Sith warships and bluff their way past Republic customs agents, while bounty hunters and mercenaries play both sides of every conflict for the greatest profit. Soldiers fight on distant battlefields and defend planets close to home. Vast empires rise, fall, and are reborn. This is the time of the *Knights of the Old Republic* campaign, and it is one of the most exciting periods in all *Star Wars* continuity.

In these years of conflict, your heroes have limitless opportunities to become part of the galaxy's salvation—or its destruction. It is a time of constant warfare, when peace has become little more than a memory and survival is threatened by armies in all parts of the galaxy. It is a time when the Jedi are in abundance, fighting on all fronts, only to be whittled down to near extinction over the course of several conflicts. It is a time when civilization is under siege; warlords and Force-users struggle to unmake the Republic and sow the seeds of chaos. It is a time of mysterious enemies and sudden betrayals, when allies turn to foes, and you never see the lightsaber until it is buried in your back. It is a time when new powers are on the rise, and anyone can ascend to greatness.

A *Knights of the Old Republic* campaign calls for heroes. A hero might be a Jedi Knight, sworn to protect the Republic but reeling from losses in previous wars. Another hero might be a Republic soldier on the front lines of battle, fighting with every ounce of effort to hold the line against Mandalorian invaders. One hero might be an arms dealer smuggling weapons to resistance cells on Sith-controlled worlds, while another might be a hyperspace explorer that stumbles across a secret rallying point for the forces of the Republic. A hero might be a corporate agent overseeing the construction of vital defense systems, or a Jedi Shadow working behind the scenes to bring down a sinister villain. Whatever your hero's history and specialty, the *Knights of the Old Republic* campaign is rife with opportunities to send ripples of influence throughout the galaxy.

The Old Republic Era

The *Knights of the Old Republic Campaign Guide* focuses on the period between the Great Sith War and the final destruction of the old Sith Empire. During this time, the galaxy is embroiled in one war after another, and the Jedi are all but wiped out. Gamemasters have several choices for when, specifically, they might set a *Knights of the Old Republic* campaign. The following section describes the major conflicts and eras of this time.

The Great Sith War (4,000-3,996 BBY)

The Great Sith War begins with the fall of two Jedi students to the dark side: Exar Kun and Ulic Qel-Droma. The spirit of an ancient Sith Lord, Marka Ragnos, tempts the two Jedi and trains them in ancient teachings of the Sith. Flush with power, the two new Sith Lords lead the forces of the Krath—a dark-side cult founded on the Deep Core world of Empress Teta—in a war against the Republic. As the galaxy becomes embroiled in a conflict between the Sith and the Republic, many Jedi fight on either side of the battle. Some defend the Republic from their former comrades, while others are tempted by the lure of the dark side.

The Great Sith War takes an interesting turn with lasting repercussions when Ulic Qel-Droma vanquishes Lord Mandalore in single combat. This binds the Mandalorian clans to the Sith Lord, and he uses their prowess and numbers to redouble the Sith war effort. With both the Krath and the Mandalorians at their command, the Sith ravage the galaxy and deal the Republic blow after blow, staggering their forces. As more and more Sith train on the planet Korriban, thousands of Jedi die at the hands of Krath and Mandalorian forces.

The tide turns once more in favor of the Republic as the brothers Ulic and Cay Qel-Droma engage in a vicious duel on Ossus. After slaying Cay, a despondent Ulic surrenders to the Jedi Nomi Sunrider. Following his capture, the Republic begins an offensive that drives the forces of the Sith back, eventually shattering the Krath forces, routing the Mandalorians, and scattering the few remaining Sith to the farthest reaches of the galaxy. Crippled by the prolonged war effort, the Republic cannot pursue the Sith forces, and Korriban remains under Sith control.

The Restoration Period (3,995-3,966 BBY)

The Great Sith War is a devastating event that causes more damage than any conflict since the Great Hyperspace War a thousand years before. The Jedi Order, greatly depleted, turns inward to heal itself, increasing the responsibilities of a Republic that is barely standing. Piracy is rampant. Trade routes, which had been blazed and developed over centuries at enormous cost, require redevelopment at nearly every stop. Nearly one quarter of the civilized worlds in the Republic have been devastated by the conflict, and most worlds are left on their own to rebuild as the Republic's resources are depleted.

With the Republic itself on the verge of collapse for over a decade following the war, a group of politicians put into motion a series of events that eventually restores the Republic to its prior strength. By guaranteeing the various corporations throughout the galaxy safe passage and trade along the space lanes in exchange for commercial investment in the Republic's infrastructure, the Republic is able to rebuild its military and provide much-needed goods to the devastated people of the galaxy. Hyperspace explorers once again began scouting the galaxy in earnest, discovering newer and safer routes. Across the galaxy, planets begin to rebuild, commerce resumes, and the Republic's military might is reestablished.

The enemies of the Republic are far from inactive during this time, however. The Sith who had fled back to Korriban bide their time and keep a low profile, while those who had fled to the Unknown Regions practice their dark arts in secret. The Mandalorians continue their nomadic existence, rebuilding their ranks and continuing the Mandalorian tradition. Though the Sith would remain silent for a time, the Mandalorians marshal their forces in secret for a return to the galactic stage.

The Mandalorian Wars (3,965-3,960 BBY)

The first battles of the Mandalorian Wars begin nearly a year before the Mandalorians' major invasion. The nomadic mercenary army begins testing the rebuilt Republic's defenses by raiding Outer Rim worlds and interrupting trade routes, forcing the Republic to push its resources further than they were prepared for. When the Republic has been stretched thin across the Outer Rim, the Mandalorians launch a major offensive, invading worlds and devastating the Republic military in battle after battle. As the Mandalorians launch focused strikes against the Republic's poorly defended targets, chaos spreads throughout a Republic that fears the devastation of the Great Sith War.

After a series of military failures, the Republic once again turns to the Jedi Order for aid. Having been hit the hardest by the casualties of the Great Sith War, the Jedi Order refuses, at first, to join the military effort. However, among the Jedi are a few who cannot stand by while the Mandalorian invasion batters at the Republic's defenses, including a powerful Jedi called Revan. Revan leads other like-minded Jedi into battle once more, despite the Order's directive that they should not be involved. After victories against the Mandalorians, even more Jedi flock to Revan's call. Over time, the Republic cedes control of many of its military assets to the Jedi, and the Mandalorian Wars begin in full.

As battles rage across the galaxy, Mandalorians win victories against the Republic and the Republic reclaims territories lost to the Mandalorians. Quickly, Jedi such as Revan and his apprentice, Malak, become war heroes. After years of violent conflict, the Republic finally manages to repel the Mandalorians with a devastating victory at Malachor V. There, the Mandalorian forces are nearly wiped out. The surviving Mandalorians go into exile, and the Jedi are heralded as saviors of the Republic. Surprisingly, though, Revan and Malak gather the remnants of their fleets and flee into the Unknown Regions. For a short few months, peace reigns in the Republic once more, but questions surround the departure of the Jedi.

The Jedi Civil War (3,959-3,956 BBY)

Celebration of victory over the Mandalorians soon turns bitter when Revan and Malak return from the Unknown Regions at the head of a massive Sith Armada. Darth Revan and Darth Malak, now Dark Lords of the Sith, quickly reclaim the planet Korriban, seize control of a large swath of Republic space and declare themselves the leaders of a new Sith Empire. While in the Unknown Regions, Revan and Malak steep themselves in the teachings of those Sith who had been defeated in the Great Sith War, and empowered by the Jedi victories in the Mandalorian Wars they set out to conquer the galaxy. The Sith military continue their assaults on Republic worlds, conquering one planet after another, embroiling the galaxy in conflict once more.

Even though the Republic military that travel with Revan and Malak have long since been corrupted by the dark side, upon their return they are joined by many other Republic loyalists. Former comrades-in-arms now fight one another in desperate battles. A Republic already damaged by the Mandalorian Wars struggles to fight off a new enemy made up of their former allies. Many worlds voluntarily join the Sith, believing that because Revan and Malak saved them from the Mandalorians they are more fit to lead than the Republic. Revan recruits to his cause those Jedi who will follow him, and he attacks the rest, forcing the Jedi to choose between joining the Sith or death.

A Jedi strike force alters the course of the Jedi Civil War by boarding a starship controlled by Revan and Malak, engaging the two Sith Lords in combat. Malak turns on his master, and Revan is struck down, only to be saved by a young Jedi named Bastila Shan. A captive of the Jedi, Revan's memory is erased and his identity rebuilt as a loyal agent of the Republic. This ruse does not last long, and soon Revan rediscovers who he is and what he has done. Rejecting his former self and embracing the way of the light, Revan retraces his steps and discovers a massive artifact known as the Star Forge, aboard which he duels and vanquishes his former apprentice, Malak, ending the Jedi Civil War.

The Dark Wars (3,955-3,951 BBY)

After Darth Malak's defeat at the Battle of Rakata Prime, the forces of the Sith fall into chaos. Retreating from continued attacks by the Republic, the Sith Empire fragments into hundreds of smaller territories ruled over by Sith warlords. The few remaining Dark Lords of the Sith fight with one another over the scraps of their Empire, damaging themselves as much as the Republic. While the Republic rebuilds its forces, the Sith seem content to eradicate themselves, as each Dark Lord of the Sith becomes determined to be the new leader of the Sith Empire.

Though the Sith are at war with themselves, a small number of Sith Lords band together to form new leadership for their crumbling Empire. Three Sith Lords, Darth Nihilus, Darth Sion, and Darth Traya, decide to restore their former power by eliminating the greatest threat facing the Sith: the Jedi Order. Over the course of several months, these Sith Lords dispatch assassins and strike forces to eliminate the few remaining members of the Jedi Order. In the middle of the Dark Wars, the Jedi order collapses and only a few survivors escape death at the hands of the Sith.

The Sith Triumvirate eliminates the Jedi and seizes control of the failing Sith Empire, planning to reclaim lost territory and launch a united offensive once more. However, these plans are dashed when a Jedi survivor slays all three members of the Sith Triumvirate and helps eliminate the last of the Sith threat. At the end of the Dark Wars, the Jedi survivors begin to rebuild their Order, the Republic solidifies its forces, and the galaxy is once again peaceful and prosperous.

What You Need to Play

As with any *Star Wars* game supplement, you need the *Saga Edition* core rulebook (sometimes abbreviated as *SE*) to make full use of the information in the *Knights of the Old Republic Campaign Guide*. This book also uses material from other supplements, including *Starships of the Galaxy* (abbreviated *SG*) and *Scum and Villainy* (abbreviated *SV*), but those supplements are not essential. Also be sure to visit the official *Star Wars Roleplaying Game* website at www.wizards.com/starwars for the latest updates and official errata.

"Look, everybody always figures the time they live in is the most epic, most important age to end all ages. But tyrants and heroes rise and fall, and historians sort out the pieces."

—Jolee Bindo

Chapter 1: Species





In the days of the Old Republic, as in all *Star Wars* eras, a variety of species thrive throughout the galaxy. Even though Humans dominate the galactic governments and corporations, many other species hold prominent positions of power. The colonization of the galaxy expands during this era, however the number of inhabited worlds is comparatively fewer than in the classic era. Less common species live on Republic worlds, but they are likely to be fewer in number, and reside in their own enclaves.

Relations between species are more varied than during the classic era. Some worlds have few conflicts, with each species considering others more or less their equal. On other planets, species in the minority might be restricted to certain areas or have fewer rights than the dominant species. This might be true even on planets that consider themselves to be among the most civilized in the galaxy. Non-Human species on the planet Taris, for instance, are not welcome in the Upper City during certain periods of this era. Characters might find their efforts and adventures hampered by such attitudes, but players might find such conflicts useful points for their character backgrounds.

Any of the common species available during the Rise of the Empire era are suitable for a Knights of the Old Republic campaign. However, primitive species such as Gungans and Ewoks leave their homeworlds only in rare and unusual circumstances. The remaining species presented in the Saga Edition core rulebook, along with the species presented in this chapter, are all appropriate for a Knights of the Old Republic campaign.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on the table below and apply the adjustments indicated to your character's ability scores. Use the last two tables to help determine age, height, weight, and any related adjustments to your character. See the *Saga Edition* core rulebook for additional information.

Known Languages

In addition to the languages described in the *Saga Edition* core rulebook, Arkanian and Snivvian are considered common languages in the galaxy. Other languages might be more common in specific regions of the galaxy. For instance, the Mandalorians bring Mando'a to the worlds they conquer. Except for the earliest period of the original Sith Empire, the Sith of this era rely on Basic and their own native languages rather than any common Sith tongue.

TABLE 1-1: SPECIES ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS
Arkanian	+2 Int, –2 Cha
Arkanian Offshoot	+2 Str or +2 Dex, –2 Con
Cathar	+2 Dex, –2 Int
Draethos	+2 Con, –2 Cha
Feeorin	+2 Str, –2 Dex, +2 Con, –2 Wis, –2 Cha
Khil	–2 Con, +2 Int, +2 Cha
Kissai	–2 Wis, +2 Cha
Massassi	+4 Str, –2 Int, –2 Wis, –2 Cha
Miraluka	–2 Dex, +2 Int
Rakata	+2 Int, –2 Wis
Selkath	+2 Cha
Snivvian	+2 Wis

TABLE 1-2: AVERAGE HEIGHT AND WEIGHT

SPECIES	HEIGHT	WEIGHT
Arkanian	1.8 m	75 kg
Arkanian Offshoot	1.8 m	75 kg
Cathar	1.7 m	85 kg
Draethos	1.8 m	70 kg
Feeorin	2.2 m	125 kg
Khil	1.5 m	60 kg
Kissai	1.8 m	90 kg
Massassi	1.9 m	95 kg
Miraluka	1.8 m	75 kg
Rakata	2.0 m	85 kg
Selkath	1.5 m	60 kg
Snivvian	1.4 m	55 kg

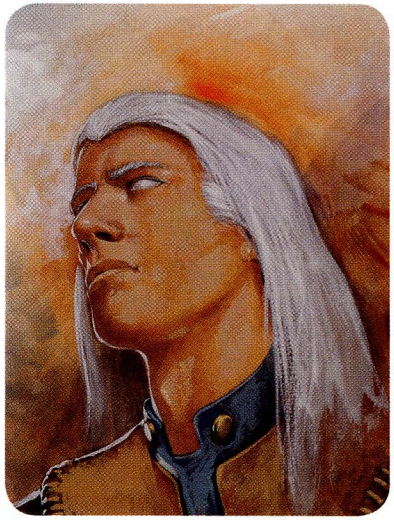
TABLE 1-3: AGE BY SPECIES

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Arkanian	1–12 years	13–18	19–44	45–76	77–99	100+
Arkanian Offshoot	1–8 years	9–13	14–30	31–45	46–55	56+
Cathar	1–10 years	11–15	16–40	41–62	63–79	80+
Draethos	1–12 years	13–17	18–399	400–699	700–780	781+
Feeorin	1–11 years	12–16	17–194	195–324	325–399	400+
Khil	1–10 years	11–15	16–49	50–74	75–89	90+
Kissai	1–10 years	11–15	16–30	31–42	43–59	60+
Massassi	1–10 years	11–13	14–25	26–35	36–50	51+
Miraluka	1–11 years	12–15	16–44	45–69	70–84	85+
Rakata	1–11 years	12–16	17–50	51–69	70–79	80+
Selkath	1–10 years	11–15	16–54	55–84	85–99	100+
Snivvian	1–11 years	12–17	18–49	50–79	80–105	106+

ARKANIAN

Arkanian society and history are among the most complex in the Old Republic. At different times in its history, Arkania has belonged to both the Republic and the Sith Empire and played important roles in each. Knowledge and research are extremely important to the Arkanians, and they are highly skilled academicians and scientists. It is therefore not surprising that Arkania would become a main repository of the history of the Sith Empire, as well as home to vast libraries of information from across the galaxy.

Arkanians are not afraid to profit from their research and high intelligence. Arkanian corporations amass wealth by bringing key medical treatments and technology to the market at opportune times. Many in the galaxy find the



Arkanians arrogant and aloof. They are horrified by the direction of some Arkanian research, particularly their work in genetic engineering. Indeed, the Arkanians are known to have transformed entire species over the course of generations, often to the detriment of the species.

Even the Arkanian species itself has not been off-limits to research and genetic engineering. Specific subspecies, such as Arkanian Offshoots, were engineered for specific tasks. However, the Offshoots are less hardy and shorter lived than the original Arkanians—a trait not helped by occasional attempts by racist Purebloods to wipe them out. They also differ in physical appearance, typically in skin tone, eyes, and ears. Reactions to Offshoots vary within Arkanian society. Much to the horror of the occasional outsiders who visit Offshoot communities, some Arkanians regard them as merely tools or as a slave species. However, such feelings are not universal. Many regard the Offshoots as an example of the cruel consequences of Arkanian corporate greed.

Personality: Arkanians are arrogant and regard themselves superior to all other species. Even those with a more moderate viewpoint still believe themselves to be among the more intelligent beings in the galaxy. As such, they prefer the company of fellow Arkanians. Arkanian Offshoots do not share this arrogant attitude. They are highly confident in their own abilities, nonetheless.

Physical Description: Both Arkanians and Offshoots are bipedal humanoids with near Human appearance. Arkanian eyes have no visible iris or pupil, a trait not shared by the Offshoots. The Offshoots have pure white skin and might display other lesser genetic anomalies. The Arkanians also have only four clawed digits, whereas the Offshoots' hands have five fingers.

Homeworld: The frigid and inhospitable world of Arkania, in the Perave System of the Colonies Region. Offshoots who have left Arkania are scattered across the galaxy, hiding in the lower reaches of society.

Languages: Arkanians speak their native tongue of Arkanian, as well as Basic. Offshoots speak Basic and a slightly different Arkanian dialect based on an older version of the language.

Example Names: Arkoh Adasca, Dolvan Genarik, Jaro Salaban, Kalor Nelprin, Marael Kortva, Sulan Bek.

Example Offshoot Names: Edessa, Gorman Vandrayk, Jarael, Zadawi.

Adventurers: Arkanian heroes are typically nobles, scouts, or scoundrels. Many attempt to counter the reputation that all Arkanians are greedy, out-of-control scientists out to change the galaxy to benefit Arkanian corporations. Even Jedi Arkanians meet with skepticism and distrust, despite their position. Arkanian Offshoots are typically any non-Jedi class that complements the task they were engineered for. However, most offworld Offshoots soon gain levels in scoundrel, just to survive.

Arkanian Species Traits

Arkanians share the following species traits:

Ability Modifiers: +2 Intelligence, –2 Charisma.

Medium Size: As medium creatures, Arkanians have no special bonuses or penalties due to their size.

Speed: Arkanian base speed is 6 squares.

Darkvision: Arkanians ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Intellectual Reputation: Arkanian prominence in the galaxy makes many individuals more willing to go along with their ideas. An Arkanian can use his or her Intelligence modifier in place of the Charisma modifier on Persuasion checks.

Flash of Genius: Arkanians have moments of brilliance. Once per encounter, an Arkanian can add a +5 circumstance bonus to the result of one Knowledge, Mechanics, or Use Computer skill check.

Automatic Languages: Arkanian and Basic.

Arkanian Offshoot Species Traits

Arkanian offshoots share the following species traits:

Ability Modifiers: +2 Dexterity *or* +2 Strength, –2 Constitution.

Medium Size: As Medium creatures, Arkanian Offshoots have no special bonuses or penalties due to their size.

Speed: Arkanian Offshoot base speed is 6 squares.

Conditional Bonus Feat: Arkanian Offshoots are typically engineered for specific industrial tasks. They gain the Skill Focus feat for one of the following skills in which they are trained: Endurance, Mechanics, Pilot, Survival, or Treat Injury.

Determination: Arkanian Offshoots are particularly determined and driven. Once per encounter, they can reroll one failed skill check with a trained skill. This reroll can be declared after the success or failure of the roll is known. The Arkanian offshoot must take the result of the second roll. A skill check is considered a failure only when the check fails to meet the minimum DC for any kind of success.

Automatic Languages: Arkanian and Basic.

CATHAR

The Cathar are a proud, passionate, and loyal species of bipedal feline humanoids, well known for their long-standing friendships and ferocity in battle. They dwell in large city-trees, each meticulously carved with friezes depicting the city's heroes and history. The planet Cathar is a wild place, with many ecological niches and huge insect predators. The Cathar easily hold their own, aided by their natural claws and passionate combat ability. Physically, the Cathar vary greatly in size and features. Some are muscular, with pronounced manes and beards, but others have Humanlike proportions, with fine, short hair covering their bodies.

Cathar have high moral values, learned from family and society. As such, Force-sensitive Cathar often become Jedi, though they know the Jedi way to be in direct opposition to their natural instincts. Cathar know all too well the story of Crado's fall to the dark side under Exar Kun. However they might find strength in fact that Crado's mate was able to turn away from the dark path and regain the Jedi way.

How Cathar are viewed in the galaxy depends on the exact time frame of the game. A nonaligned Rimworld, Cathar is devastated in the Mandalorian Wars prior to the Mandalorian invasion of the Republic. Remnants of the species flee offworld to survive. The extent of the massacre on this remote world remains unknown to the Republic until an expedition led by Revan brings the atrocity to the attention of the galaxy at large, winning him the support of many Jedi. The Cathar begin resettling their planet after the Mandalorian Wars, working to rebuild their society. Cathar survivors find sympathy on Republic worlds after Revan's discovery, but many are too proud to use defeat to their advantage. Prior to the battle, the Cathar are treated as any other species in the galaxy.



Personality: Cathar are moral and passionate creatures with strong ties to tradition and family. They have great passion in all emotions, with love and hate holding equal strength. Despite their reputation, Cathar are even-tempered, but do not hesitate to act when needed.

Physical Description: Cathar have leonine features, the distinctiveness of which varies by individual. Males have large manes, short beards, and tusks jutting from the lower jaw. Females have smaller manes but impressive fangs along the upper jaw. Cathar coloration ranges from light yellow to dark beige, sometimes accented with dark stripes.

Homeworld: Prior to the Battle of Cathar, most hail from their Cathar itself. After the battle, Cathar find refuge on most any Republic world.

Languages: Cathar speak Catharese and Basic, using low growls and similar sounds to emphasize their point.

Example Names: Crado, Elashi, Feeth, Ferroh, Juhani, Larducias, Marnshara, Nodon, Nonak, Stragos, Sulvar, Tinisho.

Adventurers: Cathar adventures can be of any heroic class. Force-sensitive Cathar often become Jedi. Cathar scoundrels are relatively rare, for even they cannot escape their own instinctive morals. Such scoundrels create their own rules to live by.

CATHAR SPECIES TRAITS

Cathar share the following species traits:

Ability Modifiers: +2 Dexterity, –2 Intelligence.

Medium Size: As Medium creatures, Cathar have no special bonuses or penalties due to their size.

Speed: Cathar base speed is 8 squares.

Natural Weapons: A Cathar has natural weapons, in the form of razor-sharp claws. When a Cathar makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of slashing damage with that attack instead of normal unarmed damage. Cathar are always considered armed with their natural weapons.

Reactive Claw: Once per encounter when a Cathar damages an opponent with a melee attack, the Cathar can make a single melee attack with its natural weapons against that target as a swift action. The Cathar must have one hand free at the time to make this attack (and thus cannot be wielding a weapon two-handed).

Cathar Instincts: Climb and Stealth are class skills for Cathar.

Automatic Languages: Catharese and Basic.

DRAETHOS

Draethos are long-lived humanoids from a little known, largely secret world in the Outer Rim. When on their homeworld, Draethos are fierce and unrepentant warriors. They are ruled by haughty, spoiled aristocrats more interested in local affairs than galactic politics. The warriors spend their time perfecting their skills and hunting fierce predators on their homeworld of Thosa.

Draethos residing offworld are usually exiles who chose not to become warriors, each for his or her own reason. Thus, they are highly intelligent and pacifistic. Exiled Draethos become enthralled with learning as much as they can, though they might never practically apply their detailed knowledge of a given subject. They dislike debate—even on subjects they know extremely well—because Draethos fear overlooking details or being unable to



adequately explain what they have learned. Older Draethos eventually overcome this barrier.

Partly due to their long lives, Draethos society is slow to evolve and relies heavily on tradition. Attitudes developed before the *Knights of the Old Republic* era remain central to Draethos society thousands of years later. The stability of the Draethos culture cause exiled Draethos to have trouble understanding the complex and relatively rapid changes in alien societies.

Personality: The typical personalities of the Draethos vary greatly between offworld residents and those remaining on Thosa. Exiles are highly intelligent, but socially inept. They avoid conflict whenever possible. Draethos living on their homeworld live up to their fierce and aggressive reputations.

Physical Description: A Draethos's most prominent feature is a lipless mouth, which creates the illusion of a large overbite. Their tightly muscled humanoid bodies are covered in a scaly skin ranging from violet to mauve to gray. Their hands are clawlike, contributing to the Draethos's skeletal appearance.

Homeworld: Few offworlders know the exact location of the Outer Rim world Thosa, the Draethos homeworld. It features jagged, windswept mountains and deep, sprawling cave systems.

Languages: Draethos is an erratic-sounding language full of harsh clicks and sighs. Exiled Draethos also quickly learn Basic and any other languages common to the region.

Example Names: Odan-Urr, Omal-Zan, Uval-Nor, Shal-Orl, Tyan-Ruu.

Adventurers: Draethos on Thosa are primarily soldiers, with a few noble leaders. Force-users follow ancient and mysterious Draethos force traditions. Exiled Draethos can belong to any class, and a few have gone on to join the ranks of the Jedi.

Draethos Species Traits

Draethos share the following species traits:

Ability Modifiers: +2 Constitution, –2 Charisma.

Medium Size: As medium creatures, Draethos have no special bonuses or penalties due to their size.

Speed: Draethos base speed is 6 squares.

Natural Armor: The Draethos's tough skin provides a +1 natural armor bonus to their Reflex Defense.

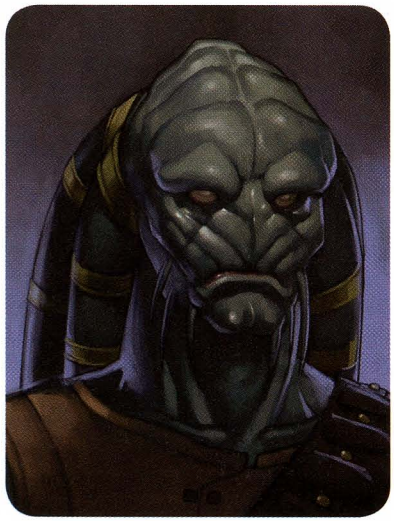
Natural Telepath: A Draethos gains a +5 species bonus using the Telepathy aspect of the Use the Force skill and can make untrained Use the Force checks to use this application even without the Force Sensitivity feat.

Bonus Feat: Draethos gain Weapon Proficiency (advanced melee weapons) as a bonus feat.

Low-Light Vision: Draethos ignore concealment from darkness (but not total concealment).

Automatic Languages: Draethos. Exiled Draethos also gain Basic for free.

Feeorin



In the *Knights of the Old Republic* era, the Feeorin are known to come from the planet Odryn, a planet of severe climatic extremes. Little else is known about the world, given the closed nature of Feeorin society. Few Feeorin venture from their homeworld, and those few outsiders who have survived a visit there tell of a world well suited for the Feeorin but nobody else.

Feeorin are massive humanoids whose aging process allows them to grow stronger and more powerful until they die, dropping dead suddenly of old age. Because they are long-lived, they have ample time to gather and use their strength. Feeorin who travel offworld typically select careers compatible with their self-serving and aggressive nature. Feeorin encountered on their homeworld display a greater range of personality and motivation. In either case, Feeorin do not seek out acquaintance with members of other species.

Personality: Feeorin are reputed to be brutal and dangerous. While this is not entirely the case, they are quick to anger and highly impersonal. They typically place their own affairs above others, causing other species to regard them as selfish.

Physical Description: Feeorin are massive, highly muscled humanoids standing over 2 meters tall. Their skin tones vary wildly, from coal black to

pale white but are more commonly green, yellow, or blue. Half-meter-long tendrils hang from the sides and backs of their head. They also have bright red eyes.

Homeworld: The harsh Outer Rim world of Odryn, but this knowledge is lost by the classic era.

Languages: Feeorin speak and read their own language, as well as Basic.

Example Names: Bral, Crayl, Dod, Dreyla, Feln, Kren, Nor, Nym, Pryn, Sayla, Zun.

Adventurers: Feeorin adventurers are typically soldiers or scoundrels. Force-users are uncommon, though some have become Jedi Knights and Masters.

Feeorin Species Traits

Feeorin share the following species traits:

Ability Modifiers: +2 Strength, –2 Dexterity, +2 Constitution, –2 Wisdom, –2 Charisma.

Medium Size: As Medium creatures, Feeorin have no special bonuses or penalties due to their size.

Speed: Feeorin base speed is 6 squares.

Brutal: Feeorin are vicious combatants who do not hesitate to strike vulnerable areas or fight dirty. Once per encounter, after making a successful melee attack, a Feeorin may treat its opponents damage threshold as though it were 5 points lower when determining the result of the attack.

Great Fortitude: Feeorin gain a +2 species bonus to their Fortitude Defense, accounting for their great physical condition.

Inborn Resilience: Feeorin are highly resilient to physical attack. A Feeorin can use Second Wind even when unconscious (no action required, but the Second Wind can only be taken when the Feeorin would normally get a turn). Taking a Second Wind while unconscious also move the Feeorin +3 steps on the condition track.

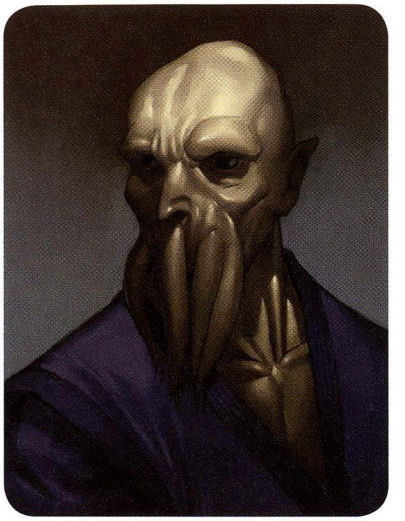
Low-Light Vision: Feeorin ignore concealment from darkness (but not total concealment).

Stronger by Age: At middle age, a Feeorin adds a +1 species bonus to all Strength or Constitution checks. At old age, this bonus increases to +2. Feeorin do not increase their Intelligence, Wisdom or Charisma or decrease their Strength, Dexterity or Constitution as they age.

Automatic Languages: Feeorin and Basic.

Khil

Even in the *Knights of the Old Republic* era, the Khil are considered to be one of the oldest species of the Republic. They are avid travelers and settlers, spreading colonies and settlements throughout the galaxy. During this era, the Khil are particularly active colonizers. They respect planets already inhabited by native sapient species or other colonists, preferring to use worlds without significant major threats, be they intelligent or highly predatory. However, once a colony is established, the Khil become fully dedicated to its success. They are a peace-loving species, but they are also highly driven and can become vindictive when impeded or crossed by an enemy.



The Khil are technologically advanced. Their cosmopolitan cities attest to their willingness to live in harmony with other peaceful species. They are enthusiastic supporters of the Republic and the peaceful order it represents. Unfortunately, in these days of interstellar warfare, the Khil find they cannot follow their peaceful ideals. While they greatly prefer a political solution when possible, they recognize that the Mandalorians and the Sith are unlikely to be swayed by negotiation. Khil deviousness and vindictiveness become especially apparent when they defend their homeworld and colonies. They have no desire to see their hard work destroyed, especially by a war-loving enemy.

Personality: Khil are highly intelligent and dedicated to their tasks, hating to leave projects unfinished. They become especially frustrated with those who would impede their progress, regardless of whether an individual or government blocks their way. Their vindictive side surprises many who know them only as peaceful creatures. They view music as high art; it pervades their culture and society.

Physical Description: To Humans, Khil faces are ghastly. Their skin is a sickly green, and they have fleshy strands (hullepi) hanging were one would expect a mouth.

Homeworld: The Colonies world of Belnar features dank, marshy environments with wide open spaces. Khil can also come from one of their many colonies, or live in most any civilized area of the galaxy.

Languages: Khilese is a melodious language, pleasing to other species. They "speak" or sing the language by breathing through their hullepi, which are of different lengths, and therefore produce different tones. It is impossible for other species to speak Khilese, though they can learn to understand it. Not surprisingly, their written language is also ornate and resembles poetic prose.

Example Names: Geld Bernar, Greldo Farnor, Tarlo Ganar, Revel Mallinor, Xamar.

Adventurers: Though they are avid colonizers, they are not willing explorers. Khil prefer to follow in the tracks of others, when possible. However, their compulsive nature drives them in unusual directions. Khil adventurers can be of any class, and a few Khil become Jedi.

Khil Species Traits

Khil share the following species traits:

Ability Modifiers: –2 Constitution, +2 Intelligence, +2 Charisma.

Medium Size: As Medium creatures, Khil have no special bonuses or penalties due to their size.

Speed: Khil base speed is 6 squares.

Dependable Worker: Khil reliably achieve good results. Once per encounter, a Khil can treat one skill check with certain skills (detailed below) as though he or she had taken 10, even after the roll has been made (but before the result of the check is known). The Khil may only use this ability on checks with one of the following skills: Climb, Endurance, Gather Information, Jump, Knowledge (any), Mechanics, Pilot, Ride, Survival, Swim, Treat Injury, or Use Computer.

Cooperative Spirit: Khil work with others easily. They can aid another on skill checks made by adjacent allies as a swift action, and others can likewise aid Khil on skill checks as swift actions when adjacent to the Khil, with the following skills: Climb, Endurance, Gather Information, Jump, Knowledge (any), Mechanics, Pilot, Ride, Survival, Swim, Treat Injury, or Use Computer.

Hullepi: Khil are able to absorb nutrition through the tentacles on their faces, called hullepi, drawing nourishment from almost any environment. Khil do not suffer the effect of starvation, except in sterile environments.

Automatic Languages: Khilese and Basic.

Kissai and Massassi

The Massassi and Kissai are two subspecies of the original Sith race of Korriban. The Kissai are the priests and spiritual leaders who indoctrinate their comrades in the teachings of the Sith. The Massassi are ferocious, selfless soldiers led by the great Sith Lords. When the Sith Empire goes to war with the Republic for the first time, the Massassi fill the ranks of the Sith armies and starfleets.

The Massassi are fearsome, ruthless and efficient soldiers. They use traditional Sith weapons and armor—primarily the lanvarok and alchemically hardened armor. They also prefer to use simple martial weapons. In addition to their focus on war and fighting, the Massassi are also loyal and organized. Even though they are not extremely intelligent, they can be trained well enough to carry out complex battle plans and maintain their equipment, starships, and weaponry.

The Kissai are just as ruthless as the Massassi, but they are more intelligent and observant. Their strict cultural standards demand that they serve their masters well, a trait instilled in them by the Dark Jedi who first enslave their



species. When the Massassi and Kissai flee Korriban (well before the arrival of the eventual Sith Lords) to resettle on Ziost, the Kissai oversee the rebuilding efforts.

The Kissai serve the Sith directly, but the Sith Lord Naga Sadow has other ideas for the Massassi caste. The Kissai are largely left on Ziost as the servants of other Sith Lords, but Sadow uses Sith alchemy to transform the Massassi into his hulking, brutish soldiers. His Massassi crews labor under his command on Yavin 4, building temples and providing the means for him to hide his ship and practice his dark arts. After Sadow's death, they become a primitive, tribal society worshiping one of Sadow's creations as a dark god.

A thousand years after Sadow and the Massassi arrive on Yavin 4, Exar Kun discovers the ancient Sith secrets in the temples. He uses the Massassi to fight the Jedi across the galaxy. Eventually, Kun consumes the life force of every Massassi on Yavin 4 in his transformation into a dark side spirit. A few Massassi are taken offworld prior to Kun's final decimation of their society. Some remain loyal and find their way back to the new Sith Empire, but a few resentful individuals drift into the darker fringes of society, looking to live their own lives or seeking revenge against the Sith.

Personality: Massassi are fearsome, loyal, and formidable fighters. They live to serve their Sith masters. On their own, Massassi dedicate themselves strongly to whatever life they choose. Kissai are loyal and capable allies who prefer to work with others, making them excellent aides and assistants. They respond well to instruction and are adaptable despite great adversity.

Physical Description: Massassi and Kissai have glowing yellow eyes and crimson hides. They are humanoid with distinctly sharp, predatory features. The Massassi are large, hulking beings who appear brutish—a trait that disguises their intelligence.

Homeworld: Korriban, later Ziost.

Languages: Massassi and Kissai speak the Sith language. Kissai also speak Basic.

Example Names: Baelgren, Kelgath, Vissrar, Zythmnr.

Adventurers: Massassi adventurers are rare in the Republic, even during the fall of the Sith Empire. Most beings in the galaxy would not recognize a Massassi or a Kissai on first glance, even though adventurers from these subspecies draw attention to themselves. Massassi and Kissai do not become

Jedi during this time, but one might have received formal Force training at the hands of a Sith Master. Such training is forbidden, though, even among the Sith. Kissai are nobles and scoundrels, and Massassi prefer the soldier and scout classes.

Kissai Species Traits

Kissai share the following species traits:

Ability Modifiers: –2 Wisdom, +2 Charisma.

Medium Size: As Medium creatures, Kissai have no special bonuses or penalties due to their size.

Speed: Kissai base speed is 6 squares.

Inspired: Kissai make the best of any inspiration or information provided to them. Whenever a Kissai receives a morale or insight bonus from any source, the bonus increases by 1.

Warrior's Awareness: Kissai grow up in a violent and warlike society, so they constantly watch for threats. Once per encounter as a reaction a Kissai can gain the benefit of the Uncanny Dodge I and Uncanny Dodge II talents (see page 49 of the *Saga Edition* core rulebook) until the beginning of the Kissai's next turn.

Weapon Familiarity: Kissai treat the lanvarok as a simple weapon instead of an exotic weapon.

Automatic Languages: Basic and Sith.

Massassi Species Traits

Massassi share the following species traits:

Ability Modifiers: +4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma.

Medium Size: As Medium creatures, Massassi have no special bonuses or penalties due to their size.

Speed: Massassi base speed is 6 squares.

Conditional Bonus Feat: Massassi are skilled trackers. A Massassi with Survival as a trained skill gains Skill Focus (Survival) as a bonus feat.

Duty Bound: Once per encounter when the Massassi receives a morale bonus of any kind from any source, the Massassi gains bonus hit points equal to 4 × the Massassi's level until the end of the encounter.

Primitive: Massassi do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Warrior's Awareness: Massassi grow up in a violent and warlike society, so they constantly watch for threats. Once per encounter as a reaction a Massassi can gain the benefit of the Uncanny Dodge I and Uncanny Dodge II talents (see page 49 of the *Saga Edition* core rulebook) until the beginning of the Massassi's next turn.

Weapon Familiarity: Massassi treat the lanvarok as a simple weapon instead of an exotic weapon.

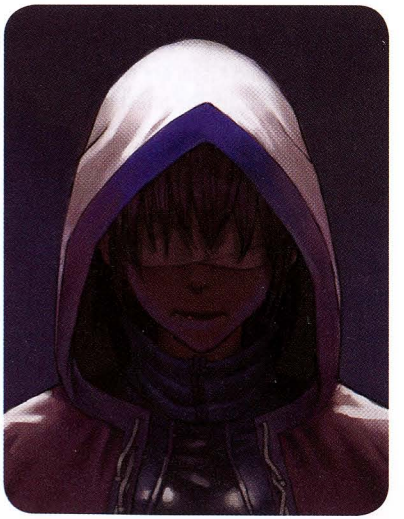
Automatic Languages: Sith.

Bonus Hit Points

Bonus hit points can come from a variety of sources, like the Massassi's duty bound species trait or the noble's Bolster Ally talent. When a creature gains bonus hit points, they gain a temporary pool of hit points that acts as a short-term damage buffer for that creature. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of an encounter go away. If a creature gains bonus hit points from multiple sources, the creature uses only the larger amount of bonus hit points from the two sources. For example, if a creature has 10 bonus hit points and another ability gives it 15 bonus hit points, that creature then has 15 bonus hit points. If the new ability would only give the creature 5 bonus hit points, it keeps the 10 bonus hit points it already has instead.

Miraluka

Miraluka are remarkably similar to Humans, except for two important and distinctive differences. Miraluka have no eyes, but they have a natural ability to "see" by using the Force. Since they appear Human—including their speech and mannerisms—Miraluka attempt to blend with Humans when traveling throughout the galaxy. Thus, estimating how often they travel or how many live off their home planet of Alpheridies is difficult, but the number is relatively low. To make matters worse, the Sith Lord Darth Nihilus consumed the colony of Katarr after the Jedi Civil War. Currently, no major centers of Miraluka life exist outside their homeworld and colonies, though individuals might be encountered anywhere in the galaxy.



It is highly unusual for an entire sapient species to be Force-sensitive. Given their connection to the Force, it is common for Miraluka to join the Jedi Order. In fact, several Miraluka become central figures in shaping the Jedi traditions during this era. The strength of a Miralukan's connection to the Force varies by individual. Miraluka who are not powerful enough to become full-fledged Jedi serve the order in supporting roles. Most live lives similar to that of a normal Human.

Miraluka and Humans tend not to intermarry, given the

unpredictable and often unhappy genetic results. A rare exception is Krynda, daughter of a Miralukan father and Human mother. She was born with both Force Sight and functioning Human eyes.

Personality: Miraluka are a thoughtful, cautious, and deliberative species. They have little interest in personal gain or glory. Some have a strong desire to follow their own path, because of their connection to the Force. They remain committed once a course of action is selected.

Physical Description: Miraluka are similar to Humans. They cover their featureless eye sockets with cloth or visors, especially when traveling.

Homeworld: The terrestrial world of Alpheridies in the Abron system, in the Expansion Region.

Languages: Miraluka speak Miralukese and Basic.

Example Names: Damaya Guru, Embrul Joff, Jerec, Q'Anilia, Shoaneb Culu, Visas Marr, Zebron Tadro.

Adventurers: Miraluka adventurers are almost always Force-sensitive. They can be of any class, but are often Jedi.

Miraluka Species Traits

Miraluka share the following species traits:

Ability Modifiers: –2 Dexterity, +2 Intelligence. Miraluka have keen minds, but their reliance on the Force to perceive their surroundings prevents them from reacting quickly.

Medium Size: As Medium creatures, Miraluka have no special bonuses or penalties due to their size.

Speed: Miraluka base speed is 6 squares.

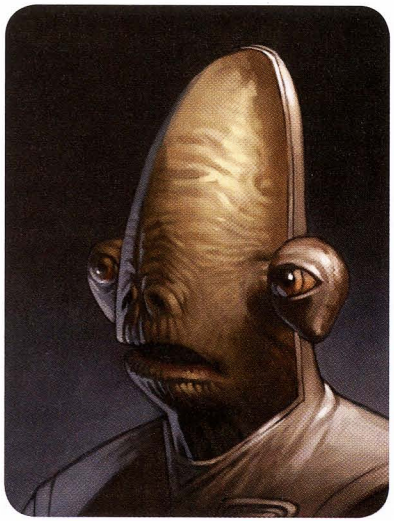
Force Sight: Although blind, Miraluka can "see" by using the Force. They act normally without taking any penalties for blindness when in the presence of living creatures or life of any kind. This trait enables them to make Perception checks, and read and write as a sighted person. They can ignore the effect of darkness as if they had darkvision. Miraluka cannot, however, detect creatures that are "invisible" to the Force such as the Yuuzhan Vong and the ysalamiri. These creatures have total concealment from Miraluka, as do creatures in areas that dampen or suppress the Force. Additionally, the Miraluka ignores all penalties to Perception checks from cover and concealment (but not total cover or total concealment). Miraluka do not increase the DC of Use the Force checks made to Sense Surroundings against targets with total cover.

Conditional Bonus Feat: A Miraluka who has Use the Force as a trained skill gains Force Training as a bonus feat.

Automatic Languages: Basic and Miralukese.

Rakata

The Rakata are an ancient species, whose society once stretched from the unknown regions to distant parts of the galaxy, such as Corellia and Manaan. They called it the Infinite Empire. At the height of their civilization, they built a massive space station factory called the Star Forge that enabled them to create the machinery and ships needed to manage their massive, interstellar empire. The Force powered their technology, and they relied on their connection to the Force to control it. For unknown reasons, the Rakata eventually lost their ability to use the Force. As their grasp over their machinery and technology weakened, so did their control over their subjugated worlds. The native species managed to throw off their masters and regain control of their own destinies. However, the impact of Rakata technology would be felt by some of these worlds for thousands of years to come.



The Rakata and their planet became lost to history, perhaps purposefully erased by the newly freed societies. Their former subjects eliminated their former masters, or forced them to leave. Rakata civilization on their homeworld of Lehon deteriorated until all that remained were small, primitive tribes. Eventually, the Rakata are rediscovered by Darth Revan, who learns the secret of the Star Forge and uses it to build a massive military force to attack the Republic. He and the Republic are also responsible for the destruction of the Star Forge. After the battle to destroy the Star Forge, the Rakata join the Republic. Some leave their homeworld to rejoin a technologically advanced society. Though they spread stories of their ancient society, few believe or take notice. The Rakata that remain on Lehon eventually die out because they are too few to maintain the species.

Personality: Rakata are primitive, and are driven by a great desire to restore their species to its former, powerful glory. They know they were once much more powerful. Some Rakata obsess over discovering new ways to try to reconnect to the Force. Other tribes disregard their past, allowing their society to become even more primitive.

Physical Description: The Rakata resemble humanoids with tall, cone-like heads. Their eyes are located on the sides of their head, attached by a short eye stalk. Their clawlike hands have only three digits. Their skin is gray or gray-brown.

Homeworld: Lehon, also known as Rakata Prime, is a temperate terrestrial world in the Unknown Regions.

Languages: Rakata speak their own language, also called Rakata.

Example Names: Bandra, Daneel, Fralee, Orsaa, Vareen, Wauula

Adventurers: Until the destruction of the Star Forge, almost all the living Rakata are still on Lehon, and do not leave. After the end of the Jedi Civil War, the Rakata become curious about life away from Lehon, and a few explore the galaxy. Players wishing to play a Rakata prior to these events might create heroes who grew up in a remote, abandoned Rakata colony in the Unknown Regions, far from Lehon but still isolated to the point of being completely unknown. Though at a distinct disadvantage because of their primitive upbringing, Rakata are intelligent and can learn to use advanced technology.

Rakata Species Traits

Rakata share the following species traits:

Ability Modifiers: +2 Intelligence, –2 Wisdom.

Medium Size: As Medium creatures, Rakata have no special bonuses or penalties due to their size.

Speed: Rakata base speed is 6 squares.

Ancient Knowledge: Rakata retain many of the qualities that led their ancestors to create great technological works in the distant past. Rakata reduce the penalty for not being proficient in a weapon from –5 to –2 and reduce the armor check penalty for armor they are not proficient in by one step (–5 for heavy armor, –2 for medium armor, and no penalty for light armor) All other penalties for not being proficient still apply.

Additionally, once per encounter the Rakata can use a trained-only application of the Mechanics, Pilot, Treat injury or Use Computer skill even if untrained in that skill.

Conditional Bonus Feat: Rakata with Weapon Proficiency (simple weapons) or proficient in an Exotic melee weapon gain the Weapon Focus feat (for simple weapons or a chosen Exotic melee weapon) as a bonus feat.

Force Blind: For reasons unknown, the Rakata have lost their connection to the Force. Rakata cannot take the Force Sensitivity feat. They can still increase their Dark Side Score and are still affected by Force powers, talents, and the Use the Force skill as normal.

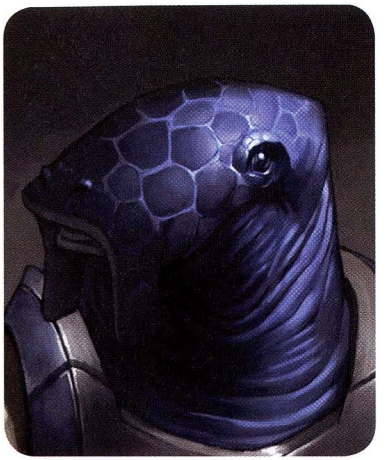
Primitive: Rakata do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Rage: Once per day, a Rakata can fly into a rage as a swift action. While raging, the Rakata temporarily gains a +2 rage bonus on melee attack rolls and melee damage rolls but cannot use skills that require patience and concentration, such as Mechanics, Stealth, or Use the Force.

A fit of rage lasts for a number of rounds equal to 5 + the Rakata's Constitution modifier. At the end of its rage, a Rakata moves –1 persistent step along the condition track (see Conditions, page 148). The penalties imposed by this condition persist until the Rakata takes at least 10 minutes to recuperate, during which time the Rakata can't engage in any strenuous activity.

Automatic Languages: Rakata.

Selkath



The Selkath are amphibious beings native to the planet Manaan. During the era of the *Knights of the Old Republic*, Manaan is one of the most important planets in the galaxy. As the sole source of kolto (a naturally occurring healing agent much more effective than bacta), Manaan is able to retain its neutrality by supplying all sides of a conflict with this vital substance. The Selkath leaders might favor one side over another if it is in the long-term interests of the planet. However, Selkath closely guard their neutrality, lest they fall prey to powerful corporations or oppressive invaders.

Few Selkath travel offworld, preferring the habitat of their homeworld. They have never joined the Republic or any other Galactic organization, so most have little reason to leave. They enjoy the technology and wealth produced by the sale of kolto. All contact with offworlders occurs in Ahto; the Selkath live in underwater cities and settlements scattered around the planet. As amphibious creatures, they are equally at home in either locale. However, those areas closer to Ahto are home to more sophisticated and technologically advanced Selkath settlements. Historically, Selkath settlements were divided by clan affiliation. However, these affiliations have become less pronounced due to the importance of kolto production.

Personality: Selkath prefer negotiation and diplomacy to direct, possibly rash actions, especially where influential governments are concerned. They are not pacifists so much as pragmatists, being less reserved when dealing with other Selkath.

Physical Description: Selkath are amphibious humanoids, with large eyes on each side of their wide, flat heads. They have concealed gill slits that work equally well in air or water. They have natural poisoned retractable claws, but it is socially unacceptable (and illegal on Manaan) to use them against an opponent. Nevertheless, highly enraged Selkath occasionally disregard this restriction.

Homeworld: Manaan is a temperate ocean world in the Mid Rim.

Languages: Selkath speak their own language, also called Selkath.

Example Names: Qual, Shasa, Shaelas, Shelkar.

Adventurers: Selkath adventurers are normally scouts or nobles. Few Selkath are known to have joined the Jedi Order, though some are Force-sensitive.

Selkath Species Traits

Selkath share the following species traits:

Ability Modifiers: +2 Charisma.

Medium Size: As Medium creatures, Selkath have no special bonuses or penalties due to their size.

Speed: Selkath base speed is 6 squares. Their swim speed is 4 squares.

Breathe Underwater: As amphibious creatures, Selkath cannot drown in water.

Expert Swimmer: A Selkath can choose to reroll any swim check, but the result of the reroll must be accepted even if it is worse. In addition, Selkath can choose to take 10 on swim checks even when distracted or threatened.

Able Healer: Whenever a Selkath restores hit points to another character by any means, or aids another who is doing so, the target regains an additional 5 hit points. Additionally, once per encounter as a swift action the Selkath can grant an adjacent ally bonus hit points equal to 10 + the Selkath's level, which last until the end of the encounter.

Automatic Languages: Selkath.

Snivvian

Snivvians are short, stocky humanoids whose hardships have produced some of the galaxy's best artists and authors. The Snivvian homeworld has extremely cold temperatures and long winters, forcing the Snivvians to live long periods of time in subterranean caverns. During those long days, Snivvians develop their artistic talents and sensibilities. Although technology would eventually lessen the need for this form of hibernation, Snivvians still feel the need—biologically and culturally—to continue the tradition.

Historically, Snivvians have withstood numerous hardships that they channel into their impressive artistic works. After gaining the ability to travel between the stars, the Snivvians attracted the attention of the brutal Thalassian slavers. Snivvian culture was nearly destroyed before the Republic discovered the practice and stepped in to protect the Snivvians. This protection has been reduced during this era of warfare, but combined Republic and Snivvian forces remain sufficient to hold off lesser threats.



During this era, the Snivvians are still rebuilding the damage done to their society by the slavers and other threats. They proceed with the intent to colonize other worlds. Many Snivvians travel throughout the galaxy attempting to live the lives of the subjects of their future artistic works, even when it is dangerous. Snivvian enclaves made up of escaped slaves and refugees are scattered through the systems near their homeworld.

Personality: Snivvians are insightful and gentle. They contemplate and seek out life lessons to incorporate into their art. However, not all follow artistic pursuits, though the exceptions are occasionally dangerous to Snivvian society.

Physical Description: The short Snivvians have tough skin and sparse hair. They have a large, short snout and large canines protruding from their lower jaw. Their thick skin protects them from harsh winters and also aids them in warmer climates.

Homeworld: The Outer Rim world of Cadomai Prime is located near the Corporate Sector. It is a cold planet with many subterranean caverns.

Languages: Snivvians speak their own language, also called Snivvian.

Example Names: Bakken, Dezzen, Dezirdna, Elinselor, Geezum, Marn Heirogryph, Nejet, Prinzan, Rachalt Hyst, Rincholar, Seerna, Snagletooth, Takeel, Thasca Knarr, Wiorkettle, Zereldspidar, Zutton.

Adventurers: Snivvian adventurers are often scoundrels, but can be of any class. They often multiclass to broaden their experiences and knowledge.

Snivvian Species Traits

Snivvians share the following species traits:

Ability Modifiers: +2 Wisdom.

Small Size: As Small creatures, Snivvians gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of medium characters.

Speed: Snivvian base speed is 4 squares.

Observant: Snivvians are highly aware of their surroundings, giving them an advantage when dealing with others. Once per encounter, a Snivvian can use the Perception skill modifier in place of the Deception or Persuasion skill modifier.

Cold Resistance: The Snivvians' thick skin provides protection from extreme cold. Snivvians add a +5 species bonus to Fortitude Defense to resist extreme cold.

Automatic Languages: Snivvian.

Chapter II
Heroic Traits





The *Knights of the Old Republic* era provides exciting story opportunities for all character types, especially Jedi and other Force-users. This chapter contains information for creating heroes tailored to this era, including story considerations, new ideas and talents for the standard classes, plus new feats and expanded skills usable by all classes. These volatile times—when it is difficult to distinguish friend from foe—also call for new heroes to fulfill their destinies.

In the *Knights of the Old Republic Campaign Guide*, characters are assumed to be good, fighting against the forces of evil. It is a time of wide-ranging open warfare, with shifting fronts and loyalties. Heroes can face off against Mandalorian or Sith invaders. Other enemies might not be so clear-cut, especially if the campaign takes place during the Jedi Civil War. Although it is possible to play darker characters using these rules, the forces of good remain the focus of this book.

Character Creation in the Old Republic

In a *Knights of the Old Republic* campaign, exciting character and plot development are integral to creating the feel of an era previously established by computer games, comics, and novels. Much as a classic-era campaign strives to re-create the feel of the movies, a *Knights of the Old Republic* campaign should capture the atmosphere of its earlier incarnations. Your campaign will feel more authentic if the Gamemaster and players give their characters rich backstories that develop over the course of the game. Gamemasters should see later chapters for suggestions on attaining the right plot and feel. This section focuses on character creation and development.

You can spend as much or as little time as you wish on your character's background, but answering the following questions will give you a sound foundation to build upon.

What is your view of the Republic? The Republic of this era is not an all-powerful bureaucratic machine. It does not dominate the galaxy. You might be a citizen of the Republic, but if you are not, where do you come from? You might regard the Republic as static and ineffectual in the face of dire enemies, or you might view it as the galaxy's best hope for victory, regardless of its flaws. You might take pride in fighting for the Republic, or resent its ineffectual responses. The answer to this question should impact how you relate to your fellow heroes, as well as Gamemaster characters such as government officials, Jedi Knights, or the many invaders of the era.

How do you feel about current events? In times of war, you must decide which side to support. Supporting the Republic might seem natural. However, you might be operating in regions outside of their sphere of influence, and it might be more practical or beneficial to support another side. Your answer might depend on your view of the Republic, as above, or on the results of a specific battle or other major event.

If you are a Jedi, do you support the Jedi Council? Given that the Jedi Order is more fragmented in philosophy and organization, its influence over all Jedi is weaker than in later eras. This is especially true if your campaign takes place when the Jedi Council is withholding support from the Republic war effort. Jedi characters should decide whether to support the Jedi Council's positions or to strike out on their own. This affects how they deal with other Jedi and with the Council itself. If you are playing during the Jedi Civil War, you will need to decide how you feel about Revan and Malak's break with the Council.

How do the recent wars affect your species? Were they devastated by a Mandalorian invasion? Did Sith governance alter their society? Did the Republic safeguard them, or were they forced to fend for themselves? Plus, unlike the latter days of the Republic, not all species are looked upon as equals on all worlds. **Chapter 1: Species** and **Chapter 8: Galactic Gazetteer** later in this book provide additional clues and hooks you can use to help answer these questions.

How strong are your loyalties to your current affiliation? Are you a fanatical supporter? Do you question their authority? Are you disillusioned with your leadership? How likely are you to switch sides? What would happen if your government abandoned you, or if your leaders completely failed you? Alternatively, what would happen if you are saved by one side or another? How likely are you to swear loyalty to one side or another?

What is your tolerance of the dark side? Will the dark side tempt you? Do you want its power? Is it a threat to be wary of, or a tool to be used? In the *Knights of the Old Republic* video games, every decision pushes you closer to the light side or the dark side. Your tolerance of the dark side can influence your relationship with your fellow party members. Unlike later eras, you will likely battle directly against Sith with the full power of the dark side at their disposal. They are not hidden away, or dismissed as myth. They are real; they are here, and they are a threat to the Republic. However, you might not see this as black and white, especially because many Republic citizens do not discern a great difference between the Sith and the Jedi, in many cases.

How does your character class fit into this era? Look for ways to tie your class and character into the organizations and events unique to this era. Instead of being a simple smuggler, specialize in smuggling between the Republic and Sith Empire. A scout might be a clandestine Mandalorian advance reconnaissance scout, traveling incognito. A noble might work directly for the Czerka Corporation. A Jedi might serve as a Jedi Watchman over a single world or in a Jedi Covenant. Look for ideas in the different organizations discussed throughout this book. You might be a member of one of the groups, or you might turn out to be an enemy instead.

What is your relationship with the other characters? Character connections are important in a *Knights of the Old Republic* game, perhaps more than in a typical *Star Wars* campaign. Even if your characters do not know each other before play begins, you should seek to develop strong bonds between them during the game. These relationships might change as each of you makes decisions based on the answers to the questions above.

BAO-DUR, A HERO OF THE REPUBLIC



That is not to say that characters with diametrically opposed views on certain subjects cannot get along; it just might take more compromises or a concerted effort to agree on a course of action. Additionally, characters might have feats or abilities that influence your character through their actions. Since having two or more characters who argue all the time becomes uninteresting or disruptive to the game, you are encouraged to have the characters change their stance over time. After all, character development and evolution can make for dramatic moments in a campaign.

One option is to create the characters as a group, with a specific concept in mind. Most gaming groups already create parties with characters that complement each other's abilities. By taking that one step farther, you can strengthen the party and the game by incorporating character interaction into the common group concept. Group concepts can include the crew of a single starship, friends or associates from a specific homeworld, members of a military team, or any other strong reason for a group to work and remain together through tough times.

If you want to raise the stakes even further, and your Gamemaster approves, consider creating characters with large amounts of political, military, or other power. The *Star Wars* movies and the events of the *Knights of the Old Republic* video games and comics depict characters involved in

the most important events in the galaxy. That is possible in this game as well. You might find it easier to restrict this concept to a single star system, planet, or corporation. The characters' positions of power will make their decisions more dramatic over the course of the game.

For instance, consider a party with the following characters: a Republic Senator, an elected planetary leader, a couple of Jedi Knights, a general of the Republic military forces, and the vice president of a interstellar corporation. Placed against the backdrop of an impending Mandalorian invasion, the decisions of such a party will have far-reaching consequences for themselves and thousands of others, producing a high degree of drama. There should also be plenty of action, especially if the Mandalorian forces penetrate the Republic defenses, putting the heroes' lives in direct danger.

Regardless of your answers to these questions, you should also reference the class updates below.

Sample Group Concepts

Below are some examples of the kinds of heroes you will find in a *Knights of the Old Republic* campaign. Each of these examples is centered around a theme that can be used to create a cohesive party with existing connections between the heroes.

Corporate Investigations Team
Specialist investigators can deal with corporate issues such as fraud, theft, kidnappings, and other threats to a major company. This team should be noble-heavy and supported by scouts and soldiers. Jedi are unlikely to be involved.

Corporate Security Team
Corporate muscle can be used on demand to intervene and combat piracy, large-scale theft, rioting laborers, or even invading forces such as a Mandalorian strike team. This team relies on soldiers and scouts, perhaps with a noble commander.

Gladiator Team
A gladiator team might fight as professionals out to make some credits, or the team might be forced to fight together, such as captives held in an Outer Rim gladiatorial pit. In the first instance, such a group is likely to be comprised mainly of soldiers and highly talented scouts. Otherwise, they can be made up of most any class.

Jedi Covenant
Made up exclusively of Jedi, the Covenant watches over specific areas or aspects of Galactic life. See **Chapter 6: The Force** for additional information.

Military Reconnaissance Force
A small reconnaissance team can operate as advance scouts for a military force, such as the Republic, Sith Empire, or Mandalorians. This group is made up primarily of scouts and scoundrels, with soldiers for additional protection, and possibly a Jedi supporting the Republic.

Military Search-and-Rescue Squad
This team is out to locate wayward pilots or military survivors from large-scale battles. Much like the recon force, this team is made up of scouts and soldiers, with classes specializing in medical treatment.

Postbattle Emergency Security Force
This team is sent into a battle-damaged area, such as a city or large space station, when local security has been destroyed or scattered. Soldiers secure the area while scouts search the surroundings for remaining threats.

Rescue Crew
This crew specializes in rescuing civilians in space or on most any world. They operate out of their own ships and can be of any class.

Revanchists (Mandalorian Wars)
These Jedi support the work of Revan and Malak—against the will of the Jedi Council. Most do not realize the dark path ahead of them, but others embrace it.

Republic Negotiating Team
This team represents the Republic government in negotiating military settlements, planetary treaties, and other complex situations, large or small. Such teams are mainly nobles, supported by scoundrels while other characters provide security.

Republic Special-Forces Strike Team
Republic special forces carry out surgical strikes against the Sith Empire and Mandalorians. Soldiers, scouts and scoundrels make up the majority of these forces, with noble officers and the occasional Jedi.

Scavenger Crew
A fringe group out to make credits by scouring terrestrial battlefields and debris-strewn regions of space after one of the many battles in this era. The crew can be made up of any class, and might even be officially sanctioned by one side or another to salvage certain equipment, ships or items.

Smuggling Ring
This is another fringe group, this time smuggling goods between planets of opposing sides, or at least unfriendly sides. Scoundrels and unscrupulous nobles lead these groups, with brutish soldiers for protection.

The Heroic Classes

Each of the heroic classes from the *Saga Edition* core rulebook is presented here as it relates to the *Knights of the Old Republic* era. Each class update features new talents added to existing talent trees, or wholly new trees. These talents can be used in other eras with your Gamemaster's approval.

Jedi

Jedi can play a major role in any *Knights of the Old Republic* campaign. They are at the forefront of the critical events during this era. However, the Jedi Order of the *Knights of the Old Republic* era is different from that of the classic era in several crucial ways. First, many more Jedi are active throughout the galaxy. They are not as reserved and bureaucratic as in later times, and the Jedi Council does not yet dominate the Order. Even though the Council exerts control, it does not necessarily interfere with semiautonomous Jedi enclaves or non-Jedi Force traditions that might view their connections to the Force differently. Jedi training is decentralized. Jedi academies and enclaves are scattered throughout the galaxy, using their own training methods and philosophies. However, the majority still use the master-and-Padawan pairing as the primary training tool. Jedi are not officially prohibited from marrying during this era. Some factions promote a ban, but their influence varies within this time.

Jedi philosophy and learning is still evolving in this era, but one thing remains the same: Practitioners of the dark side are not tolerated. Some might be redeemable, but those beyond hope and help are hunted down and eliminated. At times, such as during the Jedi Civil War or the Sith wars, dark side Force-users are much more common than in other eras. Dark Jedi, Sith Lords, Dark Side Adepts, and Sith apprentices are common foes. The dark side threat is real, and the Jedi must counter it directly.

In this era, Jedi training is dependent on the teachings of a specific organization or enclave within the Order. Many Padawans are trained just as their Republic-era counterparts. Others are exposed to another Force tradition before joining the Order. They might struggle with reconciling their original teachings with that of the Order. Some are even exposed to Sith teachings before becoming aware of the benefit of following the light side.

The many wars of this era compel large numbers of Jedi to become experts in lightsaber and Force-related combat. Some become masters on the battlefield; others become highly skilled duelists, able to battle dark Jedi and Sith in single combat.

The Jedi operate in a variety of ways specific to this era. A single Jedi might serve as a Watchman over a particular sector or planet. A group of Jedi might form their own Covenant, finding their tasks through the guidance of the Force. Of course, the traditional master-and-Padawan duo is used extensively.

Sample Jedi Concepts: Exiled Jedi, Jedi Battlemaster, Jedi Covenanter, Jedi Shadow, Jedi Watchman, Revanchist Jedi.

Juhani and Darth Bandon cross lightsabers



New Jedi Talents

The following talents are intended for use with the Jedi class.

New Jedi Consular Talents

The following new talents belong to the Jedi Consular talent tree, which is available to members of the Jedi class. Any character that can normally choose talents from the Jedi Consular talent tree can choose from these talents as well.

Collective Visions: Developed by Krynda Draay, this talent is used by Jedi Covenant WatchCircles to sharpen their visions through the Force. When you use *farseeing* or a Force power or talent that has *farseeing* as a prerequisite, other Force-users with *farseeing* in their Force-power suite can aid another (page 151 of the *Saga Edition* core rulebook) on your Use the Force check as a reaction if they are within 6 squares of you.

Prerequisite: farseeing.

Visionary Attack: As a reaction, you can make a Use the Force check after you or an ally within 12 squares misses with a melee or ranged attack, removing one use of the *farseeing* Force power from your active suite (as

though you had activated the power). If your check result equals or exceeds the Will Defense of the target of that missed attack, the attacker can reroll the missed attack roll. This counts as using the *farseeing* Force power against that target, but this talent replaces the normal rules and effect of that power. Any attack can only be affected by this talent once (thus, multiple characters cannot use this talent on the same attack to allow multiple rerolls). You take a cumulative –5 penalty on Use the Force checks until the beginning of your next turn when you use this talent.

Prerequisites: farseeing, WatchCircle Initiate.

Visionary Defense: As a reaction, you can make a Use the Force check after you or an ally within 12 squares is the target of a melee or ranged attack (but before the results of the attack roll are known), removing one use of the *farseeing* Force power from your active suite (as though you had just activated the power). If your check result exceeds the Will Defense of the attacker, you grant the target of the attack a +5 Force bonus to Reflex Defense against that attack. This counts as using the *farseeing* Force power against the attacker, but this talent replaces the normal rules and effect of that power. Any attack can only be affected by this talent once (thus, multiple characters cannot use this talent on the same attack to allow multiple rerolls). You take a cumulative –5 penalty on Use the Force checks until the beginning of your next turn when you use this talent.

Prerequisites: farseeing, WatchCircle Initiate

Renew Vision: Once per encounter, you can regain all expended uses of the *farseeing* power as a swift action.

WatchCircle Initiate: As a reaction, you can make a Use the Force check (DC 15) and remove one use of the *farseeing* Force power from your active suite (as though you had activated the power). You subtract 1 from your Force Point total (this cannot be subtracted from temporary Force Points, and does not count as spending a Force Point) and add 1 to the Force Point total of an ally within line of sight. This counts as using the *farseeing* Force power against that target, but this talent replaces the normal rules and effect of that power.

Prerequisites: farseeing.

New Jedi Guardian Talents

The following new talents belong to the Jedi Guardian talent tree. Any character who can normally choose talents from the Jedi Guardian talent tree can choose this talent as well.

Improved Battle Meditation: You may activate your Battle Meditation talent as a swift action instead of as a full-round action. The range of the Battle Meditation extends out to 12 squares. Enemies within the radius of your Battle Meditation suffer a –1 penalty to all attack rolls.

Prerequisite: Battle Meditation.

New Jedi Sentinel Talents

The following new talents belong to the Jedi Sentinel talent tree. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose from these talents as well.

Dark Retaliation: Once per encounter, you can spend a Force Point to activate a Force power as a reaction to being targeted by a power with the *[dark side]* descriptor.

Prerequisite: Sentinel Strike.

Sentinel Strike: Any time you attack a flat-footed opponent (or one who is denied its Dexterity bonus to Reflex Defense against you) with a damage-dealing Force power or attack with a lightsaber, you deal an extra 1d6 damage with that attack. This talent does not affect Force powers with the *[dark side]* descriptor.

You can select this talent multiple times. Each time you select it, your Sentinel Strike damage increases by 1d6 (maximum +5d6).

Sentinel's Gambit: Once per encounter, as a swift action, you can designate an adjacent enemy with a Dark Side Score of 1 or higher as the target of this talent. The designated enemy loses its Dexterity bonus to Reflex Defense against your attacks until the end of your next turn.

New Lightsaber Combat Talents

The following new talent belongs to the Lightsaber Combat talent tree. Any character who can normally choose talents from the Lightsaber Combat talent tree can choose this talent as well.

Riposte: As a reaction once per encounter, make a lightsaber attack against a being whose attack you negate using the Block lightsaber combat talent (page 41 of the *Saga Edition* core rulebook). Only non-area melee attacks can be riposted in this manner; you cannot use this talent when negating the damage from melee area attacks (such as those made with the Whirlwind Attack feat).

Prerequisites: Block, base attack bonus +5.

Noble

This is an era of action. As the warlike Mandalorian and Sith invaders provide fewer opportunities for negotiation, nobles of this era are more likely to be drawn to leadership and action, rather than diplomacy and rhetoric. Inspiring officers are needed to keep up the morale of Republic and planetary forces fighting against the relentless Mandalorians or the mysterious and dangerous Sith. Charismatic leaders are required to bolster the spirit of the war-weary citizenry.

Many nobles create successful careers by serving a major interstellar corporation. Even though this might not keep them out of the wars, such a position is often better compensated and, depending on the corporation and position, nobles might find themselves with a great degree of autonomy. In other cases, nobles serving large companies that own or operate a significant

region of the galaxy might find working for a corporation similar to working for a government agency. Ultimately, they will find that the reputation of their corporation often overrides their own personal reputation—for better or worse.

Despite the focus on action, negotiation is not dead. Much must be settled internally within the Republic, as different factions and worlds argue for their own piece of the Republic defense or for funds for rebuilding. Corporations must negotiate among themselves and with government entities. Even criminal elements must make deals on occasion. Nobles help facilitate many deals, large and small.

Sample Noble Concepts: City or planetary leader, corporate negotiator, corporate operative, Republic agent, Republic diplomat.

New Noble Talents

The following talents are for use with the noble class.

New Influence Talents

The following new talents belong to the Influence talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Influence talent tree can choose from these talents as well.



Lord Arkoh Adasca, Arkanian Noble

Fluster: You get under an enemy's skin. Once per encounter, make a Persuasion check to intimidate one creature within line of sight as a standard action. On a success, instead of the normal effect of an intimidate application of the Persuasion skill, the affected creature can take only a single swift action on its next turn. If the target is higher level than you, it gains a +5 bonus to its Will Defense against the skill check.

This is a mind-affecting effect.

Prerequisites: Presence, trained in Persuasion.

Intimidating Defense: Once per encounter, as a reaction, you can make a Persuasion check to intimidate one creature that has made a melee or ranged attack against you if that creature is within line of sight. If you succeed, you impose a –5 penalty to that attack roll. If the target is higher level than you, it gains a +5 bonus to its Will Defense against the Intimidating Defense.

This is a mind-affecting effect.

Prerequisites: Presence, trained in Persuasion.

New Leadership Talent

The following new talent belongs to the Leadership talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Leadership talent tree can choose this talent as well.

Reactionary Attack: Once per encounter, as a reaction to an attack made against you or an ally, you can direct an ally within 6 squares to make an immediate attack as a reaction against the attacking enemy. The ally you choose must be capable of making an attack against the target.

Prerequisites: Born Leader, trained in Persuasion.

Fencing Talent Tree

In the days of the Old Republic, the fine art of swordplay was stylish among nobles. A particular style arose mixing martial precision with forceful panache.

Demoralizing Defense: As a reaction, you can designate an enemy you have just hit with a melee attack. The enemy takes only half damage from the attack, but takes a –5 penalty on attacks made against you until the end of your next turn.

This is a mind-affecting effect.

Prerequisites: Noble Fencing Style

Leading Feint: Whenever you successfully damage an opponent with a melee attack, you can make a Deception check to feint against that target as a swift action. If successful, you designate an ally within 12 squares; your target is treated as flat-footed against the first attack that ally makes against your target before the beginning of your next turn.

Prerequisites: Noble Fencing Style

Noble Fencing Style: This style of swordplay uses wit and force of personality to increase accuracy, taunting and distracting an opponent with feints, misdirection, and deception. When using a light melee weapon or a lightsaber that you are proficient with, you can use your Charisma modifier instead of your Strength modifier on attack rolls.

Prerequisite: Trained in Deception and Persuasion.

Personal Affront: Once per encounter, as a reaction, you can make a single melee attack against an adjacent enemy who just damaged you.

Prerequisites: Noble Fencing Style, base attack bonus +5.

Transposing Strike: When you hit a character with a melee attack, you can choose to have the attack deal only half damage and switch places with that foe. Your foe must be no more than one size category larger than you, and you must end up occupying a space that was previously occupied by your target (and vice versa) to use this talent. This movement does not provoke attacks of opportunity.

Prerequisites: Noble Fencing Style, base attack bonus +5.

Scoundrel

As in all eras of uncertainty, scoundrels thrive throughout the galaxy. Scoundrels dealing in the gray areas of commerce find a wide variety of opportunities, especially as large populations move throughout the galaxy, trying to avoid war zones. People so uprooted are in need of difficult-to-obtain information and material. They often require less-than-legal transport, or any transport available in an emergency. Scoundrels meet these needs.

Smugglers find the Outer Rim wide open to their illicit deals, but they must contend with powerful criminal organizations such as the Exchange. Move in on the wrong market or planet, and a smuggler might end up at the wrong end of a blaster—or pirate fleet. Smugglers work across the front lines of the many wars of the era. Though they risk running into an unexpected battle or being arrested for treason or sedition, the economic rewards can be great. Many passengers desperately want to escape back to their homeworld from an occupied planet.

Not all scoundrels are smugglers, however. Some are opportunistic businessmen, trying to keep their ship flying or their skin intact in a dangerous time. More have been displaced by war, forced to follow paths they would never have dreamt of in more peaceful times. Scoundrels share one common feature: Survival is the number one priority.

Sample Scoundrel Concepts: Battlefield scavenger, ex-swoop gang member, professional pazaak player, resource acquisition specialist, Sith deserter, undercover agent or spy.

New Scoundrel Talents

The following talents are for use with the Scoundrel class.

New Fortune Talent

The following new talent belongs to the Fortune talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Fortune talent tree can choose this talent as well.

Lucky Stop: A successful hit against you is mitigated by an item you just happen to be wearing or carrying, or glances off your armor or clothing in just the right way. Once per encounter, as a reaction, you can negate the damage from a single attack that would normally reduce you to 0 hit points.

Prerequisite: Knack.

Run and Gun Talent Tree

Scoundrels find ways to slip through fights of any size, even when the odds are against them.

Cheap Shot: Once per encounter, you can make an attack of opportunity against an opponent that takes the withdraw action to withdraw from a space threatened by one of your allies within point-blank range.

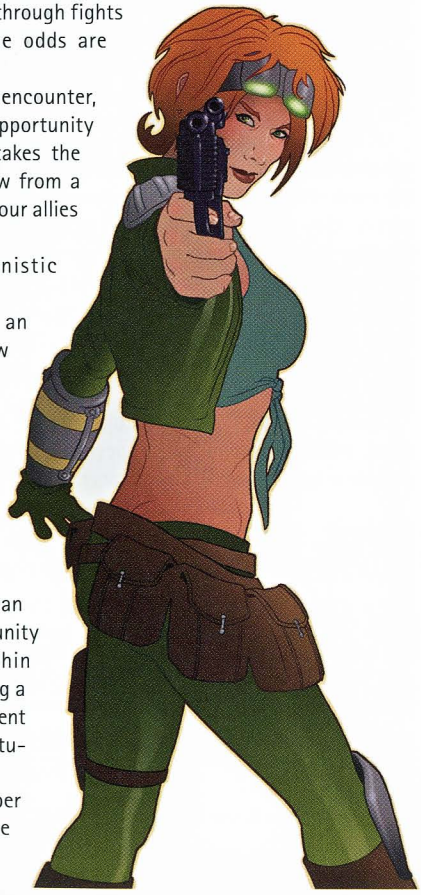
Prerequisite: Opportunistic Strike.

No Escape: Whenever an opponent uses the withdraw action to leave your threatened space, that opponent is considered flat-footed against you until the end of your next turn.

Prerequisite: Opportunistic Strike.

Opportunistic Strike: Once per encounter, you can make an attack of opportunity against an opponent within point-blank range (even using a ranged weapon) if that opponent provokes an attack of opportunity from one of your allies.

Slippery Strike: Once per encounter, you can designate an opponent you have just damaged as a reaction; that



MIRA, HUMAN SCOUNDREL

opponent cannot make attacks of opportunity against you until the end of your next turn. You may use this in conjunction with the Strike and Run talent, allowing you to benefit from both talents as a single reaction.

Prerequisite: Strike and Run.

Strike and Run: Once per encounter, as a reaction after successfully damaging an opponent with a melee or ranged attack, you can move your speed.

Scout

Many scouts find that they have two major services to offer during this era. One is reconnaissance. Government forces can always use an extra source of information during these volatile times. News of fleet movements, uncertain alliances, and secret corporate activities is interesting to certain parties.

The second major service is that of the scout's traditional role: exploration of space and new worlds. Despite widespread warfare, this is also an era of rapid colonization. Many species are seeking suitable planets for new colonies, and corporations are willing to pay for information regarding natural resources. Scouts might be commissioned specifically to discover new worlds for a specific patron.

A scout's intimate knowledge of specific regions of space gives him a valuable commodity: astrogation information. Because scout ships are often the most recent to travel certain routes, especially in remote areas of the galaxy, they might find that their astrogation data is worth a high price. Whether vast battle fleets or single colonization ships, every starship requires the best data available. In remote areas of the galaxy, this information can be difficult to come by. In fact, corporations and military organizations hire scout ships to map specific paths before moving a large fleet into unknown space. Though such mapping expeditions are risky, they are exactly what many scouts live for.

Sample Scout Concepts: Colony scout, corporate scout, hyperspace scout, military reconnaissance specialist, search and rescue specialist (terrestrial or space-based), swoop racer.

New Scout Talents

The following talents are for use with the scout class.

New Awareness Talent

The following new talent belongs to the Awareness talent tree, which is available to members of the scout class. Any character who can normally choose talents from the Awareness talent tree can choose this talent as well.

Weak Point: Once per encounter, you can use a swift action to ignore the Damage Reduction of a single target within your line of sight for the rest of your turn.

Prerequisites: Acute Senses, Keen Shot.

Zaalbar, Wookiee scout



Hyperspace Explorer Talent Tree

You are an experienced deep-space explorer who has learned a few tricks along the way that help you survive both in space and planet-side.

Deep-Space Gambit: Once per encounter, when you or a vehicle you occupy are the target of an attack roll, you can force your opponent to reroll the attack. The opponent must take the worse result.

Guidance: You know how to guide others through treacherous terrain. You may use a swift action to point out to an ally the path of least resistance to an ally within line of sight who can see, hear, and understand you. The ally ignores the effect of difficult terrain on its next turn. You may not use this talent on yourself.

Prerequisite: Trained in Perception.

Hidden Attacker: Your shots seem to come from nowhere. Whenever you use the snipe application of the Stealth skill, you do so as a swift action instead of a move action.

Prerequisite: Trained in Stealth.

Hyperspace Savant: You can substitute your Pilot skill for any Use Computer check made to astrogate or operate sensors while you are the pilot of a vehicle.

Prerequisite: Trained in Pilot.

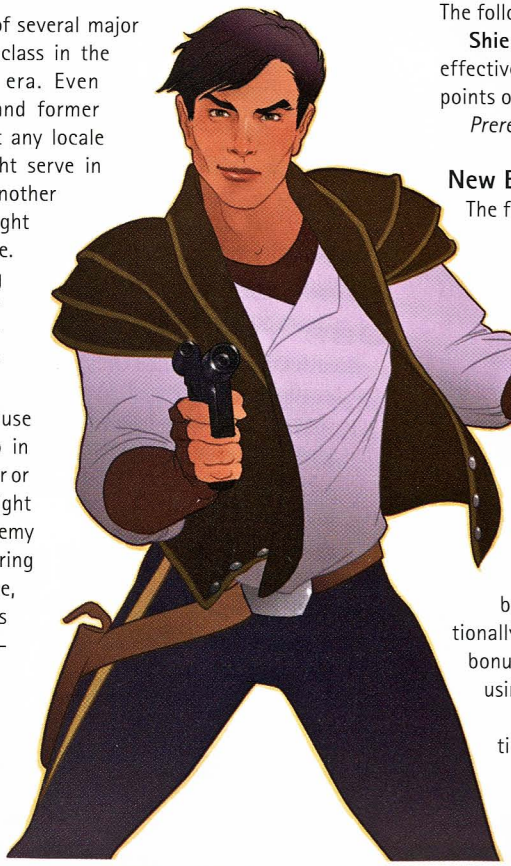
Vehicle Sneak: You know how to fly and operate your vehicle in order to hide its approach visually, decrease the noise it produces, and minimize its sensor signature. Treat your ship as two size categories smaller when attempting Stealth checks.

Prerequisite: Trained in Pilot.

Soldier

With the galaxy in the midst of several major wars, soldiers are a common class in the *Knights of the Old Republic* era. Even between the wars, soldiers and former fighters can be found in most any locale and social class. Soldiers might serve in the Republic armed forces or another major military group, or they might be freelance mercenaries for hire. They might be veterans, trying to redeem themselves for their actions during the war, possibly regretting the side that they served.

Shifting loyalties might cause soldiers to become caught up in difficult situations. A commander or government serving one side might suddenly shift to support the enemy or even oppose all others. During the Jedi Civil War, for example, Republic ships and entire fleets join Revan in the Sith. Dissenting soldiers might be unable to detach themselves from their unit or starship, and unable to follow their own paths without risking their lives. Once they seize an opportunity to jump ship, they might be stranded on a remote planet or in a hostile environment.



Atton Rand, human soldier

Soldiers of this era specialize in combat techniques different from those of the classic era. With the advent of personal shields, melee combat has come to the fore, requiring acquisition of new skills. Some soldiers receive training specific to their military service, with Republic soldiers specializing in techniques different from their Sith military counterparts. Whatever their training, soldiers remain as deadly as ever.

Sample Soldier Concepts: Corporate security, Mandalorian soldier, Republic soldier, ex-Sith soldier, gladiator, personal bodyguard.

New Soldier Talents

The following talents are for use with the soldier class.

New Armor Specialist Talent

The following talent belongs to the Armor Specialist talent tree.

Shield Expert: You are an expert in using personal shields for maximum effectiveness. Once per encounter, you can spend a swift action to regain 10 points of SR (up to the shield's maximum) on an active personal shield.

Prerequisite: Armor Proficiency (light).

New Brawler Talent

The following talent belongs to the Brawler talent tree.

Devastating Melee Smash: Once per encounter, you can attempt a devastating melee smash. You must declare this special melee attack before making the attack roll. If the attack roll succeeds add half your level to the damage instead of the normal +1 for Melee Smash. The damage from this talent does not stack with any damage bonus provided by the Powerful Charge feat.

Prerequisite: Melee Smash.

New Weapon Specialist Talent

The following talent belongs to the Weapon Specialist talent tree.

Disarming Attack: Choose a single exotic weapon or weapon group with which you are proficient. You ignore a target's armor bonus to Reflex Defense when disarming with such a weapon. Additionally, as a free action, once per encounter, you can grant yourself a +10 bonus on your attack roll when attempting to disarm an opponent while using such a weapon.

Prerequisites: Improved Disarm, Intelligence 13, Weapon Specialization with the chosen weapon.

Rocket Jumper Talent Tree

You are an expert in the use of jet packs. You can use this form of transport to perform specialized aerial assaults and maneuvers.

Burning Assault: As a standard action you can expend one of your jet pack's charges to make an attack with the jet pack, treating it as a flame thrower (see page 128 of the *Saga Edition* core rulebook). You cannot use this talent when you are flying. You are considered proficient in the flame thrower for the purpose of making this attack.

Prerequisite: Jet Pack Training.

Improved Trajectory: You always use the proper trajectories to maximize efficiency of your rocket-pack burn rates. You increase your fly speed by 2 squares when using a jet pack.

Prerequisite: Jet Pack Training.



Canderous Ordo, Mandalorian Soldier

Jet Pack Training: You can activate a jet pack as a free action on your turn. You need not make Pilot checks to land safely with a jet pack.

Jet Pack Withdraw: Once per encounter, as a reaction when an opponent moves adjacent to you, you can expend one charge of your jet pack to fly and move your speed or withdraw.

Prerequisite: Jet Pack Training.

Skills

Below are new uses for the skills described in the *Saga Edition* core rulebook. These additional uses can be used in any era.

Acrobatics

Long Falls: When falling great distances, you can attempt to use your Acrobatics skill to guide your descent. Make a DC 20 Acrobatics check to land on a target near a square you would normally land in. You can adjust your target by 1 square for every 60 meters fallen. Gamemasters can give favorable or unfavorable circumstance adjustments to the check based on mitigating circumstance—for example, the amount of wind or the favorable use of equipment, such as baggy clothing.

Climb

Climbing in Low or High Gravity: When climbing in low-gravity environments, Climb DCs are halved and movement is double. When climbing in high-gravity environments, DCs are doubled and climb speed is halved (minimum 1 square).

Use the Force

Breath Control (Trained Only): You can use the Force to help you hold your breath for an extended period of time. A successful DC 15 Use the Force check allows you to hold your breath for a number of rounds equal to twice your Constitution score before having to succeed Endurance checks to continue to hold your breath.

"The Mando'ade usually prefer a more direct approach. We're pragmatic, not treacherous."

—Rohlan Dyre

Feats

Feats provide game mechanics for core character concepts. They allow characters from any class to access significant special abilities, as long as they meet certain prerequisites. This section provides new feats common to the *Knights of the Old Republic* era, as well as new ways to use some existing feats.

Combined Feats

Characters can use their existing feats in new ways, as noted below. Essentially, certain feats allow characters to benefit from combining their use. A character wishing to use one of the combinations described below must have all the required feats to do so.

Dodge + Charging Fire

You can reduce your penalty to your Reflex Defense against all opponents to –1 when making a ranged attack at the end of a charge.

Dodge + Running Attack

You can add your Dodge bonus to your Reflex Defense against anyone who makes an attack of opportunity against you while using the Running Attack feat.

Dual Weapon Mastery I + Quick Draw

You can draw or holster two weapons with a single swift action; you must have both hands free to draw both weapons, and each weapon must be able to be held in one hand.

Force Training + Improved Disarm

When you use the *Force disarm* Force Power, you gain the +5 bonus from Improved Disarm on your Use the Force check as though you were making an attack roll.

Quick Draw + Weapon Proficiency (Lightsabers)

You can draw and ignite your lightsaber as a single swift action.

Weapon Focus + Weapon Finesse

When you are wielding a single one-handed weapon for which you have Weapon Focus, you can treat that weapon as a light weapon for the purpose of Weapon Finesse.

"Stay out of my way – I've got a mission to complete!"

–Celeste Morne



A Sith Trooper is no match for Calo Nord

TABLE 2-1: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Accelerated Strike	Base attack bonus +6	Once per encounter, make a full attack as a standard action
Conditioning	Str 13, Con 13	Reroll Strength- and Constitution-based skill checks
Critical Strike	Base attack bonus +9, proficient with melee weapon used, Weapon Focus	Increase critical threat range of an attack
Echani Training	Dex 13, Martial Arts I	In unarmed combat, increase damage, knock opponent down on critical hit
Force Readiness	–	Spend Force Points even if it is not your turn
Flurry	Dex 13	Increase attack bonus, with penalties to Reflex defense
Gearhead	–	Make Mechanics and Use Computer checks quickly
Implant Training	Possess a cybernetic implant	You take no penalty to Will Defense with cyberntetic implant
Improved Rapid Strike	Rapid Strike, light melee weapon	Trade –5 penalty on attack roll for +2 dice of damage when using light melee weapon
Increased Agility	Conditioning	Increase Climb speed, Swim speed, and Jump distance by 2 squares
Logic Upgrade: Self-Defense	Droid	Grant yourself +2 to the defense of your choice for 1 round
Logic Upgrade: Tactician	Droid, base attack bonus +4	Grant a +5 bonus to attack with a successful aid another attempt
Mandalorian Training	Charging Fire	Gain a +2 bonus on attack rolls when using Charging Fire feat
Poison Resistance	Con 13	You are inherently more resistant to poison
Power Blast	Dex 13	Trade attack bonus for damage on ranged attacks (up to your base attack bonus)
Quick Skill	-	Take 10 on skill checks when rushed, take 20 in half normal time
Republic Military Training	-	When behind cover, you can reduce the damage of an incoming attack
Sith Military Training	-	Upon debilitating an enemy, you can cause other enemies to lose heart
Sniper Shot	Proficient with ranged weapon/group	Increase accuracy at a –5 Reflex Defense penalty
Tumble Defense	Dex 13, proficient with melee weapon	Your martial ability makes it harder for opponent to tumble past
Withdrawal Strike	Base attack bonus +5, proficient with melee weapon used	You can make attacks of opportunity against enemies using the withdraw action

NEW FEATS

The new feats presented below are available in any era.

ACCELERATED STRIKE

Your melee attack is exceptionally quick.

Prerequisite: Base attack bonus +6.

Benefit: Once per encounter, when using only weapons with which you are proficient, you can take a full attack action as a standard action.

CONDITIONING

You are in excellent physical condition, enabling you to extend physical activities. You might not have great strength, but you have a lot of stamina.

Prerequisites: Strength 13, Constitution 13.

Benefit: You can reroll any Strength- or Constitution-based skill checks for skills that you are trained in. The result of the reroll must be accepted even if it is worse. Additionally, once per encounter you can add your Strength bonus to your Fortitude Defense as a reaction; this bonus lasts until the beginning of your next turn.

CRITICAL STRIKE

At the cost of speed, you can make a devastating attack.

Prerequisites: Base attack bonus +9, proficient with melee weapon used, Weapon Focus for the melee weapon used.

Benefit: You can take two consecutive swift actions in the same round to increase the critical range of your next melee attack by 1. Thus, if a weapon scores a critical hit on a natural 20, it can score a critical hit on a natural roll of 19 or 20 instead. However, any roll other than a natural 20

is not considered an automatic hit; if you roll a natural 19 and miss the target, you do not score a critical hit. You lose the benefits of Critical Strike if you lose line of sight to your target or if you take any other action before making your attack.

Echani Training

You are trained in Echani unarmed fighting techniques, giving you an advantage in hand-to-hand combat.

Prerequisites: Dexterity 13, Martial Arts I.

Benefit: You can double the damage bonus provided by your Strength bonus to unarmed attacks (minimum +1) provided you make only one unarmed attack this turn. Once per encounter when you deal damage to a target with an unarmed attack you may make an immediate unarmed attack against the target's Fortitude Defense as a free action; if successful you knock your opponent to the ground (prone) in their current square, provided they are one size larger than you or smaller.

Special: Targets gain a bonus to Fortitude Defense against being knocked prone based on their size: Large +5, Huge +10, Gargantuan +20, Colossal +50. Unusually stable creatures (such as those with four legs) gain a +5 bonus to their Fortitude Defense against being knocked prone as well.

Force Readiness

The Force is always with you, and you have a knack for succeeding even when the odds are against you.

Benefit: You can spend Force Points as a free action, even if it is not your turn. All other restrictions to Force Point use still apply.

Normal: Unless otherwise specified, you can spend Force Points only on your turn, preventing you from enhancing attacks and skill checks made as reactions.

Flurry

You attack using a series of quick strikes, sacrificing defense in the process.

Prerequisite: Dexterity 13.

Benefit: When wielding only light weapons or lightsabers, you can make a flurry of attacks. You take a –5 penalty to your Reflex Defense, but you gain a +2 bonus on your melee attack rolls. The bonus on attacks and penalty to Reflex Defense apply until the start of your next turn.

Special: You can use this feat in the place of the Point Blank Shot feat to qualify for the elite trooper prestige class.

Gearhead

You are naturally talented with machines and electronics.

Benefit: Once per encounter, you can make Mechanics and Use Computer checks more quickly than normal. A check requiring a full-round action can be attempted as a standard action, a check requiring a standard action can be attempted as a move action, and a check requiring a move action can be attempted as a swift action. Checks requiring multiple swift actions can be reduced by one swift action. Checks requiring more than a full round action can be attempted in one-half the amount of time required at a –10 penalty.

Implant Training

You have acclimated your mind and body to the presence of a cybernetic implant.

Prerequisite: Must possess a cybernetic implant.

Benefit: You are not moved an extra step down the condition track when you would normally be moved down the condition track.

Normal: Characters with an implant move one extra step down the condition track when moved down the condition track for any reason.

Improved Rapid Strike

Your Rapid Strike is more effective with light melee weapons.

Prerequisites: Rapid Strike, light melee weapon

Benefit: When using a light melee weapon or lightsaber with the Rapid Strike feat, you can take a –5 penalty to your attack roll to gain +2 dice of damage on a successful strike. This does not stack with the Rapid Strike feat or extra damage provided by any source that does not stack with the Rapid Strike feat (such as Mighty Swing).

Special: If you do not have a Dexterity of 13 or higher, the penalty to your attack roll is -10.

Increased Agility

Due to your own natural abilities or specific training, you move faster or farther than normal when climbing, jumping and swimming.

Prerequisite: Conditioning

Benefit: You increase your Climb speed, Swim speed and Jump distance by 2 squares and do not lose your Dexterity bonus to Reflex Defense when climbing.

DARTH NIHILUS, SITH LORD



LOGIC UPGRADE: SELF DEFENSE

You can use your acquired knowledge and experiences to increase your defenses.

Prerequisite: Droids only.

Benefit: Once per encounter, as a reaction, you can grant yourself a +2 morale bonus to the defense score of your choice until the end of your next turn.

LOGIC UPGRADE: TACTICIAN

You have learned to use your systems and equipment to arm yourself.

Prerequisites: Droids only, base attack bonus +4.

Benefit: Once per encounter, you can use the aid another action to grant a single ally a +5 bonus to their next attack roll against an opponent.

Normal: Successfully aiding an attack roll grants a +2 bonus to the ally's next attack roll against the opponent.

MANDALORIAN TRAINING

You are trained in Mandalorian fighting techniques, giving you an advantage in many types of combat.

Prerequisite: Charging Fire.

Benefit: When using the Charging Fire feat, you gain a +2 bonus to a ranged attack made at the end of a charge. As with a normal charge, you still take a –2 penalty to your Reflex Defense, but you also gain a +2 morale bonus to your Will Defense until the beginning of your next turn.

Normal: You gain no bonus to a ranged attack made at the end of a charge with the Charging Fire feat.

POISON RESISTANCE

You are naturally more resistant to the effect of poison.

Prerequisite: Constitution 13.

Benefit: You gain a +5 bonus to your Fortitude Defense when attacked by poison. If the attack succeeds, you take only half damage.

POWER BLAST

You can make exceptionally powerful ranged attacks.

Benefit: As a swift action, before making an attack roll, you can choose to subtract a number from all ranged attack rolls and add the same number to all ranged damage rolls. This number cannot exceed your base attack bonus. The penalty on attacks and bonus on damage applies until the start of your next turn but you gain no bonus to damage with area attacks or when attacking objects or vehicles from this feat.

Special: If you do not have a Strength of 13 or higher, you take a –5 penalty to attacks when using this feat with non-vehicle weapons.

QUICK SKILL

Your cautious nature provides a bonus to accomplishing extremely dangerous tasks. You are steady and confident.

Benefit: Once per encounter, you can take 10 when rushed on a single skill check for a skill you are trained in, unless the skill description explicitly forbids it. Alternatively, you can take 20 when using a skill you are trained in at half the normal time required.

Normal: Taking 20 normally requires 20 times the amount of time needed by a regular skill check.

Republic Military Training

You are trained in Republic military fighting techniques, giving you an advantage in ranged combat. This training is generally given to members of the Republic military forces.

Benefit: Once per encounter, as a reaction, you gain DR 10 against an incoming attack if you have cover from the attacker. You can gain the DR as long as you have cover, even if your opponent uses aim to ignore your cover bonus to Reflex Defense.

Sith Military Training

You are trained in Sith military fighting techniques, giving you an advantage in melee combat. This training is generally given to rank and file military members of the Sith Empire regardless of their Force training.

Benefit: Once per encounter, as a reaction when you reduce a target to 0 hit points or deal damage that exceeds the target's damage threshold, you can activate this feat to cause all enemies within 6 squares of that target to take a –2 to defenses until the end of your next turn.

This is a mind-affecting effect.

Sniper Shot

You make a precision attack at the expense of your own defense.

Prerequisite: Proficient with ranged weapon used (other than heavy weapons).

Benefit: When wielding only weapons with which you are proficient, you can gain a +2 bonus on your ranged attack, but you take a –5 penalty to Reflex Defense until the beginning of your next turn.

Special: This feat cannot be used with vehicle weapons or heavy weapons.

Tumble Defense

You can use your melee weapon to hinder acrobatic enemies.

Prerequisites: Proficient with melee weapon used.

Benefit: When an opponent attempts to tumble through a square you threaten with a melee weapon, add your base attack bonus to the DC of the Acrobatics check made to tumble. If the target fails the Acrobatics check to tumble, you can make an attack of opportunity against that opponent as normal.

Special: You cannot use this feat when you are flat-footed.

Withdrawal Strike

Your enemies do not escape easily.

Prerequisites: Base attack bonus +5, proficient with melee weapon used

Benefit: When taking this feat, select a single exotic weapon or weapon group. When wielding a melee weapon from the chosen weapon group, adjacent opponents may not withdraw from squares you threaten. They may still make Acrobatics checks to tumble as normal.

Bonus Feats

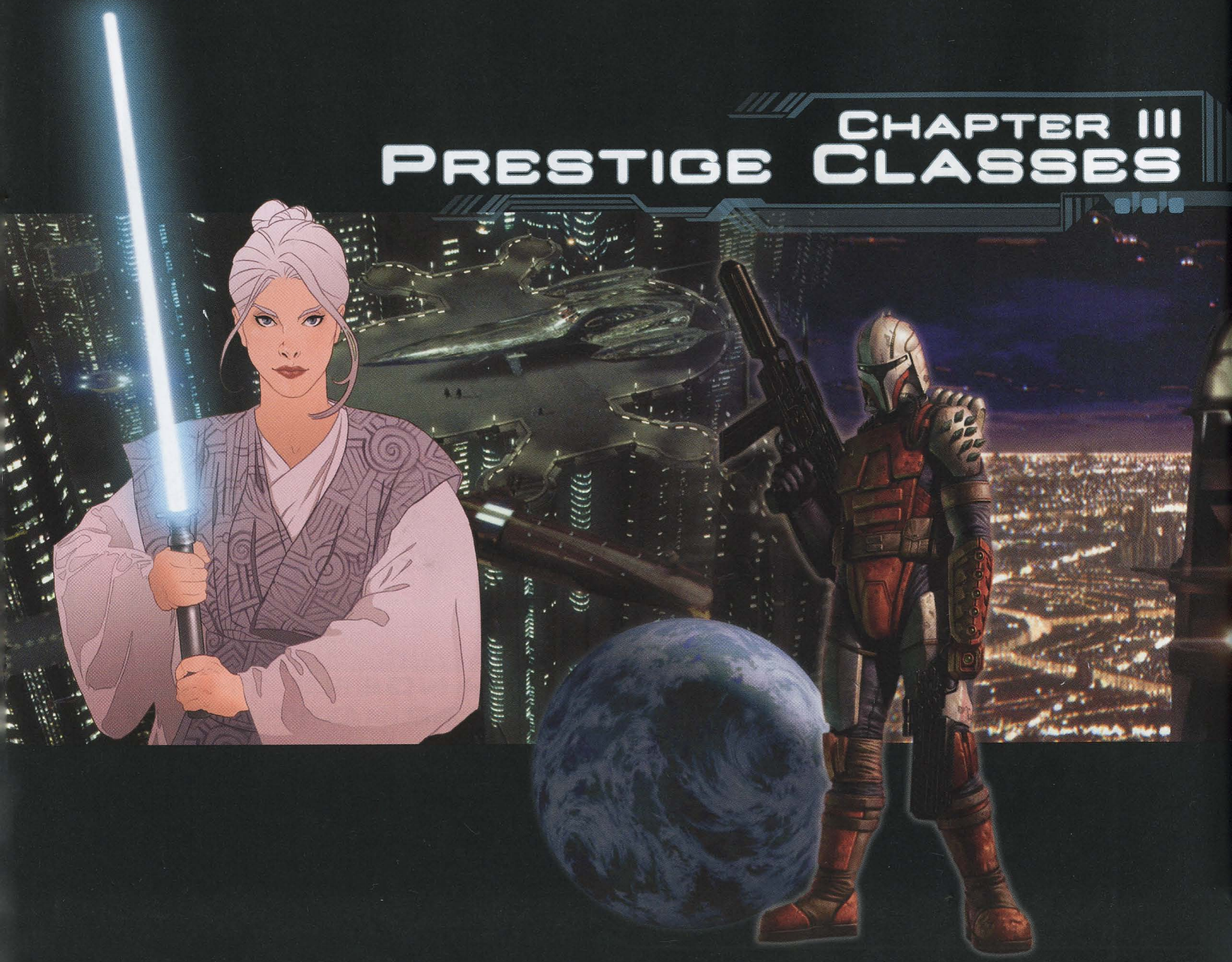
Some of the feats in this chapter can be selected as bonus feats by members of certain classes. Each class mentioned below adds the following feats to its list of available bonus feats.

Class	Bonus Feats
Jedi	Accelerated Strike, Critical Strike, Force Readiness, Flurry, Improved Rapid Strike, Tumble Defense, Withdrawal Strike
Noble	Flurry, Quick Skill
Scoundrel	Gearhead, Implant Training, Poison Resistance, Quick Skill, Sniper Shot
Scout	Conditioning, Gearhead, Increased Agility, Poison Resistance
Soldier	Accelerated Strike, Conditioning, Critical Strike, Flurry, Improved Rapid Strike, Increased Agility, Power Blast, Sniper Shot, Tumble Defense, Withdrawal Strike

"If the hand endangers the limb, strike it off."

—Master Lucien Draay

Chapter III
Prestige Classes





Prestige classes enable characters to specialize by gaining new talents and abilities unavailable to other classes. Prestige classes allow players to develop their characters around specific concepts, roles, or character types. Prestige classes are optional, and the Gamemaster has the final say on which, if any, are allowed in the campaign.

All prestige classes are suitable for player or Gamemaster use. To qualify for a prestige class, a character must meet all prerequisites, including story factors and statistical requirements. Players and Gamemasters should work together to generate adventures and storylines that allow a player to take advantage of these classes.

New Talents for Existing Prestige Classes

This chapter features three new prestige classes suitable for a *Knights of the Old Republic* campaign and also includes several new talent trees for existing prestige classes. Like those new talent trees for core classes (Jedi, noble, scoundrel, scout, soldier) in the previous chapter, any character taking a level in the designated prestige class that would normally grant the talent can take one of these talents. Even though a prestige class description might not mention these talent trees specifically, they are considered to be a part of the list of suitable talent trees for that prestige class.

For example, in the description of the talents granted to the elite trooper prestige class that appear in the *Saga Edition* core rulebook, the text states that a character can choose talents from the Weapon Master talent tree, the Commando talent tree, or the Camouflage talent tree. This chapter presents the Mandalorian Warrior talent tree for the elite trooper, which is considered to be on the list of talent trees for the elite trooper just like the other three. Any talent that relies on a character's class level considers the levels of all classes that have access to that talent cumulative.

However, none of the new talent trees granted to core classes by this book are added to the list of approved talent trees for that prestige class unless specifically noted in that talent tree's description. Though the elite trooper has access to the Commando talent tree of the soldier class, he does not gain access to the Rocket Jumper talent tree from the previous chapter even though it is considered a soldier talent tree. New talents for existing talent trees are treated no differently from any other talent in that tree.

New Prestige Class Talents

This section presents new talents for several of the prestige classes in the *Saga Edition* core rulebook.

Elite Trooper Talents

The following talents are intended for use with the elite trooper prestige class.

MANDALORIAN WARRIOR TALENT TREE

Mandalorians are talented and ferocious warriors. Their skillful training, warrior culture, and advanced combat abilities make them formidable foes in any era. The following talents are particularly suited to the *Knights of the Old Republic* era.

Armored Mandalorian: Mandalorians wear armor constantly and learn to adjust to take an impact on the strongest section of their armor. You add your armor's Fortitude Defense bonus as an equipment bonus to your elite trooper damage reduction (with a maximum bonus equal to your base elite trooper DR). Additionally, if a lightsaber does not ignore the DR of the armor you are wearing (such as cortosis weave/phrik alloy armor), a lightsaber does not ignore your damage reduction.

Prerequisites: Dexterity 13, Mandalorian Glory, proficient in armor worn.

Mandalorian Advance: Veteran Mandalorians know how to move on the battlefield. Once per encounter, on your turn, you can move up to your speed as a free action before any other action.



Rohlan Dyre, Mandalorian Elite Trooper

Mandalorian Ferocity: Mandalorians can be ferocious fighters. Select one weapon group or exotic weapon you are proficient with. Once per encounter, when making more than one attack in a round, you can add one damage die to each successful hit with the selected weapon group or exotic weapon. You can take this talent more than once, selecting a different weapon group each time.

Prerequisites: Dexterity 13, proficient in selected exotic weapon or weapon group.

Mandalorian Glory: Above everything else, Mandalorians fight for glory in battle. Once per encounter, when you reduce an opponent's hit points to 0, you gain a +5 attack bonus with your next attack during the same encounter.

Force Adept Talents

The following talents are for use with the Force adept prestige class.

New Force Item Talents

The following new talents belong to the Force Item talent tree, which is available to members of the Force adept prestige class. Any character that can normally choose talents from the Force Item talent tree can choose from these talents as well.

Primitive Block: As a reaction, you may negate a melee attack by making a successful Use the Force check. The DC of the skill check is equal to the result of the attack roll you wish to negate, and you take a cumulative –5 penalty on your Use the Force checks to use this talent for every time you have used Primitive Block since the beginning of your last turn. You must have a weapon you have empowered drawn to use this talent, and you must be aware of the attack and not flat-footed. You may spend a Force Point to use this talent to negate an attack against an adjacent character.

You may use the Primitive Block talent to negate melee area attacks, such as those made by the Whirlwind Attack feat. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses.

Prerequisite: Empower Weapon.

Force Throw: You can hurl a simple or advanced melee weapon your size or smaller as a standard action, treating it as a thrown weapon. You are considered proficient with the thrown weapon. The thrown weapon deals normal weapon damage if it hits. If the weapon deals piercing or slashing damage, it becomes embedded in your target, remaining there and causing an additional die of damage each round at the end of the target's turn, and also when it is removed (removing the embedded weapon is a swift action and an adjacent ally can remove the embedded weapon for you). Your target must be within 6 squares of you. The weapon does not automatically return to you, but you can retrieve it with *move object* (dealing an additional die of damage in the process, if the weapon is embedded in the target, as above).

Prerequisite: Empower Weapon.

Gunslinger Talent

The following talent is for use with the Gunslinger prestige class.

New Gunslinger Talent

The following talent is for use with the Gunslinger talent tree, which is available to members of the gunslinger prestige class. Any character that can normally choose talents from the Gunslinger talent tree can choose this talent as well.

Mobile Attack (pistols): Immediately after making a full attack where you attack with two pistols, you may move up to your speed as a free action.

Prerequisites: Multiattack Proficiency (pistols), Dual Weapon Mastery I, Weapon Focus (pistols).

Jedi Knight Talents

The following talents are for use with the Jedi Knight prestige class.

New Duelist Talents

The following talents are for use with the Duelist talent tree, which is available to members of the Jedi Knight prestige class. Any character that can normally choose talents from the Duelist talent tree can choose from these talents as well.

Improved Riposte: Once per turn, when you successfully make a riposte attack using the Riposte talent, you do not count the Block use that triggered the riposte (thus, you take no cumulative penalty to Use the Force checks from that Block attempt). Subsequent Block attempts before the beginning of your next turn impose penalties as normal.

Prerequisites: Block, Riposte.

Improved Redirect: Once per turn, when you successfully redirect an attack with the Redirect Shot talent, do not count the Deflect use that triggered the redirected attack (thus, you take no cumulative penalty to Use the Force checks from that Deflect attempt). Subsequent Deflect attempts before the beginning of your next turn impose penalties as normal.

Prerequisites: Deflect, Redirect Shot.

JEDI BATTLEMASTER TALENT TREE

Jedi Battlemasters are highly trained in Jedi combat techniques. They serve as the head combat trainers for Jedi organizations and as Jedi commanders on the battlefield. Many Battlemasters begin their careers as Jedi Guardians.

Defensive Circle: As a swift action, you and any allies affected by your Battle Meditation gain a +2 insight bonus to Reflex Defense, lasting as long as they are affected by Battle Meditation. Additionally, you gain a +1 bonus to your Use the Force checks to Block and Deflect (as per the talents) for each adjacent ally wielding a lightsaber.

Prerequisites: Battle Meditation, Block or Deflect, Jedi Battle Commander.

Force Revive: When an ally affected by your Battle Mediation is reduced to 0 hit points, you can spend a Force Point as a reaction, allowing that ally to take its Second Wind as a reaction immediately (though the target still falls unconscious before the Second Wind is triggered).

Prerequisites: Battle Meditation, Jedi Battle Commander.

Jedi Battle Commander: You are trained to direct Jedi in pitched battles. Your battle meditation grants a +2 insight bonus on attack rolls instead of the normal +1.

Prerequisite: Battle Meditation.

Slashing Charge: Once per encounter, while making a charge, you take no cumulative penalty to Use the Force checks for each Block attempt you make during the charge. When performing slashing charge, you can apply the attack bonus granted by the charge to all Riposte attacks as well. You can declare the use of this ability after you begin the charge but before you make your first Riposte attack.

Prerequisite: Block, Riposte, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers).

Mobile Attack (lightsabers): Immediately after making a full attack where you attack with two lightsabers (or both ends of a double-bladed lightsaber), you may move up to your speed as a free action.

Prerequisites: Multiattack Proficiency (lightsabers), Dual Weapon Mastery I, Weapon Focus (lightsabers).

JEDI SHADOW TALENT TREE

Jedi Shadows are often elite Jedi Sentinels who specialize in abilities that aid them in pursuing dark side users in all forms and locations. These talents are also utilized by Jedi Covenant Shadows.

Dark Deception: You can cloak your intentions with a veil of anger and hate. When another character attempts to sense you through the Force in any way, you can choose to act as though your Dark Side Score equals your Wisdom score.

Additionally, Deception is now a class skill for you.

Improved Sentinel Strike: Increase the damage dice of your Sentinel Strike to d8 instead of d6.

Prerequisite: Sentinel Strike.

Improved Sentinel's Gambit: You can use Sentinel's Gambit an additional number of times an encounter equal to half your class level (minimum 1).

Prerequisite: Sentinel's Gambit.

Rebuke the Dark: When using the *rebuke* Force power against a Force power with the *[dark side]* descriptor, roll two dice for the *rebuke* attempt and take the better result.

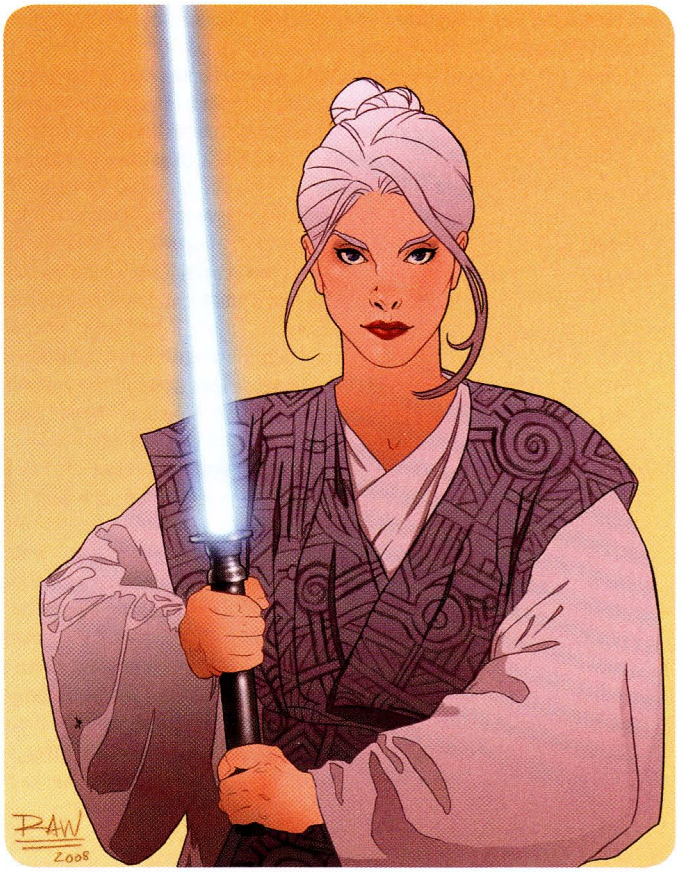
Taint of the Dark Side: Add one Force power with the *[dark side]* descriptor to your Force suite. Once per encounter you can use that Force power with the *[dark side]* descriptor without increasing your Dark Side Score.

Prerequisite: Dark Deception.

JEDI WATCHMAN TALENT TREE

Jedi Watchmen are elite Jedi tasked with protecting and watching over a specific world or region of space. They seek out and destroy threats to the Republic and the Jedi Order. As such, they have enhanced their abilities to blend in and covertly investigate threats at their source. All Watchmen are appointed and approved by the Jedi Council before training; many begin as Jedi Consulars. A Watchman's assignment might change, as directed by the Council.

Force Warning: Allies within 12 squares can choose to reroll their Initiative checks at the start of combat but must take the second result, even if it is worse. Furthermore, if any allies within 12 squares are surprised at the start of an encounter, but you are not, you can designate a number of those allies equal to your Wisdom modifier (minimum 1); those allies are no longer considered surprised and can act normally on the surprise round.



MASTER ATRIS, JEDI WATCHMAN

Improved Quick Draw (lightsabers): If you are carrying a lightsaber (either in your hand or at your belt), you can draw the lightsaber, ignite it, and make a single attack during the surprise round even if you are surprised. If you are not surprised, you can take any single action of your choice, as normal.

Additionally, once per turn you may draw and ignite a lightsaber as a free action on your turn.

Prerequisites: Quick Draw, Weapon Focus (lightsabers).

Sheltering Stance: Whenever you are adjacent to an ally, you may use the Block or Deflect talents on attacks that target that ally without the need to spend a Force Point.

Prerequisite: Block or Deflect, Vigilance

Vigilance: As a swift action you may designate one adjacent ally as the target of this talent. That target gains a +1 deflection bonus to Reflex Defense as long as you remain adjacent to them. You may change the target of this talent as a swift action.

Watchman's Advance: When acting in the surprise round, you and your allies can take an extra move action. Any character can gain only one extra move action during the surprise round regardless of the number of Jedi with this talent in your group.

Prerequisites: Force Warning.

SITH TALENTS

The following talents are for use with the Sith apprentice prestige class.

New Sith Talents

The following talents are for use with the Sith talent tree, which is available to members of the Sith apprentice prestige class. Any character that can normally choose talents from the Sith talent tree can choose from these talents as well.

Affliction: Your Force power carries the taint of the dark side more so than even other dark side users. When you damage a single opponent with one of your Force powers, that target also takes 2d6 points of Force damage at the beginning of its next turn, before taking any actions.

Dark Healing Field: You can spend a Force Point to heal wounds by drawing life energy from up to three targeted creatures within 12 squares of you. Once per encounter, make a Use the Force check. If the attack equals or exceeds a target's Fortitude Defense, the target takes 1d6 damage per class level. You heal half the total damage dealt (cumulative from all targets). If the attack fails, the targets take half damage and you heal that amount.

Prerequisites: Dark Healing, Improved Dark Healing.

Drain Force: Once per encounter, as a reaction when you damage a Force-sensitive opponent, the dark taint of your power allows you to sap some of the opponent's strength and covert it to personal power, regaining one spent Force power. Additionally, the target loses one Force Point.

Prerequisite: Affliction.

Sith Alchemy: Your knowledge of Sith sorcery allows you to imbue talismans and other objects with the power of the dark side.

Create Sith Talisman: You can spend one Force Point to imbue a portable object with the dark side, creating a Sith talisman that provides offensive strength to a Force power or lightsaber attack. Creating the talisman takes a full-round action. While you wear or carry the talisman on your person, add 1d6 to your damage with Force powers. You gain a Dark Side point when you first put on or carry a Sith talisman. You can have only one Sith talisman active at any given time, and if it is destroyed, you cannot create another one for 24 hours.

Create Sith Weapon: You can alchemically treat a properly prepared weapon to become a Sith weapon. You may spend a Force Point to imbue the weapon with the properties of the Sith alchemical weapon template (this process takes one hour to complete). See **Chapter 5: Equipment and Droids** for information on Sith alchemical weapons.

Prerequisite: Dark Side Adept, Dark Side Master.

New Prestige Classes

This following new prestige classes are available in the *Knights of the Old Republic* era. In later eras, the Gladiator is less common, and most often found in systems outside direct Imperial control.

Table 3-1: New Prestige Classes

PRESTIGE CLASS	BASIC DESCRIPTION
Corporate agent	Governmentlike agents working for corporations
Gladiator	Underworld combatants who fight for cash or prizes
Melee duelist	Individuals specialized in single combat

Corporate Agent

Interstellar corporations hold a huge amount of power in all eras of play. In some regions, the corporations control enough systems to operate as the de facto government. However, most are spread across countless worlds throughout the galaxy. Their presence varies, ranging from near dominance of a local market, to only a single office, store, or facility. Major corporations have agents of their own, looking after company interests. These agents might specialize in security, fraud, exploration, administration, or many other aspects of management and production. They operate in the open or covertly, normally restricting their activities to keeping an eye on their own company, but corporations can use agents for corporate espionage or even sabotaging competitors.



A Czerka Corporate Enforcer

Table 3-2: The Corporate Agent

Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, talent
2nd	+1	Executive Leadership (1/encounter)
3rd	+2	Talent
4th	+3	Executive Leadership (2/encounter)
5th	+3	Talent
6th	+4	Executive Leadership (3/encounter)
7th	+5	Talent
8th	+6	Executive Leadership (4/encounter)
9th	+6	Talent
10th	+7	Executive Leadership (5/encounter)

Corporate agents might wield as much or more power than government agents. Some agents find that the company is their life. Indeed, with each promotion they might find that the company demands more and more of their time in exchange for increased status, power, and pay.

Examples of Corporate Agents in Star Wars

Fiolla of Lorrd, Haydel Goravvus, Jana Lorso, Odumin.

Requirements

To qualify to become a corporate agent, a character must fulfill the following criteria.

Minimum Level: 7th.
Trained Skills: Gather Information, Knowledge (bureaucracy).
Feats: Skill Focus (Knowledge [Bureaucracy]).
Special: Must be employed by a major interstellar corporation.

Game Rule Information

Corporate agents have the following game statistics.

Hit Points

At each level, corporate agents gain 1d8 hit points + their Constitution modifier.

Force Points

Corporate agents gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the corporate agent prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Employment Required

You must retain employment by a major interstellar Corporation to gain new levels of corporate agent. If you leave the company for any reason, you cannot take additional corporate agent levels until you join a new one.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Leadership or Lineage talent trees in the *Saga Edition* core rulebook, or from the Corporate Power talent tree, below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

CORPORATE POWER TALENT TREE

You are an extension of your corporation and wield their power as your own.

Competitive Drive: You are driven to compete and succeed. Once per encounter, you can reroll any Wisdom-, Intelligence-, or Charisma-based skill check (except Use the Force) and take the better result.

Competitive Edge: When you and your allies are not surprised, you and a number of allies equal to your Charisma modifier (minimum 1) that you designate on your first turn gain the benefit of the Quick Draw feat for the remainder of the encounter.

Corporate Clout: You are adept at making deals that make enemies question which side they should be on. Once per encounter, as a standard action, you can make a Persuasion check against the Will Defense of an enemy within line of sight. If your check equals or exceeds the target's Will Defense, the target cannot attack you for the remainder of the encounter. If your check exceeds the Will Defense by 5 or more, the target will not attack you or your allies for the remainder of the encounter, and retreats from the encounter. If your check exceeds the Will Defense by 10 or more, the target's attitude toward you is now Friendly, and the target becomes your ally for the remainder of the encounter, remaining under the control of the Gamemaster. If you or one of your allies attacks the target, the target once again becomes hostile.

If the target is higher level than you, it gains a +5 bonus to its Will Defense.

This is a mind-affecting fear effect.

Prerequisites: Impose Hesitation, Wrong Decision.

Impose Confusion: Increase the area of Impose Hesitation to a 12-square cone. Also, once per encounter, after making the Persuasion check for Impose Hesitation, you can instead choose to have the targets lose a standard action on their next turn.

Prerequisite: Impose Hesitation.

Impose Hesitation: As a standard action, make a Persuasion check targeting all opponents in a 6-square cone. If you equal or exceed the target's Will Defense, the target loses a swift action on its next turn and cannot take full-round actions. This is a mind-affecting effect. Targets need to see, hear, and understand you to be affected by this attack.

Willful Resolve: Once per encounter, you can negate the effect of a single attack roll or skill check made against you that targets your Will Defense.

Wrong Decision: Each time you are attacked, the opponent that attacked you takes a –2 morale penalty to its Will Defense until the end of your next turn. This penalty is not cumulative, so if a target makes multiple attacks against you it only incurs the penalty once per turn.

Executive Leadership

As a swift action, as many times an encounter equal to half your corporate agent level, you can grant an ally within line of sight a temporary boost to their speed, attacks, or defenses. Until the end of their turn they can gain one of the following benefits (your choice): increase base speed by 2 squares, a +2 morale bonus to attack rolls, or a +2 morale bonus to all defenses.

Gladiator

Though the most violent forms are officially banned in the Republic and on most civilized planets, gladiatorial combat remains an entertaining and lucrative combination of business and entertainment. In more civilized locales, such contests are held using nonlethal weapons—such as blasters on stun—with strict rules, resulting in a fight more like a sparring match than lethal combat. However, a more dangerous form of the sport flourishes in underground matches and on the wilder planets of the galaxy. For instance, cantinas on the planet Taris host gladiator contests as entertainment, allowing spectators to gamble on the results. The contests might be to the death, but they are more often fought until one side is unconscious or unable to continue.

The gladiators have diverse backgrounds. Some are former soldiers looking to make a few credits using the only skills they have. Others are thrill seekers looking for fame and notoriety, as well as money. Still others have been captured, forced to fight and are looking to escape. The best of these fighters eventually go on to become professionals that are extremely good fighters and incredibly dangerous both in the arena and on the streets.



Bendak Starkiller, Gladiator

Table 3-3: The Gladiator

Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, talent
2nd	+2	Unflinching (1/encounter)
3rd	+3	Talent
4th	+4	Unflinching (2/encounter)
5th	+5	Talent
6th	+6	Unflinching (3/encounter)
7th	+7	Talent
8th	+8	Unflinching (4/encounter)
9th	+9	Talent
10th	+10	Unflinching (5/encounter)

Examples of Gladiators in Star Wars

Bendak Starkiller, Twitch.

Requirements

To qualify to become a gladiator, a character must fulfill the following criteria.

Minimum Level: 7th.

Minimum Base Attack Bonus: +7.

Feats: Improved Damage Threshold, Weapon Proficiency (advanced melee weapons).

Game Rule Information

Gladiators have the following game statistics.

Hit Points

At each level, gladiators gain 1d10 hit points + their Constitution modifier.

Force Points

Gladiators gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the gladiator prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Awareness or Armor Specialist trees in the *Saga Edition* core rulebook, or from the Gladiatorial Combat talent tree below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

Gladiatorial Combat Talent Tree

You have learned the tricks of fighting in the gladiatorial arena. These talents represent your knowledge of this specialized combination of combat and showmanship.

Brutal Attack: Choose a single exotic weapon or weapon group you are proficient with. Attacks with such weapons that deal damage that exceeds an opponent's damage threshold deal +1 die of damage on that attack.

You can select this talent multiple times. Each time you select this talent, it applies to a different exotic weapon or weapon group.

Prerequisite: Weapon Focus with the chosen weapon.

Call Out: When you use the Personal Vendetta talent, you may designate one target of that talent to take a –5 penalty to attacks against targets other than you instead of the normal –2.

Prerequisite: Personal Vendetta.

Distracting Attack: When you deal damage to a target with a melee or ranged attack, compare the attack roll to the target's Will Defense. If the attack roll also meets or exceeds the target's Will Defense, the target takes a –2 penalty to Reflex Defense until the end of your next turn.

Prerequisite: Brutal Attack with the weapon used.

Exotic Weapons Master: You treat all exotic weapons as a single weapon group (exotic weapons). If you already have feats that grant proficiency with or augment the use of one exotic weapon, those feats grant proficiency with or augment all exotic weapons. For example, if you already had Exotic Weapon Proficiency (shyarn) and Weapon Focus (shyarn) you now how Weapon Proficiency (exotic weapons) and Weapon Focus (exotic weapons), and the effects of both feats apply to all exotic weapons.

Prerequisite: Proficiency in at least one exotic weapon.

Lockdown Strike: When you hit a moving opponent that is one size category larger than you or smaller with an attack of opportunity, you immediately end its current movement.

Multiattack Proficiency (exotic weapons): Whenever you make multiple attacks with exotic weapons as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Prerequisite: Exotic Weapons Master.

Personal Vendetta: As a swift action, you can taunt all enemies within 12 squares and line of sight; on their next turn, these enemies take a –2 penalty on attack rolls made against any target other than you.

This is a mind-affecting effect.

Unstoppable: You can sometimes shrug off the effect of debilitating attacks. Once per encounter, if you are hit by an attack that would normally knock you down the condition track, you can reduce the number of steps you move down the condition track by 1 step (to a minimum of 0).

Gladiatorial Combat Circuit

Gladiatorial combat and formalized duels are popular spectator sports in much of the galaxy, particularly the Outer Rim planets and planets outside Republic control. Whether they are fights to the death, or the more common fight to first blood or unconsciousness, these displays of combat attract spectators far and wide, particularly over secured video links. Profits are generated through ticket sales, but more money comes from gambling. Promoters secure both the combatants and the profits taken on the contest.

The size and type of arena varies by planet, and most permanent facilities employ a number of regulars to fight among themselves, or against challengers from other worlds. Some contestants travel from arena to arena and world to world, following an informal circuit of legitimate and underground facilities. The legality of such combat varies drastically from planet to planet.

One of the better-known dueling arenas is run by Ajuur the Hutt through the Upper City Cantina on the planet Taris. Through much of this era, Ajuur can be found arranging battles, no matter the state of the planet, or who is in charge of it. He pays well for skilled combatants, and is willing to take a chance on newcomers. For most battles, he sticks to the laws of Taris. However, he arranges fights to the death if he believes it might bring in enough credits to be worth the risk.

Unflinching

At 2nd level your training as a gladiator has made you very difficult to intimidate or deter. Once per encounter, you may add your gladiator level to your Fortitude Defense (and damage threshold) or Will Defense until the start of your next turn as a reaction; you choose which defense to apply the bonus to when you use the ability, but you must declare the use of this feature before you know the outcome of the effect targeting you. At each even-numbered class level thereafter, you gain one additional use of this ability per encounter.

Crowd Response

Crowds of spectators at a gladiatorial contest or duel can have a noticeable influence on the outcome of the event. Positive crowd responses give bonuses, and negative responses result in penalties to combatants. A character can attempt to gain crowd support through his or her actions, mannerisms and combat prowess. Likewise, they can lose support through unpopular moves or poor fighting skills.

Crowd attitudes follow the same attitude steps as the Persuasion skill (see page 71 of the *Saga Edition* core rulebook). At the start of a contest, the Gamemaster determines the attitude of the crowd toward each participant, supporting some while opposing others. Their attitude shifts when a character is reduced to 0 hit points or the bottom of the condition track, or in response to combatant actions and attempts to sway the crowd.

To sway a crowd, a participant must make a DC 25 Persuasion check, with applicable adjustments for the crowd's current attitude as specified for the Persuasion skill. If successful, the crowd moves one step in the fighter's favor. Gamemasters can apply other modifiers to the crowd response DC for additional circumstances, such as a favorite champion, hated opponent, or partisan crowd.

Characters reducing an opponent to 0 hit points or the bottom of the condition track also move the crowd one step in their favor.

Crowd response grants a bonus or penalty to one attack each round to each combatant. Characters whom the crowd regards as helpful gain a +2 morale bonus. Those regarded as friendly gain a +1 morale bonus instead. Indifferent grants no bonus or penalty. Unfriendly gives a –1 morale penalty, and hostile results in a –2 morale penalty.



MASTER DUELIST

MELEE DUELIST

Throughout the history of the galaxy, dueling has seen many degrees of acceptability, militarily, legally, and socially. Some cultures or subcultures regard dueling as an honorable and civilized method of settling disputes, but others see dueling as barbaric. During the *Knights of the Old Republic* era, melee combat has resurged, forcing many to study dueling as a means to survive on the battlefield. In addition, dueling is still regarded as a sport on many planets. In fact, dueling is allowed on more civilized worlds than gladiatorial combat, given the higher cultural status dueling enjoys.

The melee duelist specializes in fighting a single opponent. The melee duelist selects a primary weapon of choice, studying and practicing maneuvers, feints, and tricks to perfection. Competitive duelists train with several types weapons because they may not know ahead of time which types of weapons will be used in a duel. Battlefield duelists expand their abilities to take on small groups because they cannot depend on the luxury of fighting a single opponent in the middle of a skirmish. Jedi can also become melee duelists to improve their lightsaber combat and expand their knowledge beyond the standard Jedi lightsaber forms. Sith of all ranks and types can specialize in melee duelist, as many of them do not have direct access to learning lightsaber forms.

TABLE 3-4: THE MELEE DUELIST

LEVEL	BASE ATTACK BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Master of Movement (1/encounter)
3rd	+3	Talent
4th	+4	Master of Movement (2/encounter)
5th	+5	Talent
6th	+6	Master of Movement (3/encounter)
7th	+7	Talent
8th	+8	Master of Movement (4/encounter)
9th	+9	Talent
10th	+10	Master of Movement (5/encounter)

EXAMPLES OF MELEE DUELISTS IN STAR WARS

Ice, Marl, Qesya Vth'naar, Tabor

Requirements

To qualify to become a melee duelist, a character must fulfill the following criteria.

Minimum Level: 7th.

Minimum Base Attack Bonus: +7.

Feats: Melee Defense, Rapid Strike, Weapon Focus with exotic melee weapon or advanced melee weapons.

Game Rule Information

Melee duelists have the following game statistics.

Hit Points

At each level, melee duelists gain 1d8 hit points + their Constitution modifier.

Force Points

Melee duelists gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

Class Features

The following are features of the melee duelist prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Brawler or Weapon Specialist talent tree in the *Saga Edition* core rulebook or from one of the talent trees below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

MELEE DUELIST TALENT TREE

You are lethal when fighting with one or more melee weapons.

Advantageous Strike: You take advantage of your opponent's haste. You gain a +5 bonus on attacks of opportunity with melee weapons you are proficient with.

Dirty Tricks: You are not above using a few dirty tricks to win. You can use the feint application of the Deception skill as two swift actions against an opponent you threaten.

Prerequisite: Trained in Deception.

Dual Weapon Flourish I: When wielding only two light melee weapons or two lightsabers, whenever you make a single attack as a standard action with one weapon you can make a single attack with the other weapon as a free action against the same target. You apply the normal penalties for fighting with two weapons with this attack.

Prerequisites: Dual Weapon Mastery I, Weapon Finesse.

Dual Weapon Flourish II: When you are wielding only two light melee weapons or two lightsabers, you can make a full attack as a standard action instead of a full-round action, provided you attack with both weapons during the attack. You apply the normal penalties for fighting with two weapons to both of these attacks.

Prerequisites: Duel Weapon Mastery I, Duel Weapon Mastery II, Dual Weapon Flourish I, Master of Elegance, Weapon Finesse.

Master of Elegance: You may add your Dexterity bonus (instead of your Strength bonus) on damage rolls when wielding a light melee weapon. When you wield a light melee weapon two-handed, you may apply double your Dexterity bonus (instead of double your Strength bonus) to the damage.

Prerequisites: Dual Weapon Flourish I or Single Weapon Flourish I, Weapon Finesse.

Multiattack Proficiency (advanced melee weapons): Whenever you make multiple attacks with advanced melee weapons as a full attack action, you reduce the penalty on your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty on your attack rolls by an additional 2.

Out of Nowhere: Once per encounter, as a free action on your turn, you can make an attack with a light melee weapon or lightsaber after a successful feint.

Prerequisites: Trained in Deception, Weapon Finesse.

Single Weapon Flourish I: When you wield only a single light melee weapon or a single lightsaber and make a full attack, you can move up to your speed as a free action at any time during your turn.

Prerequisites: Double Attack (advanced melee weapons, exotic melee weapon, or lightsabers), Weapon Finesse

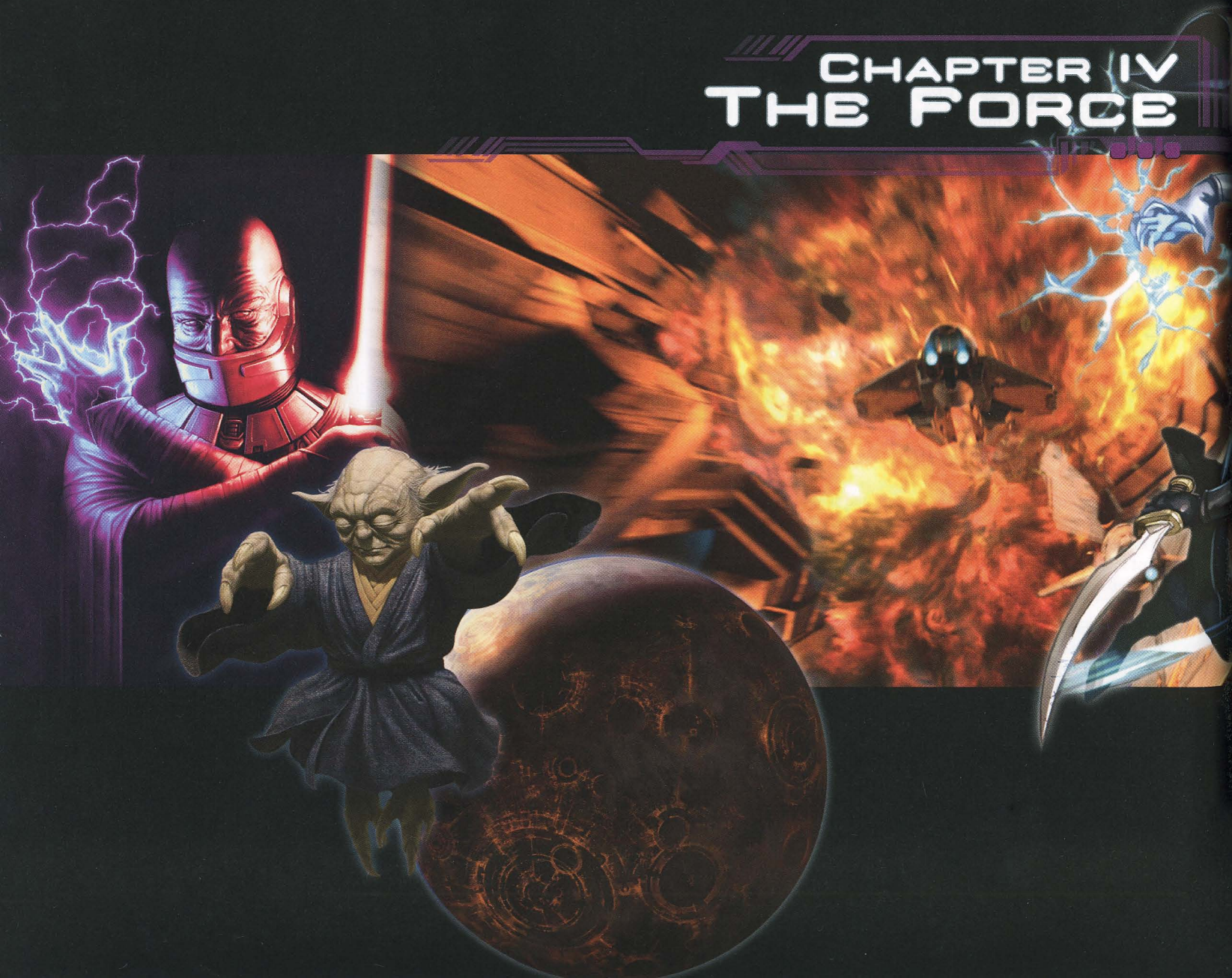
Single Weapon Flourish II: When you wield only a single light melee weapon or a single lightsaber, you can make a full attack as a standard action instead of a full-round action.

Prerequisites: Double Attack (advanced melee weapons, exotic melee weapon, or lightsabers), Master of Elegance, Single Weapon Flourish I, Weapon Finesse.

Master of Movement

You know how to take advantage of whatever terrain you are fighting in. A number of times per encounter equal to half your melee duelist level, you can either ignore the movement penalty for moving through difficult terrain or over low objects on a single move action, or reroll a single Jump or Acrobatics check, taking the better result.

Chapter IV
The Force





The Force and its practitioners have an enormous impact on the galaxy during this era. Jedi travel throughout the galaxy pursuing their own missions and those of the Republic. Non-Jedi Force traditions are active in many societies, both primitive and technologically advanced. The resurgence of the Sith and the dangers of the dark side become all too apparent during the Jedi Civil War.

Most beings have never personally seen a Jedi, but they are aware of their exploits and have opinions about the nature of the Force. In fact, especially during the Jedi Civil War, many regular folks do not know or understand the differences between the Sith and Jedi philosophies, despite Jedi efforts to educate them. However, Republic citizens regard the Jedi as a good and helpful force, if unpredictable and occasionally misguided.

This chapter presents new Force Powers, Force Talents, Force Techniques and Force Secrets used specifically in this era. Some of these powers can be available to characters in other eras, at the Gamemaster's discretion. Many of these powers are powerful compared with some of the powers used in the classic era, so the Gamemaster should carefully consider which ones to allow.

This chapter also includes new Force traditions active during this time. These traditions can be restricted to specific cultures or certain planets, but they might be extremely influential in those areas. Additionally, the Jedi have been known to add to their own body of knowledge by studying other traditions, and even accepting members of other traditions into the Jedi ranks.

Force Powers

The following Force powers are available to any character who has the Force Sensitivity feat (see page 85 of the *Saga Edition* core rulebook). These Force powers represent the variety of powers available to Jedi and other Force traditions, light and dark.

Telekinetic Power: Powers with the *[telekinetic]* descriptor are included among the powers affected by talents like Telekinetic Power and Telekinetic Savant (*SE* 100).

Energy Resistance

You use the Force to protect you from damage caused by energy, sonic, fire, cold and electrical sources. **Time:** Standard action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 20: You gain DR 5 against energy damage until the beginning of your next turn

DC 25: As DC 20, except DR increases to 10.

DC 30: As DC 20, except DR increases to 15.

DC 35: As DC 20, except DR increases to 20.

Special: You can spend a Force Point to use this power as a swift action.

You can maintain *energy resistance* from round to round, extending the normal duration. Maintaining the *energy resistance* power is a swift action. If you take damage while maintaining *energy resistance*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

Fear [Dark Side, Mind-Affecting]

You summon the power of the dark side to instill fear in your enemies. **Time:** Swift action. **Target:** One creature within 12 squares and within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any:

Compare the result to the target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target is affected as determined by the results of your Use the Force check. This is a fear effect.

DC 15: The target can take only one standard action on the next turn.

DC 20: The target can take only one move action on the next turn.

DC 25: The target can take only one swift action on its next turn.

DC 30: The target can take no actions on its next turn.

Special: When you successfully use this power on an opponent, you can spend a Force Point to impose a –2 penalty to all of the opponent's Defenses until the beginning of your next turn.

Darth Malak, Sith Lord



Force Scream [Dark Side]

You create an intense sonic scream, amplified by the Force. **Time:** Standard action. **Target:** All creatures that are within 12 squares and can hear you.

Make a Use the Force check. Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target sustains damage as determined by the results of your Use the Force check.

DC 15: The target takes 1d6 points of Force damage this round and the target's damage threshold is reduced by –5 until the end of your next turn.

DC 20: As DC 15, except the target takes 2d6 points of Force damage.

DC 25: As DC 15, except the target takes 3d6 points of Force damage.

DC 30: As DC 15, except the target takes 4d6 points of Force damage.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0

Special: You can spend a Force Point to reduce the target's damage threshold by –10 instead of –5.

Force Whirlwind [Telekinetic]

You call upon the Force to surround an enemy in a swirling vortex of Force energy. The whirlwind lifts them about a half a meter off of the ground, spinning them in the air and buffeting them with Force energy. **Time:** Standard action. **Target:** One creature or droid within 12 squares and within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any.

Compare the result to the target's Fortitude Defense. If the check result equals or exceeds the target's Fortitude Defense, the target is captured within the whirlwind and immobilized until the beginning of your next turn. Any attack rolls or skill checks the target attempts while within the whirlwind are at a –5 penalty. The target falls prone when the effect ends. The target also sustains damage at the end of your turn as determined by the results of your Use the Force check.

DC 15: The target takes 1d6 points of Force damage.

DC 20: The target takes 2d6 points of Force damage.

DC 25: The target takes 3d6 points of Force damage.

DC 30: The target takes 4d6 points of Force damage.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0

Special: You can spend a Force Point to increase the penalty to the target's attack rolls and skill checks from –5 to–10.

You can maintain *Force whirlwind* from round to round, extending the normal duration. Maintaining the *Force whirlwind* power is a move action, and you must make a new Use the Force check each round. If you take damage while maintaining a *Force whirlwind*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power. If a target within a *Force whirlwind* is attacked or otherwise damaged or moved down the condition track by you or one of your allies, the effects of the *Force whirlwind* end immediately.

Ionize

You call upon the Force to overload electronic systems and droids, damaging or even destroying the unit. **Time:** Standard action. **Target:** One target within 6 squares and within line of sight.

Make a Use the Force check. Compare the result to the target's Reflex Defense. If the check result equals or exceeds the target's Reflex Defense, the target takes damage as determined by the results of your Use the Force check:

DC 20: The target takes 4d6 points of ion damage.

DC 25: The target takes 5d6 points of ion damage.

DC 30: The target takes 6d6 points of ion damage.

Special: You can spend a Force Point to increase the ion damage dealt by this Force Power by 2d6.

Kinetic Combat [Telekinetic]

You use the Force to manipulate your chosen weapon, allowing it to operate independent of your grasp. **Time:** Standard action. **Target:** You.

Make a Use the Force check. If you succeed on a DC 20 check, you can telekinetically move a one-handed melee weapon you hold up to 12 squares and make an attack with it. The weapon is considered held by you, even if it is hovering nearby and not in your hands. The attack uses your base attack bonus modified by your Charisma modifier as the attack bonus for the attack. A successful attack deals normal melee weapon damage, adding one-half your heroic level to damage as normal and substituting your Charisma modifier for your Strength modifier for damage. Talents and feats that would normally enhance a weapon's use do not do so while you are using *kinetic combat* to wield the weapon (for example, you cannot use Mighty Swing or Power Attack while wielding the weapon). The weapon threatens all squares adjacent to it, and it can be used to make an attack of opportunity if a target provokes one from the weapon. Any attacks of opportunity made by the weapon count as though they were made by you.

Special: You can maintain *kinetic combat* from round to round, extending the normal duration. Maintaining the *kinetic combat* power is a swift action, and as a standard action each round you maintain it you can direct the weapon to move up to 6 squares and make a single attack against a target adjacent to the weapon, though the weapon must remain within 12 squares of you or the power's effect ends. If you suffer damage while maintaining *kinetic combat*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power.

You can spend a Force Point to gain a +1 bonus on attack rolls with a weapon wielded using *kinetic combat*.

Resist Force

You use the Force to protect yourself from an enemy's Force powers. **Time:** Standard action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any.

DC 15: You gain +1 to the Defense score of your choice against Force powers used against you until the beginning of your next turn.

DC 20: As DC 15, except the Defense bonus increases to +2.

DC 25: As DC 15, except the Defense bonus increases to +5.

Special: You can spend a Force Point to apply the bonus provided by this power to any two Defense scores of your choice.

You can maintain *resist Force* from round to round, extending the normal duration. Maintaining the *resist Force* power is a swift action. If you suffer damage while maintaining *resist Force*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power. You may have multiple instances of *resist Force* active at once, but maintaining each one requires a swift action each round, and each one must be activated by a separate use of *resist Force*.

Slow [Telekinetic]

The Force enables you to slow your targets as if they are encumbered by an extremely heavy load, making it difficult for them to move. **Time:** Standard action. **Target:** One creature or droid within 12 squares and within line of sight.

Make a Use the Force check. If your result equals or exceeds your target's Fortitude Defense, they take the following effects as determined by your check result:

DC 15: Target's speed is reduced by 1 square until the beginning of your next turn. The target is also encumbered, as though carrying a heavy load, taking a –10 penalty on Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim checks.

DC 20: As DC 15, except speed is reduced by 2 squares.

DC 25: As DC 15, except speed is reduced by 3 squares.

DC 30: As DC 15, except speed is reduced by 4 squares.

The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

Special: You can spend a Force Point impose a –5 penalty to your target's Fortitude Defense against the use of this power.

Valor [Light Side]

You call upon the strength of the Force, reaching out to your ally and sharing your strength with them. **Time:** Standard action. **Target:** One ally within 12 squares and within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: The target gains a +1 bonus to Will Defense against mind-affecting and fear effects until the start of your next turn.

DC 20: As DC 15, except the bonus increases to +2.

DC 25: As DC 15, except the bonus increases to +5.

DC 30: As DC 15, except the bonus increases to +10.

Special: You can spend a Force Point when you activate this power to have the bonus apply against all effects that target Will Defense (not just mind-affecting and fear effects).

You can maintain *valor* from round to round, extending the normal duration. Maintaining the *valor* power is a swift action. If you suffer damage while maintaining *valor*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue maintaining the power. You may have multiple instances of *valor* active at once (affecting different allies), but maintaining each one requires a swift action each round, and each one must be activated by a separate use of *valor*.

Wound [Dark Side]

You cause spasms in the lungs of your target, painfully injuring them. **Time:** Standard action. **Target:** One creature within 6 squares and within line of sight.

Make a Use the Force check. Make one roll and compare the result to the target's Fortitude Defense. If the result equals or exceeds the target's Fortitude Defense, it takes 4d6 points of Force damage. The target adds a size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0

Special: If the target moves 1 or more steps down the condition track, the condition becomes persistent until the target is treated with a DC 20 Treat Injury check to perform surgery.

You can spend a Force point to increase the damage by 2d6.

Force Talents

When a character who has the Force Sensitivity feat would normally gain a talent (such as from advancing to an odd-numbered level in a heroic class), he or she can instead select a Force talent from among those in Chapter 6 of the *Saga Edition* core rulebook or those presented below. If a character who has the Force Sensitivity feat is a member of a Force-using tradition (see page 57 of this book and page 103 of the *Saga Edition* core rulebook), he or she can instead select a Force talent from that tradition's Force talent tree.

ALTER TALENT TREE

The following new talents belong to the Alter talent tree.

Force Flow: For reasons unknown to you, the Living Force flows through you in an irregular fashion. Whenever you roll a natural 1 on an attack roll or Use the Force check, you gain one temporary Force Point. If you do not spend this Force Point before the end of the encounter, it is lost.

Illusion: As a standard action, you can spend a Force Point to create an illusion that seems perfectly real to anyone who views it. You designate the form and complexity of the illusion, as well as its size and location, and make a Use the Force check. When a creature views the illusion, compare the result of your Use the Force check to the creature's Will Defense; if your check result exceeds its Will Defense, it believes the illusion to be real. Any physical interaction with the illusion (such as touching it, passing through it, or shooting it with a blaster) immediately reveals the true nature of the illusion, and the creature is no longer deceived. The illusion lasts for a number of minutes equal to your heroic level.

The illusion's size also affects your Use the Force check, applying a penalty for exceptionally large illusions. The penalties are –1 for Huge illusions, –2 for Gargantuan illusions, –5 for Colossal illusions, and –10 for Colossal (frigate) or larger illusions.

This is a mind-affecting effect.

Prerequisite: Mind trick.

Telepathic Influence: You naturally and unconsciously influence those who are regularly around you. Whenever you roll a natural 20 on an attack roll or Use the Force check, instead of regaining all your spent Force powers you may instead choose to grant one ally within 12 squares a temporary Force Point. If your ally does not use this temporary Force Point before the end of the encounter, it is lost.

Prerequisites: Telepathic Link, trained in Use the Force.

Telepathic Link: You form an enhanced telepathic link with a willing ally with the Force Sensitivity feat as a swift action. The link is maintained until you choose to remove it (no action required). As long as you remain within one kilometer or your target, you and the target can communicate telepathically as though you were speaking. Once per encounter, you may use a Force power from your target's Force suite (if the target consents), or you may allow the target to use one of your Force powers. You may only have one telepathic link active at a time.

Prerequisite: Trained in Use the Force.

CONTROL TALENT TREE

The following new talents belong to the Control talent tree.

Beast Trick: You can use the *mind trick* Force power on creatures of Intelligence 2 and lower. However, a beast with an Intelligence of 2 or less still cannot perform any complex action or understand complex commands it wouldn't otherwise be able to understand; an affected beast might understand "Attack those Sith troopers!" but it would not comprehend, "Break into the command center and disable the communications array."

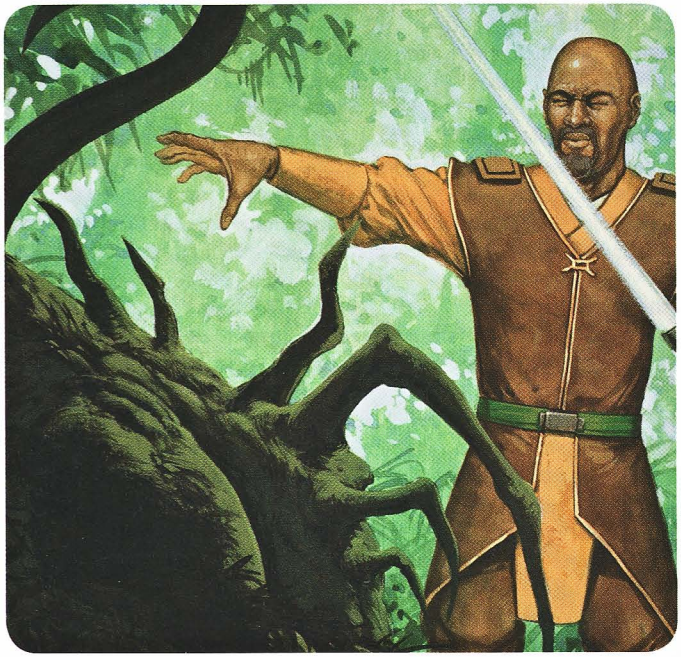
Force Suppression: If you use the *rebuke* Force power to attempt to negate or redirect a Force power used against you but fail to overcome your opponent's Use the Force check result, you instead lessen the effect of the Force power by one step. For example, if an opponent attempted to use the *slow* Force power on you and rolled a 21, if you fail to *rebuke* the power you only suffer the DC 15 effect instead of the DC 20 effect. This talent only affects Force powers that have variable effects based on your opponent's Use the Force checks, and powers with static DCs without variable effects (such as *Force lightning*) are unaffected.

Prerequisite: rebuke Force power.

"I'M ALLOWED TO BE ENIGMATIC WHEN I WANT TO BE!"

–JOLEE BINDO

JOLEE BINDO USES BEAST TRICK ON A CREATURE FROM KORRIBAN



FORCE TECHNIQUES

Force techniques represent a deeper understanding of the Force and, like martial skills, require years of practice. A few gifted or devoted Force-users learn to master them more quickly. In general, Force techniques are available only to characters with levels in certain Force-using prestige classes (such as Force adept, Jedi Knight, and Sith apprentice).

When you gain access to a new Force technique, you can select it from those on pages 102–103 of the *Saga Edition* core rulebook or from the techniques described below. Once selected, a Force technique cannot be changed.

Dominate Mind

When using *mind trick*, if you exceed your target's Will Defense by 10 or more points, your can choose what your target does with its standard action on its next turn.

Improved Energy Resistance

When you activate *energy resistance*, you can choose to have it affect one of your allies within 6 squares instead of you.

Improved Force Stun
Your successful *Force stun* also temporarily immobilizes the target for one round.

Improved Force Slam
When you use the *Force slam* power, you can change the time it takes to activate to a full-round action in order to target all targets within a 2-square radius originating in your square. You can spend a Force Point to increase the area to a 4-square-radius burst that originates from your square.

Improved Ionize
When you use the *ionize* power, you can spend a Force point to have the target take full ion damage (instead of halving the ion damage after comparing it to the target's damage threshold, as normal).

Improved Kinetic Combat
You can wield up to three weapons simultaneously using the *kinetic combat* power, though moving and attacking with one of the weapons is still a standard action.

Improved Resist Force
When you activate *resist Force*, you can choose to have it affect one of your allies within 6 squares instead of you.

Improved Valor
When you activate *valor*, you gain the benefits of this power as well.

Improved Vital Transfer
You can use the *vital transfer* power against a target within 6 squares and line of sight.

Language Absorption
You can use telepathy to forcibly learn a language from another creature. If the target is unwilling, you must succeed on a Use the Force check against the target's Will Defense, as with the telepathy aspect of the Use the Force skill. You retain the ability to speak and understand this language for 24 hours.

Jedi Organizations
Throughout the *Knights of the Old Republic* era, the formal organization of the Jedi Order adjusts and changes more frequently than in other eras. Some of these adjustments occur as the Jedi Council attempts to exert more control over the Order, but many are in response to external forces, such as the many wars of the era that directly impact all Jedi. See **Chapter 9: The Jedi** for the status of the Order during particular years. Some organizations included here might be available or fully functional only at specific times.

Master Vandar Tokare



Jedi Academies and Enclaves
Throughout this era, Jedi training continues to be largely decentralized. For many, training takes place at academies and enclaves scattered through out the galaxy. Even though these organizations recognize the direction of the Jedi High Council on Coruscant, they operate independently and promote their own philosophical views on the Force. The terms academy and enclave are sometimes used interchangeably. However, academies are educational facilities, whereas enclaves provide living quarters and support for fully trained Jedi. An enclave might house its own Jedi Council, and might have an attached academy. In either case, academies and enclaves are communal facilities, providing living quarters, meeting space, and safe haven to members. Examples of academies and enclaves include:

Jedi Temple on Coruscant
The most prominent Jedi Academy is located at the Jedi Temple on Coruscant, under the auspices of the Jedi High Council. This academy is usually the largest in the order, but its size and overall influence fluctuates with political and military events that impact Coruscant. Training methods vary, but the Master and apprentice model is most often used.

Jedi Enclave on Dantooine

The Jedi enclave on Dantooine is one of the oldest enclaves and academies in the Order. A satellite Council here manages Jedi affairs on nearby worlds in the Outer Rim, and the chambers serve as a meeting place for the Coruscant High Council when the Council is in the area. Many prominent Jedi students of the era study here. The enclave is completely destroyed by Darth Malak during the Jedi Civil War. The site is abandoned and in ruins for many years after the Sith attack, but it is eventually rebuilt.

Using Academies, Enclaves and Praxeums

The decentralized and wide variations in Jedi teaching techniques and organizations during this era provide Gamemasters with a lot of flexibility in their own games. The Gamemaster might place the campaign in a familiar setting, such as the Jedi Enclave on Dantooine or Jedi Temple on Coruscant, and find plenty of material in this book to support it. The Gamemaster can also create a Jedi training facility populated with characters and backstories of his or her own devising, giving the Gamemaster the advantage of full control over the characters' fate and interaction with the player characters. Examples include:

The Solo Master: A single Jedi Master provides training for one or more apprentices, often on an isolated planet. The Master might be a Jedi Watchman for the planet, or a freethinking Jedi, promoting his own view of the Force without disruptions from the Jedi Council. His views are not likely to be radically different from other Jedi, such as promoting the dark side, but might be thought of as subversive or dangerous to the Council itself.

The Satellite Academy: A small teaching facility run by several Jedi Masters and Knights with a small number of students. A satellite academy is attached to a larger or more prominent facility, such as the Jedi Temple on Coruscant or the Jedi Enclave on Dantooine. Students might train at this smaller facility for a limited time, or they might be permanent residents, making short trips to the main academy for additional training. These satellites might also provide other Jedi services. The Jedi Tower on Taris is an example of a satellite academy.

The Regional Enclave: A moderately sized Jedi enclave that serves as a regional center for Jedi personnel and major contact point for area governments and other organizations to work directly with the Jedi Order. The enclave might not have a Jedi Council of its own, but it will at least have one Jedi Master who is recognized as the leader. The enclave might promote its own view of the Force, or might support one of the other major academies or the Jedi Temple on Coruscant. It might have an educational component, either as a satellite facility or a full-fledged academy with many students. The enclave might have considerable influence in the area, ranging from a local presence to planetary or sectorwide influence.

Taris Academy

The Taris Academy, housed in the Jedi Tower on the planet Taris, is an example of a smaller training facility. Early classes vary in size, but in the years immediately before the Mandalorian Wars, it is home to five Masters with a single student each. In addition to teaching, the Masters there contribute to planetary security, with their Padawans keeping justice as part of their training. The Jedi order and local officials do not know that the five Masters are also the First WatchCircle of Krynda's Covenant, sent there to investigate possible Sith threats to the galaxy. When these Masters perceive such a threat from their own students, they murder them and blame the lone surviving student, Zayne Carrick. The academy is closed, and the Jedi are recalled to Coruscant. The building is later used as a headquarters for the Mandalorian invaders until its destruction by the planetary resistance.

The Jedi Covenant

An example of the limited reach and effectiveness of the Jedi High Council, the Jedi Covenant is a secret organization established within the Jedi Order. The Jedi High Council on Coruscant is unaware of its existence. The Covenant is wholly dedicated to preventing the return of the Sith. Covenant members depend heavily on visions and farseeing for guidance. Their fanatical dedication to this task leads them down paths that most Jedi would never find acceptable. However, they have been able to operate and grow without significant interference for twenty years before the Mandalorian onslaught.

Krynda Draay establishes the Jedi Covenant after her perceived failure to recognize the threat Exar Kun represented to the Jedi and the galaxy. Funded by the assets of her dead husband's fortune, she dedicates herself and her new organization to defeating the Sith. To achieve this goal, the Covenant recruits Jedi of many traits and talents. At its core, the Covenant depends on Jedi Consular vision techniques developed by Krynda. She trains other Consulars, organizing them into WatchCircles. They passed significant information on to Jedi Guardians and Jedi Shadows within the Covenant, enabling them to carry out any tasks necessary to support or prevent the Consulars' visions from coming true.

At least, that is the theory. In reality, the situation is more complex and fluid. Those involved in the Covenant are on constant guard to keep the greater Jedi Order from discovering their activities. Many also have influential connections that they wish to protect or wield, in addition to their own ambitions within the Jedi Order. As such, the flow of information is not as direct as planned, and those acting upon the information are not always those intended in the structure of the Covenant. This produces conflict and stress within the organization, because some individuals act in their own interest or as they see fit, even though others see such actions as a risk to the entire Covenant. In some cases, a WatchCircle revealed to the Jedi Order or of the general public can be severed from the organization, framed as a single group of fanatics or wayward Jedi.

The Jedi Covenant Hierarchy

Krynda Draay and Haazen: Krynda Draay has the power, finances, and will to build the Covenant. She works with Haazen to establish the details and organization. In the years before the Mandalorian Wars, Haazen directs the day-to-day operations of the Covenant, leaving Krynda to concentrate on visions and WatchCircle training.

WatchCircles: WatchCircle cells are groups of three to eight Consulars, called Seers of the Circle. They typically use farseeing, visions, and Krynda's group techniques to foresee the future. Over time, WatchCircles are quietly installed across the galaxy, particularly near locations where Sith threats have been foreseen. Some are devoted to early warnings on various aspects of galactic life, such as the Economic WatchCircle. The WatchCircle of Lucien Draay is known as the First WatchCircle. Other WatchCircles are named for fallen Jedi heroes of the Sith War, such as WatchCircle Vodo for Vodo Siosk-Baas.

Executors: Each WatchCircle has a single Jedi Guardian who acts as an Executor, the facilitator who manages logistical details so the WatchCircles can do their job. The Executor is also responsible for reporting the WatchCircle's findings and activities back to Haazen. Executors also operate individually, providing general security for the Covenant. In all cases, these individuals are selected for their inability to use farseeing or other significant precognitive abilities, so that they do not taint or influence the findings of their WatchCircles.



KRYNDA DRAAY'S JEDI COVENANT

Covenant Shadows: The Covenant Shadows operate at the direction of Haazen, at the request of an Executor, to carry out assignments and missions that a WatchCircle or Executor should not be associated with. When undertaking a mission, the Shadow operates under the Executor's authority, but the Shadow is detached from the Executor's group once the task is complete. Missions include investigating possible Sith-influenced individuals, as well as locating and acquiring Sith artifacts. They operate alone in most cases. The Shadows are removed from the rolls of the Jedi Order, either through bureaucratic subterfuge, or by being falsely reported dead. They give up their former lives in their dedication to the eradication of the Sith. The only full list of Shadows is kept at the Draay Estate and is maintained by Haazen, Lucien Draay, and a small number of other Guardians involved in logistics.

Other Force-Using Traditions

The mysteries and manipulations of the Force have never been solely the province of the Jedi and Sith. These two groups dominate the galactic stage for thousands of years, but many worlds and cultures establish their own traditions based on their own cultures and understanding of the Force. Unlike the Jedi and Sith, these traditions rarely seek dominance of all Force teaching.

In the *Knights of the Old Republic* era, most Jedi view non-Jedi traditions as misguided at best, or downright threatening if the tradition embraces the dark side. As always, dark side threats are sought out and eliminated where possible. Other traditions are tolerated, even embraced, especially when the Jedi believe they can learn something new. However, the Jedi still attempt to convert practitioners of these other traditions to the Jedi Order.

The Sith, on the other hand, attempt to dominate all other traditions. Exactly how they view a specific tradition depends on the strength of the Sith. When the Sith number in the thousands, such as during the Sith wars, they attempt to eradicate all other traditions. They corrupt and convert those open to their teachings, and eliminate all others. When the Sith numbers are reduced, or are operating under Darth Bane's rule of two, they rarely take on another tradition directly. However, they might still attempt to recruit apprentices from these traditions.

In the *Knights of the Old Republic* era, many more traditions are operating throughout the galaxy than in the classic era. Practitioners of these traditions are most likely found on their homeworlds, or within their home cultures. However, individual practitioners might travel to other worlds on occasion.

Jal Shey

The Jal Shey is one of the oldest known Force traditions, and one of the most wide-ranging. Unlike other traditions, the Jal Shey study the Force from an intellectual, scientific point of view, rather than a spiritual journey. The Jal Shey are regarded as effective and sincere diplomats, on par with the greatest Jedi negotiators. Unlike the Jedi, the Jal Shey spend less effort on physical pursuits, even where the Force is involved. But their understanding of the Force is considerable, enabling them to create items that improve their abilities simply by wearing them. Force-users from other traditions are able to imbue the Force into weapons for their own personal use, but the Jal Shey have perfected a method of extending their improvements to anyone who wields their items.

The origins of the Jal Shey remain lost to the mists of time. They are nomadic by nature and do not settle for long on any particular world. Instead, they seek out places that might improve their knowledge of the Force. They might research a dark side nexus or study another tradition or seek to learn the history of a particular species if it could lead to new insight. However, the Jal Shey are not only scholars and observers of the Force. They also participate in the society around them, using their knowledge to help improve the lives of others. They are especially adept at diplomacy, negotiation, and spirited debate. They act as intermediaries in disputes ranging from simple arguments to negotiated settlements of great complexity—even wars.

The Jal Shey are not great in number. They fall into three categories: neophytes, advisors, and mentors. Advisors' diplomatic missions make them likely to be encountered traveling throughout the galaxy. Neophytes typically study with mentors until they are ready to accept investigative and diplomatic missions of their own. The Jal Shey recruit Force-users from many worlds and many species, but they are highly selective, choosing only those they believe will accept the Jal Shey way of life and contribute to their scholarly and diplomatic efforts. Thus, those tainted with the dark side and those who present an affinity for combat are not normally selected.

Many Jal Shey learn basic lightsaber techniques for defense, but they rarely specialize in them. Their defenses are not as strong as many Jedi techniques, hence their desire and ability to create armor, belts, and other items to augment their abilities. It is believed that they achieve this through a combination of imbuing the item with the Force and applying technology that helps enhance the Force for the user. The nomadic Jal Shey have been creating such items for uncounted years, and many of their creations have found their way into shops and military stores scattered throughout the galaxy.

Jal Shey Talent Tree

The Jal Shey concentrate on studying the Force, improving their diplomacy, and applying their knowledge to their trappings. You must be a member of the Jal Shey tradition to use any of these talents.

Action Exchange: Whenever you successfully use Force Delay, you grant one ally within six squares and line of sight the ability to trade a move action for another standard action on his next turn.

Prerequisite: Force Delay.

Force Delay: Jal Shey verbally startle opponents with a little help from the Force. Once per encounter, make a Persuasion check against the Will

Defense of a target of Intelligence 3 or higher that can understand you as a reaction. If successful, the target loses its move action on its next round. If you spend a Force Point, the target loses its standard action instead.

Prerequisite: Trained in Persuasion.

Imbue Item: You can spend a Force Point to imbue a specially crafted weapon, item, armor, or article of clothing with the power of the Force. Imbuing the item requires a full round action. As a full-round action, the wearer of such an item can open himself to the Force, transferring one of their Force Points into the item. You can then use a swift action to spend a stored Force Point at any later time, even in the same round that you spend a Force Point of your own. You can attune only one item per 24 hours, the item functions only for you and a given item can only store one Force Point at a time. You cannot wear more than one attuned item at a time, and you can spend only up to a maximum of two Force Points in a round (one of your own plus one from an item).

Knowledge of the Force: You can use your scholarly knowledge of the Force to help others reach their full potential. You can spend a Force Point as a reaction to aid another ally within 6 squares on a Use the Force check, following the normal rules for the aid another action as usual.

Keetael

On the Draethos homeworld of Thosa, warriors and hunters dominate the culture. Unsurprisingly, the Draethos Force tradition of Keetael uses the Force to increase fighting and hunting prowess. The Keetael do not teach strict adherence to using either the light side or the dark side of the Force. Instead, they use aspects of each to improve their combat, hunting, and fighting abilities. The Keetael recognize the light and dark sides of the Force, but counsel against following either exclusively. Following solely the light side might prevent victory in battle, and exclusively following the dark side leads to vengeful and selfish warriors who put their own importance over those they defend. Those Draethos more aligned with the light side of the Force seek to join the Jedi ranks, because their pacifistic tendencies make them unwelcome in Draethos society. Keetael fallen to the dark side are often destroyed by their fellow warriors, who recognize true threats to their existence.

Keetael is a mysterious but not secretive tradition. They are relatively few (only in the hundreds), as are the number of Draethos Force-users. Many practitioners choose to conceal their abilities and membership, not out of fear of reprisal, but to maintain a significant advantage over their opponents in battle. When a Force-user is identified by a member of the Keetael, they receive intense training to hone and control their abilities. However, they do not live or train in isolation. Instead, Keetael initiates participate in extended training hunts, called Ube-tel. These hunts last for weeks on end, with one or more Keetael Masters leading up to a dozen initiates on ancient trails through the brutal Thosa wilderness. Early hunts focus on discovering the inherent abilities of the Keetael initiates. Later hunts increasingly focus on controlling abilities and learning how to use them efficiently, even when attempting other tasks. The Ube-tel has no set schedule. Once an initiate completes a hunt, months or years may pass before another is undertaken, especially after an initiate reaches adulthood.

Initiates are also taught the customs and history of the Keetael. Rather than carrying lightsabers, they use the same weapons as the rest of Draethos society. Though few wear few trappings that identify them as members of the order, each initiate receives a small silver disc upon completion of training. One side is inscribed with an elaborate series of circles, the symbol of the order, and the other side carries the symbols and signatures of the Keetael masters and initiates involved in the individual's training. The disc is a symbol of membership in the order. However, members are not required to display it or even carry it.

Because the Draethos live for hundreds of years, a Keetael master might teach thousands of initiates over a lifetime. The Keetael operate as a loose fellowship, focusing on the training of new members. They do not act or live in large numbers. Keetael regard themselves as regular members of their families and clans, albeit with unusual abilities. Keetael who lean more toward the dark side occasionally band together to become a potent mercenary or criminal group. Keetael Masters might live among a single community, but most travel the lands, seeking new initiates and leading Ube-tel, especially in regions where no established masters operate openly.

Keetael Talent Tree

Keetael learn to efficiently and secretively manipulate the Force in combat. Because of their long lives, they gain certain advantages when attempting to view the past through Force. You must be a member of the Keetael tradition to use these talents.

Conceal Force Use: You have learned to use the Force without telltale gestures, reducing the disturbance created in the process. Whenever you make a Use the Force check, as a swift action you can make a Deception check to convey deceptive appearances in order to conceal the effects of your Force use. Normal modifiers for the deception's complexity still apply.

Force Direction: You use the Force to guide your ranged attacks to their target. Whenever you spend a Force point to add to a ranged attack roll, you can always add +3 (or +4, if you roll d8s for Force Points) instead of rolling the die.

Force Momentum: You use the Force to add to the impact of your melee weapon, increasing your damage. Whenever you spend a Force point to add to a melee attack roll, if the attack hits you can also add the Force point's result to the damage roll.

Past Visions: The long-lived Draethos are particularly adept at searching and understanding the past. When using *farseeing* to look into the past, reduce your DC numbers by half. Also, you are able to see everything within 6 squares of your target clearly without spending a Force Point.

Prerequisite: Visions.

The Krath

The Krath is a Sith-inspired organization created by the cousins Satal and Aleema Keto, heirs to the Empress Teta system (formerly the Koros system of the Unification Wars). The two cousins and a number of other rich and spoiled aristocrats teach themselves a bit of Sith magic from artifacts recovered by Jedi Master Odan-Urr during the Great Hyperspace War a thousand years earlier. The group call themselves the Krath, a name based on a fearsome creature of legend. After recovering a book of Sith secrets from a museum on Coruscant, the cousins proceed to the planet Onderon, which is in the midst of a revolt by supporters of the ancient Sith Lord Freedon Nadd.

The spirit of Freedon Nadd has been working with Onderon's King Ommin to sustain the Sith ways. However, Nadd realizes that the King is on the brink of defeat by Jedi and Republic forces, so he transfers his support to Satal and Aleema, promising to guide them into a new Sith Golden Age. The cousins escape Onderon and return to the Empress Teta system, where they stage a coup to take control of the seven worlds. However, the populace revolts, resulting in a systemwide struggle in which the Krath unleash their new Sith powers, including impressive Sith sorcery and large-scale illusions. The Krath also skirmish with Jedi forces, using their Krath war droids in a preemptive strike that results in the death of Master Arca.

The death of Master Arca has a profound impact on Jedi Ulic Qel-Droma. He pledges to bring down the Krath from the inside, by posing as a fallen Jedi. Ultimately, Ulic is seduced into joining the dark side by Aleema, killing Satal in the process and taking his place as one of the rulers of the Krath. In his new position, he finds himself battling the Jedi forces who sought to save him from the Krath deceptions. During a climactic battle, Exar Kun appears and engages Ulic in lightsaber combat. At that moment, the spirit of the Dark Lord of the Sith Marka Ragnos appears, drawn by the Sith amulets both combatants wear. The Sith spirit orders the two to join forces so that they can bring about the predicted return of the Sith.

The two become allies. Exar Kun follows his own path to create Sith converts from the Jedi. Ulic leads the military forces of the Krath, joining them with the Mandalorians after defeating Mandalore the Indomitable in single combat. The battles rage across the galaxy, including Coruscant. Aleema falls as she triggers the destruction of Ossus, betrayed by Ulic for her lack of loyalty. Eventually, Ulic realizes his mistake in following the dark side, but only after he kills his brother Cay, and Nomi Sunrider blinds him to the Force. Ulic leads the Jedi to Yavin 4, in an attempt to stop Exar Kun. They are successful, though unaware that Kun's spirit survives, trapped within one of his temples. The remaining Krath forces are destroyed or scattered. Some Sith forces retreat to the outer rim, near Korriban.

The Krath are an unusual combination of reclaimed Sith learning and direct influence from Sith spirits. None of the early Krath receive formal Sith training. Instead, they piece together techniques and Sith magic from artifacts and occasional input from powerful Sith spirits. Rather than avoiding the dark side, the Krath have no such inhibitions and follow their investigations in any direction they deem worthy. They learn how to use ancient Sith amulets, project massive and destructive Sith illusions, and wield Sith sorcery.

A Krath Death Witch is not to be trifled with



Those Krath that survive the end of the Sith war are scattered in the Outer Rim, mainly in the regions around Korriban. Some Krath are absorbed into older Sith settlements, but others continue on their own, with little outside influence. These Krath continue to delve the depths of the dark side, but without the benefit of ancient Sith teachings or access to the technology left behind in the Empress Teta system. During the following decades, Jedi and Republic forces occasionally clash with these isolated pockets.

The Krath Talent Tree

The Krath specialize in experimenting with the dark side and Sith sorcery. You must be a member of the Krath tradition to take any of the talents described here.

Dark Side Manipulation: Your Sith sorcery experimentation has provided you with a method of manipulating the dark side. Once per encounter, when using a Force Point in an act that would give you a dark side point, you may treat the Force Point as though you had rolled the maximum on the die.

Krath Illusions: As a swift action, you can reduce the penalty for large illusions by one half (rounded down, minimum –1).

Prerequisite: Illusion.

Krath Intuition: You have a natural ability to use dark-side artifacts, such as Sith talismans and alchemical weapons. Once per encounter, you may spend a Force Point to treat the damage from a Sith alchemical weapon as though you had rolled the maximum damage on the dice.

Krath Surge: Once per encounter, using rudimentary Sith sorcery, you channel dark side energy in a manner that boosts one use of a Force power. As a swift action, you can add 1 die of damage (if the power deals damage) or extend the range of the power by 6 squares (if it has a range beyond yourself or a single target). Using this talent automatically adds the *[dark side]* descriptor to the power used.

Luka Sene

Connection to the Force is far more common among Miralukans than other species. Miralukans also rely on the Force more than any other species because they depend on the Force to sense their surroundings in lieu of their lost eyesight. Thus, Miralukans do not regard beings with Force as seers or mystics, and mystically based Force traditions have few supporters in Miralukan society.

However, some Miralukans do present an increased aptitude with the sense-based aspects of the Force. Once identified, Miralukan educators and leaders encourage such individuals to join the Luka Sene, a formal organization, with meditation and education chambers in most cities on their homeworld. The Luka Sene concentrates first and foremost on developing the powers of their membership, particularly sense-related powers. Luka Sene is academic in atmosphere and culture. Mysticism is still present, but used by most members as a basis for more practical application of Force powers. Offworlders regard the Luka Sene as a university for Force-users, a place where classes and education take place, but not a tradition that dominates an attendee's personal life to the degree seen in the Jedi, Sith, or other traditions.

Members of the Luka Sene participate in all aspects of society and all fields. Most have only small degrees of increased sensitivity, which they use to improve their own lives, careers and Miralukan society. Those more gifted in the Force might become Administrators, Masters, or Mentors in the Luka Sene organization. A few eventually leave to join the Jedi Order. It is uncommon to encounter a Luka Sene member off of their homeworld, but some travel to meet with the Jedi Order, or at the uncommon request of an off-world family seeking advice on a talented child.

The Luka Sene provides guidance to protect Miralukans from falling prey to the dark side. Miralukans' inherent sensing abilities are not normally regarded as a threat, but they can still provide a path to the dark side, especially in the talented individuals targeted for Luka Sene training. Some Miralukans seek to develop powers contrary to the Luka Sene's emphasis on the light and practical sides of Force use. When a Miralukan is suspected of falling to the dark side, a Luka Sene team called the Sene Seekers might search him or her out to alter the individual's path. If redemption is hopeless, these teams are accompanied by security personnel to help capture or eliminate the dark sider.

The Luka Sene Talent Tree

The Luka Sene build upon the natural Miralukan sense-based abilities. You must be a member of the Luka Sene to take the talents described below.

Field Detection: As a swift action, make a DC 15 Use the Force check. If the check succeeds, you can detect the presence, general strength, and origin (or direction of origin if the source is out of range) of electromagnetic and energy fields within 12 squares of you. You can also determine the type of field, allowing you to detect communications devices, sensors, and other electronic equipment. When dealing damage to a person or droid using a personal shield, or to a vehicle with shields active, a successful check allows you to detect minute fluctuations in the shield, reducing their SR by –5 against your attacks until the end of your turn.

Prerequisite: Trained in Use the Force.

Improved Force Sight: Your natural Force sight is more precise than that of your fellow Miraluka. You can use the Search application of the Perception skill as a swift action. Additionally, you always succeed when using the Sense Surroundings application of the Use the Force skill (no roll required).

Prerequisite: Force sight species trait, trained in Use the Force.

Luka Sene Master: You are a master of Luka Sene techniques and an expert in using sense-related talents and powers. Once per encounter, you gain a temporary Force Point that you must spend when activating a talent from the Sense or Luka Sene talent trees, using the *farseeing* Force power, or on a Use the Force check made to use the Search Your Feelings or Sense Force applications of the skill. The Force Point is lost if not used before the end of the encounter.

Prerequisites: Field Detection, *farseeing*.

Quickseeing: As a free action on your turn, you can make a Use the Force check against a living creature within 12 squares, removing one use of the *farseeing* Force power from your active suite (as though you had activated the power). If your check result equals or exceeds the Will Defense of the target you gain a +2 insight bonus on attack rolls against that target until the end of your turn. This counts as using the *farseeing* Force power against that target, but this talent replaces the normal rules and effect of that power.

Prerequisites: Trained in Use the Force, *farseeing*.

Order of Shasa

The Order of Shasa is a new Force tradition, formed just after the end of the Jedi Civil War. Named for its founder, the Order is exclusive to the planet Manaan and its native species, the Selkath. Toward the end of the Jedi Civil War, Shasa and a number of other young Selkath are lured to the Sith Embassy,

where they receive Sith training. Their training is short-lived. Revan intervenes, proving to Shasa and the others that the Sith are distorting the truth and setting them up to serve as a puppet government under Sith control.

After the war ends, Shasa realizes that if Manaan is to remain truly neutral in the coming years, the Selkath must not rely on the Jedi anymore than they rely on the corrupt Sith. However, Force-sensitive Selkath still need training and guidance to develop their powers and avoid the dark side. Shasa and the other Sith-trained Selkath develop a doctrine of peace and defense, creating an organization initially known as the Order. With few members formally trained in the ways of the Force, the Order rapidly discovers that dark side temptations are a constant threat. Those with Sith training have difficulty disregarding their early lessons, especially when they were so powerful, useful, and tempting.

The Order of Shasa struggles to resolve the conflict between ideals derived from the light and techniques based on the dark side, seeking a path of moderation between the light and dark. The Sith deception fresh in her mind, Shasa has avoided contacting the Jedi or any other Force-using tradition for aid. However, if dark side proponents make significant advances or begin to influence new members of the Order, she will not hesitate to seek advice from a Jedi she trusts, or from another Force tradition with a good reputation, such as the Jal Shey.



THE ORDER OF SHASA KNOWS HOW TO DEAL WITH THE SITH

Because the Order is so new, initiates undergo little formal training. Those teaching have little more experience than those learning. However, Shasa has instituted one formal initiation requirement—the Rite of Fira. Students deemed ready to become full members of the Order are sent on a special quest that serves as a final test of their abilities, reminding them of the reason the Order was founded and providing them with a weapon for personal defense. The Rite of Fira requires the initiate to swim to the wreck of the kolto harvester destroyed by Revan in the Hrakert Rift. After removing a piece of metal from its cortosis-laden hull plating, the initiate must then use the heat from volcanic vents on the ocean floor to craft the cortosis into a fira—a curved, lightsaber-resistant sword, which members of the Order can use to defend themselves against possible Sith—or even Jedi—threats.

Order of Shasa Talent Tree

The Order is still developing training techniques and abilities. You must be a member of the Order of Shasa to take any of the following talents.

Deception Awareness: Realizing how the devastating the consequences would have been if the Sith had successfully deceived her and her companions during the Jedi Civil War, Shasa has developed a technique for using the Force to detect deceptions. You gain +5 to your Will Defense against uses of the Deception skill. Additionally, you can make a Use the Force check instead of a Perception check to sense deception and sense influence. You are considered trained in Perception for the purpose of using this talent. If you are entitled to a Perception check reroll, you may reroll your Use the Force check instead (subject to the same circumstances and limitations).

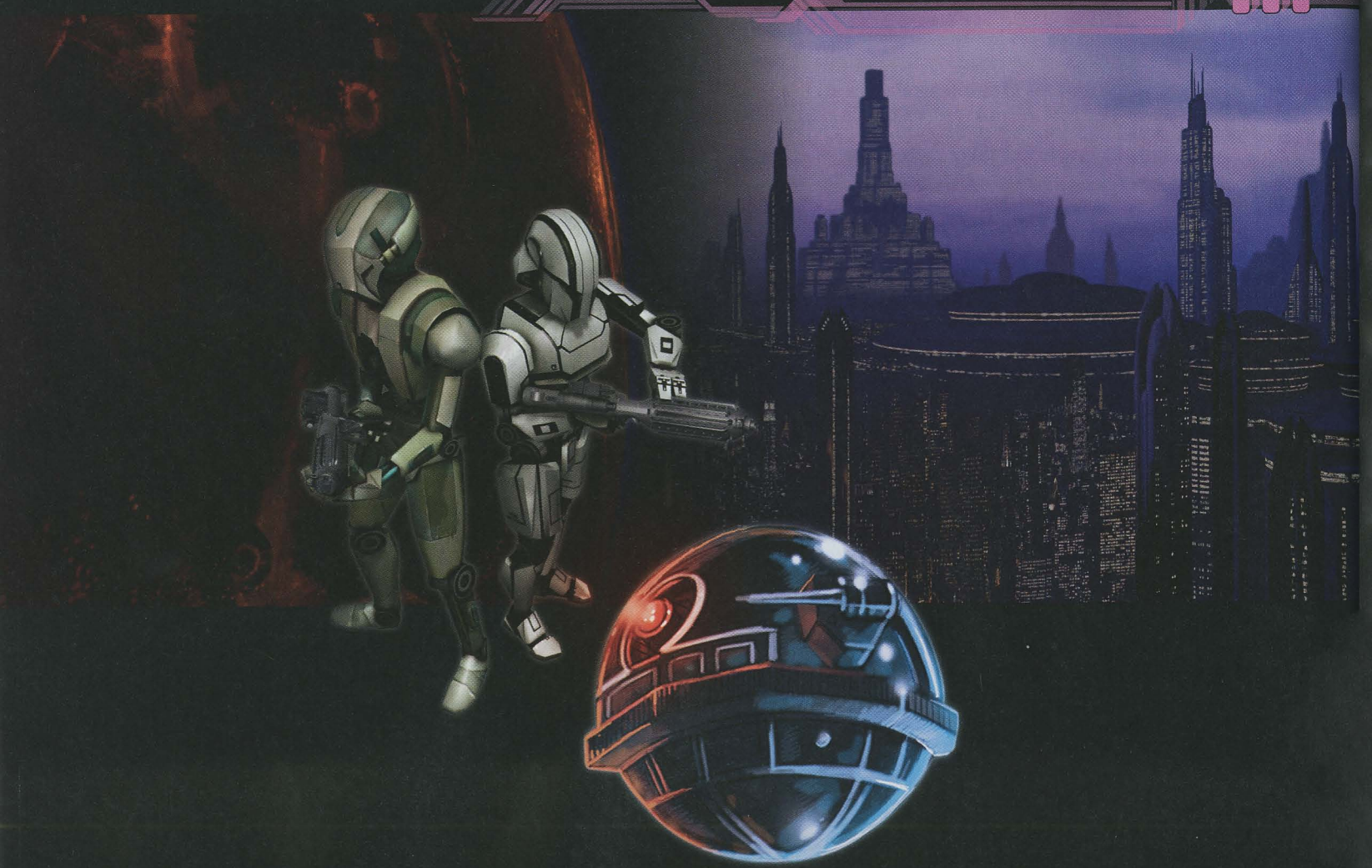
Greater Weapon Focus (Fira): You have mastered the chosen weapon of the Order of Shasa. You gain a +1 bonus on melee attack rolls with a fira. This bonus stacks with the bonus granted by the Weapon Focus feat.

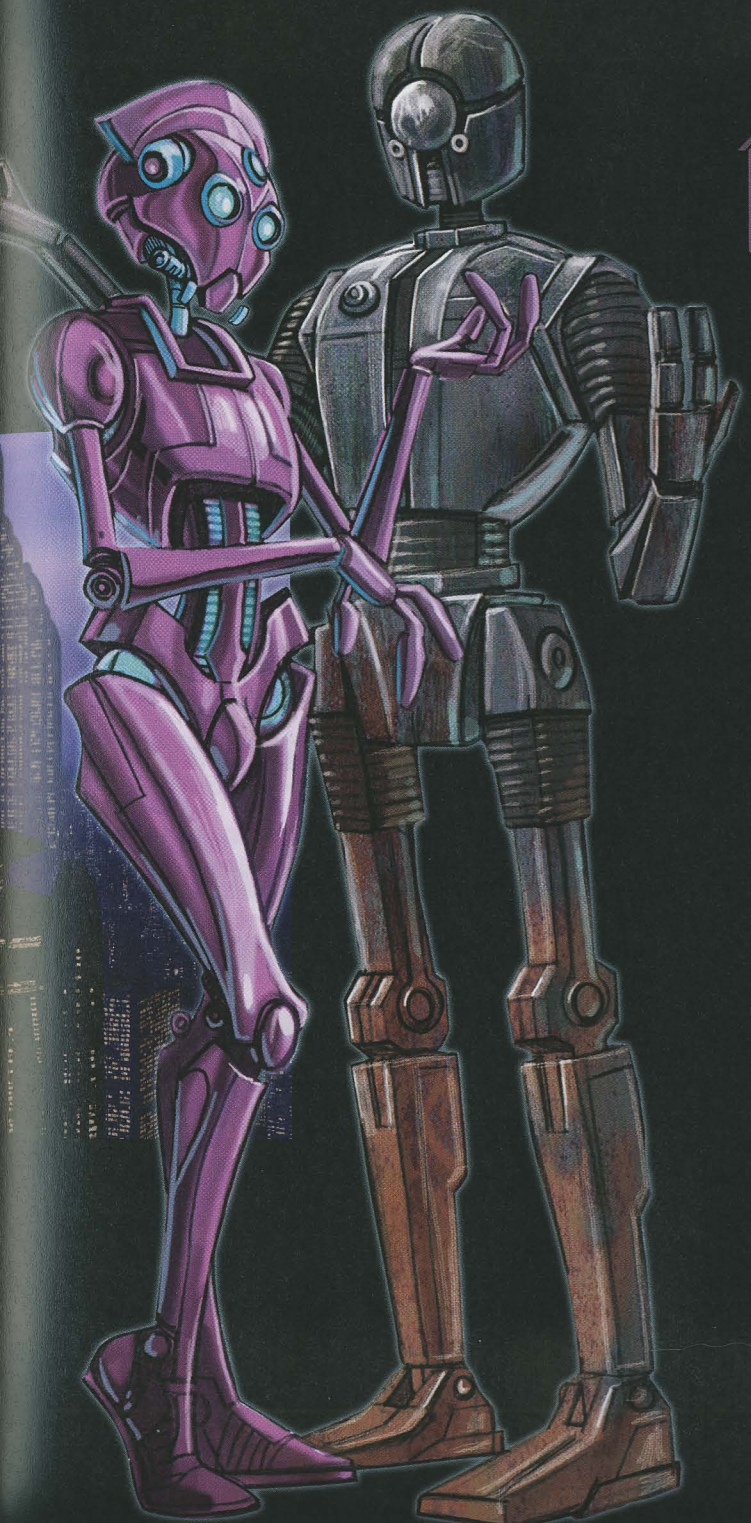
Prerequisite: Weapon Focus (fira).

Progenitor's Call: You have learned to sense the call of your ancestors and wield it through the Force. Once per encounter, you can telepathically disrupt an enemy by making a Use the Force check against the target's Will Defense. If you succeed, the target is confused by the call, moving -1 persistent step down the condition track and losing its standard action on its next turn. A creature can only be affected by this power once per encounter, and the persistent condition can be removed with a DC 15 Treat Injury check or by resting for 8 hours. This is a mind-affecting effect.

Waveform: Taking cues from Manaan's oceans, you know how to emulate wave action using the Force. As a swift action, when you use a telekinetic Force power (that is, a power affected by the Telekinetic Power or Telekinetic Savant talents), you manipulate the particles of the environment around you to add to the force of impact, allowing you to add your Charisma modifier to any damage dealt (minimum +1).

Chapter V
Equipment and Droids





A *Knights of the Old Republic* campaign takes place during a time of technological innovation. New weapons and armor appear on the galactic market every day, and the constant warfare requires arms makers to keep abreast of the latest technological trends. Despite the rapidly advancing pace of technology, relics of older eras remain in active use. As some planets race toward the cutting edge of technology, others are blasted back to the past by widespread devastation.

This chapter presents new weapons, armor, equipment, and droids that can be used to populate your campaign. In this chapter you will find both advanced and archaic technologies that can add diversity to the equipment found in your campaign. These weapons and equipment are designed to supplement (but not replace) those found in the *Saga Edition* core rulebook. Heroes still wield blasters and lightsabers, and those weapons' statistics change little through the ages.

The droids in this chapter, on the other hand, are meant to replace the droids from the core rulebook in a *Knights of the Old Republic* campaign. For this reason, the chapter presents a wide variety of droids from all degrees, making it possible to use only the droids in this book (and those you create yourself) throughout your campaign. Players already familiar with the setting of a *Knights of the Old Republic* campaign might recognize some of these droids, helping to reinforce the feel of the setting for those players.

Stun Weapons: Weapons that have the word YES in their stun damage column deal stun damage equal to normal weapon damage when set to stun.

TABLE 5-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Medium						
Dire vibroblade	60	2d6	–	2 kg	Slashing or piercing	Licensed
Large						
Double vibroblade	550	2d6/2d6	–	4 kg	Slashing	Licensed
Shockstaff	3,500	2d6/2d6	YES	3 kg	Bludgeoning and energy	Restricted

EXOTIC WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Tiny						
Shyarn	40	3d4	–	1 kg	Slashing or piercing	Rare
Medium						
Fira	100	1d8	–	2 kg	Slashing or piercing	Rare
Large						
Arg'garok	150	2d12	–	2 kg	Slashing	Rare
Zhaboka	165	2d6/2d6	–	2 kg	Slashing	Rare

LIGHTSABERS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Medium						
Lightfoil	4,500	2d8	–	0.5 kg	Energy and slashing	Rare

SIMPLE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Small						
Short sword	40	1d6	–	1.5 kg	Slashing or piercing	–
Medium						
War sword	50	1d8	–	2 kg	Slashing or piercing	–
Large						
Dire sword	100	1d10	–	4 kg	Slashing or piercing	–
Double-bladed sword	120	1d6/1d6	–	2 kg	Slashing or piercing	–

MELEE WEAPONS

During the time between the Great Sith War and the final fall of the Sith Empire, melee weapons see a resurgence in popularity. The presence of personal shields and the abundance of lightsaber-wielding foes in the galaxy lead many soldiers to become more adept in melee combat. The weapons given on Table 5-1 are described below.

ARG'GAROK

Exotic Weapon

The arg'garok is a rarely seen weapon created by the Gamorrean species and prized by their greatest warriors. The arg'garok resembles nothing more than a huge axe, balanced so that only the strongest and best-trained warriors can use it effectively. Any character attempting to wield an arg'garok without a Strength of 15+ suffers a –5 penalty on attack rolls with the weapon. Gamorreans treat the arg'garok as an advanced melee weapon instead of an exotic weapon.

Dire Sword

Simple Weapon

This archaic weapon is a favorite of duelists and other students of classic fighting styles. Unpowered, this weapon is little more than a refinement of the classic longsword, crafted with tradition in mind but using the most modern technology.

Dire Vibroblade

Advanced Melee Weapon

A larger version of the vibroblade that first came into service during the Great Sith War, the dire vibroblade is merely a vibroblade with a larger hilt, making it easier to wield in two hands (and thus allowing Medium characters to gain double their Strength bonus to damage with the weapon).

A dire vibroblade requires an energy cell to operate.

Double-Bladed Sword

Simple Weapon

This two-bladed version of the war sword allows those proficient in the use of two weapons to take advantage of their skills while wielding only one weapon. Typically the two blades are connected in the middle by a short length of metal, providing a safe place for the wielder to grip the weapon.

A double-bladed sword is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties).

Double Vibroblade

Advanced Melee Weapon

The double vibroblade is essentially two curved vibroblades (designed exclusively for slashing attacks) attached to a central, twisted hilt. Though difficult to control, when used properly it is an effective close-combat weapon.

A double vibroblade is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties).

A double vibroblade requires two energy cells to operate.

Fira

Exotic Weapon

The fira is a traditional weapon used by Selkath warriors belonging to the Order of Shasa. Constructed from the wreckage of a kolto harvester and forged in underwater volcanic vents, fira are tough, curved swords made out of an alloy containing cortosis (thus benefiting from the cortosis weave general template, presented below). If an attack roll with the fira against a living creature equals or exceeds both the target's Reflex Defense and Fortitude Defense, the target takes half damage again on the following round from the grievous wound.

Lightfoil

Lightsaber

If the lightsaber is an elegant weapon for a more civilized age, then this is that age and the lightfoil is the pinnacle of elegant design. More lightweight and balanced than a lightsaber, the lightfoil is wielded with just one hand, as its petite and elegantly designed handles attest. Assembled in secret by Mecrosa's Sith Knights of the Tapani Sector, each lightfoil is a work of art. The combination of these weapons and the graceful Makashi form of lightsaber combat produces a graceful and deadly fighting style.

Up until the Cleansing of the Nine Houses, the quality of Mecrosa lightfoil construction is on par with Jedi lightsabers. However, after these Sith are eliminated, mediocre copies of diminished efficacy spring up due to the lack of Force abilities on the part of their makers. Many nobles in the Tapani Sector pay huge sums of money to obtain lightfoils, and for centuries to come the lightfoil is a favored weapon of Tapani duelists.

A lightfoil is delicately balanced and its wielder may choose to consider it a Small weapon whenever it would be beneficial. However, a lightfoil may not be wielded two-handed. A lightfoil requires an energy cell to operate.

Shockstaff

Advanced Melee Weapon

The Old Republic equivalent of the electrostaff, this weapon is laced with phrik alloy, so lightsabers do not ignore the shockstaff's damage reduction. The shockstaff does stun damage equal to its normal damage, and can be set to stun as a swift action.

A shockstaff is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties).

A shockstaff requires two energy cells to operate.

Short Sword

Simple Weapon

A weapon of ancient design, the short sword is a simple weapon used to deflect incoming melee attacks. Short swords are often used by warriors wielding two weapons.

Shyarn

Exotic Weapon

The shyarn is a rare weapon of Cerean design. Its blade is magnetically charged, which (in the hands of one trained in its use) can make the blade accelerate toward the weapons and armor of the enemy. A character wielding a shyarn takes no penalty to attack rolls when using the Rapid Strike feat.

War Sword

Simple Weapon

Also known as the longsword in most cultures, the war sword is a heavy, durable blade made of the finest metals. Before the advent of the lightsaber, war swords were the weapon of choice for both the Sith and the Jedi. Most Sith swords are war swords.

Zhaboka

Exotic Weapon

A ceremonial weapon of the Zabrak, the zhaboka is a long wooden pike with a sharpened blade on each end. The blades of a zhaboka are smaller and lighter than those on a double-bladed sword, allowing the wielder to swing the weapon with increased speed, generating more momentum for each attack. A character wielding a zhaboka takes no penalty to attack rolls when using the Rapid Strike feat.

A zhaboka is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties).

Alternate Lightsaber Crystals

During the days of the Old Republic, Jedi experiment with different kinds of crystals as key components to their lightsabers. In later years the Jedi use crystals from the caves at Ilum because of their stability and their connection to the Force. However, during the tumultuous period following the Great Sith War, Jedi and Sith alike experiment with different kinds of lightsaber crystals.

Jedi heroes can use alternate crystals in the construction of their lightsaber, gaining certain benefits, depending on the crystal. However, a Jedi using an alternate lightsaber crystal instead of a standard lightsaber crystal does not gain the usual +1 bonus on attack rolls for a personally constructed lightsaber. Essentially, the new benefit of the alternate crystal replaces the normal +1 bonus on attack rolls. Lightsaber construction is handled as normal, even with an alternate crystal, though any crystal that provides any kind of Force bonus does so only for the person building the lightsaber.

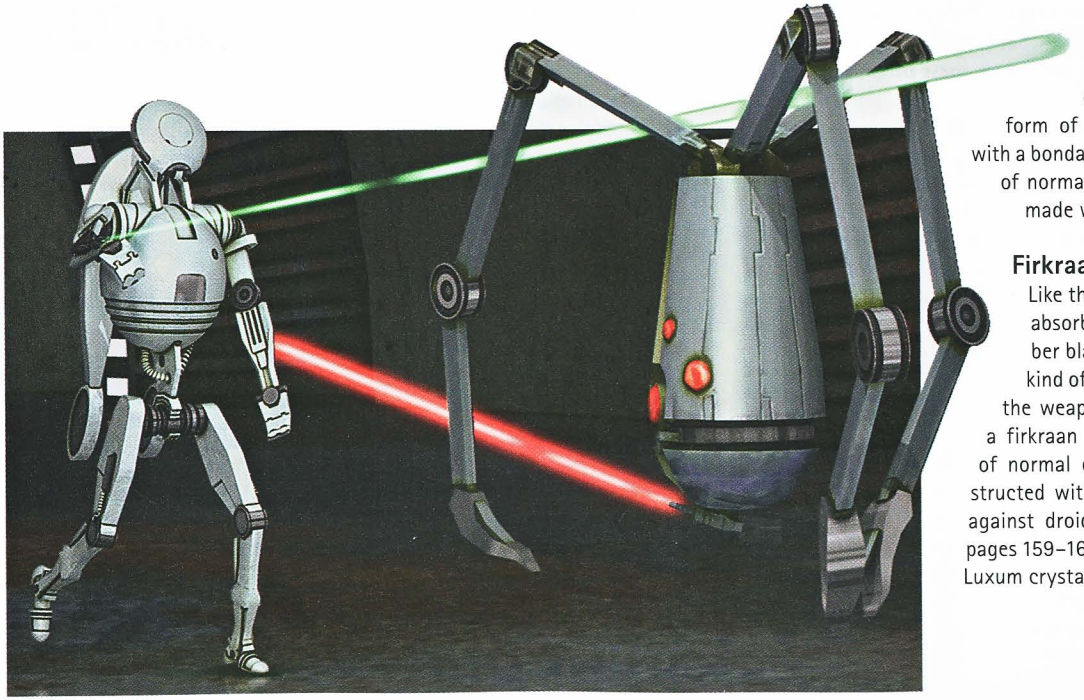
Alternate lightsaber crystals are rare, and finding one could be the focus of a small adventure or even a special prize for a Jedi character completing a difficult quest. These crystals are not for sale on any market, and have no purchase value. Only Jedi who specifically seek out or earn them can use one of these crystals for lightsaber construction.

Bondar Crystal

Bondar crystals convert the energy of a lightsaber blade into a different form of energy. A lightsaber constructed with a bondar crystal deals stun damage instead of normal damage. Training lightsabers are made with bondar crystals.

Firkraan Crystal

Like the bondar crystal, a firkraan crystal absorbs the energy that creates a lightsaber blade and converts it into a different kind of energy, altering the effect of using the weapon. A lightsaber constructed with a firkraan crystal deals ion damage instead of normal damage, making lightsabers constructed with firkraan crystals more effective against droid enemies. See "Ion Damage" on pages 159–160 of the *Saga Edition* core rulebook. Luxum crystals also have the same effect.



A JUGGERNAUT WAR DROID (LEFT) EXCHANGES FIRE WITH A K-X12 PROBE DROID (RIGHT)

Jenraux Crystal
Like the solari crystal (described below), the jenraux crystal widens the blade of a lightsaber. Unlike the solari crystal, it also causes the blade to absorb kinetic energy, making it exceptionally effective at defending against incoming melee attacks. A lightsaber constructed with a jenraux crystal grants its user a +2 Force bonus to Use the Force checks to block an incoming melee attack with the Block talent.

Opila Crystal
The opila crystal increases the destructive power of the lightsaber against weak or unprotected targets, though it does little to allow the blade past most defenses. A lightsaber constructed with an opila crystal deals +1 die of damage on a critical hit (this die of damage is added after damage is multiplied for the critical hit).

Phond Crystal
A phond crystal reduces the cutting power of the lightsaber blade but solidifies the energy beam, making it more effective at battering down an opponent's energy shield. A lightsaber constructed with a phond crystal deals an extra die of damage against a target with active shields.

Rubat Crystal
The rubat crystal causes the energy frequency of a lightsaber blade to fluctuate slightly, allowing the weapon to have a greater potential for damage. Once per encounter, a lightsaber constructed with a rubat crystal allows the wielder to reroll one damage roll made with the lightsaber, keeping the better result. Eralam and upari crystals also have the same effect.

Sigil Crystal
A sigil crystal focuses the energy of a lightsaber blade with incredible efficiency, causing it to have a more devastating effect on a target. A lightsaber constructed with a sigil crystal gains a +2 Force bonus to damage rolls. Other crystal types have the same effect, including the daminia, nextor, and sapith crystals.

Solari Crystal
The solari crystal changes the width of a lightsaber blade, making it easier to intercept blaster bolts and other incoming ranged attacks. A lightsaber constructed with a solari crystal grants its user a +2 Force bonus to Use the Force checks to deflect incoming ranged attacks with the Deflect talent.

Ranged Weapons
The Great Sith War saw the transition from primitive energy weapons to the more advanced blaster weapons that would become common in the galaxy within just a few short years. Though primitive weapons remained, the majority of the galaxy was using blaster weapons by the time of the Mandalorian Wars. The weapons given on Table 5-2 are described below.

Adhesive Grenade
Simple Weapon
Designed as a method of riot control, the adhesive grenade explodes with an incredibly sticky substance that anchors a target to the ground and slowly dissolves so as not to trap targets for long periods of time. Any targets in the blast radius must succeed on a grapple check against the attacker's ranged attack roll or they will be unable to move. This effect lasts for 3 rounds, and once a character has broken free he or she need not make another grapple check to move through the blast radius.

Aurial Blaster
Exotic Weapon
Designed by a weapons manufacturer called Systech, this weapon is awkward and difficult to wield without special training. Shaped like a pistol with auxiliary sonic emitters attached to either side of the barrel, the aurial blaster can deafen a target with a successful hit. When a target is struck by an aurial blaster, if the attack roll beats the target's Fortitude Defense the target takes a -5 penalty on all Perception checks made until the end of the attacker's next turn. An aurial blaster is treated as a pistol for the purpose of determining range.

An aurial blaster requires a power pack. After 50 shots, the power pack must be replaced.

Blaster Carbine, Repeating
Rifle
The repeating blaster carbine is an autofire weapon that functions best at short range. The repeating blaster carbine has difficulty hitting targets at longer ranges, and is ineffective against distant targets.

A repeating blaster carbine requires a power pack. After 30 shots, the power pack must be replaced.

Blaster Rifle, Assault
Rifle
A precision weapon used by military units the assault blaster rifle is one of the most precise weapons in existence. The original design of the assault blaster rifle comes from the Mandalorians, but is perfected by the Czerka Corporation.

An assault blaster rifle requires a power pack. After 50 shots, the power pack must be replaced.

TABLE 6-2: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Aurial blaster	2,500	3d6	–	S	1 kg	Energy (sonic)	Restricted
Lanvarok, Sith[2]	4,000	3d4	–	S	5.8 kg	Bludgeoning	Rare
Large							
Lanvarok, Massassi[2]	250	3d4 or 1d8	–	S	9.8 kg	Bludgeoning	Rare
HEAVY WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Large							
Carbonite rifle	1,200	–	3d10	S	6 kg	Energy	Licensed
PISTOLS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Small							
Needler[2]	650	2d4	–	S	1 kg	Piercing	Licensed
Pulse-wave pistol[2]	200	2d6	–	S	1 kg	Energy	Licensed
Ripper[2]	750	2d4	–	S	1 kg	Slashing	Licensed
Sonic disruptor	1,000	2d6	–	Special	1 kg	Energy (sonic)	Illegal
Sonic pistol	900	2d6	–	S	1 kg	Energy (sonic)	Licensed
Medium							
Heavy sonic pistol	1,250	2d8	–	S	1 kg	Sonic	Licensed
RIFLES	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Medium							
Ion carbine[2]	800	3d8 ion	–	S, A	3 kg	Energy (ion)	Restricted
Pulse-wave rifle[2]	550	2d8	–	S, A	4 kg	Energy	Restricted
Sonic rifle	900	2d8	–	S, A	5 kg	Energy (sonic)	Restricted
Large							
Blaster rifle, assault[3]	1,750	3d8	YES	S, A	5 kg	Energy	Military
Blaster carbine, repeating[1 2]	2,000	3d10	YES	A	6 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Adhesive grenade	200	–	–	S	0.5 kg	Energy	Restricted
CryoBan grenade	500	3d6	–	S	0.5 kg	Energy	Restricted

1 Area arrack weapon

2 Inaccurate weapon: This weapon cannot fire at targets at long range.

3 Accurate weapon: This weapon takes no penalty when firing at targets at short range.

Carbonite Rifle

Heavy Weapon

A weapon crafted by scientists from the planet Empress Teta, the carbonite rifle fires a short stream of liquid carbonite that solidifies on contact with a target. Any target moved down the condition track by this weapon is also immobilized until the end of its next turn.

A carbonite rifle requires special carbonite cartridges, which each cost 50 credits and weigh 1 kg. After 20 shots, the carbonite cartridge must be replaced.

Immobilized

When a creature is immobilized it cannot move by its own volition. An immobilized creature can take move actions, but it cannot move from its current space, and it cannot make skill checks associated with movement (such as Acrobatics, Climb, Jump, or Swim). An immobilized creature can still be moved by other effects, such as being the target of a Bantha Rush or the *Force thrust* power.

CryoBan Grenade

Simple Weapon

Using technology adapted from the carbon freezing process, the CryoBan grenade coats those in its blast radius with supercooled chemicals, causing pain and making movement difficult. If the grenade's attack roll also beats the target's Fortitude Defense, the target's speed is reduced to 2 squares until the end of its next turn.

Ion Carbine

Rifle

The prevalence of assassin droids and war droids during and after the Great Sith War necessitates the creation of advanced ion weapons to combat them. The ion carbine is similar to an ion rifle, but is autofire-capable, allowing the wielder to take down several droids at once.

An ion carbine requires a power pack. After 30 shots, the power pack must be replaced.

Lanvarok

Exotic Weapon

The lanvarok is an ancient weapon that comes in two varieties: the Sith lanvarok, and the Massassi lanvarok. The Sith lanvarok is a wrist-mounted weapon that fires small discs at the target, dealing damage comparable to a blaster pistol. A Sith lanvarok is worn, not held, freeing up the wielder's hands for melee weapons. A Sith lanvarok is treated as a pistol for the purpose of determining range, and a wielder can fire a Sith lanvarok as though it were a second weapon for the purpose of two-weapon fighting.

A Massassi lanvarok is a large, polearmlike weapon that can be used to hurl the same discs fired by a Sith lanvarok. A disc flung from a Massassi lanvarok is treated as a thrown weapon for the purpose of determining range. After the disc is hurled, the weapon can be used as a normal two-handed slashing weapon (dealing 1d8 damage on a successful hit). Massassi treat the Massassi lanvarok as an advanced melee weapon instead of as an exotic weapon.

A Massassi lanvarok requires disc ammunition, and only holds one disc at a time. A Sith lanvarok can hold up to 5 discs at a time; after 5 shots, the discs must be replaced. Each disk weighs 0.1 kg and costs 5 credits.

Needler

Pistol

Designed to be effective against personal shields without sacrificing range, a needler fires tiny, ultra-sharp darts that penetrate energy shields and drill into the target's body. A needler's ammunition can be laced with contact poison, delivering the poison to its targets.

A needler requires an ammunition clip (20 credits, 0.1 kg). After 10 shots, the clip must be replaced.

Pulse-Wave Pistol

Pistol

The technological predecessor to the blaster pistol, the pulse-wave pistol is an energy weapon that was largely abandoned when blaster technology became common. Pulse-wave blasters are particularly devastating at point blank range (granting a +4 equipment bonus to the weapon's damage) even though the energy bolt is ineffective at long ranges.

A pulse-wave pistol requires a power pack. After 100 shots, the power pack must be replaced.

Pulse-Wave Rifle

Rifle

A large version of the pulse-wave pistol, the pulse-wave rifle operates on the same principles as its smaller cousin. Pulse-wave rifles grant a +5 equipment bonus to damage rolls at point blank range.

A pulse-wave rifle requires a power pack. After 50 shots, the power pack must be replaced.

Ripper

Pistol

The ripper is designed to bypass personal shields by dealing physical damage. The ripper is a pistol that fires a variety of oddly shaped pieces of shrapnel, similar to the flechette weapons that will be used during the Galactic Civil War. A ripper's irregularly shaped ammunition penetrates deep into the target's body, damaging it severely. If a ripper moves a target at least 1 step down the condition track by dealing damage exceeding the target's damage

threshold, shrapnel embedded in the target's body immediately does an additional 1d4 damage.

A ripper requires an ammunition clip (20 credits, 0.1 kg). After 10 shots, the clip must be replaced.

Sonic Disruptor

Pistol

One of the most violent sonic weapons on the market, the sonic disruptor is outlawed by the Republic, even for use against the Sith. The sonic disruptor not only deals devastating sonic damage to a target, it also atomizes anything it harms, leaving few traces of a victim behind. Like all weapons that deal sonic damage, a sonic disruptor's attacks cannot be negated using the Deflect talent (or any talents with Deflect as a prerequisite).

As a disruptor weapon, the sonic disruptor treats all targets as if their damage threshold was 5 lower than it is. If damage from the sonic disruptor kills a creature or destroys an object, vehicle, or droid, that target is disintegrated and ceases to exist. Because of the massive energy required to create a sonic disruptor beam, the sonic disruptor can fire only once every other round. You cannot use any feat, talent, or other special ability that consumes more than one shot from the weapon per round (such as Double Attack or Rapid Shot) with a sonic disruptor.

A sonic disruptor requires a power pack. After 10 shots, the power pack must be recharged.

Sonic Pistol

Pistol

Designed as the civilian response to Jedi and Sith using lightsabers to deflect their attacks, the sonic pistol fires compressed bolts of pure sound at its target. Though slightly less powerful than standard energy weapons such as blasters and pulse-wave weapons, the sonic pistol is particularly effective against Jedi and Sith because the weapon's sonic bolt bends around a lightsaber, striking the target despite the intervention of the lightsaber's energy blade. Like all weapons that deal sonic damage, a sonic pistol's attacks cannot be negated using the Deflect talent (or any talents with Deflect as a prerequisite).

A sonic pistol requires a power pack. After 100 shots, the power pack must be recharged.

Sonic Damage

Sonic damage is considered to be energy damage in all ways. However, ranged weapons that deal sonic damage cannot be deflected with a lightsaber. If a weapon deals bonus sonic damage (such as those with certain gear templates) in addition to its normal damage and is not purely an energy attack, the attack can be deflected by a lightsaber, but the target still takes the sonic damage regardless (just not the weapon's normal energy damage) if the attack would normally hit.

Sonic Pistol, Heavy

Pistol

The heavy sonic pistol enhances the sonic pistol's design, dealing greater damage. A heavy sonic pistol creates more intensely compressed bolts of sonic energy, which are far more devastating than those generated by a standard pistol. Unfortunately, this extra compression unravels quickly, and by the time the bolt has reached a great distance it dissipates ineffectively. Like all weapons that deal sonic damage, a heavy sonic pistol's attacks cannot be negated using the Deflect talent (or any talents with Deflect as a prerequisite).

A heavy sonic pistol requires a power pack. After 50 shots, the power pack must be recharged.

Sonic Rifle

Rifle

The sonic analogue to the blaster rifle, a sonic rifle is a larger weapon capable of striking targets from a greater range than the heavy sonic pistol while still maintaining the same damage. Like all weapons that deal sonic damage, a sonic rifle's attacks cannot be negated using the Deflect talent (or any talents with Deflect as a prerequisite).

A sonic rifle requires a power pack. After 50 shots, the power pack must be recharged.

Armor

Though many heroes choose not to wear armor, relying only on their own speed and cunning to keep them safe, soldiers and warriors don armor to protect themselves in such dangerous times. Some factions, most notably the Mandalorians, make extensive use of various types of armor and are exceptionally adept in their uses. The types of armor given on Table 5-3 are described below.

Battle Armor, Light

Light Armor

Similar to denser suits of battle armor, this stripped-down battle armor is frequently used by soldiers who lack extensive armor training but need a slight edge in combat.

Battle Armor, Light Powered

Light Armor

Designed to be augmented with additional components and weapons, light powered body armor comes prewired with special connections to power auxiliary accessories. Light powered battle armor comes with a helmet package preinstalled. If you are using the equipment modification rules from *Scum and Villainy,* light powered armor has 2 free upgrade slots (as does all powered armor).

Table 5-3: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Energy shields, light	–	–	–	+4	–	–	1 kg	–
Fiber armor	3,000	+4	+1	+2	–	–	10 kg	Licensed
Battle armor, light powered	6,500	+4	+2	+3	–	–	12 kg	Military
Battle armor, light	3,500	+5	+2	+3	–	–	10 kg	Military
Medium Armor (–5)								
Energy shields, medium	–	–	–	+3	–	–	1 kg	–
Mesh armor	6,000	+6	+2	+2	4 sq.	3 sq.	13 kg	Restricted
Weave armor	5,000	+6	+2	+3	4 sq.	3 sq.	15 kg	Restricted
Battle armor, powered	11,000	+7	+2	+2	4 sq.	3 sq.	17 kg	Military
Heavy Armor (–10)								
Energy shields, heavy	–	–	–	+2	–	–	1 kg	–
Matrix armor	9,000	+9	+3	+1	4 sq.[1]	3 sq.[1]	25 kg	Restricted
Battle armor, heavy powered	19,000	+9	+4	+1	4 sq.[1]	3 sq.[1]	32 kg	Military

1 *When running in heavy armor, you can move up to only three times your speed (instead of four times).*

Battle Armor, Powered

Medium Armor

The powered armor variant of standard battle armor, powered battle armor is frequently used by those warriors who see their armor as an extension of their combat prowess and not just their defenses. Powered battle armor comes with a helmet package preinstalled. If you are using the equipment modification rules from *Scum and Villainy*, powered battle armor has 2 free upgrade slots (as does all powered armor).

Battle Armor, Heavy Powered

Heavy Armor

Utilized by warriors who define their fighting style by the gear they carry, heavy powered battle armor resembles standard heavy battle armor but comes prewired for augmentation. Heavy powered battle armor comes with a helmet package preinstalled. If you are using the equipment modification rules from *Scum and Villainy*, heavy powered battle armor has 2 free upgrade slots (as does all powered armor).

Energy Shields

Light, Medium, and Heavy Armor

Rising to prominence in the days after the Great Sith War, personal energy shields project a thin layer of shielding over an individual character or creature. The popularity of energy shields sparks a revolution in combat tactics, including a surge in the popularity of melee weapons and non-energy projectile weapons. Just as the spread of energy shields is a response to the prominence of energy weapons, they in turn cause warriors to adjust their tactics to deal with personal energy shields.

Energy shields give a character a Shield Rating, which functions exactly as vehicle and starship shields. An energy-shield generator is typically worn on the forearm or upper arm and must be activated as a swift action. Energy shields typically have 5 charges, and energy shields can only be activated once per encounter (the stress on the shield generator causes the device to overload otherwise, so the manufacturers build in failsafes to prevent such an occurrence). Each activation consumes one charge and lasts through the end of the encounter. An energy shield only protects against weapons that deal energy damage; a weapon that deals any other type of damage bypasses the shield's SR entirely.

Energy shields come in three varieties: light, medium, and heavy. Each energy shield type corresponds to an armor type. A character with an active personal shield without the relevant Armor Proficiency feat takes a –5 penalty

to Reflex Defense, and the wearer is denied its Dexterity bonus to Reflex Defense, though he or she still gains the benefit of the shield. Regardless of whether or not the character is proficient in the personal shield, the character always takes the armor check penalty associated with the shield while it is activated. Additionally, each type of energy shield imposes its Maximum Dexterity Bonus restriction only when activated, not when worn and inert. An energy shield can be added to a suit of armor as an accessory. An energy shield can be modified by armor templates (see below) only if the template specifically states that it can be used on energy shields, and the shield confers that benefit only when it is activated.

The SR provided by the energy shield determines the shield's price, as well as the type of Armor Proficiency feat required to operate the shields without penalty. SR 5 and SR 10 energy shields require Armor Proficiency (light); SR 15 and SR 20 energy shields require Armor Proficiency (medium); SR 25 and greater energy shields require Armor Proficiency (heavy). See Table 5-4 for prices of energy shields.

TABLE 5-4: ENERGY SHIELD PRICES

SR	COST
5	500
10	2,000
15	4,500
20	8,000
25	12,500
30	18,000

FIBER ARMOR

Light Armor

Initially used on worlds where traditional armor plating was in short supply, fiber armor is specially designed to channel energy-weapon attacks away from the body. The various metal fibers woven into the exterior of this armor cause it to absorb and harmlessly disperse energy damage. However, fiber armor is far from perfect, and lucky shots manage to hit. Once per encounter, a character fighting defensively while wearing fiber armor can gain DR 10 against a single ranged energy attack as a reaction.

MATRIX ARMOR

Heavy Armor

Though few military engineers would call matrix armor a pretty design, it is effective. Matrix armor takes armor plating from starships, bonding it to the outside of a suit of heavy armor. With the matrix armor plating in patterns similar to those used by fiber and mesh armor, the wearer of a suit of matrix armor can turn aside energy-weapon attacks that would otherwise be devastating. Once per encounter, a character fighting defensively while wearing matrix armor can gain DR 30 against a single ranged energy attack as a reaction.

MESH ARMOR

Medium Armor

A more advanced form of fiber armor produced by military contractors across the galaxy, mesh armor uses the engineering principles of fiber armor, enhancing them with high-quality materials and extensive research. Mesh armor is heavier and more cumbersome than fiber armor and confers many of the same benefits of fiber armor and traditional suits of armor. Once per encounter a character fighting defensively while wearing mesh armor can gain DR 20 against a single ranged energy attack as a reaction.

WEAVE ARMOR

Medium Armor

A civilian model of armor worn by military units throughout the era, weave armor is a relatively flexible and yet durable suit of armor that provides excellent protection to the wearer while restricting movement by only a small amount. Weave armor is favored by warriors whose combat style calls for fast and flexible movements, and is the armor of choice for duelists and gladiators.

MIXED DAMAGE TYPES

Some weapons and effects deal damage with multiple damage types; for example, lightsabers deal energy and slashing damage, and bowcasters deal energy and piercing damage. Whenever a weapon or effect has multiple damage types, if the effect deals both types of damage simultaneously (see Damage Types, *SE* 120) then any other ability that depends on one of the effect's damage types applies to the full damage from that effect. So, for example, the *negate energy* Force power can be used to negate the full damage from a lightsaber attack since it can negate energy damage. Similarly, the special function of fiber armor (presented above) can be used to grant the wearer DR 10 against an attack from a bowcaster, since the bowcaster is considered to be a ranged energy weapon.

Equipment

A sample of common equipment available in a *Knights of the Old Republic* campaign is given on Table 5-5. Refer to the descriptions below for other pertinent information.

Table 5-5: Equipment

COMPUTERS AND STORAGE DEVICES	COST	WEIGHT
Computer interface visor	1,200	0.5 kg
DETECTION AND SURVEILLANCE DEVICES	**COST**	**WEIGHT**
Aural amplifier	2,000	0.5 kg
Demolitions sensor	1,000	0.5 kg
Motion sensing visor	2,500	0.5 kg
Neural band	3,500	0.5 kg
Stealth field generator	5,000	0.2 kg
IMPLANTS	**COST**	**WEIGHT**
Bio-stabilizer implant	1,750	–
Cardio implant	4,000	–
Combat implant	5,000	–
Memory implant	2,000	–
Nerve reinforcement implant	5,000	–
Regenerative implant	4,250	–
Sensory implant	2,500	–
LIFE SUPPORT	**COST**	**WEIGHT**
Vacuum mask	650	0.3 kg
MEDICAL GEAR	**COST**	**WEIGHT**
Medical Interface visor	1,500	0.5 kg
TOOLS	**COST**	**WEIGHT**
Mechanical interface visor	1,250	0.5 kg

Aural Amplifier

The aural amplifier is a device worn on the head, allowing the wearer to hear from a great distance. By amplifying sound waves originating from the direction of the wearer's interest while dampening ambient noise, the aural amplifier grants the wearer a +5 equipment bonus on Perception checks to eavesdrop. An aural amplifier cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Computer Interface Visor

Worn across the eyes and connected to a computer system, the computer interface visor provides the wearer with a heads-up display that displays relevant data laid over one's normal vision. A computer interface visor translates complex computer algorithms into easy-to-understand symbols and words, allowing the wearer to attempt trained-only applications of the Use Computer skill even if untrained. The computer interface visor also provides a +2 equipment bonus on Use Computer checks. A computer interface visor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Demolitions Sensor

Resembling a pair of goggles, the demolitions sensor can detect both the explosives and triggering mechanisms of mines, grenades, and other explosive devices, highlighting them in the wearer's vision. The demolitions sensor grants the wearer a +5 equipment bonus on Perception checks made to find mines and other planted explosives. A demolitions sensor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Mechanical Interface Visor

This visor translates images received through its visual sensors and scans them for common mechanical designs. The visor then provides the wearer a heads-up display of basic information and tips on dealing with those designs. The mechanical interface visor allows the wearer to attempt trained-only applications of the Mechanics skill even if untrained, and grants a +2 equipment bonus on Mechanics checks. A mechanical interface visor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Medical Interface Visor

This visor contains thousands of preprogrammed medical training tutorials. It analyzes visuals and provides tips and assistance in a variety of medical situations. The medical interface visor allows the wearer to attempt trained-only applications of the Treat Injury skill even if untrained, and grants a +2 equipment bonus on Treat Injury checks. A medical interface visor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Motion Sensing Visor

The motion sensing visor tracks movement and highlights moving objects with color-coded warnings. This allows the wearer to see moving enemies with ease, even those attempting to be stealthy. The wearer of this visor gains a +5 equipment bonus to Perception checks against targets that have moved at least one square since the end of the wearer's last turn. However, a motion sensing visor can be disorienting, especially in the heat of combat, and a character must spend two additional swift actions to use the recover action when attempting to move up the condition track. A motion sensing visor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Neural Band

Developed in response to both Sith and Jedi using the Force to manipulate soldiers and security personnel, the neural band reinforces various synapses throughout the brain and provides alternate conduits for electrical impulses within the mind, making the wearer's thoughts difficult to affect. Neural bands grant their wearers a +2 equipment bonus to Will Defense, but lower the wearer's damage threshold by –2. A neural band cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Stealth Field Generator

A small and unobtrusive device worn on the belt, the stealth field generator emits a sound-dampening field around the wearer that makes sneaking up on an opponent easier. Additionally, the stealth field generator uses technology similar to that of a personal energy shield to bend light around the wearer, making them harder to see. The stealth field generator grants concealment (but not total concealment) to the wearer when activated. Activating a stealth field generator is a swift action, and it lasts for the duration of the encounter, until the wearer takes damage or until the wearer attacks or uses a Force power, whichever comes first. A stealth field generator requires a power pack to operate. After 5 uses, the power pack must be replaced.

Vacuum Mask

Worn or carried by individuals who spend a great deal of time aboard starships and space stations, the vacuum mask is a short-term solution to a loss of atmosphere while aboard a spacecraft. The vacuum mask provides the wearer 10 minutes of breathable air, which automatically begins to flow when sensors on the mask detect a lack of breathable air. Though the vacuum mask is no replacement for a space suit, it has saved crews trapped in compartments aboard ships after the atmosphere has vented. A vacuum mask cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Implants

Seeking to gain an edge against their enemies, military forces experiment with mechanical implants designed to augment a character's efficiency. These implants, which are inserted directly into the brain and integrated into a character's neural pathways, alter bioelectrical and chemical impulses controlling everything from reaction times to the release of adrenaline.

Due to the complex nature of this technology, living creatures can have only a single implant at any given time, though they can be switched out as needed. If an implant is removed, the character immediately loses all benefits and penalties associated with the implant. Installing or removing an implant follows the same rules as installing a cybernetic prosthesis, requiring a surgeon with the Cybernetic Surgery feat, although unlike some cybernetic parts an implant cannot be installed by the recipient. A character with an implant is considered to have a cybernetic part, making them vulnerable to ion damage and imposing the same penalties on Use the Force checks as other cybernetic body parts.

Additionally, characters without the Implant Training feat take a –2 penalty to their Will Defense due to the implant's interference with normal brain functions. Implants can disrupt the body's ability to deal with system shocks, and a character with an implant moves 1 additional step down the condition track when another effect would normally move them down the condition track, regardless of the source of the effect.

Below are several sample implants.

Bio-Stabilizer Implant

The bio-stabilizer implant stores and transmits basic knowledge of various poisons and toxins into the mind of its user, teaching the brain to synthesize antidotes. The user of a bio-stabilizer implant is immune to poison.

Cardio Implant

A cardio implant encourages the brain to send vital chemicals to the heart and other organs, revitalizing them and giving the user greater physical reserves. The user of a cardio implant gains +1 hit point per level.

Combat Implant

The combat implant stores and transmits basic knowledge of a variety of weapons into the mind of its user. A combat implant eliminates penalties to attack rolls for weapons the user is not proficient with.

Memory Implant

A memory implant reinforces and augments the synapses in the memory centers of the brain, making it possible to recall knowledge locked away in the user's mind. The user of a memory implant can reroll any Knowledge check, keeping the better result.

Nerve Reinforcement Implant
The nerve reinforcement implant augments the signals sent from the brain through the central nervous system, making the body's senses difficult to overload through conventional means. The user of a neural-reinforcement implant gains a +5 equipment bonus to Damage Threshold against stun damage.

Regenerative Implant
The regenerative implant coaxes the healing sections of the brain, causing them to work harder to repair damage. The user of a regenerative implant recovers twice as many hit points as normal from natural healing.

Sensory Implant
The sensory implant augments the mind's natural ability to process visual data, enhancing the user's ability to perceive targets under difficult conditions. The sensory implant grants a user low-light vision; if the character already has low-light vision, he or she gains darkvision from the implant instead.

Weapon and Armor Accessories
The following off-the-shelf accessories can enhance weapons and armor in a variety of ways. Most pieces of equipment can have only one accessory, though in some cases Gamemasters might allow them to have more. Each weapon and armor accessory listing on Table 5-6 also lists the upgrade slot cost of each accessory (for use with the gear enhancement system in *Scum and Villainy*).

Table 5-6: Weapon and Armor Accessories

Accessory	Cost	Upgrade Slot Cost
Armor reinforcement	3,000	1
Beam splitter	1,200	2
Durasteel bonding	2,000	1
Enhanced energy projector	3,000	1
Hair trigger	1,200	1
Improved energy cell	4,000	2
Mesh underlay	2,500	2
Tremor cell	1,000	1

Armor Reinforcement
The armor reinforcement accessory increases armor's ability to harmlessly deflect incoming attacks by coating the interior of the armor with tough materials, adding an extra layer of defense. Reinforced armor grants the wearer DR 2 against piercing damage.

Beam Splitter
A modification made only to pistols, rifles, heavy weapons, and exotic ranged weapons that deal energy damage, the beam splitter accessory makes it easier to fire a powerful energy bolt by increasing the size of the bolt fired. Once per encounter, the wielder of a weapon with a beam splitter that uses the Power Blast feat to modify an attack roll deals 2 points of damage for every 1 point subtracted from the attack bonus.

Durasteel Bonding
The durasteel bonding accessory coats an advanced melee weapon, a melee exotic weapon, or a melee simple weapon with a thin layer of durasteel, making it more resistant to damage and ensuring that it retains its keen edge over time. A weapon with durasteel bonding increases its own DR by 5 and deals an extra die of damage on a critical hit (this die of damage is added after damage is multiplied for the critical hit). This accessory can only be placed on a weapon that deals slashing damage.

Enhanced Energy Projector
The enhanced energy projector accessory smoothes the flow of power to an advanced melee weapon or a melee exotic weapon that requires a power pack, making it less likely to produce unpredictable results. A weapon with an enhanced energy projector allows to wielder to reroll a natural 1 on any attack roll once per encounter, keeping the second result.

Hair Trigger
A modification made only to pistols, rifles, heavy weapons, and exotic ranged weapons that use a trigger mechanism to fire, the hair trigger accessory makes it easier to fire several shots in quick succession by reducing the amount of pressure that must be placed on the trigger. Once per encounter, the wielder of a weapon with a hair trigger that uses the Rapid Shot feat to modify an attack roll may reroll the damage from the attack, keeping the better result.

Improved Energy Cell
A modification made only to pistols, rifles, heavy weapons, and exotic ranged weapons that require a power pack, the improved energy cell accessory increases the efficiency of the energy flow between a power pack and the weapon's firing mechanism. A weapon with the improved energy cell modification doubles the number of shots it can fire on a single power pack. Additionally, if the weapon has the increased weapon damage modification from the Tech Specialist feat (see page 21 of *Starships of the Galaxy*), the equipment bonus to damage increases to +3.

Mesh Underlay
Designed with the same principles as mesh armor, the mesh underlay accessory helps channel certain types of energy away from the wearer's body, reducing the effectiveness of a potentially devastating blow. A character wearing a suit of armor with the mesh underlay accessory gains a +5 equipment bonus to his damage threshold against stun damage.

Tremor Cell
An advanced melee weapon or a melee exotic weapon that requires a power pack can be augmented by a tremor cell accessory, allowing the wielder to subdue rather than kill an opponent by dazing it. A weapon with a tremor cell can be set to stun as a swift action, and does stun damage equal to its normal damage. Weapons larger than Medium cannot be fitted with this accessory.

Gear Templates
In a *Knights of the Old Republic* campaign, a hero might have access to a wide variety of exotic gear with special properties not found in more common types of equipment. Rather than list individual pieces of equipment from dozens of worlds in the galaxy—such as a Bothan heavy blaster pistol or a suit of Arkanian battle armor—this section presents several gear templates that can be applied to normal equipment statistics to produce an unusual version of an item.

To create an item using a gear template, choose a basic piece of equipment (such as a blaster rifle), then choose one of the templates from the sections below. Apply the changes to the equipment's statistics and effect as described in the template. Some templates have restrictions, either because of the template type (for example, weapon templates can be applied only to weapons) or because of specific prerequisites (for example, only weapons that deal stun damage can have the Bothan Weapon template applied). Gamemasters might rule that some weapons cannot be altered due to cultural or logical prerequisites; for example, since a bowcaster is a weapon unique to Wookiee culture, it makes little sense for there to be an Echani bowcaster.

General Templates
Templates denoting a particular place or method of manufacturing might cover both weapons and armor. The following general templates can be applied to suits of armor or weapons, using the rules described in the template's entry.

Arkanian Manufacture
Developed on the frozen tundra world of Arkania, weapons and armor of Arkanian manufacture are engineered to function in extremely cold environments. Arkanian weapons deal energy and fire damage (see "Fire" on page 255 of the *Saga Edition* core rulebook); however, if an Arkanian weapon is used with an ability that consumes more than one shot in a round (such as Rapid Shot or Double Attack) the weapon overheats and cannot be fired for one round as it cools down.

Arkanian armor doubles its equipment bonus to Fortitude Defense against cold weather hazards, but has no equipment bonus to Fortitude Defense against heat-based hazards. Arkanian items cost 10% or 1,000 credits (whichever is higher) more than other items of their kind.

Restrictions: This template can be applied only to armor or to ranged energy weapons.

Cinnagaran Manufacture
Cinnagaran items are manufactured on the sprawling metropolis world of Empress Teta, which has been at the center of galactic wars for over a thousand years. Cinnagaran armor and shields grant DR 5 against weapons that deal sonic damage, but its Maximum Dexterity Bonus is reduced by 1.

Cinnagaran weapons deal energy and bludgeoning damage. Cinnagaran items cost 10% or 1,000 credits (whichever is higher) more than other items of their kind.

Restrictions: This template can be applied only to armor or to ranged energy weapons.

Introducing Gear Templates
Introducing gear templates into your campaign takes a major step away from the simplicity of equipment design, purchase, and use that the *Saga Edition* rules provide. The gear templates presented in this section balance out the benefit of the templates with drawbacks, so heroes still have a reason to pick up a standard heavy blaster pistol rather than an Iridonian heavy blaster pistol. Items that have had a gear template applied represent rare samples that are found only once in a great while. All templated items have the Rare tag applied to their Availability, since they are found only on one planet or in the possession of one particular group.

Gamemasters should be cautious when introducing gear templates into the game. Items with templates applied should not be included in the list of items a character can buy; rather, they must be found or earned. Items with gear templates applied make great rewards for completing missions or defeating important villains, but if they can be found in every shop or purchased off of a computer shopping network then they are no longer special. Even when these items are available for purchase, such as buying a suit of Eriadun flex armor on Eriadu, only one such item will be available, since they are above and beyond the weapons and armor found commonly throughout the galaxy. Unlike the heroes in the *Knights of the Old Republic* video games, your heroes probably should not walk around with unique items on every part of their bodies. Instead, treat these special weapons as exceptional rewards or prized finds.

Cortosis Weave/Phrik Alloy

Weapons and armor made of cortosis weave or phrik alloy share a special property that prevents lightsabers from slicing through them with great ease. A lightsaber does not ignore the DR of a weapon or suit of armor made of cortosis weave or phrik alloy. A piece of equipment with this template costs 20% more than the base item.

During this time, almost all melee weapons are coated with a cortosis weave due not only to an abundance of the material but also the presence of large numbers of lightsaber-wielding combatants; as a result, they are not given the Rare availability tag during this era. During other eras, however, these materials are far more difficult to find, and are given the Rare tag as normal.

Restrictions: None.

Echani Manufacture

Extremely rare, items of Echani manufacture are hand-crafted by the powerful and skilled Echani warriors, and each individual item is unique. Echani armor weighs half as much as other armor of its kind, and once per encounter the wearer can move at their normal speed (not the adjusted speed for wearing the armor) for one round, though the armor's bonus to Reflex Defense is reduced by 1.

Once per encounter the wielder of an Echani weapon can declare that the critical range of his weapon is increased by one (thus scoring a critical on a 19 or a 20 on most weapons). However, any roll other than a natural 20 is not considered an automatic hit, and if you still miss the target you do not score a critical hit. The use of this ability can be declared after the attack roll is made, but before the attack is resolved. However, Echani weapons have half as many hit points as other weapons of their kind. Echani-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to armor or to weapons that deal slashing or piercing damage (no lightsabers).

GenoHaradan Manufacture

A secretive guild of assassins and bounty hunters, the GenoHaradan have items specially crafted to suit their darker purposes. GenoHaradan armor provides a +2 equipment bonus on Stealth checks to sneak but reduces the equipment bonus to Fortitude Defense by one (minimum +0). GenoHaradan weapons grant a +2 equipment bonus to the attack roll of a contact poison applied to the weapon (for melee weapons), or a +1 equipment bonus on attack rolls with weapons set to stun (for ranged weapons). GenoHaradan weapons are somewhat fragile, and become disabled until repaired when the wielder rolls a natural 1 on an attack roll. GenoHaradan-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template cannot be applied to melee weapons that deal energy damage or to ranged weapons without a stun setting. This template can be applied only to a suit of armor that provides an equipment bonus to Fortitude Defense.

Iridonian Manufacture

The Iridonians are a mysterious species known for their savagery and aggressiveness. Iridonian armor and shields provide DR 2 against bludgeoning damage. Iridonian weapons gain a +2 equipment bonus to damage rolls when using either the Power Attack or Power Blast feats. However, all Iridonian weapons are considered Illegal, and visibly displaying an Iridonian weapon or wearing Iridonian armor always imposes unfavorable circumstances on Deception or Persuasion checks against law enforcement officials and other authority figures. Iridonian-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Krath Manufacture

Items created by the Krath typically have a cruel and dangerous twist. Krath armor and shields provide DR 2 against energy damage. If an attack roll with a Krath weapon equals or exceeds the target's Fortitude Defense as well as Reflex Defense, the target takes 1d4 damage at the beginning of its next turn. Krath-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item. However, Krath weapons and armor hold the taint of the dark side within them, and any character wielding a Krath manufacture weapon or wearing Krath armor treat their Dark Side Score as one higher than it actually is for the purposes of being targeted by effects that only affect targets with a Dark Side Score.

Restrictions: This template can be applied only to armor or to melee weapons that deal slashing or piercing damage, and cannot be applied to lightsabers.

Mandalorian Manufacture

A Mandalorian warrior is made great by his or her equipment, and each piece of Mandalorian equipment is unique in some way. Mandalorian items are made with customization in mind; any character making a Mechanics check to repair or modify a weapon or suit of armor of Mandalorian manufacture gains a +5 equipment bonus on the check. However, Mandalorian technology is often based on the designs of other cultures, causing some unusual interaction between technologies; if a Mandalorian item is disabled all of the modifications to that item are destroyed (and much be purchased anew, not merely repaired). Mandalorian-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Massassi Manufacture

Built by primitive creatures for use in the service of the Sith, Massassi items are designed to take advantage of the strength of their wielders. Massassi armor allows a critical hit against the wearer to be turned into a normal hit once per encounter as a reaction. However, if a character does not have a sufficient Strength score (13 for light armor, 15 for Medium armor, or 17

for heavy armor) they take armor-check penalties even when proficient in the armor.

When a character scores a critical hit with a Massassi weapon held in two hands, that character triples his Strength bonus to damage (before multiplying for the critical hit); like armor, if a character does not have a sufficient Strength score (15 for Medium weapons, 17 for Large weapons, or 19 for Huge and bigger weapons) then he takes a –2 penalty to attack rolls with that weapon, even if proficient. Massassi-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to armor or to melee simple weapons.

Prototype

Prototype items are unstable and not ready for release to the general public, but they might have properties that other items do not. A prototype item can have two modifications from the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) instead of just one. However, a prototype weapon treats a natural roll of 1, 2, 3, or 4 as though it were a natural 1 (thus, automatically missing), and the weapon becomes disabled until repaired. A wearer of prototype armor takes 1 more die of damage from a critical hit (before multiplying); thus, a heavy blaster pistol that scores a critical hit against a target wearing prototype armor deals 4d8 damage base, which is then doubled.

Restrictions: None.



AN HK-50 ASSASSIN DROID (LEFT) AND A KELLENECH SENTINEL DROID (RIGHT) PREPARE THEIR UPGRADED WEAPONS

Verpine Manufacture

The insectoid Verpine are technological masters who can create items with exceptional characteristics. Verpine armor and shields provide DR 10 against ion damage. As a swift action, a Verpine weapon can be switched to ion fire mode, changing the weapon to deal ion damage instead of normal damage (at the same damage dice). However, Verpine items are designed for their unique physiologies, and they require the owner to have a minimum Dexterity of 13+ to wear their armor effectively (otherwise the wearer takes armor-check penalties) or a minimum Intelligence of 13+ to operate their weapons properly (otherwise the wielder takes a –2 penalty to attack rolls with that weapon). Verpine-manufactured items cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to armor or to ranged weapons that deal energy damage.

WEAPON TEMPLATES

The following templates function the same way as general templates, but can be applied only to weapons.

Baragwin Weapon

Weapons manufactured by the Baragwin can be nasty, because the species has perfected the creation of deadly weapons through centuries of serving as galactic arms dealers. On a successful critical hit, Baragwin weapons grant their wielders +1 die of damage (after multiplying for the critical hit). However, Baragwin weapons are considered illegal. Baragwin weapons cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Bothan Weapon

Bothan society is well known for its penchant for espionage, and the Bothans have developed methods of subduing targets without killing them. Bothan weapons deal +1 die of damage when set to stun or when dealing ion damage, but deal –1 die of damage when not set to stun or dealing ion damage. Bothan weapons cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to weapons that deal stun damage or ion damage.

Dashade Weapon

The Dashade species specializes in creating weapons capable of inflicting great pain—if not great damage—upon an opponent. A target moved down the condition track by an attack from a Dashade weapon can only spend 2 swift actions per turn to recover. This effect lasts until the target returns to its normal state (all conditions removed). Dashade weapons are considered Illegal, and take a –2 penalty to damage rolls. Dashade weapons cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Gand Weapon

The Gand species, peculiar and often incomprehensible, specializes in crafting weapons that immobilize opponents. If a Gand weapon moves a target down the condition track with its stun damage, that target has its speed halved until it returns to its normal state (all conditions removed); a target that is –4 steps down the condition track (at the –10 step) is immobilized instead. Gand weapons are sometimes difficult to operate, and all Gand weapons are considered exotic weapons for the purposes of proficiency (except to members of the Gand species). Gand weapons cost 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to weapons that deal stun damage.

Quick Draw Weapon

These weapons are specially designed to be pulled quickly, whether by modification to the blaster or to its holster. A quick draw weapon wielder that possesses the Quick Draw feat can draw or holster the weapon once per round as a free action. A quick draw weapon costs 10% more than the cost of the base weapon.

Restrictions: None.

Rakatan Weapon

Crafted by an ancient and extremely advanced species known as the Rakata, weapons with this template are powerful and extremely alien to modern species. Rakatan weapons increase their die type by one step (from d4 to d6, d6 to d8, d8 to d10, or d10 to a maximum of d12) and grant the wielder a +1 equipment bonus on attack rolls. Rakatan weapons are considered exotic weapons, except to Rakatan characters (who treat them as weapons of their normal weapon group). Rakatan weapons cost 30% or 3,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Sith Alchemical Weapon

Sith alchemical weapons are items that have undergone an arcane enhancement process using ancient Sith techniques. Favored by the Sith in the days prior to the spread of lightsabers, Sith alchemical weapons are not only resistant to damage but also channel the dark side through them. Ancient Sith Lords used alchemy to fundamentally alter the chemical makeup of their weapons, resulting in something far more dangerous than the typical sword or lanvarok.

A lightsaber does not ignore a Sith alchemical weapon's DR, and characters who are proficient with the Sith alchemical weapon can treat it as a lightsaber for the purpose of using the Block, Deflect, and Redirect Shot talents (and any talents that have those Jedi talents as a prerequisite).

Additionally, a Sith alchemical weapon becomes more powerful in the hands of a character who is steeped in the dark side of the Force. A character proficient in Sith alchemical weapon use can spend a Force Point as a swift action to gain a bonus to damage rolls with the Sith alchemical weapon equal to his or her Dark Side Score. This bonus to damage applies to the next attack made with the weapon before the end of the encounter, and activating this ability increases the wielder's Dark Side Score by 1.

Sith alchemical weapons cost 20% or 2,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to advanced melee weapons and simple melee weapons.

Stacking Templates

The templates presented in this chapter are meant to represent the unique products of various societies and cultures. Stacking one template on top of another will inevitably produce weapons and armor far superior to other weapons, possibly creating confusing results (what is a suit of Massassi Eriadun armor?). Therefore, with the exception of the prototype template, the quick-draw weapon template, and the cortosis-weave/phrik-alloy template, no items should have more than one template added. Gamemasters might remove this restriction for special items, but this can quickly affect the way mundane equipment is perceived in your campaign.

Additionally, when determining the costs for items with multiple templates, apply each template one at a time, starting with the most expensive template and adding new ones after determining the new price for the item based on the previous template.

Armor Templates

The following templates function the same way as general templates, but can be applied only to armor.

Bonadan-Alloy Armor

Although weapons are illegal on the crowded world of Bonadan, armor crafted from a unique alloy created on that planet is second to none. Bonadan-alloy armor provides DR 2 against slashing damage, but any equipment bonus to Fortitude Defense provided by the armor is reduced by one (to a minimum of +0). Bonadan-alloy armor costs 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to a suit of armor that provides an equipment bonus to Fortitude Defense.

Bronzium Cast Armor

An extremely solid and durable metal, bronzium can be used in the production of armor that can protect the wearer from suffering great harm. Once per encounter, the wearer of bronzium cast armor can redirect the damage from a successful incoming attack to the armor; the armor takes the damage from the attack (armor has the same DR, hit points, damage threshold, and break DC as a weapon of the same size category as the wearer). If the armor is disabled or destroyed, it no longer provides any bonuses to the wearer. A suit of armor pushed down the condition track imposes its condition penalties to the wearer's Reflex Defense only. Bronzium cast armor costs 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: None.

Durasteel Cast Armor

A thin and lightweight metal, durasteel is used in the construction of armor when extra protection is needed. Durasteel cast armor grants DR 1 to the wearer, but any equipment bonus to Fortitude Defense provided by the armor is reduced by one (to a minimum of +0). Durasteel cast armor costs 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to a suit of armor that provides an equipment bonus to Fortitude Defense.

Environmental Bastion Armor

Environmental bastion armors are designed to protect the wearer from harsh environments—including vacuum—and provide a comfortable environment for whatever species they are made for (for example, Ubese wear environmental bastion armor that produces atmosphere similar to their homeworld's). Environmental bastion armor acts as a sealed environment suit, providing a number of hours of breathable air to the wearer equal to the armor's equipment bonus to Fortitude Defense. Environmental bastion armor costs 10% more than the base item.

Restrictions: This template can be applied only to a suit of armor that provides an equipment bonus to Fortitude Defense.

Eriadun Armor

Crafted on the Human-dominated world of Eriadu, Eriadun armor helps soldiers avoid being taken prisoner and interrogated by enemy forces. A suit of Eriadun armor or an Eriadun energy shield provides DR 5 against stun damage, but any equipment bonus to Fortitude Defense provided by the armor is reduced by one (to a minimum of +0). Eriadun armor costs 10% or 1,000 credits (whichever is higher) more than the base item.

Restrictions: This template can be applied only to a suit of armor that provides an equipment bonus to Fortitude Defense.

Droids

Droids play an important part in any *Knights of the Old Republic* campaign. Droids are just as prominent during the days of the Old Republic as they are in later years, and many models are the obvious predecessors of droids used during the Galactic Civil War. This chapter presents a good cross-section of the droids used in this era, providing droids that can fill a variety of roles in any *Knights of the Old Republic* campaign.

First-Degree Droids

First-degree droids are medical, analytical, or scientific droids. Specific examples include the ET-74 communications droid.

ET-74 Communications Droid

Developed by Automata Galactica to handle communications in automated facilities and coordinate the efforts of labor droids, the ET-74 communications droid is a multipurpose droid that handles electronic communication and logistics for several different industries. The ET-74 communications droid is programmed with an excellent mastery of computer systems and networks, as well as a variety of data transmission and receiving systems. Additionally, this droid has several routines that enable it to communicate effectively with its biological masters, making it an excellent liaison between a large droid worker force and their living owners.

ET-74 communications droids are smaller and are often found on space stations and capital ships. Though they are no match for a living communications officer, these droids can temporarily replace crew members by manning the communications and sensor stations for a short while. ET-74 droids are put in charge of mining, construction, and excavation droids whose tasks are menial (requiring droids with only a marginal intelligence) but which require coordination to ensure that a task is completed. As a result, some beings confuse ET-74 communications droids for worker droids of various types, though in truth they are merely directing those droids under their charge.

ET-74 communications droids can be played as droid heroes.

AN ET-74 COMMUNICATIONS DROID



Automata Galactica ET-74 Communications Droid **CL 0**
Small droid (1st-degree) nonheroic 1
Init +1; **Senses** Perception +0
Languages Basic, Binary, plus 5 unassigned

Defenses Ref 12 (flat-footed 11), Fort 8, Will 10
hp 3; **Threshold** 8
Immune droid traits

Speed 4 squares (walking)
Melee unarmed -2 (1d2)
Base Atk +0; **Grp** -4

Abilities Str 7, Dex 12, Con —, Int 15, Wis 10, Cha 8
Feats Linguist, Skill Focus (Knowledge [technology]), Skill Focus (Use Computer), Skill Training (Knowledge [galactic lore])
Skills Knowledge (galactic lore) +7, Knowledge (technology) +12, Persuasion +4, Use Computer +12
Systems walking locomotion, basic processor, 2 hand appendages, translator unit (DC 10), vocabulator
Possessions comlink, datapad, portable computer
Availability Licensed; **Cost** 2,700

Second-Degree Droids

Second-degree droids are typically astromech droids and technical droids. Specific models include the GO-TO infrastructure planning droid and the T3-Series utility droid.

Aratech GO-TO Infrastructure-Planning Droid

Following the devastation of the Great Sith War and during the rebuilding years leading up to the Mandalorian Wars, the Republic is in dire need of assistance to rebuild the galaxy's infrastructure. The Aratech Repulsor Company steps in to provide that much-needed assistance. As a part of the company's investment in the Republic's rebuilding efforts under the Coruscant Financial Exchange Establishment Act, Aratech begins research and development of the GO-TO infrastructure-planning droid. The first prototype models help with the reconstruction efforts after the Great Sith War, but in 3,955 BBY Supreme Chancellor Cressa puts the droids to greatest use rebuilding the galaxy after the Jedi Civil War.

GO-TO infrastructure-planning droids are designed and programmed to serve as a central organizational hub for planetary rebuilding efforts. A GO-TO droid, which is given a unique identifier that corresponds with the planet it assists, can plug directly into a planet's information network and immediately begin coordinating reconstruction and relief efforts, using its specialized software to maximize efficiency and minimize mistakes. Unfortunately for the Aratech company (and for the galaxy), the massive amounts of data flowing through a GO-TO infrastructure-planning droid can corrupt the droid's memory, causing it to rapidly develop both a personality and independent motivations. As a result, many GO-TO droids seized control of planetary assets or struck out on their own to organize and run their own tiny empire.

For example, GO-TO-Telerath temporarily seized control over one of the galaxy's most prominent financial institutions, causing an economic emergency when it demanded control of the Coruscant Financial Exchange. Similarly, a number of GO-TO droids stationed in the Gordian Reach declared their intentions to secede from the Republic and set themselves up to be dictatorial rulers of the independent territory 400100500260026.

GO-TO infrastructure-planning droids cannot be played as droid heroes.

"SO MANY NEW RECRUITS. DIFFERENT SPECIES, DIFFERENT ARMORS, DIFFERENT LANGUAGES — AND NOT ENOUGH TIME TO LEARN OUR WAYS."

—MANDALORE THE ULTIMATE

Aratech GO-TO Infrastructure-Planning Droid **CL 1**
Tiny droid (2nd-degree) nonheroic 4
Init +4; **Senses** low-light vision, Perception +4
Languages Basic, Binary, plus 3 unassigned

Defenses Ref 15 (flat-footed 13), Fort 9, Will 11
hp 10; **SR** 10; **Threshold** 9
Immune droid traits

Speed 4 squares (fly)
Melee electroshock probe +1 (1d8–2 ion)
Base Atk +3; **Grp** –5

Abilities Str 6, Dex 15, Con —, Int 16, Wis 10, Cha 14
Feats Improved Defenses, Skill Focus (Knowledge [social sciences]), Skill Focus (Knowledge [technology]), Skill Focus (Use Computer), Weapon Proficiency (simple weapons)
Skills Knowledge (social sciences) +15, Knowledge (technology) +15, Persuasion +9, Use Computer +15
Systems hovering locomotion, heuristic processor, 2 tool appendages, electroshock probe, holorecorder, holoprojector, improved sensor package, locked access, integrated comlink, vocabulator
Possessions planetary infrastructure management software
Availability Military; **Cost** 60,000

T3-Series Utility Droid

One of the earliest known predecessors to the astromech droid, Duwani Mechanical Products' T3-Series utility droid is designed to function as a maintenance droid for a variety of mechanical and electronic systems. Though adept at dealing with computers and machines of all types, T3-Series utility droids do not boast vocabulators, since they are not required to interact with organic denizens of the galaxy. The sophisticated mechanical and computer training software loaded into the T3-Series utility droid allows it to function in the capacity of an engineer or even a copilot aboard a starship, making it a favored purchase for traders and smugglers alike.

The T3-Series utility droid boasts a squat body with a disc-shaped head and a single photoreceptor gleaming brightly on one end. T3-Series droids come with enough tools and equipment to perform the functions required of it, but some tinkerers have modified their T3 units to better serve their individual needs. One common modification is the addition of a starfighter interface package, allowing the droid to plug directly into a specialized slot on a starfighter, granting starfighter pilots the same benefit that transport pilots have come to expect from the T3. Though this after-market modification is not endorsed by Duwani Mechanical Products, some fighter pilots insist that their ships and droids receive these modifications on the grounds that they increase pilot survivability.

T3-Series utility droids can be played as droid heroes.

Duwani Mechanical Products T3-Series Utility Droid **CL 0**
Small droid (2nd-degree) nonheroic 2
Init +2; **Senses** darkvision, Perception +3
Languages Basic (understand only), Binary, 2 unassigned

Defenses Ref 12 (flat-footed 11), Fort 9, Will 10
hp 5; **Threshold** 9
Immune droid traits

Speed 4 squares
Melee electroshock probe +1 (1d8–1 ion)
Ranged stun ray +1 (3d6 stun)
Fighting Space 1 square; **Reach** 1 square
Base Atk +1; **Grp** –3

Abilities Str 8, Dex 12, Con —, Int 14, Wis 11, Cha 7
Feats Skill Focus (Mechanics), Skill Focus (Use Computer), Weapon Proficiency (simple weapons, pistols)
Skills Mechanics +13, Pilot +7, Use Computer +13
Systems wheeled locomotion, magnetic feet, heuristic processor, 5 tool appendages, diagnostics package, internal storage (2 kg), improved sensor package, darkvision
Possessions stun ray (as blaster pistol set to stun), astrogation buffer (storage device, 10 memory units), electroshock probe, fire extinguisher, electric arc welder, holorecorder, holoprojector
Availability Licensed; **Cost** 3,500 credits

Third-Degree Droids

Third-degree droids are typically protocol droids. Specific models include the GE3-Series protocol droid and the GG-Series hospitality droid.

GE3-Series Protocol Droid

One of the best-selling droids in the galaxy, the Czerka Corporation's GE3-Series multipurpose protocol droid is found everywhere from Coruscant to Tatooine and beyond. One of the most common humanoid droid models, the GE3-Series protocol droid primarily serves as an agent of Human-cyborg relations but can be programmed to fill a variety of roles. Some GE3-Series droids are used as liaisons between farmers and their machinery; others serve as personal secretaries and errand-runners for busy citizens on urban worlds. These droids serve a variety of tasks, from menial chores to assisting in galactic negotiations, and as such they are highly valued by citizens both high and low on the power ladder.

The GE3-Series programming is geared specifically toward social interaction. They are extremely knowledgeable about the customs, cultures, and histories of species throughout the galaxy, and serve as the standard for protocol droids for decades. GE3 protocol droids are used in domestic and political environments, and the Czerka Corporation has a longstanding policy of selling these droids to planetary governments in bulk at a discounted rate,

ensuring that their droids are found on nearly every planet in the Republic. Though technically all GE3-Series droids share the same suffix to their names (GE3), most shorten their designation to contain only their unique identifier; thus, a protocol droid whose full designation would be S-0D3-GE3 would drop the GE3 and would go by only S-0D3.

GE3-Series protocol droids can be played as droid heroes.

Czerka Corporation GE3 Protocol Droid **CL 0**
Medium droid (3rd-degree) nonheroic 2
Init +0; **Senses** Perception +2
Languages Basic, Binary, plus one unassigned; translator unit (DC 5)

Defenses Ref 10 (flat-footed 9), Fort 10, Will 11
hp 5; **Threshold** 9
Immune droid traits

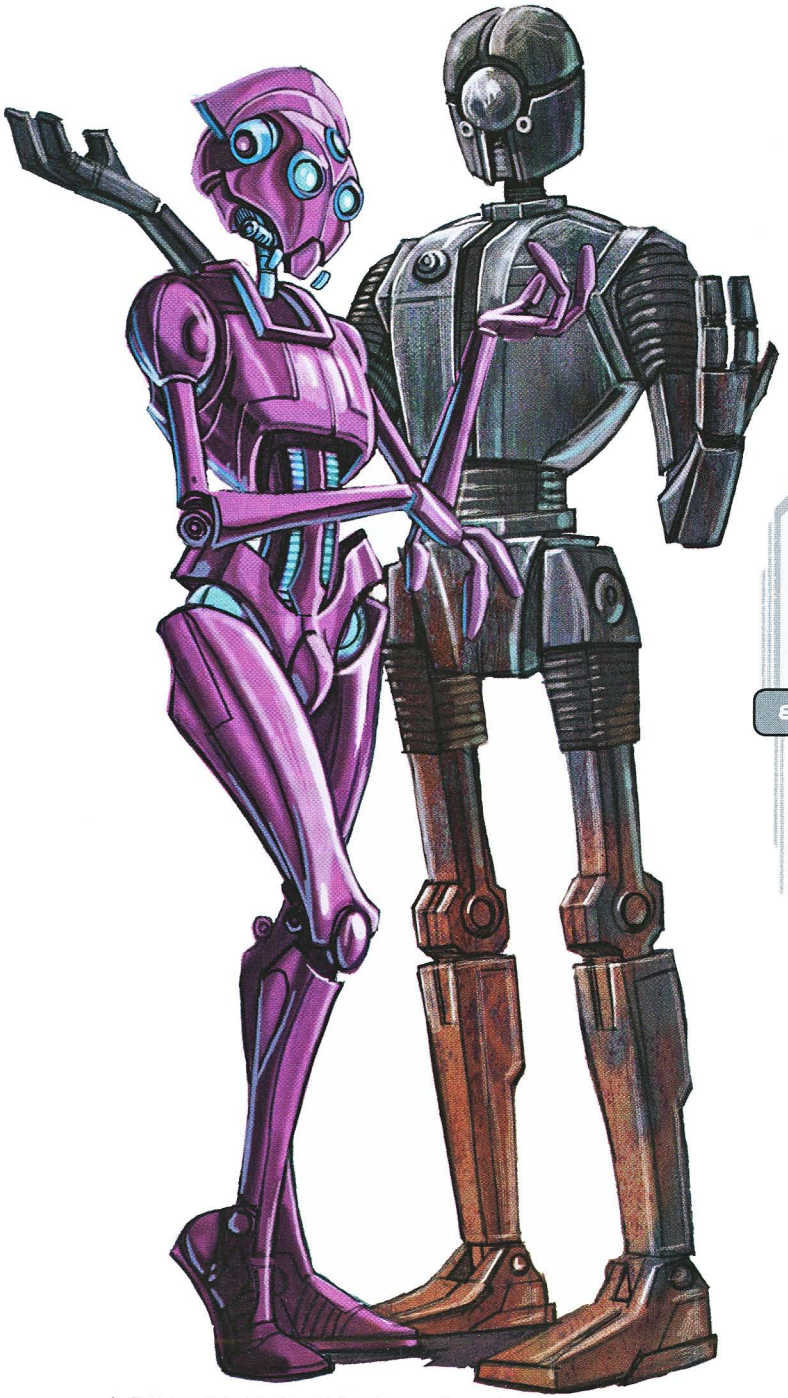
Speed 6 squares (walking)
Melee unarmed +0 (1d3–1)
Base Atk +1; **Grp** +0

Abilities Str 8, Dex 8, Con —, Int 13, Wis 12, Cha 15
Feats Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [galactic lore]), Skill Training (Knowledge [social sciences]), Skill Training (Persuasion)
Skills Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (social sciences) +7, Persuasion +8
Systems walking locomotion, basic processor, translator unit (DC 10), 2 hand appendages, vocabulator
Possessions audio recorder, comlink
Availability Licensed; **Cost** 2,500

GG-Series Hospitality Droid

Designed to act as a receptionist, host, and greeter, the GG-Series hospitality droid is a new take on the traditional role of the protocol droid, focusing less on raw knowledge and more on interacting with living beings. Manufactured on Arkania by Adascorp, the GG-Series hospitality droid is slightly more expensive than the standard protocol droid but is favored by large corporations and other entities wishing to provide customer service without taking up the time of executives or other biological employees. Though their introduction heralds a new level of Human-cyborg relations that the traditional protocol droid could not live up to, consumer response to the GG-Series hospitality droid turns lukewarm. Customers find that GG-Series hospitality droids are only a partial solution to the difficulties of dealing with large corporations. They resent the presence of these droids because they are yet another wall between a company and its consumers.

The GG-series protocol droid is best received in environments where it serves as host, receptionist, or greeter that then escorts visitors to deal with a living representative of the company. On the banking world of Telerath,



A GG-Series hospitality droid (Left) and a GE3-Series protocol droid (Right) discuss matters of etiquette

GG-Series hospitality droids greet newcomers and usher them to a banking representative, an experiment in customer service that proves exceptionally popular because the GG-Series droids do not replace biological employees and instead act as go-betweens. Corporations use GG-Series hospitality droids in their corporate offices as receptionist and communications specialists, even as secretary droids for high-ranking executives. However, corporations stop using GG-Series hospitality droids when a scandal reveals that Adascorp has planted command routines in the processors of droids sold to other companies, allowing the hospitality droids to spy on their owners and report back to Adascorp.

GG-Series hospitality droids can be played as droid heroes.

Adascorp GG-Series Hospitality Droid **CL 0**
Medium droid (3rd-degree) nonheroic 2
Init +3; **Senses** Perception +7
Languages Basic, Binary; translator unit (DC 10)

Defenses Ref 12 (flat-footed 10), Fort 9, Will 11
hp 5; **Threshold** 9
Immune droid traits

Speed 6 squares
Melee unarmed +0 (1d3–1)
Base Atk +1; **Grp** +2

Abilities Str 8, Dex 13, Con —, Int 10, Wis 12, Cha 15
Feats Skill Focus (Persuasion), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), Skill Training (Perception)
Skills Knowledge (bureaucracy) +6, Knowledge (galactic lore) +6, Perception +7, Persuasion +13
Systems walking locomotion, basic processor, 2 hand appendages, vocabulator
Possessions comlink
Availability Licensed; **Cost** 4,000

Fourth-Degree Droids

Fourth-degree droids are combat droids. Specific models include assassin droids, probe droids and war droids.

HK-Series Assassin Droids

Designed to disguise themselves as protocol droids to lull targets into a false sense of security, HK-Series assassin droids represent one of the deadliest innovations in droid technology of this time. The Czerka Corporation's first major success in assassin-droid production came with the release of the HK-24 assassin droid, which the company hoped to sell in large quantities to the Republic and planetary governments during the run-up to the Mandalorian Wars. Many HK-24 assassin droids are purchased by Lord Adasca to hunt down one of his former employees hiding on Taris. Even with red armor plating and glowing orange eyes, the HK-24 appears, to the untrained eye, to be nothing more than a slightly sinister-looking servant droid. Unfortunately, the Czerka Corporation never finds success with the HK-24 (since most people in the galaxy have no use for an assassin droid), and soon their factories are shut down and abandoned.

During the Jedi Civil War, Darth Revan constructs an HK-Series assassin droid based on the HK-24 design, but with several of his own upgrades. This droid, HK-47, in turn becomes the basis for a new model of HK-Series assassin droids: the HK-50. After seeing HK-47's abilities first-hand, Revan becomes convinced that the droids will make excellent agents. The Sith Lord is captured before his plans come to fruition, however, and production on the HK-50 model ceases for several years. Eventually, the droid crime lord Goto (a GO-TO infrastructure planning droid) discovers the HK-50 production facility and reactivates it, disseminating the new model assassin droids throughout the galaxy.

HK-24 and HK-50 assassin droids cannot be played as droid heroes.

Czerka Corporation HK-24 Series Assassin Droid **CL 7**
Medium droid (4th-degree) nonheroic 6/soldier 5
Init +12; **Senses** low-light vision, Perception +8
Languages Basic, Binary; translator unit (DC 5)

Defenses Ref 22 (flat-footed 19), Fort 19, Will 16
hp 43; **Threshold** 19
Immune droid traits

Speed 6 squares
Melee unarmed +11 (1d3+4)
Ranged blaster rifle +13 (3d8+4) or
Ranged blaster rifle +11 (4d8+4) with Rapid Shot or
Ranged blaster rifle +8 (3d8+14) with Power Blast
Base Atk +9; **Grp** +12
Atk Options Devastating Attack (rifles), Point Blank Shot, Power Blast, Rapid Shot
Special Actions Tough as Nails

Abilities Str 14, Dex 17, Con —, Int 10, Wis 12, Cha 13
Talents Devastating Attack (rifles), Tough as Nails, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Point Blank Shot, Power Blast, Rapid Shot, Skill Training (Initiative), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +12, Persuasion +11
Systems walking locomotion, heuristic processor, 2 hand appendages, 2 tool appendages, improved sensor package, translator unit (DC 5), vocabulator
Possessions blaster rifle, durasteel battle armor
Availability Illegal, Rare; **Cost** Not available for sale (estimated value 24,000 credits)

Playing an HK-Series Droid

Though the HK-24 and HK-50 model assassin droids are unsuitable for heroes, players might want to play as a droid such as HK-47; that is, a droid from the HK series but independent and with a developed (or developing) personality. Gamemasters that wish to allow HK-Series assassin droids can use the following statistics as the baseline for the droid hero. Gamemasters should encourage their heroes to come up with a history and unique designation for their HK-Series droid. Which model is the unique droid hero based on? Why has the droid developed a personality? What motivates the droid to overcome its assassination protocols, or does the droid even try? By answering questions such as these, a heroic HK-Series droid can be an interesting and valuable addition to the group.

Independent HK-Series Droid **CL 1**
Medium droid (4th-degree) soldier 1
Force 5
Init +8; **Senses** low-light vision, Perception +8
Languages Basic, Binary; translator unit (DC 5)

Defenses Ref 18 (flat-footed 15), Fort 15, Will 12
hp 30; **Threshold** 15
Immune droid traits

Speed 6 squares
Melee unarmed +3 (1d3+2)
Ranged blaster rifle +5 (3d8+2)
Base Atk +1; **Grp** +4
Special Actions Tough as Nails

Abilities Str 14, Dex 17, Con —, Int 10, Wis 12, Cha 10
Talents Tough as Nails
Feats Armor Proficiency (light), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +8, Perception +8, Use Computer +5
Systems walking locomotion, heuristic processor, 2 hand appendages, 2 tool appendages, improved sensor package, translator unit (DC 5), vocabulator
Possessions blaster rifle, durasteel battle armor, comlink

HK-50 Series Assassin Droid **CL 12**
Medium droid (4th-degree) nonheroic 6/soldier 6/elite trooper 4
Init +15; **Senses** low-light vision, Perception +11
Languages Basic, Binary, 1 unassigned; translator unit (DC 5)

Defenses Ref 26 (flat-footed 22), Fort 26, Will 21
hp 75; **DR** 2; **Threshold** 26
Immune droid traits

Speed 6 squares
Melee unarmed +16 (1d4+7)
Ranged blaster rifle +19 (3d8+7) or
Ranged blaster rifle +17 (5d8+7) with Burst Fire or
Ranged blaster rifle +14 (3d8+17) with Power Blast
Base Atk +14; **Grp** +17
Atk Options Burst Fire, Careful Shot, Controlled Burst, Devastating Attack (rifles), Point Blank Shot, Power Blast, Precise Shot
Special Actions Tough as Nails

Abilities Str 15, Dex 17, Con —, Int 12, Wis 13, Cha 13
Talents Controlled Burst, Devastating Attack (rifles), Greater Weapon Focus (rifles), Tough as Nails, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Careful Shot, Martial Arts I, Point Blank Shot, Power Blast, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +15, Persuasion +14
Systems walking locomotion, heuristic processor, 2 hand appendages, 2 tool appendages, improved sensor package, translator unit (DC 5), vocabulator
Possessions blaster rifle, durasteel battle armor
Availability Illegal, Rare; **Cost** Not available for sale (estimated value 33,000 credits)

Juggernaut War Droid

The Juggernaut war droid by Duwani Mechanical Products is designed specifically for use by the Republic's Rocket Jumper corps. Intended for use as a remote resupply and combat assistance droid, the Juggernaut war droid is a valuable aid to the Rocket Jumpers, whose far-ranging missions carry them outside the normal military supply lines. During the Great Sith War, Juggernaut war droids provide Republic soldiers with much-needed materiel, and thanks to the versatility of their jet packs, which also serve as underwater propulsion systems, these droids are able to reach Republic personnel well behind enemy lines.

The Juggernaut war droid is equipped with a shatter beam (designed to penetrate enemy bunkers and other defensive positions) as well as a sonic weapon to protect the droid from lightsaber-wielding foes. However, the droid's primary weapon is a pulse-wave rifle; the other weapons are to be used only in emergency situations. Many of these droids are retired after taking part in a droid uprising on Coruscant during the Great Sith War, having been reprogrammed by the original HK-01 assassin-droid prototype.

Juggernaut war droids cannot be played as droid heroes.

Duwani Mechanical Products Juggernaut War Droid **CL 4**
Medium droid (4th-degree) nonheroic 6/soldier 2
Init +12; **Senses** Perception +6
Languages Basic, Binary

Defenses Ref 20 (flat-footed 17), Fort 16, Will 14
hp 26; **Threshold** 16
Immune droid traits

Speed 6 squares (fly, walk, or swim)
Melee unarmed +8 (1d3+3)
Ranged pulse-wave rifle +10 (3d8+3) or
Ranged heavy sonic pistol +9 (2d8+1) or
Ranged shatter beam +9 (3d8+1)
Base Atk +6; **Grp** +9
Atk Options Charging Fire, Running Attack
Special Actions Coordinated Attack

Abilities Str 15, Dex 16, Con —, Int 10, Wis 14, Cha 11
Talents Weapon Specialization (rifles)
Feats Armor Proficiency (light), Charging Fire, Coordinated Attack, Running Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +12
Systems walking locomotion, basic processor, 2 hand appendages, 2 tool mounts, vocabulator
Possessions pulse-wave rifle, shatter beam (as heavy blaster pistol, deals double damage to unattended objects), heavy sonic pistol, durasteel plating, jet pack (also provides swim speed)
Availability Military; **Cost** 20,000 credits

K-X12 Probe Droid

Though officially billed as a probe droid, the K-X12 model droid from MerenData becomes popular because of its ability to fulfill multiple roles. The hovering droid is good at getting into and out of dangerous or confined locales, and its three clawed appendages allow it to twist, move, and otherwise manipulate objects that would block other droids. Though MerenData claims that the blaster appendage is used only to clear away debris, owners of K-X12 probe droids use them as security and patrol droids because of their offensive capabilities.

MerenData's probe droids come into widespread use during the Jedi Civil War, when the Republic, Sith, and private citizens alike use the droids for security and observation. Many of the droids are reprogrammed and sent out as espionage droids, slipping into enemy facilities through unusual points of entry. These probe droids are loaded into hollowed-out concussion missiles and fired into the atmosphere of enemy-controlled planets; the droid is programmed to destroy the missile from the inside before impact, then float away to avoid slamming into the planet.

K-X12 probe droids cannot be played as droid heroes.

MerenData K-X12 Probe Droid **CL 2**
Small droid (4th-degree) nonheroic 3/scout 1
Init +4; **Senses** low-light vision, Perception +17 (can reroll, must take second result)
Languages Binary

Defenses Ref 17 (flat-footed 15), Fort 13, Will 16
hp 12; **Threshold** 13
Immune droid traits

Speed 4 squares (fly)
Melee unarmed +1 (1d3–1)
Ranged blaster pistol +4 (3d6)
Ranged self-destruct system +5 (4d6, 2-square splash)
Base Atk +2; **Grp** +0

Abilities Str 8, Dex 15, Con —, Int 13, Wis 16, Cha 9
Talents Acute Senses
Feats Improved Defenses, Skill Focus (Perception), Skill Focus (Stealth), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)
Skills Perception +17 (can reroll, must take second result), Stealth +14, Use Computer +9
Systems hovering locomotion, basic processor, 3 claw appendages, 1 tool appendage, improved sensor package, self-destruct system
Possessions blaster pistol, holorecorder
Availability Restricted; **Cost** 6,000 credits

Patrol Droid Mark I

Designed as a law enforcement assistant droid for urban environments, the Municipal Patrol Droid Mark I is a small, lightweight droid, which packs a bit more firepower than the average patrol droid. Engineered by Automata Galactica to serve as a droid partner for law enforcement officials operating without assistance, the Municipal Patrol Droid Mark I quickly becomes popular among private security companies and wealthy individuals (such as corporate executives) who use the droids to bolster their firepower without adding personnel.

During the Jedi Civil War, the Municipal Patrol Droid Mark I is frequently used by the Sith on conquered worlds to reinforce their troops and help keep the peace. Unlike their Sith troopers, these droids can be mass produced by the Star Forge and sent out to worlds where the Sith presence is only tenuously keeping an oppressed populace under control. The Sith variety of the Municipal Patrol Droid Mark I is reprogrammed to no longer require a living officer's authorization to fire. This makes the droids extremely dangerous since they could be the first to fire shots during a conflict.

Mark I patrol droids cannot be played as droid heroes.

Automata Galactica Municipal Patrol Droid Mark I **CL 2**
Small droid (4th-degree) nonheroic 6
Init +11; **Senses** Perception +10
Languages Basic, Binary

Defenses Ref 15 (flat-footed 12), Fort 9, Will 13
hp 12; **Threshold** 9
Immune droid traits

Speed 6 squares (fly)
Ranged blaster pistol +8 (3d6) or
Ranged blaster pistol +3 (3d6) and
blaster pistol +3 (3d6)
Base Atk +4; **Grp** +2

Abilities Str 6, Dex 17, Con —, Int 12, Wis 14, Cha 9
Feats Dual Weapon Mastery I, Improved Defenses, Skill Training (Acrobatics), Skill Training (Use Computer), Weapon Focus (pistols), Weapon Proficiency (pistols)
Skills Acrobatics +11, Initiative +11, Perception +10, Use Computer +9
Systems hovering locomotion, basic processor, 2 tool mounts
Possessions 2 blaster pistols
Availability Restricted; **Cost** 4,700

Devastator War Droid

Designed by Ubrikkian Steamworks as an upgrade to the popular sentinel droid by Kellenech Technologies, the Devastator war droid has been called an assassin droid by those who have faced it. The Devastator war droid is a dangerous and tough droid that is difficult to bring down. Redundant systems help reduce the effect of damage on the droid's combat readiness. A Devastator war droid is capable of continuing to fight at over 85% combat efficiency even after losing a limb or other significant system, making it the perfect droid to operate on the front lines of battle.

Although Ubrikkian Steamworks expects to sell the droid to the private security market, the Republic designates the Devastator war droid too sophisticated and dangerous to be in private hands, declaring that only individuals and organizations with special permission from the Military Arms Regulatory Bureau can purchase these droids. As a result, the massive profits that Ubrikkian expected to make (based on estimates that one third of sentinel droid owners would upgrade to the Devastator droids) never come, and Ubrikkian is forced to cut production of the droids almost as soon as it begins. As a result, only a few of these droids can be found anywhere in the galaxy, most in the hands of mercenaries and crime syndicates.

Devastator war droids cannot be played as droid heroes.

Ubrikkian Steamworks Devastator War Droid **CL 5**
Medium droid (4th-degree) nonheroic 9/soldier 2
Init +13; **Senses** Perception +11
Languages Basic, Binary

Defenses Ref 18 (flat-footed 15), Fort 16, Will 13
hp 46; **Threshold** 16
Immune droid traits

Speed 6 squares
Melee unarmed +10 (1d3+3)
Ranged blaster rifle +12 (3d8+1) or
Ranged blaster rifle +10 (4d8+1) with Rapid Shot
Base Atk +8; **Grp** +11
Atk Options Point Blank Shot, Rapid Shot
Special Actions Indomitable

Abilities Str 14, Dex 16, Con —, Int 12, Wis 13, Cha 9
Talents Indomitable
Feats Armor Proficiency (light), Point Blank Shot, Rapid Shot, Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +13, Perception +11
Systems walking locomotion, basic processor, 2 hand appendages, internal comlink, vocabulator
Possessions blaster rifle, durasteel shell
Availability Military; **Cost** 12,000

Sentinel Droid

Possibly one of the most popular and widely owned combat droids in the galaxy, the Kellenech Technologies sentinel droid was designed for personal security, but it is also used for other purposes. Though many models of this droid can be found throughout the galaxy, the Mark I version of the sentinel droid is by far the most common. With a humanoid structure and a solid physical build, the sentinel droid can be an imposing figure for anyone who goes up against it. However, unlike other combat-capable droids, the sentinel droid functions best when used in large numbers, similar to the battle droids that would become popular thousands of years later during the Clone Wars. Though a single Kellenech sentinel droid might not be much of a threat, a half dozen of the droids can be a dangerous security detail.

Sentinel droids can be played as droid heroes.

Kellenech Technologies Sentinel Droid **CL 1**
Medium droid (4th-degree) nonheroic 3
Init +8; **Senses** Perception +1
Languages Basic, Binary

Defenses Ref 16 (flat-footed 14), Fort 13, Will 10
hp 8; **Threshold** 13
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +5 (1d3+3)
Ranged blaster rifle +4 (3d8) or
Ranged blaster rifle +2 (4d8) with Rapid Shot
Base Atk +2; **Grp** +5
Atk Options Rapid Shot

Abilities Str 16, Dex 15, Con —, Int 10, Wis 11, Cha 9
Feats Armor Proficiency (light), Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +8
Systems walking locomotion, basic processor, 2 hand appendages, internal comlink, vocabulator
Possessions blaster rifle, durasteel shell
Availability Restricted; **Cost** 2,400

Fifth-Degree Droids

Fifth-degree droids are typically utility droids with low-level functions. Specific models include maintenance droids and loader droids.

Security/Maintenance Droid

The MerenData S6-Series security and maintenance droid is one of the more common security observation droids found throughout the galaxy. Though the droid features little more than repulsorlifts, a camera, and a processing unit, the S6-Series droid provides constant surveillance over a wide-ranging area, making it one of the predecessors to later models of patrol and seeker droids. S6-Series droids boast advanced sensors and security cameras, and have the ability to make repairs to other droids and vehicles. Most citizens of the galaxy do not even notice these droids as they go about their business, making them prime targets for espionage attempts.

S6-Series droids cannot be played as droid heroes.

MerenData S6-Series Security/Maintenance Droid **CL 0**
Diminutive droid (5th-degree) nonheroic 2
Init +6; **Senses** low-light vision, Perception +15
Languages Basic (understand only), Binary

Defenses Ref 20 (flat-footed 15), Fort 7, Will 12
hp 5; **Threshold** 7
Immune droid traits

Speed 9 squares (fly)
Base Atk +1; **Grp** –9
Abilities Str 4, Dex 20, Con —, Int 13, Wis 15, Cha 6
Feats Skill Focus (Mechanics), Skill Focus (Perception), Skill Focus (Use Computer), Skill Training (Mechanics)
Skills Mechanics +12, Perception +15, Use Computer +12
Systems flying locomotion, basic processor, 2 tool appendages, improved sensor package, internal comlink
Possessions security camera, tool kit
Availability Licensed; **Cost** 2,000

T1 Bulk Loader Droid

The T1 bulk loader droid is an older model droid still in use through the Jedi Civil War and beyond. Built by Kellenech Technologies for menial tasks and heavy lifting, the T1 bulk loader droid is one of the most durable and reliable droids on the market. The only major drawback to the T1 bulk loader droid is its size. The droid has difficulty working in tight spaces, such as aboard starships. T1 bulk loader droids are exceptionally diligent and do not stop performing an assigned task except by the command of their masters or until the droid stops functioning.

The T1 bulk loader droid is referred to as the LB series droid. However, the LB designation indicates a primary function of this particular subtype of the T1 model (loader, bulk), not the model name itself. Kellenech Technologies originally produces several series of T1 droids, each with different programming and functions; the T1-CW is the "construction worker" model, and the T1-EX is the emergency excavation model (used in clearing rubble from the scenes of accidents). However, these other T1 droids see limited production and quickly fade from memory. Eventually, Duwani Mechanical Products obtains the T1-series trademark, which they rebrand for their first run of utility droids.

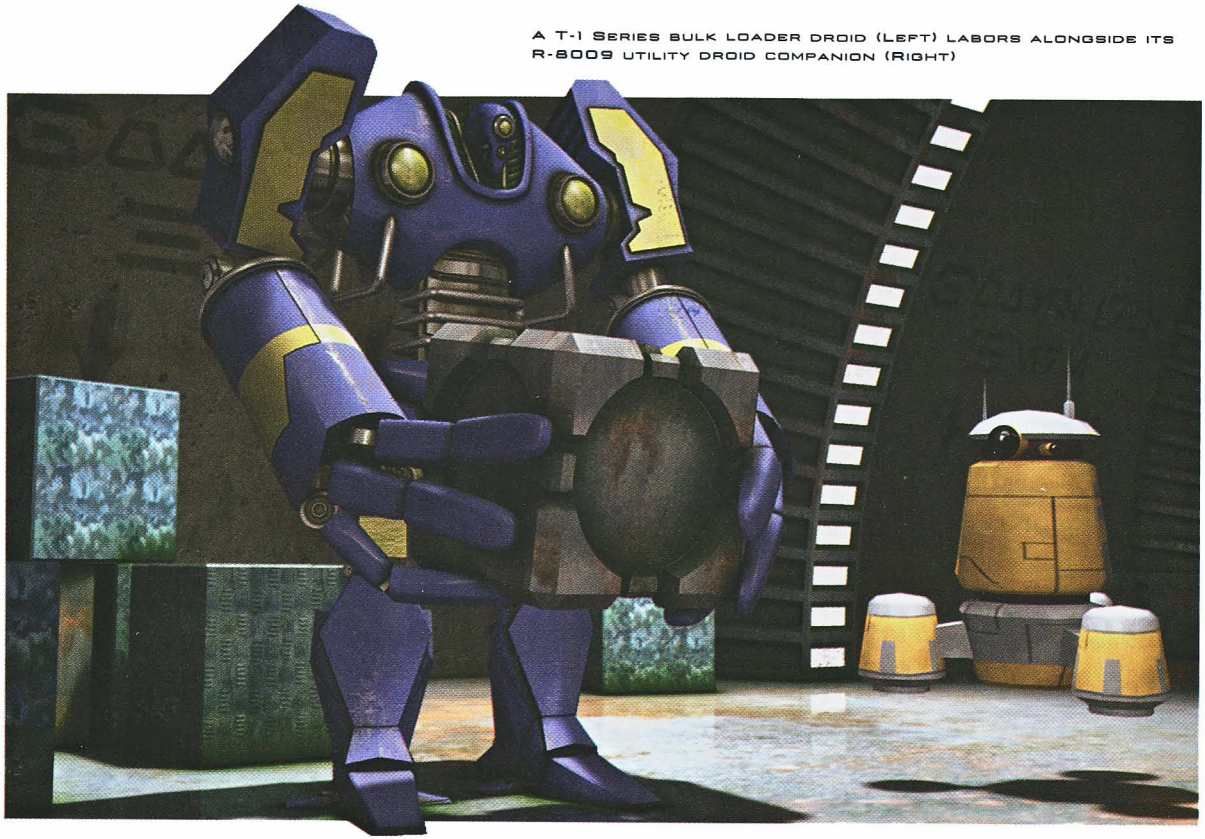
T1 bulk loader droids cannot be played as droid heroes.

Kellenech Technologies T1 Bulk Loader Droid **CL 1**
Large droid (5th-degree) nonheroic 2
Init +1; **Senses** Perception +1
Languages Basic, Binary

Defenses Ref 17 (flat-footed 17), Fort 17, Will 10
hp 15; **Threshold** 22
Immune droid traits

Speed 8 squares
Melee unarmed +8 (1d4+7)
Base Atk +1; **Grp** +13

Abilities Str 24, Dex 10, Con —, Int 6, Wis 10, Cha 8
Feats Armor Proficiency (light, medium), Skill Focus (Endurance), Weapon Proficiency (simple weapons)
Skills Endurance +11
Systems walking locomotion, basic processor, 2 hand appendages, internal storage (5 kg)
Possessions duranium armor plating
Availability Licensed; **Cost** 6,000



A T-1 Series bulk loader droid (Left) labors alongside its R-8009 utility droid companion (Right)

Utility Droid

The Serv-O-Droid R-8009 utility droid is the standard labor droid used during the days of the Old Republic. This utility droid can perform a number of functions, including basic maintenance and cleaning. The droid is outfitted with varying equipment, depending on the role it is intended to fulfill. Cheap, relatively skilled, and capable of operating quietly and subtly around living beings, the R-8009 can be found everywhere from the Deep Core to the Outer Rim. Unlike other utility droids, the R-8009 has the skills and hardware to enable it to interface with other droids and computers. This allows the owner to program the utility droid to return to a designated computer terminal and receive new instructions on a regular basis, eliminating the need for another droid to constantly update the R-8009's programming.

The R-8009 is the model that made Serv-O-Droid a household name, raking in untold billions of credits and enabling the company to swallow up many of its competitors, including Delban Electrodyne—its chief competitor. Though Serv-O-Droid never reaches the level of fame that Cybot Galactica or Industria Automaton would, the company establishes itself firmly in the galaxy for thousands of years, though it eventually goes bankrupt with the establishment of the Corporate Sector.

R-8009 utility droids can be played as droid heroes.

Serv-O-Droid R-8009 Utility Droid **CL 0**
Small droid (5th-degree) nonheroic 1
Init –2; **Senses** Perception +5
Languages Basic (understand only), Binary

Defenses Ref 10 (flat-footed 10), Fort 9, Will 10
hp 4; **Threshold** 9
Immune droid traits

Speed 4 squares
Base Atk +0; **Grp** –5

Abilities Str 8, Dex 8, Con —, Int 4, Wis 10, Cha 6
Feats Skill Training (Knowledge [technology]), Skill Training (Mechanics), Skill Training (Use Computer), Toughness
Skills Knowledge (technology) +2, Mechanics +2, Perception +5, Use Computer +2
Systems hovering locomotion, basic processor, 4 tool appendages
Availability Licensed; **Cost** 800

Chapter VI
Vehicles and Starships





The troubled era of a *Knights of the Old Republic* campaign is the dawn of a new age for the engineering and manufacturing of vehicles and starships. The presence of conflict creates a breeding ground for new ideas and new technologies. The vehicles and starships produced by manufacturers during times of war are, out of necessity, on the cutting edge of technology. Factions seeking advantage in war commission new designs, or manufacturers benefit from designs handed down from government engineers to the private sector.

The starships and vehicles presented in this chapter represent a cross-section of vessels that find their way into the hands of heroes and their allies over the course of a *Knights of the Old Republic* campaign. Vessels such as the 578-R space transport or the G-Type light shuttle can serve as mobile bases of operations for a group of heroes (Gamemasters should also consider the *Dynamic*-class light freighter, featured with deck plans in *Starships of the Galaxy*, for this role). The ground vehicles, including speeder bikes and landspeeders, represent contemporary civilian vehicles in common use throughout the galaxy during this time period. Heroes are as familiar with these vehicles and ships as heroes during the Galactic Civil War are familiar with YT-1300 space transports or T-16 Skyhopper speeders.

Additionally, some of the starships in this chapter also list an Emplacement Point value in their statistics, enabling compatibility with the starship modification and enhancement rules presented in *Starships of the Galaxy*. These starships follow all the normal rules for starship modification as presented in that supplement.

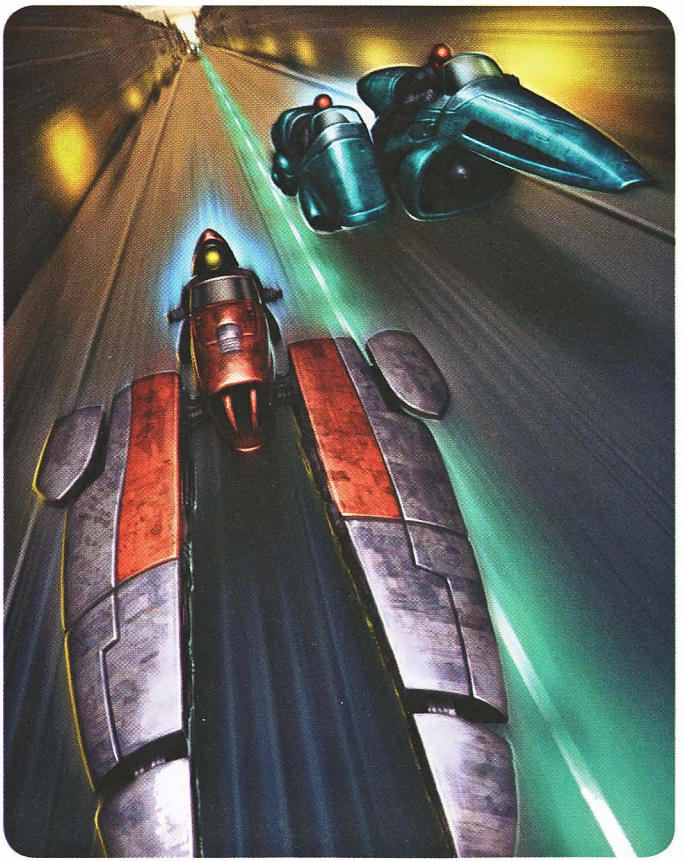
The vehicles and starships described in this chapter are those that are available and commonly found in the ownership of individuals and organizations other than the Jedi, the Mandalorians, the Republic, or the Sith. For vehicles and ships for those factions, see their respective chapters later in the book.

Ground Vehicles

Though repulsorlifts have long since made mundane ground transport a technology of the past, ground vehicles can still be found throughout the galaxy. Most of the time, these vehicles are manufactured to keep costs low, or in response to an environmental problem that makes using repulsorlifts impossible.

Speeder Bikes

Speeder bikes spike in popularity following the Great Sith War as Lhosan Industries introduces two new models—a swoop bike for racing, and a more common street speeder bike for simple transport. Both of these designs spark a revolution in speeder bike design. Only the Aratech Urban Navigator speeder bike comes close to the Lhosan bikes' popularity. The speeder bikes are based on military speeders used by the Republic just prior to the Great Sith War.



A Lhosan AeroChaser (Left) and an Aratech Urban Navigator (Right)

Lhosan AeroChaser Speeder Bike

Designed by the engineers responsible for the company's swoop racer, Lhosan Industries' AeroChaser is a quick and durable speeder bike, found on worlds throughout the galaxy. Designed and manufactured on Taris, the AeroChaser is shipped to planets throughout the Republic and beyond. Sleek and fast, the AeroChaser is also a relatively inexpensive because of the large quantities produced.

During the Mandalorian Wars, Republic scouts use Lhosan AeroChasers on hotly contested worlds. The bikes are fast enough to outrun the Mandalorians' war droids, allowing Republic agents to approach Mandalorian encampments and retreat safely if discovered. During the Jedi Civil War these speeder bikes fall out of military use but remain extremely popular with civilians throughout the galaxy.

The Lhosan AeroChaser is a single-rider speeder bike with long prongs extending from the front of the vehicle. Designed for balance, the front-end prongs also contain significant empty space, which unscrupulous mechanics use to mount weapons on the speeder bikes. Others use the space for storage, and some have reduced the size of the prongs to allow the speeder bike to handle more loosely. These customizations illustrate how easily the Lhosan AeroChaser is modified. Its modularity makes it a favorite vehicle for outlaw techs.

Lhosan Industries AeroChaser Speeder Bike **CL 1**
Large ground vehicle (speeder)
Init +9; **Senses** Perception +5

Defenses Ref 15 (flat-footed 10), Fort 13; +1 armor
hp 30; **DR** 5; **Threshold** 18

Speed 12 squares (max. velocity 400 km/h)
Fighting Space 2×2; **Cover** none
Base Atk +0; **Grp** +8

Abilities Str 16, Dex 20, Con —, Int 10
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 4 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 5,800 (1,000 used)

Swoop Racer

The speeder bike design that put Lhosan Industries on the map, the Lhosan swoop racer is an unorthodox design that resembles a landspeeder more than a speeder bike. Although the rider of the Lhosan swoop sits in a cockpit similar to that of a landspeeder, the vehicle's light construction, single-pilot capacity and narrow chassis design qualify it as a speeder bike. Lhosan Industries produces the swoop bike in the lower levels of the world of Taris,

capitalizing on the cheap labor and love of swoop racing that the planet offers. The popularity of the Lhosan swoop spreads like wildfire, and soon racing enthusiasts purchase the speeder bikes in large quantities.

Though the Lhosan swoop is incredibly fast, it is not nearly as maneuverable as most speeder bikes, including the AeroChaser. In fact, at high speeds the vehicle is sluggish if the pilot attempts to make more than minor course corrections, and the swoop has a larger turn radius than most repulsorlift vehicles. The swoop's ability to reach blazing speeds makes it a popular racing craft, but the lack of maneuverability limits the AeroChaser to drag races on a straight track with a few obstacles in the path.

Lhosan Industries Swoop Racer **CL 2**
Large ground vehicle (speeder)
Init +8; **Senses** Perception +6

Defenses Ref 13 (flat-footed 10), Fort 14; +1 armor
hp 40; **DR** 5; **Threshold** 19

Speed 12 squares (max. velocity 850 km/h)
Fighting Space 3×3; **Cover** +5
Base Atk +2; **Grp** +11

Abilities Str 18, Dex 16, Con —, Int 12
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 2 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 18,700 (14,300 used)

Urban Navigator Speeder Bike

The rise in popularity of speeder bikes in the run-up to the Great Sith War allows Lhosan Industries to dominate the light repulsorcraft market. Though other companies try to produce bikes to rival Lhosan's, only one company achieves anywhere near the same level of success. The Aratech Corporation designs its Urban Navigator speeder bike specifically for use in large cities and ecumenopolises such as Coruscant and Taris. Moreover, the Urban Navigator is one of the few speeder bikes to accommodate a passenger. Its sidecar makes it ideal for those who need quick and nimble transportation and have friends, coworkers, or spouses to travel with.

The Urban Navigator is an excellent source of transportation over short distances. It is a fast speeder bike, though it cannot compare to the Lhosan AeroChaser for maximum velocity. The addition of the vehicle's sidecar reduces its maneuverability, but the speeder bike is also capable of operating at the higher altitudes of urban airspeeder lanes, making it a versatile transport for getting anywhere in a city.

The Republic purchases a large quantity of Urban Navigators for use during wartime. The speeder bikes prove to be an excellent choice for officers and their aides when traveling the skyways of Coruscant and other heavily developed worlds. They also allow politicians to move quickly from one place to another while accompanied by their bodyguards.

Aratech Urban Navigator Speeder Bike **CL 1**
Large air vehicle (speeder)
Init +10; **Senses** Perception +5

Defenses Ref 16 (flat-footed 10), Fort 13; +1 armor
hp 35; **DR** 5; **Threshold** 18

Speed fly 12 squares (max. velocity 500 km/h)
Fighting Space 2×2; **Cover** +5
Base Atk +0; **Grp** +8

Abilities Str 17, Dex 22, Con —, Int 14
Skills Initiative +10, Mechanics +5, Perception +5, Pilot +10, Use Computer +5

Crew 1 (normal); **Passengers** 1
Cargo 10 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 9,600 (3,500 used)

Speeders

Repulsorlift vehicles of the days of the Old Republic follow simple and thoroughly tested design standards. Many varieties of speeders exist throughout the Republic, and urban worlds such as Taris and Coruscant are home to literally thousands of different speeder makes and models. The speeders presented in this section represent a basic cross-section of the repulsorlift vehicles available during this time.

TT-6 Landspeeder

The SoroSuub TT-6 landspeeder is the iconic personal vehicle of these turbulent times. A two-seater landspeeder with large rear engines and an aerodynamic body, the TT-6 is mass-produced by SoroSuub to provide an inexpensive and appealing vehicle for personal use. The SoroSuub Corporation produces the TT-6 model for nearly 200 years—one of the longest production runs in galactic history. Though advancements in vehicle technology are incorporated into the TT-6 as time goes on, the basic design and aesthetic of the landspeeder remains unchanged. As a result, one might find an old, beat-up TT-6 for sale in an Outer Rim junkyard while eager buyers on Corellia snap up sleek new TT-6 landspeeders at the same time.

The TT-6 is a reliable speeder that has proven to be a solid investment for those looking for a vehicle that will work for years to come. Though the TT-6 landspeeder boasts few of the amenities of more expensive luxury speeders, this solidly built speeder is one of the easiest vehicles to keep in good repair. As a result, any character attempting a Mechanics check to repair damage to a TT-6 landspeeder gains a +2 equipment bonus on the check.

SoroSuub TT-6 Landspeeder CL 1

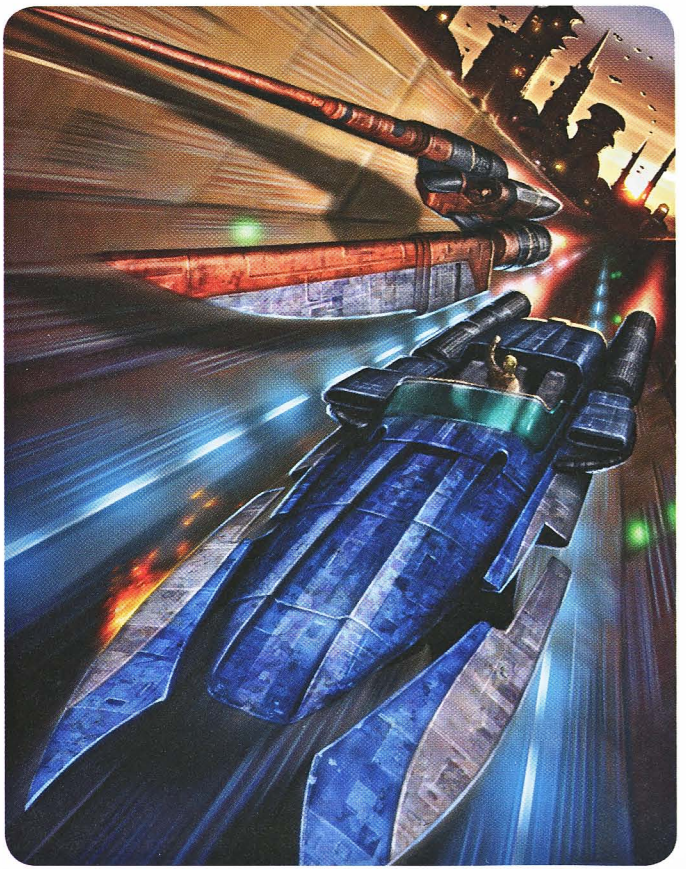
Large ground vehicle (speeder)
Init +8; **Senses** Perception +5

Defenses Ref 14 (flat-footed 10), Fort 14; +1 armor
hp 45; **DR** 5; **Threshold** 19

Speed 12 squares (max. velocity 400 km/h)
Fighting Space 2×2; **Cover** +5
Base Atk +0; **Grp** +9

Abilities Str 19, Dex 18, Con —, Int 12
Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8, Use Computer +5

Crew 1; **Passengers** 1
Cargo 40 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 12,000 (3,800 used)



A TT-6 SPEEDER (RIGHT) NARROWLY AVOIDS A LHOSAN SWOOP (LEFT)

PL-90 Luxury Speeder

A large speeder intended to carry wealthy individuals and their entourages, the Ubrikkian PL-90 Luxury Speeder is one of the most popular, if expensive, vehicles on the market. A favored vehicle of nobles and wealthy corporate agents, the PL-90 boasts four rows of seats (including individual seats for the vehicle's pilot and a single passenger in the front). The back three rows of the landspeeder are padded bench seats, which provide passengers with the utmost in comfort and relaxation during their travels. The PL-90 makes use of advanced inertial dampening technology to provide the smoothest possible ride, keeping passengers from feeling the bumps and twitches of landspeeder travel.

Unlike other vehicles of the time, this speeder model is rarely used by military forces. It is specifically designed for luxury and not utility. Though Ubrikkian Repulsorlift Manufacturing sells many of these speeders to nobles and politicians throughout the galaxy, they do not achieve the widespread appeal that other speeders, such as the SoroSuub TT-6, have achieved. The PL-90 is somewhat slower than other speeders, giving up speed in favor of a smooth and comfortable ride. A PL-90 Luxury Speeder is a status symbol among the galactic elite, because only those who live a life of comfort can afford such an impractical vehicle. The Draay family owns several of these vehicles, using them for transportation on Coruscant.

Ubrikkian Repulsorlift Manufacturing PL-90 Luxury Speeder CL 2

Huge ground vehicle (speeder)
Init +8; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 17; +3 armor
hp 70; **DR** 5; **Threshold** 27

Speed 8 squares (max. velocity 280 km/h)
Fighting Space 3×3; **Cover** +5
Base Atk +2; **Grp** +19

Abilities Str 24, Dex 18, Con —, Int 16
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** 7
Cargo 30 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 48,000 (29,000 used)

Airspeeders

Though most commonly used on worlds with large urban populations (necessitating traffic lanes that stretch up into the sky), airspeeder production lags during the turbulent years following the Great Sith War. Those who once owned airspeeders trade them in for small starfighters or space transport; the ability to flee from a planet under assault from the Mandalorians or the Sith quickly outweighs the additional costs of maintaining a starship.

Twin-228 Airspeeder

Another design popularized by the SoroSuub Corporation, the Twin-228 airspeeder is a two-person speeder that shares aesthetic similarities with other contemporary vehicle designs. The cockpit is situated toward the rear, with two sets of prongs stretching forward from the cockpit for over half of the airspeeder's length. Two large engines at the rear of the vehicle give it a decent top speed, but like civilian airspeeders, the Twin-228 never gets up to starfighter speeds.



A Twin-228 airspeeder (bottom) flies below a PL-90 Luxury speeder (top) in the crowded lanes of Taris

One advantage the Twin-228 has over other airspeeders of the time is that its two-pronged front section is easily attached to cargo carriers, allowing the vehicle to haul moderate amounts of cargo in addition to providing simple transport. This increased cargo capacity comes at the expense of comfort for the pilot and passenger, but most accept this as a necessary aspect of the airspeeder's design. The SoroSuub Corporation sells a standard cargo pod designed specifically for use with the Twin-228, and it has proven to be one of their highest selling vehicle add-ons. As a result, the Twin-228 airspeeder has also become popular among citizens of agricultural worlds, where the vehicles are used to carry equipment from one farm to another.

SoroSuub Twin-228 Airspeeder **CL 2**
Huge air vehicle (airspeeder)
Init +9; **Senses** Perception +6

Defenses Ref 16 (flat-footed 11), Fort 16; +3 armor
hp 60; **DR** 5; **Threshold** 26

Speed fly 12 squares (max. velocity 800 km/h)
Fighting Space 3×3; **Cover** +5
Base Atk +2; **Grp** +18

Abilities Str 22, Dex 20, Con —, Int 12
Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9, Use Computer +6

Crew 1 (skilled); **Passengers** 1
Cargo 60 kg (460 kg with cargo pod); **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 22,000 (13,500 used); cargo pod 1,000

Starfighters

With the galaxy plunged into one war after another, most advancements in starfighter design fall under the domain of various militaries. Few starship manufacturers provide starfighters for the private sector other than those made for local planetary militias and defense forces. Some of these starfighters make it into wider use. However, the Republic frowns on private ownership of armed starfighters, typically preferring that starfighters with military-grade weapons be owned only by government-sponsored organizations, including the various corporations allied with the Republic.

S-100 Stinger-class Starfighter

The Corellian Engineering Corporation's S-100 *Stinger*-class starfighter is one of the most maneuverable ships in the galaxy. Favored by the Jedi during the Great Sith War, these snubfighters are lightly armed and have only minimal shielding. However, what they lack in attack power they make up for in their agility. Though they are later replaced as the Jedi starfighter of choice by the Republic's Aurek fighter, these ships are among the few starfighters to see widespread use up through the Dark Wars.

Because of the lighter armament, the Republic approves the sale of the 11-meter-long *Stinger*-class starfighters for civilian use. Though they shred through Krath Chaos fighters during the Great Sith War, their stock weapons systems are no match for Republic vessels, and most civilians are better off using freighters and transports for their space-travel needs. The maneuverability of these starfighters makes them popular among planetary defense forces, especially given that the rebuilt Republic Navy provides heavier firepower support during times of war.

Corellian Engineering Corporation S-100 Stinger-class Starfighter **CL 9**
Huge starfighter
Init +11; **Senses** Perception +6

Defenses Ref 18 (flat-footed 11), Fort 24; +3 armor
hp 90; **DR** 5; **SR** 30; **Threshold** 34

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged laser cannons +4 (see below) or
Ranged proton torpedoes +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 24, Con —, Int 14
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 30 kg; **Consumables** 1 month; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive ×2, 10-jump memory (utility droid)
Availability Restricted; **Cost** 150,000 (90,000 used)

Laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 5d10×2

Proton torpedoes (pilot)
Atk +4, **Dmg** 8d10×2

Star Saber XC-01

An extremely fast but somewhat less maneuverable starfighter, the Republic Fleet Systems Star Saber XC-01 is a sleek, low-profile ship that comes into common usage during the Great Sith War. Though these ships can reach high speeds in a matter of seconds, the Star Saber is somewhat sluggish in its response, and lacks the maneuverability of other starfighters of the time. After rough initial test runs, the starship's production is almost halted. However, the need for more firepower necessitates the snubfighter's production even though the design is never perfected.

The weapons of the 13-meter-long Star Saber are a significant advancement over those of other starfighters of the time. Nevertheless, the Republic authorizes the sale of these snubfighters to civilians in an attempt to recoup losses associated with the design of the Star Saber. The Star Saber is used by Force-sensitive pilots—particularly Jedi—because their quick reflexes make up for the limited maneuverability of the fighter, gaining an edge in firepower that pilots of other ships lack. The Star Saber is one of the few civilian starfighters to be used through the end of the Jedi Civil War, though Republic Fleet Systems ceases production of the Star Saber when the Aurek fighter begins coming off of assembly lines.

Republic Fleet Systems Star Saber XC-01 Starfighter **CL 10**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **SR** 35; **Threshold** 46

Speed fly 16 squares (max. velocity 1,280 km/h), fly 5 squares (starship scale)
Ranged heavy laser cannons +4 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33
Atk Options autofire (heavy laser cannons)

Abilities Str 42, Dex 18, Con —, Int 12
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 45 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×2, 10-jump memory (utility droid)
Availability Restricted; **Cost** 145,000 (75,000 used)

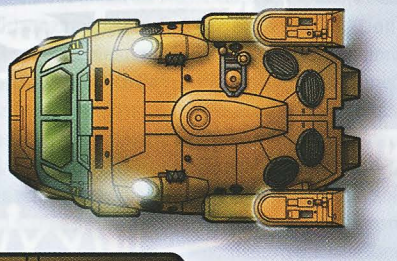
Heavy laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 7d10×2

Space Transports

A space transport can serve not only as a method of transportation but also as a home and base of operations. During the turbulence of the Old Republic era, many individuals buy and maintain space transports because they fear that they might have to relocate at a moment's notice. With waves upon waves of refugees created by the various wars of this time, space transports were often the safest place to live. When invasion fleets arrive, transport owners can fire up their hyperdrives and jump to a safer star system, leaving behind the war—at least for a while.

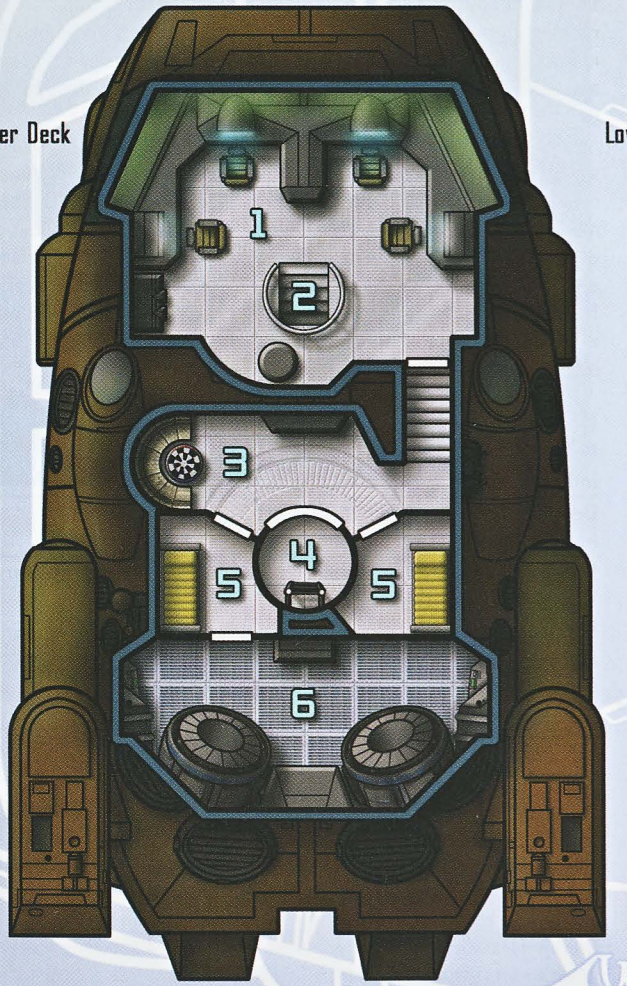
578-R Space Transport

1 square = 1.5 meters

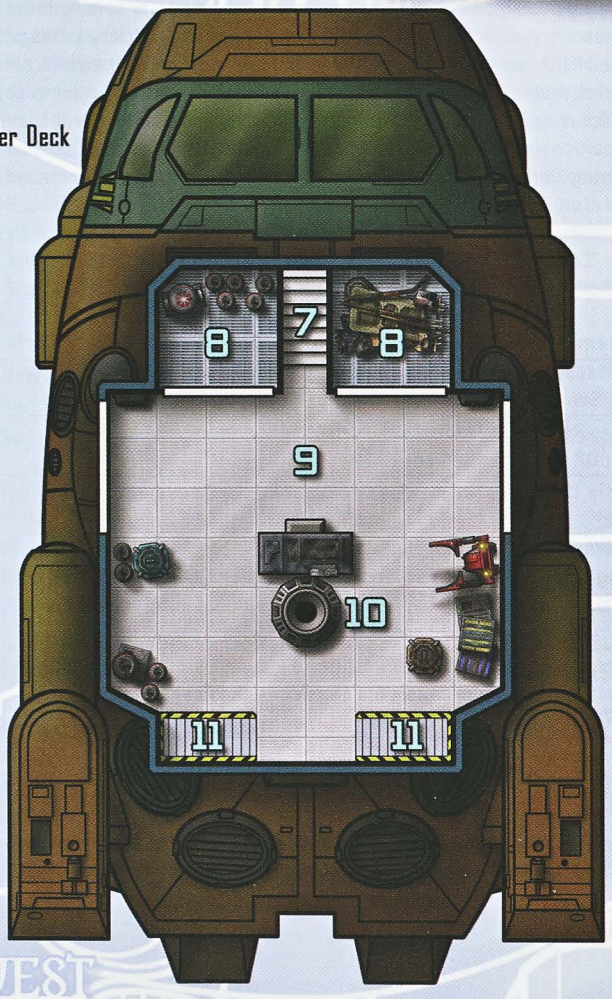


1. Bridge
2. Stairwell to Lower Deck
3. Crew Lounge
4. Airlock & Dorsal Hatch
5. Crew Cabins
6. Engine Room
7. Stairwell to Upper Deck
8. Forward Crawlspaces
9. Cargo Hold / Workshop
10. Junk Receptacle
11. Boarding Ramps

Upper Deck



Lower Deck



578-R Space Transport

The 31.5-meter-long 578-R space transport by Amalgamated Hyperdyne is a modestly designed ship that has its share of manufacturing problems. The Corellian company (whose full name is Amalgamated Hyperdyne and Refuse Management) goes bankrupt after repeated safety recalls drain the profits built up after initial sales. Though the ship is designed to be modular, many 578-R space transports come off of assembly lines incomplete. Sometimes a finished ship is missing a critical piece, such as a hyperdrive motivator or an inertial dampener. Others suffer more subtle problems that are not apparent until a dangerous moment, such as transparisteel viewports coming loose during space travel, or sensor systems burning out during a tricky landing.

Most of the flawed transports are recalled or otherwise removed from the market, but those 578-R space transports still in use are a hit with mechanics and outlaw techs looking to customize a ship and make it their own. Additionally, the 578-R uses components of contemporary Corellian Engineering Corporation designs. In fact, some of the ship's systems are licensed from CEC engineers, so finding replacement parts for the 578-R is exceptionally easy. The *Last Resort*, a 578-R space transport owned by Gorman "Camper" Vandrayk, is an excellent example of one such ship that is modified over a long period of time.

Amalgamated Hyperdyne 578-R Space Transport **CL 6**
Colossal space transport
Init −5; **Senses** Perception +5

Defenses Ref 12 (flat-footed 12), Fort 24; +12 armor
hp 100; **DR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged laser cannon +1 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +34
Atk Options autofire (laser cannon)

Abilities Str 39, Dex 10, Con —, Int 12
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5, Use Computer +5

Crew 2 (normal); **Passengers** 10
Cargo 40 tons; **Consumables** 4 months; **Carried Craft** none
Hyperdrive ×3, navicomputer
Availability Licensed; **Cost** 75,000 (28,000 used)
Emplacement Points: 4

Laser cannon (gunner)
Atk +1 (−4 autofire), **Dmg** 4d10×2

G-Type Light Shuttle

The Hoersch-Kessel Drive G-Type light shuttle is a small spacecraft designed to ferry individuals and small groups from orbiting capital ships down to the surface of a planet. The 23-meter-long G-Type shuttle is also designed to be easy to pilot, and it has an exceptionally sophisticated pilot assistance system that allows even rookie pilots to make it safely from space to surface. As a result, characters who are not trained in the Pilot skill gain a +2 equipment bonus on Pilot checks in a G-Type light shuttle. The pilot assistance software package offers no benefit to experienced pilots. Lightly armed, the G-Type shuttle is somewhat more fragile than other transport ships and rarely sees use in combat scenarios. G-Type shuttles are lightweight and nimble, though, and many have found their way into the hands of smugglers and other less-than-reputable individuals who use the ships to avoid law enforcement entanglements.

Unlike other shuttlecraft (such as the Republic's *Ministry*-class orbital shuttle), the G-Type shuttle has a limited passenger capacity. An alternate configuration (colloquially referred to as the G-Type escape shuttle) accommodates only a pilot with no passengers. The passenger space is used for extra shielding in this model. Additionally, the escape shuttle variant boasts a hyperdrive and enough supplies for the pilot to survive several months. The advanced pilot-assistance software enables politicians and other VIPs with no experience in the cockpit of a starship to escape war zones and reach safer worlds.

Hoersch-Kessel Drive G-Type Light Shuttle **CL 8**
Colossal space transport
Init +0; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 24; +12 armor
hp 100; **DR** 15; **SR** 30; **Threshold** 74

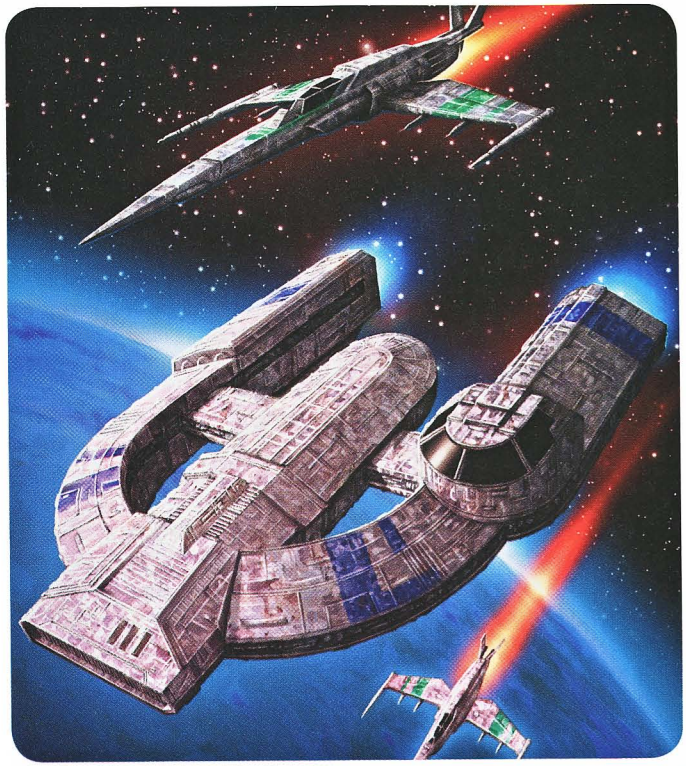
Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged double laser cannons +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +36
Atk Options autofire (double laser cannons)

Abilities Str 39, Dex 18, Con —, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 1 (skilled); **Passengers** 3
Cargo 10 tons; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** 200,000 (95,000 used)

Double laser cannons (pilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2

Two Star Saber XC-01 fighters escort a G-Type Light Shuttle



For the escape shuttle variant, make the following changes to the above stat block:

hp 100; **DR** 15; **SR** 50; **Threshold** 74
Crew 1 (skilled); **Passengers** none
Cargo 2 tons; **Consumables** 4 months; **Carried Craft** none
Hyperdrive x2 (backup x10); navicomputer
Availability Restricted; **Cost** 230,000 (105,000 used)

Lethisk-class Armed Freighter

The turmoil of the *Knights of the Old Republic* period necessitates the creation of several starship designs that are more heavily armed than typical civilian ships. Arakyd Industries' *Lethisk*-class armed freighter is a large space transport designed to hold its own against military forces, raiders, and other hazards in the war-torn galaxy. Though the Republic shows stern disapproval when the ship is first introduced, Arakyd Industries is able to put the starship into mass production thanks to a Republic defense-contract clause that allows it to sell military-grade equipment in limited quantities. The 34-meter-long *Lethisk*-class armed freighter features superior armor and powerful laser cannons, enabling the ship to travel throughout the galaxy without starfighter escorts.

Even though Arakyd produces the ship for sale to the general public, the cost of the *Lethisk*-class keeps it out of the hands of any but the richest citizens. Wealthy families (such as the Sandral family of Dantooine) snatch up most of the production run of the *Lethisk*-class armed freighter, but many find their way into the hands of crime lords and smugglers. Shortly after the *Lethisk*-class transport is introduced to the public, a government inquiry into Arakyd Industries uncovers a small cadre of employees that arranged for several well-known criminals (including upper-tier members of the Exchange) to receive a number of first-run armed freighters at a significant discount. Following a Republic inquiry, seven Arakyd employees—including the Sector Executive of the Raioballo Sector—are sent to the spice mines of Kessel for selling more than 30 *Lethisk*-class armed freighters to Exchange crime bosses.

Arakyd Industries Lethisk-class Armed Freighter **CL 10**
Colossal space transport
Init –3; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 28; +13 armor
hp 150; **DR** 15; **SR** 30; **Threshold** 78

Speed fly 12 squares (max. velocity 900 km/h), fly 3 squares (starship scale)
Ranged double laser cannons +5 (see below) and light concussion missiles +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +40
Atk Options autofire (double laser cannons)

Abilities Str 46, Dex 12, Con —, Int 16
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3, Use Computer +6

Crew 3 (skilled); **Passengers** 8
Cargo 60 tons; **Consumables** 2 months; **Carried Craft** none
Payload 12 light concussion missiles
Hyperdrive x2 (backup x12), navicomputer
Availability Restricted; **Cost** 470,000 (225,000 used)
Emplacement Points: 3

Double laser cannons (gunner)
Atk +5 (+0 autofire), **Dmg** 6d10×2

Light concussion missiles (pilot)
Atk +5, **Dmg** 8d10×2

Pelagia Duplex Command Assault Gunship

Designed by House Pelagia engineers in the Tapani Sector, the Pelagia Duplex Command Assault Gunship—dubbed the Orphanmaker by its designers—defends Tapani space from the onslaught of the Sith during the Great Sith War. Boasting two cockpits and two gunnery pods, the Orphanmaker is a military vessel outfitted for use in the private fleets of the Lords of the Expanse. With the threat of the Great Sith War gone (for a time), House Pelagia has no qualms in selling these well-equipped gunships to outside buyers, and they significantly increase their family holdings with profits reaped from the Orphanmaker design.

The 30-meter-long Orphanmaker requires five crew members to operate at optimal functionality, though it can be flown effectively with only a pilot and one other crew member. The Duplex Command Assault Gunship also features numerous built-in weapon mounts and power supply conduits, making it easier to install new weapons systems and upgrade existing weapons than any other ship of its size (granting a +5 equipment bonus to Mechanics checks made to install weapons systems). A number of these ships are sold off just prior to the Mandalorian Wars and bought by wealthy individuals and bounty hunters, including the Moomo Brothers (whose heavily armed custom Orphanmaker is called the *Moomo Williwaw*).

Pelagia Duplex Command Assault Gunship **CL 12**
Colossal space transport
Init +0; **Senses** Perception +8

Defenses Ref 14 (flat-footed 12), Fort 26; +12 armor
hp 130; **DR** 15; **SR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 870 km/h), fly 3 squares (starship scale)
Ranged 2 heavy laser cannons +8 (see below) and 2 laser cannons +8 (see below)
Fighting Space 8×8 or 1 square (starship scale); **Cover** total (crew)
Base Atk +5; **Grp** +41
Atk Options autofire (heavy laser cannons, laser cannons)

Abilities Str 43, Dex 14, Con —, Int 16
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 5 (expert); **Passengers** 6
Cargo 10 tons; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** 525,000 (310,000 used)

Heavy laser cannons (gunner)
Atk +8 (+3 autofire), **Dmg** 6d10×2

Laser cannons (pilot/copilot)
Atk +8 (+3 autofire), **Dmg** 4d10×2

Quartermaster-class Supply Carrier

One of the first new ships to come off of the line after the Commercial Protectorate Acts, the *Quartermaster*-class supply carrier is designed specifically to carry a variety of goods and raw materials to outlying worlds in desperate need of reconstruction or relief. Following the devastation of the Great Sith War, worlds throughout the Republic (and beyond) are in dire need of support for reconstructing their devastated infrastructures and for restoring their populations' health and prosperity. Some worlds are completely untouched by the Great Sith War, and others manage to maintain their industrial infrastructure despite occupation or their involvement in battles. Resources are funneled from these worlds to those that need help the most, but military ships are ill-equipped to carry provisions, supplies, and raw materials from one side of the galaxy to the other.

This need gives rise to the *Quartermaster*-class supply carrier. The size of a large space transport, the 45-meter-long *Quartermaster*-class supply carrier is mostly cargo space. Its systems and interior structure are highly modular, so the ship can be outfitted to carry a variety of cargoes, including liquids and gases. Though it has only a few minor defense systems, its reinforced duranium hull allows it to withstand punishing damage without breaching and spilling its cargo into space. By the time of the Mandalorian Wars, most of these vessels have been retired or sold on the secondary market because reconstruction efforts around the galaxy are mostly complete. One such vessel, the *Little Bivoli*, is used to supply Republic military forces at Serroco.

Corellia StarDrive Quartermaster-class Supply Carrier **CL 6**
Colossal space transport
Init −4; **Senses** Perception +6

Defenses Ref 14 (flat-footed 14), Fort 31; +14 armor
hp 200; **DR** 20; **SR** 50; **Threshold** 81

Speed fly 12 squares (max. velocity 350 km/h), fly 2 squares (starship scale)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +43

Abilities Str 52, Dex 10, Con —, Int 14
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −4, Use Computer +6

Crew 2 (skilled); **Passengers** 10 (standard configuration)
Cargo 120 tons; **Consumables** 6 months; **Carried Craft** varies by mission
Hyperdrive ×3 (backup ×12); navicomputer
Availability Licensed; **Cost** 300,000 (110,000 used)
Emplacement Points: 2

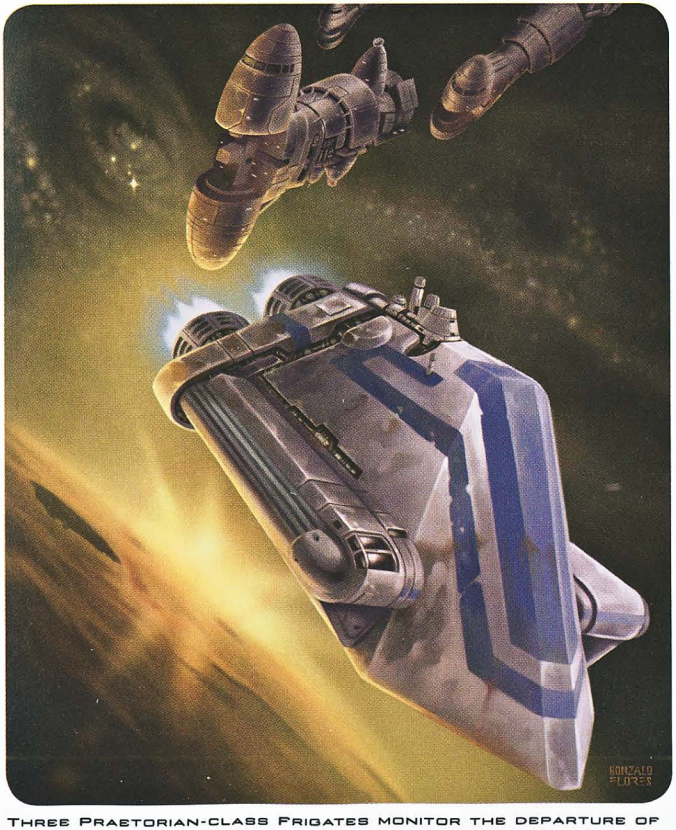
Capital Ships

Though most capital ships in service during this time are strictly for military use, a few serve the general public in other roles.

Praetorian-class Frigate

Originally commissioned as a vessel of war during the Great Sith War, the *Praetorian*-class frigate is a modestly sized capital ship found in the hands of wealthy organizations and planetary governments across the galaxy. The predecessor to the larger *Hammerhead*-class ships used by the Republic Navy, the *Praetorian*-class frigate is a tough and powerful vessel for its size. Despite objections of Naval officials who claimed that such firepower should not be placed in civilian control, Rendili Hyperworks obtains permission from the Republic Senate to sell its remaining stock of *Praetorian*-class frigates on a limited basis.

The 180-meter-long *Praetorian*-class frigate serves the Republic well at the Battle of Koros Major during the Great Sith War, and afterward those vessels sold to the public are mostly using in peacekeeping roles. During the Republic's rebuilding years, these vessels are used to protect newly discovered hyperspace trade routes and to escort supply ships and relief caravans across the galaxy. With large quantities of resources being moved from one region of the galaxy to another on a daily basis, pirates and other unsavory predators make frequent attacks on transport ships carrying relief supplies, necessitating the presence of a *Praetorian*-class frigate to deter piracy. Eventually, Rendili Hyperworks will sell the design to the Corellian Engineering Corporation. Under the guidance of CEC engineers, the *Praetorian*-class frigate is remodeled and updated over the years, being rebranded as the Class VI Bulk Freighter and converted almost entirely to a cargo transport role.



Three Praetorian-class Frigates monitor the departure of a Quartermaster-class supply carrier

Tactical Fire: The *Praetorian*-class frigate is designed to protect convoys of transport vessels through pirate-infested space, and can shelter other ships from attacks. As a standard action, a *Praetorian*-class frigate can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships gain a +1 bonus to Reflex Defense and a +10 bonus to Fortitude Defense and damage threshold.

Rendili Hyperworks Praetorian-class Frigate **CL 14**
Colossal (frigate) capital ship
Init −4; **Senses** Perception +6

Defenses Ref 12 (flat-footed 12), Fort 35; +12 armor
hp 850; **DR** 15; **SR** 100; **Threshold** 135

Speed fly 2 squares (starship scale)
Ranged 2 light turbolaser cannon batteries +13* (see below) and 2 point-defense laser cannon batteries +11 (see below) and 2 tractor beam batteries +11* (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +47
Atk Options autofire (point-defense laser cannon battery)

Abilities Str 61, Dex 10, Con —, Int 20
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −4, Use Computer +6

Crew 1,470 (skilled); **Passengers** 2,700
Cargo 10,000 tons; **Consumables** 2 years; **Carried Craft** 12 starfighters, 6 shuttles
Hyperdrive ×2 (backup ×12); navicomputer
Availability Restricted; **Cost** 12 million (6 million used)
** Apply a −20 penalty on attacks against targets smaller than Colossal in size.*

Light turbolaser cannon batteries (4 gunners)
Atk +13 (−7 against targets smaller than Colossal), **Dmg** 2d10×5

Point-defense laser cannon batteries (3 gunners)
Atk +11 (+7 autofire), **Dmg** 4d10×2

Tractor beam batteries (3 gunners)
Atk +11 (−9 against targets smaller than Colossal), **Dmg** — (grapple +63)

Chapter VII
Old Republic Campaign





The galaxy is torn by war. The Republic is fighting for its survival, and everywhere the enemies of civilization—the Krath, the Mandalorians, the Sith—threaten to shatter what tenuous hold the Republic has on the galaxy. Lightsabers clash on nearly every planet, and few worlds remain untouched by the violence of the times. This is the galaxy into which heroes in a *Knights of the Old Republic* campaign must venture forth, and it is a galaxy that teems with adventure possibilities.

A *Knights of the Old Republic* campaign gives Gamemasters opportunities that they do not have in other eras, allowing the freedom to create unique stories that let the heroes influence galactic events. A *Knights of the Old Republic* campaign has room for a broad range of characters, from Jedi and soldiers to scoundrels, scouts, and nobles, and allows the heroes to do battle with famous enemies such as the Sith and the Mandalorians. A *Knights of the Old Republic* campaign gives the Gamemaster *carte blanche* to create epic campaigns that put the heroes (and their destinies) in the forefront of the setting, with only a few sources of existing continuity to deal with.

Knights of the Old Republic campaigns take place against a backdrop that captures everything that makes *Star Wars* unique. Even more so than in the Clone Wars, these are the days of the Jedi in their prime. They do battle with the evil Sith, and defend the galaxy against the Mandalorian hordes. Heroes rise to prominence and then fall into darkness, and villains who seem beyond saving find redemption and reject the dark side. Soldiers leave the planets of their birth to head off to war on distant battlefields, only to be drawn back to their home worlds as the war comes quickly to a new front. Criminals thrive on the chaos of war, and nobles and corporations struggle to wrest the reins of power away from their adversaries, and perhaps even from the Republic. Yet, the *Knights of the Old Republic* campaign has a feel all its own, and this chapter should help Gamemasters develop a sense for the qualities that make a campaign in this era unique, explaining how to capture that feeling and use it to create epic adventures.

Abundance of Force-Users

A key element of a *Knights of the Old Republic* campaign is the many Force-using characters active throughout the galaxy at this time. Unlike campaigns set in the classic era, Jedi, Sith, and other Force-sensitive groups are spread throughout the galaxy. Moreover, the Jedi Order has not been vigilant in scooping up members of other Force-using groups. As a result, many worlds maintain alternate traditions while still sending members to become Jedi. Though such traditions are eventually absorbed into the Jedi Order in later years, for now the Order's influence is less focused, allowing alternate traditions to flourish even on worlds where a Jedi Watchman has been assigned to stand guard over the planet. Though Jedi Watchmen try to recruit members of alternate traditions as Padawan learners, they do not have the manpower to force anyone to join the Order.

As a result, Force-using enemies are common. Almost any adventure might feature a Force-sensitive opponent or ally, whether that character comes from the Jedi or Sith organizations or from a smaller tradition. Additionally, Force-wielding heroes are not looked at askance by the general populace during this time; most worlds under Republic or Sith control are well aware of the capabilities of the Jedi and their darker counterparts, and encountering one is rarely cause for alarm. Meeting a Jedi might cause a stir in out-of-the-way communities, but most major cities have seen Jedi and Sith representatives in recent times and are unlikely to respond with fear or prejudice. Some corporations, governments, and criminal organizations are even known to employ Force-users to gain a small edge, and noble houses hide Force-sensitive sons and daughters from the Jedi, keeping them concealed to gain an advantage over other houses.

The Jedi Order

Between the Great Sith War and the Dark Wars, the Jedi go from the height of their power to a mere remnant of their existence. Unlike the Jedi of later years, the Jedi in a *Knights of the Old Republic* campaign are likely to be fractious and unwilling to bow to their own central authority—the Jedi Council. Before the Great Sith War, most Jedi are lone masters with a handful of pupils, or teachers at various academies scattered throughout the galaxy. As war spreads across the galaxy again and again, Jedi see the need for a strong central authority, and the Jedi Council gains more power. However, some Jedi are unwilling to accept what they see as the Jedi Council's yoke of command, and they defy the Council on a regular basis. Though this leads to in-fighting among the Jedi, it does have one positive side-effect: the bond between Jedi Masters and their apprentices becomes stronger. Padawans are more likely to follow in their Masters' footsteps in a *Knights of the Old Republic* campaign, and might side with their Masters against the Jedi Council if a dispute develops.

Moreover, with Jedi enclaves and academies spread throughout the galaxy, the Jedi Order is extremely decentralized. Academies can be found on Arkania, Dantooine, Dorin, Taris, Telos, and Teya IV to name only a few. Additionally, hundreds of Jedi are trained by lone Masters away from any academy or enclave. As a result, a Jedi can be accepted into the Order, raised and trained, and become a Jedi Knight without ever setting foot on Coruscant.

For Gamemasters, this means that using the Jedi as antagonists or the motivators of plots is easier than in other eras. Conflicts between Jedi, although rarely violent, are not unheard of, and two factions of Jedi with opposing views might throw whole systems or even entire sectors of the galaxy into turmoil with their disagreements. For example, a Gamemaster wishing to use Jedi as antagonists for an adventure could create a scenario in which two Jedi Masters are at odds over how to deal with a trade dispute between planets. As the Jedi step in on behalf of each side of the dispute, both sides are emboldened and begin to act rashly. As Jedi flock to either cause, civil war breaks out in the system, with Jedi on either side trying to force the opposition to back down. Without a strong Jedi Council to step in and stop conflicts from escalating, the heroes might become caught between two Jedi ideologies with no hope of outside assistance, requiring them to step in and solve the dispute in whatever way they can.

A Draethos Jedi dispatches a Mark IV assault droid



The Krath

Neither the Jedi nor the Sith are the ones who initially tip the scales of destiny and plunge the galaxy into a century of war. The Krath, a small cult of dark side Force-users from the Deep Core, have the ignominious distinction of igniting the Great Sith War. Though they are the first group of dark side cultists to rise to prominence in the galaxy, they are far from the last. The Krath, unlike the Sith, are largely unknown to the Jedi before the war, and as a result they are mysterious enemies that have the advantage of surprise over the Jedi and the Republic.

The Krath are dark side cultists who base their powers on ancient Sith teachings. Founded by nobles from the Deep Core, the Krath quickly ascend to power when they seize control of the Empress Teta system. With one prominent and powerful star system under their control, the Krath expand outward, and soon they plunge the entire Core into open war, with attacks against both the Republic and the Jedi. The Krath attract the attention of the newly revived Sith, and with a coalition between the Krath military, the Sith, and the Mandalorian clans (brought to the Krath by fallen Jedi

Ulic Qel-Droma), the forces of darkness ravage the Deep Core and spread the war all the way to the Outer Rim. Unfortunately for the galaxy, neither the Krath nor their Mandalorian allies have much interest in maintaining infrastructures or civil order, and as a result much of the galaxy succumbs to a tide of darkness.

The Krath present a unique opportunity for Gamemasters in that they are a source for nontraditional dark side Force-users. The Sith have a great history with the Jedi, but the Krath are relative newcomers to the galactic scene and can fulfill nearly any role the Gamemaster needs. Krath enemies can be mysterious foes whose powers are unknown and whose techniques and politics are completely alien to the heroes. Likewise, they can be tempters who promise power, glory, and fame for the heroes, hoping to woo them to their side in the Great Sith War. They might even be unlikely allies; not all the Krath are happy with their alliance with the Sith or Mandalorians, and corrupt Krath leaders might seize an opportunity to eliminate one of those factions if possible, agreeing to aid the heroes if needed.

Return of the Sith

The Sith are thought to be extinct, but the Republic experiences a rude awakening when the Sith return to galactic prominence. These ancient foes of the Jedi can be the primary antagonists of many *Knights of the Old Republic* campaigns: they return from a thousand years of secrecy to rise to power in the Great Sith War; they bide their time during the Restoration; they watch from the shadows during the Mandalorian Wars; they clash directly with the Republic during the Jedi Civil War; and they return to their vicious infighting during the Dark Wars. The Sith are omnipresent, though sometimes hidden, and they fit well into nearly any campaign. They are the classic foes of the Jedi, performing much the same function in this era as the Empire does during the Galactic Civil War.

Chapter 10: The Sith goes into more detail about the Sith, including their history and motivations, and provides numerous suggestions for how to integrate them into a campaign. Gamemasters should not hesitate to use the Sith in any *Knights of the Old Republic* campaign, as their presence is both iconic and exciting. The Sith provide excellent enemies for all kinds of characters—not just Jedi. Smugglers and criminals hate the Sith for their ruthless dealings with the Fringe, and those loyal to the Republic have little desire to see the Sith Empire gain any more power or seize any more Republic territory.

Civilization Under Siege

Several successive wars throw the Republic into turmoil, allowing the criminal element of the galaxy to rise to prominence. Organized crime, in a variety of forms, seizes power, and lawlessness and violence become the rule on worlds where Republic presence is light.

The Exchange

The Exchange is one of the largest criminal networks in the galaxy. Though their operations thrive on the Outer Rim—outside Republic control and law enforcement—elements of their schemes and organization can be found throughout the galaxy. The organization is said to be run by an entity or individual known as the Compeer, but this person's location and identity remain mysterious, even to those high up in the Exchange leadership.

On each planet where the Exchange has significant influence, a powerful crime lord oversees all Exchange operations. Each of these crime lords comes to power through the approval of and election by the other Exchange leaders. Though nominally allies, they compete for power, influence, and control. As masters of their respective planets, they were responsible for their operations' successes and failures. Notable leaders include Davik Kang of Taris—who is killed when Revan and others steal his ship, the *Ebon Hawk*—and Goto, alias of the droid G0-T0, who controls a major smuggling operation at Nar Shadda years later.

The Exchange can be found on nearly all developed planets. Anyone with the right reputation, or determination, can eventually make contact with the organization. In fact, those who display particular aptitude in an area the Exchange wishes to exploit might attract overtures, threats, or both, depending on the response. Smugglers are always needed, but bounty hunters, mercenaries, slave traders, and infiltrators are also recruited.

The Exchange has a peculiar hierarchy, which few have managed to uncover. The Exchange maintains organized cells on worlds of interest, and each of those planetary cells is led by a single boss who rules over Exchange interests on that world. The bosses report to sector chiefs, who have no cells of their own (though they might have a small support staff) and operate under secret identities, leading normal lives. Even the bosses do not know who the chiefs are in real life, as most communications are done over secret, secure communications channels. The chiefs report to the head of the Exchange, who is himself a sector chief, so if a single sector chief's cover is compromised, the organization merely appears to be ruled by a council of sector chiefs.

The GenoHaradan

The GenoHaradan is a secret bounty hunters' guild, controlled by several overseers out to influence galactic governments and other organizations through selective assassinations. Unlike other guilds, the GenoHaradan performs assassinations to influence galactic politics and manipulate the outcome of important events. The GenoHaradan overseers pull the strings of thousands of politicians and corporate executives, and though they might not have the overt power of the Exchange, they can achieve their goals when the need arises—and achieve them secretly. The guild is so secretive that virtually no outsiders know of its existence, making the guild's impact on the galaxy difficult to assess—especially in times of war. Revan is rumored to have decimated the organization during his search for the Star Forge, but like so much of GenoHaradan history, this cannot be confirmed. The

guild recruits primarily from the ranks of bounty hunters. However, the few members exposed to the outside world have come from a variety of criminal backgrounds.

The GenoHaradan are secretive, so prospective members must be approached by the organization to join; the GenoHaradan cannot be sought out. The organization has significant political interests, so brutes, loose cannons, and criminals who could endanger their goals are never accepted into the GenoHaradan. For gamemasters, the GenoHaradan presents an opportunity to introduce an organization that manipulates galactic politics with secretive and brutal methods. Heroes might join the GenoHaradan to influence galactic politics, hoping to make a bigger mark on the galaxy than they would as lowly bounty hunters. Moreover, the GenoHaradan's goals are mysterious, and though their members might be brutal assassins, their work can be good for the galaxy. A Gamemaster wishing to use the GenoHaradan in a campaign might give the organization goals similar to those shared by the heroes, forcing the players to decide whether they want to align themselves with the ruthless guild or oppose them, even if it makes the tasks ahead that much more difficult. As antagonists, the GenoHaradan can range from simple assassins and bounty hunters to villains of an entire campaign, requiring the heroes to oppose a secretive organization with malicious designs on the galaxy. Massive, climactic space battles or planet-spanning ground skirmishes rarely result from dealing with GenoHaradan overseers. They are more likely to be fought and defeated in up-close and personal ways.

Swoop Gangs

Swoop gangs are the scourge of Outer Rim worlds and seedier sections of mega cities throughout the galaxy. In regions with wide open spaces, the gangs move about on their swoop racers, causing trouble wherever they go. In the megacities, they fly throughout the lower levels, competing in underground racing. At a minimum, the races are gambling opportunities, but far more often they are about honor or settling arguments—at least the nonviolent kind. The gangs participate in most forms of petty criminal activity and are particularly opportunistic, especially when it comes to kidnapping and theft.

In the low levels of the Undercity on the planet Taris, two well-established and particularly competitive gangs are the Black Vulkars and Hidden Beks. Both of these gangs have established their own bases of operation, including their own garages where they store and tend to their customized Lhosan swoop racers. Swoop gang members are known to defect from one gang to another, especially if the leadership is more to their liking. The two gangs are never friendly, and open warfare often breaks out over the smallest of disagreements. Of the two, the Black Vulkars are regarded as the more brutal, participating in slavery. The Hidden Beks, on the other hand, fight for the Taris resistance during the Mandalorian occupation.

Constant Warfare

From one end of the *Knights of the Old Republic* era to the other, the galaxy is constantly torn by wars, and times of peace seem more rare than times of conflict. Most of the heroes in a *Knights of the Old Republic* campaign (except those set in the Great Sith War) will have experienced nearly a lifetime of war, and have likely felt the rippling effect of massive battles and horrific devastation. As such, the face of the galaxy is much different than in the classic era; the advent of the Clone Wars was a major event in the galaxy, while the Republic has already weathered two major wars by the time the Jedi Civil War begins.

More than just affecting the heroes, the constant warfare plaguing the galaxy has changed the face of planets and their populations irrevocably. Most planets have militias and defense forces that are significantly more powerful than they would have in peacetime. Conversely, some worlds have been so devastated by war that their populations are barely hanging on to their lives, and on many worlds the toll of war has simply exhausted their resources and lead to widespread famine, plague, and a collapse of infrastructure. Even worlds that have not seen the use of superweapons may look as though they have been devastated by one, with cities crumbling under a lack of maintenance and empty buildings looking like mere ghosts of a civilization with no populace.

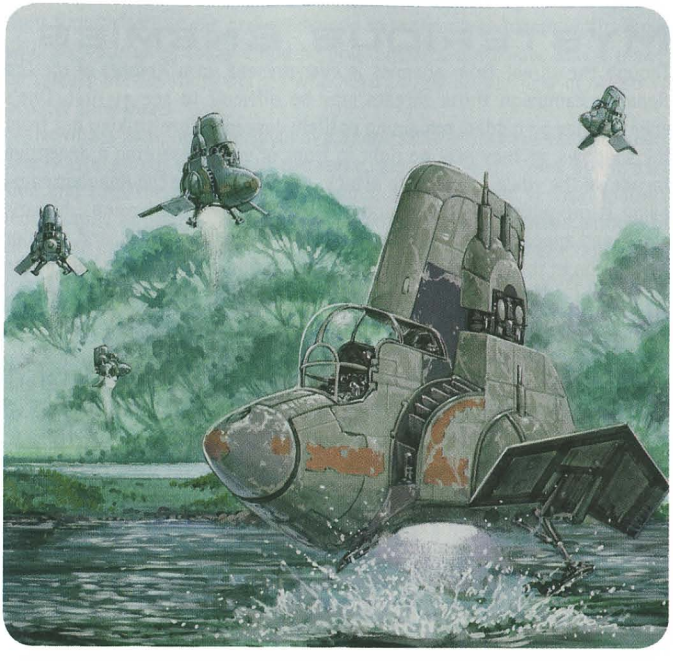
Even liberation often brings devastation. When the Jedi liberate a planet from the clutches of the Sith or the Mandalorians, the locals still suffer the side effects of that battle. Many native populations are as wary of their liberators as their oppressors, and sometimes they lash out at anyone they can blame for the pain they have endured.

The Great Sith War

The Great Sith War is the first major conflict of the era and one that will set the tone for the century of conflict to come. Unlike the later wars, the Great Sith War begins with a small group of tyrants in the Deep Core and then slowly expands to encompass the entire galaxy as disparate factions unite to battle against the Republic. During the Great Sith War, the galaxy is shocked out of complacency and suffers widespread devastation, reaching the point where the Republic itself is in danger of collapse. Were it not for the Jedi and their defeat of the Sith leader Ulic Qel-Droma, the galaxy might have been plunged into an inescapable chaos.

The dark forces of the Great Sith War are called from several different groups. As a result, adventures set during this war will be guaranteed to feature a wide variety of opponents. During this time, the enemy forces consist mainly of Krath warriors and their leaders, some Sith forces directly under the command of the new Sith Lords, and Mandalorian Crusaders (but not the Neo-Crusaders). Major antagonists will include Krath death witches, minor and major Sith Lords, Mandalorian commanders, and opportunistic mercenaries. More than in any other war, the opposition in a campaign set during the Great Sith War will be an amalgamation of several different factions.

MANDALORIAN TEROCH-CLASS GUNSHIPS LAND ON KASHYYYK



During the Great Sith War, heroes might be agents of the Republic or the Jedi, sent to deal with plots and mysteries related to the Krath, the Sith, or the Mandalorians. Adventures in the Great Sith War may deal with the ever-growing tide of barbarism and evil flowing from the Deep Core, and many times the heroes will find themselves outnumbered and surrounded by barbaric hordes of Krath warriors or the vicious forces of the Mandalorians. Plots and villains of the Great Sith War often tend to deal with arcane rituals of the ancient Sith Lords, and the tone of such a campaign will likely lean more toward space fantasy than traditional space opera.

The Mandalorian Wars

During the Mandalorian Wars, the heroes face off against hordes of armored warriors from a variety of species—or join them. During the Mandalorian Wars, the Republic faces off against a powerful, ever growing enemy force without the assistance of the Jedi, leaving the skirmish to be an almost entirely military affair. Unlike the wars that precede and follow it, the struggles between the Jedi and other Force-using enemies are of minimal importance, and the battles of the Mandalorian Wars take place without the intervention of a mystical energy field or its manipulators.

The Mandalorians are the primary antagonists of the Mandalorian Wars. During this time, a few Crusaders who fought in the Great Sith War may still be engaged in the fight, but many of the Mandalorian forces are made up of Neo-Crusaders and their officers. A key factor in the Mandalorians' successes during this time is their ability to recruit new warriors from the populations of the planets they conquer; as a result, Gamemasters using Mandalorians in their campaigns can feel free to alter the statistics of the Neo-Crusaders, replacing the human species traits with those of another species. Unlike Sith troopers, Mandalorians need not all be visually identical, and coming into a fight that features a hulking Feeorin Neo-Crusader alongside humans and Rodians in Mandalorian armor adds an interesting element to the fight.

The Mandalorian Wars represent a struggle between barbarism and civilization; though the Mandalorians are more organized under the Neo-Crusader philosophies advocated by Cassus Fett, they are still capable of unspeakable acts of violence. Adventures set during the Mandalorian Wars may feature massive battles where technology and the skill of soldiers determines the outcome of the fight, not a duel between Jedi, and the time period lends itself well to gritty, brutal adventures where the Republic teeters on the brink of being shattered under the strength of the Mandalorian assault.

The Jedi Civil War

The Jedi Civil War is all about betrayal. Republic heroes who fought in the Mandalorian Wars now stand at the side of Sith Lords. Jedi who were once loyal servants of the light now vie for the chance to be the next great Dark Lord of the Sith. During the Jedi Civil War, former allies find themselves on opposite sides of the conflict, with little choice but to fight their ex-comrades or be killed. During the Jedi Civil War, heroes are also presented with similar choices, and may need to choose sides or face off against old friends.

During the Jedi Civil War, the reborn Sith Empire is truly at the height of its power and influence. Unlike during the Great Sith War, the Sith Empire of the Jedi Civil War does not share the spotlight with any other factions. This Sith Empire employs armies full of Sith troopers, led by Sith officers, and ruled over by dark side-wielding Sith Lords. This is the Sith Empire at its purest, at a point during which it most closely resembles Palpatine's Galactic Empire that will rise several thousand years in the future.

The Jedi Civil War provides many options for exciting adventures. Since the heroes never know whether their allies may secretly be planning on defecting to the Sith Empire, it becomes difficult to trust anyone, and makes the eventual betrayal of allies all the more bitter. The Sith are constantly trying to find ways to draw more worlds into their empire, and the Jedi and the Republic must foil their plots and clash with the Sith head-on to prevent the galaxy from being swallowed by darkness. Adventures set in this war will likely take place against iconic *Star Wars* backdrops, featuring intense lightsaber duels on exotic worlds, space battles that determine the fate of entire star systems, and heroes outnumbered by legions of enemy troops.

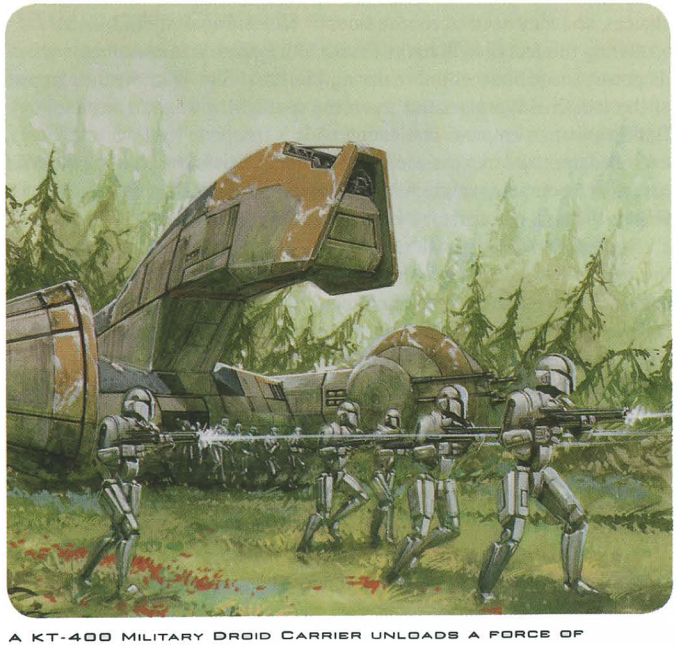
The Dark Wars

In many ways, the Dark Wars resemble the time of the New Republic immediately following the Galactic Civil War. During the Dark Wars, the once-

monolithic Sith Empire is reduced to many smaller territories, each ruled over by a warlord with ambitions of being the next great Sith Lord. Occasionally a leader rises that can unite those warlords (for example, when Darth Sion and Darth Nihilus seize control of the Sith remnants), but eventually even those temporary alliances crumble. The Sith are still a threat, and the Jedi have been nearly eliminated, leaving the Republic, the Jedi, and the Sith wearied and battered from the prior decades of conflict.

During the Dark Wars, Gamemasters have as many or more options for antagonists in their campaigns. The Sith are still around and strong, if fractured, and serve as perfectly serviceable foes. However, the Sith aren't the only interesting antagonists. For example, a rebellious Mandalorian leader might try to stage a coup on a Sith world, seizing that territory for himself and plunging an entire sector into war. Mercenaries who fought in the Jedi Civil War might go on a rampage across the galaxy, or the Exchange could hatch a plot to destabilize the Republic.

A campaign set during the Dark Wars has the advantage of putting a lot of resources at the heroes' disposal. The Republic is the larger and more stable force, and the various Sith warlords are too small and unwilling to cooperate to pose a significant threat. Though the Republic is cautious and does not want the Sith to rise again, there is enough stability in the galaxy that commerce and politics can resume. The Republic military will still engage the Sith from time to time, but the real threat is a Sith leader that can unite the warlords and lead a renewed assault against the Republic.



A KT-400 Military Droid Carrier unloads a force of sentinel droids to Onderon

Mysterious Enemies

Though the threat from enemies is ever-present, in a *Knights of the Old Republic* campaign those threats may be difficult to see at first. One's enemies may be hidden, remaining entirely unseen before striking out from the shadows, or they may be right in front of you, presenting a deceptive façade all the while planning to attack. A *Knights of the Old Republic* campaign is rife with antagonists and opponents whose motivations, history, plans, and appearances may be all but unknown to the heroes, and a major motivation in the campaign may simply be to find out the truth behind the mystery of an enemy. Threats can come from many angles in a *Knights of the Old Republic* campaign, and the real danger is not seeing those threats until it is too late to resist them.

It is not just one's enemies that may be shrouded in mystery, but also a wide variety of events and plots as well. Zayne Carrick attempts to unravel the mystery behind the murder of his fellow Padawans against the backdrop of the Mandalorian Wars, while an amnesiac Revan retraces his steps to unlock the secrets of ancient Rakatan artifacts. There are things in the galaxy that no one knows about or understands, and the unearthing of ancient secrets can often lead to mysteries that require an entire campaign's worth of adventures to unravel. Campaigns themed around mysteries of this sort often involve lengthy investigations, surprise plot twists, false trails and red herrings, and a strong sense that in the unknown waits real and palpable danger.

For Gamemasters looking to add a sense of the mysterious and unknown danger to their campaigns, one of the best methods of doing so is to shroud one's villains in secrecy. A classic trope of the *Star Wars* saga, compelling and mysterious villains can spur on heroes who seek to find out more about who they are fighting and what malicious plots they have in store for the galaxy. Sith Lords like Darth Revan and Darth Nihilus are excellent examples of enemies whose secrets make them compelling characters. Players will want to know more about a mysterious villain naturally, but it is also the responsibility of the Gamemaster to provide them with ways of doing so. The path that Revan takes in rediscovering his own mysterious past is a prime example of an exciting adventure involving dangerous mysteries; the heroes of a *Knights of the Old Republic* campaign should undertake adventures that uncover secrets and delve into the unknown where danger and death could lurk behind every blast door.

Betrayal

One key theme in a *Knights of the Old Republic* campaign is the concept of betrayal. Betrayal plays a major role in many of the stories set during this time period. Ulic Qel-Droma betrays the Jedi Order and becomes a Dark Lord of the Sith; the Jedi Covenant betrays their Padawans on Taris; a large segment of the Republic betrays its government to join the Sith during the Jedi Civil War. Throughout the *Knights of the Old Republic* period there is a constant danger that your friends and allies may only be waiting for the

right time to betray you, or even may do so without any forethought. Those who are your allies today could be your enemies tomorrow, and it makes an uneasy life for those heroes who need to rely on the help of others to achieve their goals.

No one is immune to betrayal in a *Knights of the Old Republic* campaign. Jedi Masters, long servants of the Force, succumb to the draw of the dark side and turn their backs on their comrades. Respected veteran military leaders may flee across battle lines to join the opposing forces, either out of a sense of preservation or even the belief that they have been fighting on the wrong side all along. Sith Lords squabble amongst themselves, waiting for the right moment to drive the lightsaber into the back of an ally who lets his guard down. For the heroes, this means that a mentor of today may become the enemy of tomorrow, or they may find themselves targeted by allies that would once shelter them. War does strange things to people, even peaceful people, and betrayal lurks in the heart of any being that feels fear, greed, paranoia, confusion, doubt, or loss.

Betrayal is not the sole province of nonplayer characters, either. Though many Gamemasters may wish to avoid conflict between heroes, the dynamics of this time period make it easier than ever for a hero to turn on his allies when the time is right. Sometimes this means that the hero falls to the dark side, running off to join the Krath or the Sith in their wars against the Republic. Other times this may mean drawing their comrades into a trap, luring them into the clutches of the Exchange to claim a handsome reward. Gamemasters should be careful when allowing this kind of conflict to arise between heroes; though it can lead to compelling storytelling, it can also sometimes lead to friction or resentment between players. If a Gamemaster feels that the story could benefit from a hero's betrayal, approach the player of that hero separately to discuss the motivations, timing, and consequences of that betrayal. Such a betrayal may be tied to that hero's Destiny, or it could simply be a natural occurrence in the storyline. In most cases, a hero that betrays his party should become an NPC (just the same as a player loses control of a character that falls to the Dark Side), allowing the player of that character to create a new hero to join the party.

Hidden Dangers

Along with the dangers of betrayal and enemies that the heroes must face, the galaxy itself is a treacherous place rife with secret weapons and artifacts. Like the era surrounding the Galactic Civil War, this galaxy is littered with superweapons and items of great power during this time period, each one of which awaits discovery. In fact, many adventures may revolve around the heroes in pursuit of a powerful weapon, racing against their enemies to claim it with failure resulting in galactic devastation. Below are some examples of dangerous mysteries that can be used in any *Knights of the Old Republic* campaign.

Cassus Fett fends off a Mark I patrol droid



The Dark Reaper

Created by ancient Sith Lords during the Great Hyperspace War, the Dark Reaper is a Force-draining weapon rediscovered by the Krath and used in the Great Sith War. At its heart is a device known as a Force Harvester, which drains the life essence from all living things around it. When activated, the Dark Reaper drains the life forces in the surrounding area, channeling that energy to boost the power of its turbolasers. More than just a weapon of mass destruction, the Dark Reaper can defend itself using the very Force energy it steals from nearby living beings.

The Mass Shadow Generator

Utilized to deal a crushing defeat to the Mandalorians at Malachor V, the Mass Shadow Generator is a superweapon designed to draw upon the natural gravity shadows generated by a planet to unleash massive devastation to everything within the vicinity of the planet on which it is used. The Mass Shadow Generator is used on Malachor V due to the unique gravity anomalies in that system, though it is speculated that the device could function, with adjustments, in any star system. The Mass Shadow Generator not only devastates ships and space stations in orbit of the planet, it also destroys nearly everything on the surface of the planet itself, and two activations are enough to obliterate a planet entirely.

Rakatan Mysteries

The ancient Rakatans left behind numerous technological mysteries that can serve as the focus of adventures or campaigns. The Rakatans were masters of incredibly technology, but when their Infinite Empire crumbled they left behind a legacy of artifacts of their advanced civilization that are just waiting to be found. Some of these ancient mysteries may involve powerful weapons, while others may be more benevolent, like advanced medical technology or methods of power generation unparalleled by existing technology. Secrets of the Infinite Empire can come in almost any shape, form, or function, giving a Gamemaster using Rakatan mysteries a blank slate on which to design adventure hooks.

The Star Forge

The most influential piece of Rakatan technology known to exist in the *Knights of the Old Republic* period, the Star Forge is a massive space station that is capable of mass-producing vehicles, weapons, and starships. The Star Forge draws energy from the Lehon system's sun to scan, analyze, and then infinitely reproduce any piece of technology imaginable. The rediscovery of the Star Forge is what allows Revan to transform his segment of the Republic fleet into a massive invasion force, and the Star Forge continues to crank out new weapons of war as quickly as the Sith Empire can overrun new worlds.

New Powers on the Rise

The repeated devastation of the galaxy leads to massive rebuilding efforts on behalf of the Republic. During this time, many corporations suddenly find themselves with vast amounts of political clout thanks to the Coruscant Financial Exchange Establishment Act. Similarly, as previously widespread organizations collapse as a result of assets lost during wartime, others step in to take their places, leading to a wealth of new powers in the galaxy coming onto the scene suddenly.

The Hyperspace Navigators Guild

Though far from a politically influential organization, the Hyperspace Navigators Guild impacts the lives of sentient beings across the galaxy. During the *Knights of the Old Republic* period, most ships throughout the galaxy begin to carry their own navicomputers, and the hyperspace beacons maintained by the Navigators Guild rapidly diminish in importance. This does not stop the guild from continuing to function as a primary repository for navigational data, especially in the Unknown Regions and Deep Core.

The Hyperspace Navigators Guild is responsible for the discovery and establishment of new hyperspace routes throughout the galaxy. Scouts across the galaxy are constantly attempting to discover new hyperspace routes, and the Navigators Guild pays handsomely for information regarding the creation of new hyperlanes. Once a scout reports the existence of a new route, the guild begins the lengthy process of verifying the safety and integrity of the route, investing large amounts of resources and time to make sure that the route is safe and will remain in existence for the long-term.

Once a lane has been verified, the Hyperspace Navigators Guild passes the data on the route on to the Space Ministry, from which point the coordinates are distributed throughout the galaxy. While a route is still under investigation, the guild is responsible for maintaining the hyperspace beacons marking the route and organizing the scouts using the routes. During wartime, the Republic goes to great pains to ensure that knowledge of secret hyperspace corridors remains concealed, and the guildhouse on Empress Teta becomes nearly as important as the Senate on Coruscant.

Hyperspace Travel

One of the major differences between the *Knights of the Old Republic* setting and campaigns set in the classic era is the way hyperspace travel functions. Prior to the Mandalorian Wars, most starships do not have advanced navicomputers built into their ships. Instead, they have simple hyperdrive operation systems that depended on satellites known as beacons for navigational data. These beacons record and broadcast navigational data to any ships stopping at that point, keeping them up to date on a small number of routes connected to that beacon. Each beacon possesses only the smallest amount of computing power, with a basic artificial intelligence built in to keep the beacons from being moved or damaged by stellar anomalies. Beacons are critical to hyperspace travel, as they are the buoys that guide all ships through the space lanes.

With galactic exploration reaching levels unseen since the Great Hyperspace War, the Republic military invests significant resources in the miniaturization of navigational computers. As a part of the reconstruction efforts during the Restoration period, the Republic financially sponsors the establishment of a system by which navigational data would be distributed across the galaxy quickly and efficiently, allowing navigators to pull up-to-date hyperspace geography data at any stop. The new navicomputers, coupled with the rapid spread of hyperspace data, reduce the need for hyperspace beacons to the point where they are only used on hyperspace routes that have not yet been verified as 100% safe.

For campaigns set prior to the Mandalorian Wars, or for campaigns set in areas where hyperspace routes have not yet been finalized, hyperspace beacons can provide opportunities to challenge the heroes or place them in a dangerous position. If a ship is capable of opening a communications channel to a hyperspace beacon, treat that ship as though it has a navicomputer for the purpose of astrogation. Otherwise, the ship's navigator will need to make the Use Computer check without the aid of a navicomputer.

Hyperspace Beacon **CL 0**
Huge satellite
Init –2; **Senses** Perception +0

Defenses Ref 11 (flat-footed 11), Fort 21; +3 armor
hp 50; **DR** 5; **Threshold** 31

Speed 0 squares (immobile)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk –5; **Grp** +6

Abilities Str 32, Dex 10, Con —, Int 12
Skills Initiative –2, Mechanics +0, Perception +0, Pilot –2, Use Computer +0

Crew 1 droid brain (untrained); **Passengers** none
Cargo 5 kg; **Consumables** none; **Carried Craft** none
Availability Restricted; **Cost** 20,000 (11,000 used)

The Ascent of Corporations

Major corporations form the backbone of the Republic economy and many political entities in the galaxy. The scope of a corporation ranges from very small, such as one based in a specific city, to incomprehensibly vast interstellar companies, such as the Czerka Corporation. A successful corporation might operate for years, even centuries. Some remain family- or clan-owned operations, but others shift ownerships and allegiances as they are bought, sold, or taken over by any number of methods.

Interstellar corporations are by far the most influential and powerful companies in the galaxy. Corporations control vast tracts of space, such as the Corporate Sector in the classic era. Those who live under corporate rule find that Republic law means little, especially in outlying areas. Most corporations look out for their bottom-line and the interests of their owners or leaders rather than looking after the welfare of those who live on company planets.

Adascorp

Officially known as the Adasca BioMechanical Corporation of Arkania, Adascorp is one of the largest Arkanian corporate dynasties. It is also the galaxy's largest bioengineering firm. It is owned by the House of Adasca and operated by current lord of the house, Lord Adasca. Although the Lord of Adasca is not the ruler of Arkania, outsiders are forgiven for assuming that is the case, given the extent of Adascorp's influence over the population.

Adascorp is famous for bioengineering and medical research advances. It is responsible for providing the galaxy with thousands of treatments and advancing medical knowledge at a tremendous pace. However, not all its pursuits are as noble as some would hope. Some schemes are driven by pure economics, to enrich the corporation and expand its reach. Much of the galaxy would also be shocked to learn of Adascorp's persecution of Arkanian offshoots and its promotion of pure-blooded Arkanians as a superior species.

For years, Adascorp headquarters is located on the massive starship *Arkanian Legacy*. However, the great ship is lost along with Lord Arkoh Adasca in his ill-fated attempt to secure galactic power through Operation Dark Harvest. Arkoh's scheme is to militarize massive Exogorths to enable them to decimate entire star systems. He tries to sell them in a bidding war between the Republic, the Mandalorians, and the Jedi. Unfortunately for Arkoh, the scheme falls apart when his lead researcher turns the Exogorths against the *Arkanian Legacy*. The loss of the ship and its extensive archives and research facilities sets Adascorp research back by decades. Worse, with no explicit heir to Arkoh's controlling interest in the corporation, ownership remains contested and is unlikely to be settled for years. The situation is complicated by the fact that the Republic continues to conceal the events around Operation Dark Harvest, seeking to protect its own interests with the Arkanians.

Czerka Corporation

Czerka Corporation is one of the most widespread and influential of the galaxy's vast interstellar corporations. They have their fingers in every market and they have offices on every major world and on minor or remote planets as well. The Czerka Corporation represents the worst in interstellar corporations: they are amoral, consumed with their own success, loyal only to themselves, and worried primarily only about their reputation. Despite their selfish ways, they provide a wide variety of products of decent—or at least acceptable—quality. Though customers are loath to deal with the company, Czerka products are economical, and the company's vast reach makes them widely available.

For years, President Pollard Seario has run Czerka Corporation from the spaceport of Dreshdae, on the planet Korriban. An unlikely headquarters for an interstellar corporation, the tiny outpost reveals much about the company and its leadership. First, the company is willing to maintain operations on any world, no matter which government or military force occupies the planet. Second, Seario is more than happy to ally himself and his company with the Sith during the Jedi Civil War. Even though the Sith are defeated, the alliance is not fatal to the corporation. After the obvious setback, the company works quickly to rebuild itself and strengthen its ties to the Republic.

Czerka Corporation offices are utilitarian, and their staff is just customer friendly enough for their clientele to tolerate. They work hard to maintain a good reputation in the galaxy, even if they have to cover up failed ventures and illegal activities. Facilities include general stores on remote worlds such as Tatooine, slave trade on non-Republic worlds such as Kashyyyk, energy generators for entire cities, a highly successful arms division, and construction facilities for building freighters, bulk cruisers, and HK assassin droids. During this era, the Czerka Corporation has at least one division devoted to any given pursuit. They are constantly on the search for new materials, markets, and worlds to exploit.

JARAEL ON THE RUN



Lhosan Industries

Lhosan Industries is widely regarded as the inventor and first mass producer of the modern swoop bike. Because their first factory is located in the Lower City of Taris, the planet becomes a center of swoop-racing popularity. Lhosan's plan to diversify to other worlds is disrupted by the Mandalorian occupation of Taris.

In a move that demonstrates the power and influence of the company, chairman Jervo Thalien works with Goravvus to orchestrate the acceptance of Taris into the Republic to protect the planet and its supporting resource systems in the region. The plan succeeds. However, once it becomes apparent that the Mandalorian invasion is going to reach Taris, Thalien wastes no time in pulling operations offworld. The resulting scandal threatens to devastate the company and Jervo Thalien personally, if it comes to light. Thalien works to make sure that never happens, but ultimately Goravvus thwarts him, enabling the company to become a strong supporter of the war and the Republic.

Lhosan Industries produces dozens of models of swoop bikes of virtually any size and configuration a customer could request. Although purchasers customize the stock units, creating a vibrant aftermarket culture, Lhosan takes pride in providing a first-class product adored by fans throughout the galaxy. Their quick move from Taris slows and hampers their production in the following months, but the Mandalorian onslaught itself reduces the immediate demand in any case.

TIMELINE

The following timeline covers many of the major events in the *Knights of the Old Republic* setting. While it is by no means completely comprehensive, it covers the rise and defeat of major antagonists across the four wars in the setting, and should give Gamemasters a good idea of when to set their campaigns.

4,000 BBY: Satal and Aleema Keto discover ancient secrets of the Sith, including artifacts and tomes of knowledge, on their home planet of Empress Teta. Satal and Aleema Keto recruit hundreds of fellow aristocrats and form the Krath, a dark side cult based on Sith teachings.

3,997 BBY: Steeped in knowledge of the dark side of the Force, the Krath rally military forces throughout the Deep Core and stage a coup on their own homeworld of Empress Teta.

3,997 BBY: The Jedi are ambushed by Krath forces during a conclave on the planet Deneba, causing massive Jedi casualties. After the battle, Ulic Qel-Droma departs and begins to infiltrate the upper echelons of the Krath.

3,997 BBY: Exar Kun, a Jedi apprentice, abandons his master to delve deeper into the secrets of the dark side, traveling the galaxy in search of Sith lore. On Korriban, Kun is educated in the ways of the Sith and soon is elevated to the rank of Dark Lord of the Sith.

3,997 BBY: After the Jedi attempt to extract him from the Krath-held world of Empress Teta, Ulic Qel-Droma succumbs to the pull of the dark side. When Exar Kun arrives to stake his claim as Dark Lord of the Sith, he and Qel-Droma duel, but stop when ancient Sith spirits appear and declare them both Dark Lords of the Sith, master and apprentice. Many Jedi flock to the newly reborn Sith order, forming a hierarchy of lesser Sith Lords.

3,996 BBY: The Krath forces, under the control of the Dark Lords of the Sith, begin expanding their newly formed empire, seizing worlds throughout the Deep Core. The Krath's ability to control the planets they have conquered is strained until Ulic Qel-Droma defeats Mandalore the Indomitable in a duel on the planet Kuar. With the Mandalorians bound to the Sith Lords, their combined forces flow outward from the Deep Core and begin conquering planets across the galaxy.

3,996 BBY: After months of conquering planets from the Deep Core to the Outer Rim, the Sith launch their attack against the capital planet of the Republic, Coruscant. During the battle, Ulic Qel-Droma is captured and subsequently put on trial for treason.

3,996 BBY: Aleema Keto, leading the forces of the Krath in battle near the Cron Cluster, is killed after activating a supernova-inducing weapon aboard her warship. The Krath space fleet is devastated.
3,996 BBY: After an intense battle at Onderon, Mandalore the Indomitable is killed and the Mandalorians suffer a stunning defeat.
3,996 BBY: Exar Kun and the remnants of the Sith are defeated at Yavin 4. The Great Sith War comes to an end when Republic forces liberate Empress Teta.
3,985 BBY: The Coruscant Financial Exchange Establishment act facilitates the restoration of the galaxy by allowing galactic corporations to invest in the Republic's infrastructure.
3,976 BBY: Under the leadership of Mandalore the Ultimate, remnants of the Mandalorian clans begin testing the Republic's defenses by raiding Outer Rim worlds.
3,973 BBY: Cassus Fett leads the Mandalorian massacre on Cathar. Few Cathar survive the assault, but the Republic suppresses news of the attack, fearing it might destabilize reconstruction efforts.
3,965 BBY: The Republic engages the Mandalorians in small proxy skirmishes along the Outer Rim.
3,964 BBY: The Mandalorians stage a massive invasion of Republic space, beginning the Mandalorian Wars.
3,963 BBY: As the Republic continues to battle the Mandalorians across all fronts, Revan attempts to persuade the Jedi Council to join the war. The Council refuses, claiming that their losses during the Great Sith War were too great.
3,963 BBY: The Mandalorians overrun numerous Republic worlds, including Duro, Iridonia, Serroco, and Taris. Meanwhile, Revan discovers and reveals the truth about the massacre at Cathar, winning dozens of converts from the Jedi Order. These Jedi take a more active hand in the Mandalorian Wars and are branded the Revanchists.
3,961 BBY: Revan discovers the Rakatan star map at Kashyyyk. Revan travels to Malachor V and discovers the Trayus Academy, delving deeply into the Sith secrets contained within.
3,960 BBY: Revan lures the Mandalorians to Malachor V, where a battle ensues between the Republic and the Mandalorians. Revan defeats Mandalore the Ultimate, activates the superweapon known as the Mass Shadow Generator, and shatters the Mandalorian fleet. The Mandalorian Wars officially end, and remnants of the opposition scatter throughout the galaxy.
3,960 BBY: Revan and his apprentice, Malak, take a large segment of the Republic fleet and vanish into the Unknown Regions. They rediscover the Star Forge, declare themselves Dark Lords of the Sith, and corrupt the Republic forces under their control.
3,959 BBY: Darth Revan and Darth Malak return to the Republic, at the head of the newly constructed Sith Fleet. They begin their conquest of the galaxy, carving out a new Sith Empire and seizing control of Korriban, where they establish a new academy.
3,958 BBY: Many among the Republic's military forces defect to the Sith Empire, including Saul Karath. Jedi start to flock to Darth Revan's banner, and the Sith Empire begins to swallow up Republic worlds. The Sith carry out successful attacks at Foerost and Telos IV, among other worlds.
3,957 BBY: A Jedi task force captures Darth Revan aboard his flagship after Darth Malak turns on his master and attempts to kill him. Revan's memory is erased, and the Jedi flee with him back to Republic space.
3,956 BBY: Revan once again turns to the Jedi Order and begins relearning the ways of the Force. Accompanied by Bastila Shan, Revan retraces his steps in the pursuit of the Star Forge, eventually discovering the truth behind his past.
3,956 BBY: Darth Malak's forces devastate the Jedi Enclave on Dantooine.
3,956 BBY: In the Lehon system, the Republic clashes with the Sith at the Battle of Rakata Prime. Revan defeats Darth Malak in a duel, the Republic defeats the Sith Empire, and the Jedi Civil War comes to an end. Revan leaves once more for the Unknown Regions.
3,955 BBY: Sith Lords, formerly loyal to Darth Revan and Malak, begin breaking the Sith Empire into smaller domains, declaring themselves sovereign warlords.
3,954 BBY: Sith assassins, under orders from Darth Sion, begin a widespread assassination campaign against the Jedi. The Jedi are all but wiped out, and the Republic is left without its Jedi defenders for the first time in centuries.
3,954 BBY: The remnants of the Sith Empire are largely unified by Darth Sion and Darth Nihilus. Though some Sith warlords continue to squabble over territory, Sion and Nihilus represent the most unified front for the Sith during this time.
3,951 BBY: Canderous Ordo, now the Mandalore, reunites the Mandalorian clans and aids in the fight against the remnants of the Sith Empire.
3,951 BBY: Under the guidance of a disguised Darth Traya, the Jedi Exile defeats Darth Sion and Darth Nihilus. Bao-Dur activates the Mass Shadow Generator on Malachor V again, destroying what is left of the planet, and Traya is defeated.
3,950 BBY: The last remnants of the Sith Empire crumble, and the Republic once again establishes control over worlds that have been under Sith rule since the Great Sith War.

"SOMETIMES YOU HAVE TO ENTER THE DARKNESS TO SAVE THE LIGHT."

—ALEK SQUINQUARGESIMUS



Chapter VIII
Galactic Gazetteer



The galaxy is a far different place in the period many millennia before the *Star Wars* films take place. Some worlds that eventually rise to galactic prominence have not even been settled yet, and powerful worlds of a *Knights of the Old Republic* campaign will have been long forgotten by the time of the Clone Wars.

Planets of the Old Republic

This chapter presents several new planet entries for worlds relevant to a *Knights of the Old Republic* campaign, as well as planetary updates for worlds described in Chapter 13 of the *Saga Edition* core rulebook.

Alpheridies

Region: Expansion Region
Climate: Cool
Gravity: Standard
Moons: None
Length of Day: 21 standard hours
Length of Year: 450 local days
Sapient Species: 90% Miraluka, 7% Alpheridian, 3% other
Government: Oligarchy
Capital: None
Major Exports: None
Major Imports: None

Knowledge (bureaucracy)

DC	RESULT
15	Alpheridies has no planetary government; local officials rule small settlements and individual cities.
20	Decisions affecting the entire planet are made by a council of 23 representatives, one from each of the planet's major provinces.

Knowledge (galactic lore)

DC	RESULT
10	Alpheridies is located in the Abron system, Coreward of the Expansion Region and near a giant molecular cloud called the Veil.
15	The planet's proximity to the system's Red Dwarf star caused the Miraluka to lose their eyes and evolve an ability to see through the Force.
20	The Miralukan natives of Alpheridies are largely isolationist, and remain self-sufficient without the need for galactic intervention.
25	The Miraluka of Alpheridies have only one known colony world, the planet Katarr. Though Alpheridies possesses interstellar capabilities, the Miraluka have only rarely ventured far from their homeworld.

ARKANIA

Region: Colonies
Climate: Tundra
Gravity: Standard
Moons: None
Length of Day: 18 standard hours
Length of Year: 277 local days
Sapient Species: 98% Arkanian and Arkanian offshoots, 2% other
Government: Corporate meritocracy
Capital: Adascopolis
Major Exports: Diamonds and raw materials, medical supplies, high technology
Major Imports: Luxury items

Knowledge (galactic lore)

DC	RESULT
10	The frozen tundra of Arkania is home to a race of scientifically minded near-Humans, the Arkanians.
15	Beneath the permafrost of the Arkanian landscape lie vast stores of naturally occurring diamonds, which are harvested by the natives and off-world contractors.
20	Arkanian cities are designed to keep the cold out, and are mostly completely enclosed. Off-world visitors rarely have to deal with the frigid conditions of the planet.
25	The planet is populated by the indigenous Arkanians and a race of genetically modified offshoots, who are largely considered second-class citizens.
30	Arkania is the site of a Jedi training academy, established by Master Arca Jeth.

Knowledge (life sciences)

DC	RESULT
15	The Arkanians are somewhat unscrupulous genetic tinkerers who are responsible for creating various "new" races thanks to their tampering.
25	Both their own Arkanian offshoots and the Quermians are the result of Arkanian genetic enhancements.

"THE ONLY THING MORE DANGEROUS THAN A FOOLISH ARKANIAN IS A SMART ONE."

—MASTER ARCA JETH



BELNAR

Region: Colonies
Climate: Temperate
Gravity: Standard
Moons: None
Length of Day: 23 standard hours
Length of Year: 347 local days
Sapient Species: 98% Khil, 2% other
Government: Colonial democracy
Capital: Belnar City
Major Exports: Luxury items
Major Imports: None

Knowledge (galactic lore)

DC	RESULT
10	Belnar is the Khil homeworld, and was once covered by vast swathes of swampland and marshes.
15	Belnar is a peaceful world, and the Khil welcome outsiders.
20	Though the Khil have developed large cities, the rest of the homeworld remains untouched by the species' progress.
25	Several large natural swamps, some covering tens of thousands of square miles in area, are the sites of numerous research expeditions made by xenobiologists from off-world.

Cadomai Prime

Region: Outer Rim
Climate: Tundra
Gravity: Standard
Moons: 1
Length of Day: 27 standard hours
Length of Year: 405 local days
Sapient Species: 99% Snivvians, 1% other
Government: Republic
Capital: Brella
Major Exports: Art
Major Imports: Foodstuffs, raw materials

Knowledge (galactic lore)

DC	RESULT
10	Cadomai Prime is the homeworld of the Snivvian species, and is covered by tundra and open plains.
15	Unlike other frozen worlds, Cadomai Prime has made a name for itself as a resort world where citizens of the galaxy can go to relax.
20	The Snivvians have built large vacation complexes within their cities, and lure tourists to their world with their artistic and creative culture.
25	Cadomai Prime is famous for producing a number of famous works of art, including a form of art known as transnovels—a combination of words and images that tells a story while on display.

Cathar

Region: Expansion Region
Climate: Temperate
Gravity: Standard
Moons: 1
Length of Day: 24 standard hours
Length of Year: 259 local days
Sapient Species: 99% Cathar, 1% other
Government: Tribal
Capital: None
Major Exports: None
Major Imports: Luxury goods, technology

Knowledge (galactic lore)

DC	RESULT
10	Cathar is a peaceful planet covered in vast plains with a diverse ecology similar to Human worlds.
15	Cathar is home to the feline Cathar species, who live in cities built in huge trees that can house thousands of Cathar.
20	Cathar tree-cities appear to be hand crafted, and the planet has little industrial manufacturing.
25	A Cathar tree-city is covered in artistic designs that tell stories of the city's history and the histories of various important Cathar who have visited or lived in the city.

Draethos

Region: Outer Rim
Climate: Arid
Gravity: Standard
Moons: 2
Length of Day: 19 standard hours
Length of Year: 426 local days
Sapient Species: 100% Draethos
Government: Military dictatorship
Capital: Avadrei
Major Exports: None
Major Imports: None

Knowledge (galactic lore)

DC	RESULT
10	The Draethos species hails from a mysterious Outer Rim world, which few outsiders have ever seen or visited.
15	The planet is covered in barren mountain ranges and deep caves, and the world is known to be a hostile place for non-Draethos to visit.
20	The Draethos homeworld is called "Draethos" by the galaxy at large, but its secret name is "Thosa."
25	No non-Draethos are allowed to settle on Thosa by the natives, and only a select few may visit for short periods.

Knowledge (social sciences)

DC	RESULT
20	Draethos society is extremely warlike, and the most powerful Draethos warriors on the planet rule the world with an iron fist.
25	Draethos who do not follow the path of the warrior are exiled and forbidden to ever return to their homeworld.

DANTOOINE

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 25 standard hours
Length of Year: 378 local days
Sapient Species: 50% Human, 10% Dantari, 40% other
Government: Oligarchy
Capital: Garang
Major Exports: Foodstuffs
Major Imports: Technology and luxury items

Knowledge (galactic lore)

DC	RESULT
10	Dantooine is a pleasant world covered in rolling hills, wide-open plains, and bountiful farmland available for cultivation.
15	Dantooine has only a few scattered settlements, which are inhabited by wealthy farmers whose lands produce the majority of the planet's food exports.
20	A Jedi enclave exists on Dantooine, serving as a training facility for Jedi away from Coruscant. After the Jedi Civil War, the enclave is destroyed, and only ruins remain.
25	Dantooine is also the home to a primitive species known as the Dantari, who stay far away from most other settlements.
30	Several temples and other structures scattered throughout the planet were built by the ancient species known as the Rakata, whose Infinite Empire stretched from one side of the galaxy to the other.

FLASHPOINT

Region: Outer Rim
Climate: Barren
Gravity: Standard
Moons: None
Length of Day: 1 standard hour
Length of Year: 1,776 local days
Sapient Species: 99% Human, 1% other
Government: None (affiliated with Old Republic and Mandalorians)
Capital: Flashpoint Station
Major Exports: None
Major Imports: Foodstuffs, raw materials, medical supplies, scientific technology

A CONDUCTOR-CLASS LANDING CRAFT ON DANTOOINE



Knowledge (galactic lore)

DC	RESULT
15	Flashpoint is a barren rock that orbits extremely close to its sun, making the surface uninhabitable to nearly all forms of life.
20	Flashpoint is the site of a research facility that uses shielding technology to protect it from heat and solar radiation.
25	The research facility is protected by a magnetic field, and even environmentally sealed spacesuits are incapable of protecting a person from harm outside that magnetic field.

Knowledge (physical sciences)

DC	RESULT
20	Flashpoint's day lasts only one hour, and during the 30 minutes of darkness the world cools only slightly.
25	Significant amounts of solar radiation cling to Flashpoint's surface, making any surface travel outside the magnetic field impossible, even during the short nighttime.

Korriban

Region: Outer Rim
Climate: Arid
Gravity: 140% Standard
Moons: 7
Length of Day: 28 standard hours
Length of Year: 780 local days
Sapient Species: 1% Kissai, 1% Massassi, 98% other
Government: Sith Empire
Capital: None/Dreshdae
Major Exports: None
Major Imports: Foodstuffs, high technology, raw materials, weapons

Knowledge (bureaucracy)

DC	RESULT
15	The Czerka Corporation was given permission by the Sith to set up a settlement near the Sith Academy, in the city of Dreshdae.

Knowledge (galactic lore)

DC	RESULT
15	Korriban is the capital of the Sith Empire, and holds extreme significance to Sith, both old and new.
20	Korriban is home to a Sith training academy, where young Sith are trained in the ways of the dark side of the Force.
25	The planet is a massive crypt for ancient Sith Lords who lived during the Great Hyperspace War and before. Numerous tombs scattered across the planet house the remains of dead Sith.
30	Prior to the arrival of the fallen Jedi who would found the Sith, the planet is inhabited by the Massassi species, and their Kissai cousins.
35	Though the Massassi abandoned the planet long before they were enslaved by fallen Jedi, a few Massassi and Kissai settlements remain scattered across Korriban, in isolation.

"IF YOU HAD NOT LED ME DOWN THE DARK PATH IN THE FIRST PLACE, WHAT DESTINY WOULD I HAVE FOUND?"

—DARTH MALAK

Lehon

Region: Unknown Regions
Climate: Tropical
Gravity: Standard
Moons: 2
Length of Day: 24 standard hours
Length of Year: 370 local days
Sapient Species: 100% Rakata
Government: Tribal
Capital: None
Major Exports: None
Major Imports: None

Knowledge (galactic lore)

DC	RESULT
25	Lehon is a distant world in the Unknown Regions. Explorers have ventured there, but none have returned.
30	Lehon is a starship graveyard where thousands of ships from across millennia have crashed, never to escape.
35	Lehon is home to an ancient species known as the Rakata, whose Infinite Empire once covered the galaxy.

Knowledge (technology)

DC	RESULT
30	Lehon is in the same star system as the Star Forge, an ancient space station constructed by the Rakata.
35	Starships that enter the same system as the Star Forge are disabled by a magnetic field, which causes ships to crash on Lehon (if they are not destroyed outright).

Malachor V

Region: Outer Rim
Climate: Arid
Gravity: Standard
Moons: 1
Length of Day: 31 standard hours
Length of Year: 271 local days
Sapient Species: 99% Human, 1% other
Government: Dictatorship
Capital: None
Major Exports: None
Major Imports: None

Knowledge (galactic lore)

DC	RESULT
10	Malachor V is an Outer Rim world that falls within the domain of the Sith Empire, and has been a hotly contested world for years.
15	Prior to the end of the Mandalorian Wars, Malachor V is a fertile and hospitable world. It is an excellent site from which to stage campaigns throughout the Outer Rim, making it a tactically valuable planet. After the Mandalorian Wars, Malachor V is nearly uninhabitable, and visitors to the world face extremely harsh conditions.
20	A massive battle renders Malachor V uninhabitable, and thousands of starships are dragged down to the ruined planet's surface. Before the Mandalorian Wars, the planet has several military bases scattered across the world, as well as a Sith academy.
25	Malachor V is destroyed by the Mass Shadow Generator, a superweapon that eradicates most of the Mandalorian space fleet. Before that fateful battle, the planet changes hands several times, and the Jedi constantly urge the Republic to seize the world to prevent further incursions from the Outer Rim.

MANAAN

Region: Inner Rim
Climate: Temperate
Gravity: 130% Standard
Moons: None
Length of Day: 26 standard hours
Length of Year: 422 local days
Sapient Species: 99% Selkath, 1% other
Government: Tribal
Capital: Ahto City
Major Exports: Foodstuffs, kolto
Major Imports: Foodstuffs, raw materials, technology

Knowledge (galactic lore)

DC	RESULT
10	Manaan is a peaceful planet whose inhabitants are wary of taking part in galactic conflicts.
15	The Selkath natives of Manaan are amphibious creatures. Their cities exist both above and below the ocean's water line.
20	The Selkath live in isolated cities, but trade and communications flow easily between settlements. The Selkath work well together, and have a natural rapport with other Selkath.
25	The ocean floor of Manaan is home to numerous research facilities and other structures accessible only by submarine.

Knowledge (life sciences)

DC	RESULT
20	The Selkath harvest a plant known as kolto, which is used in the creation of a bactalike substance with miraculous healing powers.
25	When refined, kolto is used to create advanced medpacs, a quick means of repairing superficial wounds, but bacta is still better suited to healing grievous wounds.

ODRYN

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 2
Length of Day: 41 standard hours
Length of Year: 303 local days
Sapient Species: 99% Feeorin, 1% other
Government: Tribal
Capital: None
Major Exports: None
Major Imports: Luxury items, technology



AHTO CITY ON MANAAN

Knowledge (galactic lore)

DC	RESULT
10	Odryn is the largest colony world of the Feeorin, a long-lived species whose original homeworld was lost well before most histories began.
15	Odryn is a lush forest world with an average temperature that makes it just hot enough to be uncomfortable for Humans, though the Feeorin find it pleasing.
20	Though the planet is home to the largest number of Feeorin in the galaxy, actual settlements on Odryn are few and far between, as the world is still relatively uninhabited.
25	The security force protecting Odryn carefully monitors any off-world visitors and space traffic around the planet, and it has been known to spy on non-Feeorin out of suspicion.
30	Several ships and their crews have vanished after landing on Odryn, and many suspect that the Feeorin security force is responsible.

Onderon

Region: Inner Rim
Climate: Temperate
Gravity: Standard
Moons: 4
Length of Day: 28 standard hours
Length of Year: 405 local days
Sapient Species: 99% Human, 1% other
Government: Monarchy
Capital: Iziz
Major Exports: None
Major Imports: High technology, weapons

Knowledge (galactic lore)

DC	RESULT
10	Onderon is an out-of-the-way world in the Inner Rim. The largely Human population is distrustful of outsiders and aliens.
15	Onderon's great walled cities are built for defense, a necessity stemming from the frequent skirmishes between Onderon's natives and the beasts from the planet's moon, Dxun.
20	For over three hundred years before the beginning of the Great Sith War, the planet is ravaged by a conflict with exiles from the city of Iziz, who tame beasts from Dxun to use against their fellow Onderonians in combat.
25	For several centuries, the ruling families of Onderon exiled criminals and political dissidents from Iziz, leaving them to be killed by beasts from Dxun. These dissidents formed the core of the resistance movement, who fought against the Onderonians in the Beast Wars.
30	Prior to the Great Sith War, the rulers of Onderon are steeped in the lore of the dark side of the Force, stemming from the planet's conquest by the Dark Lord of the Sith, Freedon Nadd.

Knowledge (physical sciences)

DC	RESULT
20	Dxun, one of Onderon's moons, orbits so close to the planet that it periodically brushes Onderon's atmosphere, allowing creatures to escape Dxun and make their way to the surface of Onderon.

Peragus II

Region: Outer Rim
Climate: Uninhabitable
Gravity: Standard
Moons: None
Length of Day: 14 standard hours
Length of Year: 417 local days
Sapient Species: None
Government: None
Capital: None/Peragus Mining Facility
Major Exports: Fuel
Major Imports: Foodstuffs, technology

Knowledge (galactic lore)

DC	RESULT
15	Peragus II is the site of a mining operation that produces starship fuel in modest quantities.
20	Peragus II is a broken world, the remains of which float in an asteroid belt in the Peragus system.
25	Peragus II was once a terrestrial world, but a mining accident caused an explosion deep beneath the planet's surface, blowing the planet apart and creating the Peragus asteroid belt.
30	Mining facilities on the asteroid remains of Peragus II now go to great lengths to prevent further explosions of the volatile planetary remains.

Knowledge (physical sciences)

DC	RESULT
20	Peragus II's core was exposed when the planet exploded, and molten rock within the core can still be seen from space.
25	The volatile chemicals in Peragus II's crust were mostly consumed in the explosion, but traces of these chemicals remain in the asteroids (and in heavy concentrations in the large solid chunk that remains of the planet).

Taris

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: 1
Length of Day: 24 standard hours
Length of Year: 314 local days
Sapient Species: 30% Human, 70% other
Government: Republic
Capital: None (ecumenopolis)
Major Exports: Luxury items, technology
Major Imports: Food, raw materials

Knowledge (bureaucracy)

DC	RESULT
15	Taris is the home of Lhosan Industries, one of the foremost manufacturers of speeders and swoops. The senator from Taris has close ties to Lhosan Industries, which earns favorable treatment for the world.

Knowledge (galactic lore)

DC	RESULT
10	Taris is a highly populated world that was once considered the "Capital of the Outer Rim" by travelers.
15	An ecumenopolis, the city of Taris covers the entire surface of the planet, similar to Coruscant and Nar Shaddaa.
20	Taris sees an economic boom in the years leading up to the Great Sith War, thanks in part to the support of speeder manufacturer Lhosan Industries. During the Mandalorian Wars, Lhosan withdraws its support from Taris, and the planet's prosperity decays rapidly.
25	Like other city-planets, Taris is divided into multiple city layers, as well as districts. Inhabitants of the Upper City maintain a luxurious lifestyle, but those in the Lower City and the Undercity live without comforts.
30	The Undercity of Taris is infested with rakghouls, a species of mutated, feral humanoids, who plague the planet's less fortunate inhabitants.

Telerath

Region: Inner Rim
Climate: Tropical
Gravity: Standard
Moons: 2
Length of Day: 26 standard hours
Length of Year: 374 local days
Sapient Species: 30% Human, 10% Arkanian and Arkanian offshoots, 60% other
Government: Corporate meritocracy
Capital: None
Major Exports: Business goods
Major Imports: Foodstuffs, luxury items, raw materials, technology



Telerath

Knowledge (galactic lore)

DC	RESULT
10	Telerath is a pleasant world owned by the Telerath Interstellar Banking Initiative, which offers first-class financial services.
15	Unlike other corporate-owned worlds, Telerath exists solely for the service of its customers. Visitors to Telerath are guaranteed face-to-face customer service, and the Initiative pays for nearly everything on the planet, much of which is provided to customers for free.
20	Visitors come to Telerath not just for financial services but also for vacation and recreation, as the planet boasts beautiful vistas and a wide variety of entertainment. Profits from such ventures go toward enhancing the Telerath experience.
25	Telerath is mostly owned by the Arkanian company Adascorp, with a small piece of ownership held by the Draay Trust. Adascorp agents can be found all over Telerath, though they stay out of the way of everyday business.

Telos IV

Region: Outer Rim
Climate: Temperate
Gravity: Standard
Moons: None
Length of Day: 24 standard hours
Length of Year: 422 local days
Sapient Species: 35% Human, 65% other
Government: Republic
Capital: Thani
Major Exports: Foodstuffs
Major Imports: Luxury items

Knowledge (galactic lore)

DC	RESULT
10	Telos IV is an important Republic world. Its military and economic powers are instrumental for the Republic's survival.
15	Telos IV is covered in hills and grasslands, with frozen polar regions, which supply water to the rest of the planet through an elaborate irrigation system.
20	The Republic Agricultural Corps produces large amounts of foodstuffs on Telos IV, most of which feeds the Republic military presence on the world.
25	Telos IV is one of the few worlds under direct control of the Galactic Republic, and the planet's security is managed by the Telos Security Force, a division of the Republic Judicial Department.
30	Czerka Corporation agents have been infiltrating the Telosian government for years, though they lack enough strength and influence to affect events on the planet until well after the Jedi Civil War.

Planetary Updates

Familiar planets undergo significant changes over the centuries between these troubled times and the Galactic Civil War. Some of these planets are quite different in *Knights of the Old Republic* campaigns, and the updates in this section should provide Gamemasters with enough information to use these planets in this era.

Bespin

The gas giant Bespin has not yet been colonized during this time period, and will not be until 1,989 BBY when Cloud City is first commissioned. However, hyperspace scouts discover Bespin years before the Galactic Civil War, and a number of corporations try—and fail—to establish Tibanna gas mining operations above the world. With the decline of pulse-wave weapons and the ascension of blaster weapons, the undeveloped world of Bespin is rising in importance to the galactic economy. A number of corporations continue to lobby the Galactic Senate for mining rights to Bespin, though corporate lobbies keep the Senate tied up in procedures as each company jockeys for position.

The carbonite-rich planet Empress Teta stakes an extremely strong claim to Bespin, because explorers from the Hyperspace Navigators Guild—whose guildhouse is on Empress Teta—discovered the world. No permanent outposts are established above Bespin, and Tetan mining operations consist mainly of large repulsorcraft dipping into Bespin's atmosphere to scoop up gas where they can. During the Mandalorian Wars, a fleet of Mandalorian warships destroys most of the Tetan mining infrastructure, hoping to break up the Tibanna gas supply chain for the Republic. Following this attack, few companies have the time or resources to attempt to mine Bespin, and the planet remains nearly unheard of until the founding of Cloud City.

Bothawui

The Bothans have long been members of the Galactic Republic, and in a *Knights of the Old Republic* campaign Bothawui is one of the most recognizable and heavily trafficked planets in the Republic. In the millennia preceding the Great Sith War, rapid expansion of hyperspace lanes opens up new worlds to exploration and investigation, and Bothans found their first colony on the world of Kothlis. Moreover, Bothawui's influence in the Galactic Senate is considerable, and many of the Republic's bureaucratic committees meet on Bothawui to discuss matters of government.

More important, the Bothan Spynet is beginning to grow at an exponential rate. Each new hyperspace route quickly has dozens of Bothans traveling across it to reach new worlds. As the Bothans send agents to join the inhabitants of dozens of newly discovered worlds, information begins to flow through Bothawui back to the Republic about the expanding known galaxy. Moreover, Bothawui becomes a hub of not only information but trade as well. Bothan spies, returning from stints on distant worlds, bring

back exotic items to sell on Bothawui's open market. Collectors of rare items flock to Bothawui, and many Bothan explorers become wealthy overnight. Bothawui becomes a world not only of abundant information but also of abundant opulence. The Bothan homeworld is more prominent and more envied than any other time in galactic history.

Cerea

The Cerean homeworld has not yet established a formal connection with the galaxy at large, nor with the Galactic Republic. Such contact does not come for several millennia yet, though the planet does appear in the Navigators' Guild database as Planet 36-AFE-2C, with a note that the scouts encountered no intelligent life on the world nor any valuable resources. Despite this entry, Cerea has had contact with the outside galaxy, and it has not been pleasant. Shortly after the planet was discovered, a secret expedition is sent to the world by Adascorp, the Arkanian corporation operated by Lord Adasca. After encountering resistance from the natives, the Adascorp agents kidnap an entire village of Cereans and flee the world, leaving behind several damaged and destroyed starships, which leak fuel and pollute the area around the landing site.

Since the failed Adascorp mission to Cerea, few ships have even chanced by the planet. Well away from most common hyperspace routes, Cerea sees visits from the outside only once every decade or so, and those starships rarely land because they are merely Navigators Guild survey vessels updating their records. The Cerean people are wary of visitors after the violent encounter with Adascorp agents, and they have turned against technology of any kind.

Coruscant

Already the most important and prominent world in the galaxy, Coruscant is a bustling planet where decisions affecting the entire galaxy are made. Though the Republic fights to defend itself against threats from all sides, Coruscant is a shining gem at the center of the Core. It serves as a bastion of civilization in a darkening galaxy. Coruscant changes little in the time between the Great Sith War and the Clone Wars, and most of the features of Coruscant that are seen in later years are already in place by this time.

Coruscant has seen its share of battles, however, and continues to do so throughout the wars that plague the galaxy during this time. The defenses around Coruscant are tougher than they will be during the fall of the Republic a few millennia later, and security procedures during this time more closely resemble those that will be in place during the reign of the Galactic Empire. Corporations volunteer their security firms to help police and protect Coruscant, which the Senate allows as a part of the rebuilding process following the Great Sith War. As a result, visitors are just as likely to encounter corporate enforcers as Republic military personnel when arriving on Coruscant, a fact that gives citizens of the Republic pause.

Dorin

Already a member and staunch supporter of the Galactic Republic before the Great Sith War, the home planet of the Kel Dor is rarely visited because of natural hyperspace hazards nearby. Though Dorin sees little traffic, it plays an important role in galactic politics, particularly in the affairs of the Jedi. The Kel Dor have sent as many Padawans to train with the Jedi Order as any other species except for Humans. So many Force-sensitive Kel Dor have been discovered that the Republic funded a Jedi Enclave on Dorin. Though only Kel Dor students can study at the enclave regularly because of the planet's unique atmosphere, Jedi of other species sometimes visit the world (using environment-filtering breath masks) to study the exceptional Force abilities taught by Kel Dor Jedi Masters.

The enclave on Dorin continues to send new Jedi to help defend the Republic, but the planet provides far more to the galaxy. Following each of the wars of this era, teams of Kel Dor travel to various planets to aid in reconstruction efforts. The Kel Dor knack for helping environmentally ravaged worlds earns them a positive reputation, making Kel Dor welcome on nearly every world. Dorin remains untouched during the major conflicts of this time because it is too difficult for most space fleets to reach. However, after the Jedi Civil War, Sith assassins infiltrate the Jedi Enclave on Dorin and manage to exterminate nearly every Jedi present.

Duro

The world of Duro is one of the earliest members of the Galactic Republic, and like Bothawui it has risen to prominence thanks to that association. The Duros are some of the galaxy's foremost hyperspace explorers, and their knowledge of space lanes exceeds that of nearly any other group in the galaxy. As a result, the world of Duro is a prominent travel hub during the years leading up to and following the Great Sith War. Not only is Duro a Core World that acts as a gateway to the Colonies, starships that pass through Duro are more likely to obtain the most accurate hyperspace navigation data available—rivaled only by data obtained on Empress Teta. Thousands of starships pass through the space above Duro every day, and hyperspace explorers consider it the best launching point for expeditions.

Unfortunately for Duro, the planet's reputation as a hub of hyperspace travel comes back to haunt it during these war-torn years. The Mandalorians devastate Duro, reducing its infrastructure to rubble and destroying most of its orbital space platforms in an attempt to cut off a major hyperspace lane for the Republic. Later, the Sith Empire stages its invasion of the Core from Duro.



A Devastator war droid on Korriban

Gamorr

The primitive world of Gamorr has already been visited many times by the time of the Great Sith War, and Gamorreans have spread throughout the galaxy. The Hutts have been rounding up Gamorrean slaves and mercenaries for years, depositing them on distant worlds to protect their interests. During these war-torn years, Gamorreans see unprecedented expansion into the galaxy, because of their warrior culture. The undeveloped planet produces some of the most violent and ravenous mercenaries in the galaxy, a fact some factions use to their advantage.

Prior to obtaining the services of the Mandalorians, the combined Krath and Sith armies seek to bolster their ranks by scooping up thousands of Gamorrean mercenaries to serve as cannon fodder against the Republic in the Great Sith War. Krath and Sith ships arrive daily to obtain more Gamorrean warriors, and Gamorr is considered to be under Sith occupation. When the Republic drives the Sith forces away from Gamorr, the world returns to a state of primitive isolation that lasts until after the Jedi Civil War. Though both the Mandalorians and the Sith Empire avoid the planet, several Sith warlords press Gamorrean mercenaries into their service during the Dark Wars, and the planet changes hands among nearly a dozen Sith warlords during this time.

Iridonia

Home of the Zabrak, Iridonia is frequently among the first planets to be pulled into war. A Mid Rim world situated near important hyperspace lanes, Iridonia is one of the gateway planets that connects the Outer Rim to the Inner Rim. At the start of the Mandalorian Wars, Iridonia is one of the first planets to be invaded. It suffers heavy losses in the initial wave of attacks because the planet's defenders fight aggressively and recklessly to repel the invaders. Though the Republic eventually liberates Iridonia and the planet subsequently joins the Republic's war against the Mandalorians, many of the planet's soldiers are recruited and indoctrinated by the Mandalorians, joining the enemy cause before the Republic can free their home world.

Iridonia is the site of several battles throughout these dangerous years. The First Battle of Iridonia is a turning point in the Great Sith War. Jedi-led Republic forces rout the combined armies of the Krath and Sith, driving them back and gaining significant momentum. During the Jedi Civil War, the planet changes hands several times as the Sith and the Republic clash over the planet, which is used as a staging point for both militaries. The Zabrak suffer heavy losses during the Jedi Civil War, though they never stop fighting the Sith invaders. After the Jedi Civil War, Iridonia's eight colonies become independent, but cooperative, worlds, because the central government on Iridonia cannot maintain control of the colonies when the home planet is occupied.

Ithor

One of the oldest members of the Republic, Ithor can be an extremely important world in a *Knights of the Old Republic* campaign. The Ithorian aptitude for biology, botany, and other life sciences sends the planet's natives across the galaxy, and the nearly untouched ecosystem of Ithor becomes a valuable asset to the Republic throughout the various wars of the time. Ithorian scientists—working side by side with Selkath marine biologists—first discover the methods of using kolto to produce exceptionally powerful healing salves. Ithorian efforts to produce new strains of kolto that grow in Ithor's jungles meet with mixed results, but the planet still is a primary source of agricultural and medical supplies during the wars and the rebuilding periods following each of them.

Realizing the military value of Ithor early in the Great Sith War, the Republic stations a massive planetary defense fleet around the world. The fleet is increased during the Mandalorian Wars and the Jedi Civil War. Though the Republic presence is strong, enemy forces attempt to infiltrate the world in indirect ways. Sith saboteurs manage to disable at least two Ithorian hardships, sending them crashing into their jungles and causing the native Ithorians to

partially withdraw from the war effort. Though Ithorians are a common and welcome sight throughout the galaxy, the Republic presence at Ithor—ostensibly there for the planet's protection—takes a firm and arguably forceful hand in the planet's defense, instituting strict policies that border on martial law.

Kashyyyk

During the period following the Great Sith War, Kashyyyk is an occupied world, oppressed and controlled by the Czerka Corporation. Because of Czerka's investment in the Republic's rebuilding efforts, the Senate grants Czerka domain over Kashyyyk, citing the corporation's discovery of the world as justification for the control of the planet. Believing the world to possess no sentient life (though this attitude is likely one born more of prejudice than scientific research), the Czerka Corporation ignored the native Wookiees' designation for the world and renamed it Edean. Czerka took control of the world against the Wookiees' wishes and began allowing slavers to have free rein over the planet's native inhabitants.

Kashyyyk remains under Czerka control until after the Jedi Civil War, when Wookiee natives rise up against their corporate occupiers to liberate their home world. Prior to that, Kashyyyk largely escapes the conflicts of the Mandalorian Wars and the Jedi Civil War, as both sides of each conflict see that Kashyyyk offers little value but would be difficult to capture. With its dangerous and unstable terrain, Kashyyyk is valued only by the Czerka Corporation, which treats the Wookiees as less than sentient and exploits the planet's natural resources and native population for its own profit.

Mon Calamari

Only recently discovered by explorers from the Galactic Republic, Mon Calamari is a new and mysterious planet whose inhabitants are largely unknown to the majority of Republic citizens. Little is known about Mon Calamari during this time because its discovery just prior to the Great Sith War is not widely publicized. Though the natives of Mon Calamari are technologically advanced and possess a seemingly inherent aptitude for starship construction and design, most other Republic worlds are reluctant to trade with Mon Calamari since its two native species appear to be constantly on the brink of war with one another. Mon Calamari has begun to deal tentatively with the Republic, but relations are far from solid. Mon Calamari is far from becoming the staunch supporter of the Republic it will be in the future.

Mon Calamari is an isolated world with few outsiders during this time. The Quarren natives are occasionally defensive—even violent—when confronted by outsiders, and the Mon Calamari are reluctant to trust anyone from off-world. Mon Calamari has not yet become a prominent starship manufacturer, though the planet does possess early hyperspace technology, and its inhabitants have been exploring nearby star systems for several years. Cities on Mon Calamari have not yet been adapted for visitors from other worlds, and the settlements on the planet are largely underwater, making a visit to the planet difficult for outsiders.

Naboo

One of many planets first colonized during this time, Naboo is an untamed world inhabited only by the native Gungans. The first Humans settle Naboo shortly after the Jedi Civil War, and the Gungans live in underwater cities, seemingly unaware of the events of the galaxy at large. Prior to the Jedi Civil War, no records of visits to Naboo by Republic explorers exist. An explorer named Kwilaan supposedly discovers the planet after the end of the Dark Wars. However, Kwilaan might not have been the first person to visit the planet, because the Gungan natives seem unperturbed by the arrival of Kwilaan's expedition, as though they had encountered Humans before. Most likely, previous visits to the world were not recorded, though the explorers find no trace of such landings.

Naboo is a pristine world, untouched by technology except for what little the Gungans possess. No civilization exists above the water line, and the planet's rolling plains and beautiful landscapes are untainted by cities or other settlements. Despite its beauty, Naboo is a dangerous world, with a number of large predators both on land and in the seas, and traveling to Naboo can be nearly as dangerous as visiting the jungles of Kashyyyk.

Nar Shaddaa

By the Great Sith War, Nar Shaddaa is already a dangerous place infested with criminals of all stripes. Nar Shaddaa sees a massive influx of refugees from hundreds of worlds passing through the Smuggler's Moon on their way to safer worlds. Though the planet is a dangerous place, huge numbers of refugees put down roots in Nar Shaddaa, forging a new life on a world where they have little to fear from governments or wars.

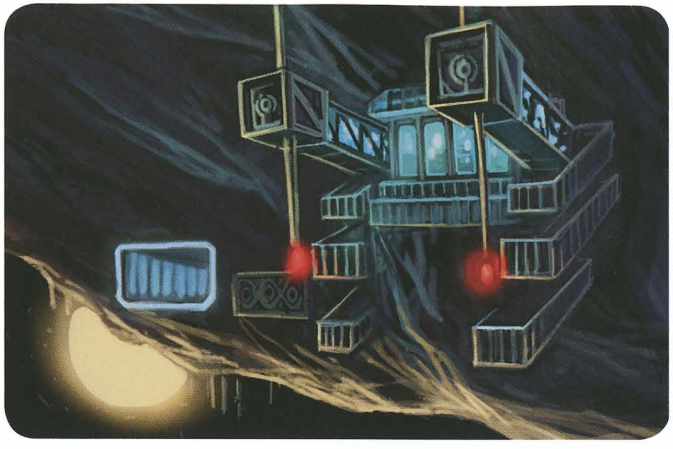
Nar Shaddaa falls under the control of the Exchange during these years, becoming a strong base of operations for the vast criminal organization. The Exchange acts much like a government on the largely lawless world of Nar Shaddaa, imposing its own form of order wherever it sees fit. Most visitors to Nar Shaddaa have a brush with the Exchange, usually encountering low-ranking lackeys. Though the Hutts continue to fight the Exchange for control of the world, their power has waned, and Nar Shaddaa is, at least temporarily, firmly in the domain of the crime syndicate.

Rodia

The Rodians are, like Ithorians and Twi'leks, among the most common non-Human species seen throughout the galaxy. During this time, Rodia has a unique and valuable resource waiting to be exploited by all parts of the galaxy: Rodian hunters. The Republic, the Sith, the Exchange, and other factions continually vie for the favor of Rodia, hoping to woo the skilled hunters to their side in nearly every conflict. Rodians play these factions off of one another, building up wealth while never committing fully to one side or another.

Rodia remains largely neutral throughout most of this time—with one notable exception. During the Jedi Civil War, Sith forces attempt to destroy

THE PERAGUS MINING FACILITY



the planet using the massive firepower of the Star Forge fleet, hoping to deny the Republic one of its greatest sources of scouts and explorers. Before this plot can succeed, however, the Jedi uncover it and signal the Republic fleet, which comes to Rodia's rescue. The Battle of Rodia is a pivotal battle in the Jedi Civil War, and after the Republic repels the Sith fleet, Rodia officially joins the war on the side of the Republic. Individual Rodians still work for the Sith and other factions, but Rodia does not forget its debt to the Republic for the remainder of the war.

RYLOTH

A longstanding member of the Republic, Ryloth is of little intrinsic value during the wars of this time, and it is largely ignored by the various militaries. Though Twi'leks join the fight on various sides during the wars of the period, officially Ryloth is a Republic world. The planet's allegiance holds little sway over its citizens, however. Important and influential Twi'leks join the ranks of the Republic, the Jedi, the Sith, the Exchange, the GenoHaradan, and dozens of other organizations. This leads to significant internal strife on Ryloth, since the government's unwillingness to rein in its own citizens leads to conflicts among the Twi'leks. One family might support the Republic, but another might have a son studying at the Sith Academy on Korriban, creating divided loyalties within communities.

Ryloth is on the brink of civil war throughout this time. Though disagreements between individuals, families, and settlements rarely come to violence, skirmishes break out from time to time. The Twi'lek clans are hard pressed to keep the peace. The inhabitants of Ryloth seethe as ideological differences between neighbors create an environment of dislike, distrust, and occasionally hatred that leads to violent outbursts. Riots are not uncommon on Ryloth during this time, though the clans manage to stop them before they do too much harm.

SULLUST

A Republic world since before the Great Hyperspace War, Sullust is at the center of many conflicts during this time. Sullust is tactically important as a hub of trade along the Rimma Trade Route. With varying degrees of success, several factions attempt to blockade Sullust and disrupt commerce along the Rimma Trade Route. Though the space above Sullust is frequently filled with military vessels, either blockading or defending the world, the planet's volatile environment is as unappealing to the Sith and Mandalorians as it is to most of the Republic. Few skirmishes take place on the planet's surface.

Since Sullust's infrastructure is rarely affected by the various wars, the SoroSuub Corporation continues to produce vehicles, starships, and other technological marvels unimpeded by galactic strife. In fact, the few skirmishes on Sullust involve enemy forces trying to sabotage SoroSuub installations, which provide military technology to the Republic. Occupying forces are rarely in place for long, because the Republic assiduously defends the planet against outside invaders, keeping SoroSuub technology flowing to the Republic war effort.

TATOOINE

Out of the way and of little interest to military forces, Tatooine is under the control of the Czerka Corporation during this time. Anchorhead is the only active settlement on the planet. Anchorhead is a modest outpost for Czerka operatives and a few other entrepreneurs who have made their way to the distant Outer Rim world hoping to find their fortune mining the desolate world. The two indigenous peoples of Tatooine—Tusken Raiders and Jawas—have made contact with the settlers; the Sand People violently oppose Czerka operations, and the Jawas seize the opportunity to make a hefty profit from the ill-prepared newcomers.

Tatooine sees little military action during this time. The Mandalorians avoid the planet entirely, and the Sith visit the planet individually only when Revan and Malak seek out ancient Rakatan star maps to help find the Star Forge. Realizing that the planet is of little interest, yet possessing the basics of civilization, criminals flock to Tatooine as a short-term hiding place from the long arm of the law. The Hutts show a small amount of interest in the planet, and both the Exchange and the GenoHaradan have influence over the Anchorhead colony.

TRANDOSHA

By the time of the Great Sith War, Trandosha has been a part of the Republic for several centuries, though it has not integrated itself into the Republic as thoroughly as other planets. In fact, though the world has representation in the Galactic Senate, Trandosha itself has little Republic presence. The recent discovery of Kashyyyk, however, opens up new avenues to galactic prominence for Trandosha. The planet negotiates with the Czerka Corporation to gain slaving rights to Wookiees, beginning a millennia-long struggle between the Wookiees and the Trandoshans.


Chapter IX
The Jedi



Eons ago, the Jedi Order was whole and in pursuit of a deeper understanding of the Force. However, some were not content with the Jedi path and turned to the dark side of the Force. They abandoned their pasts and were driven to the farthest reaches of the galaxy by the remaining Jedi. For thousands of years, the Jedi thought their long-lost traitorous comrades gone and forgotten. But when hyperspace explorers discover an empire ruled with an iron fist by the descendants of those fallen Jedi, the Order realizes that the exiles had found and enslaved a people called the Sith, taking the name as their own. When the whole of this Sith Empire turns its terrifying might against the Republic in The Great Hyperspace War, the Jedi fully grasp the consequences of that nearly forgotten decision to banish their fallen comrades.

Some Jedi denounce the Order's zeal to extinguish every trace of the Sith in the war's aftermath, and many think the Sith extinct. Then the mortal enemy of the Jedi returns in force. First the Jedi Knights Exar Kun and Ulic Qel-Droma turn to the dark side and ally themselves with the Krath, a dark-side cult borne of ancient Sith tradition. As the newly revived Sith Empire thrusts the galaxy into the conflict that would come to be called the Great Sith War, Ulic Qel-Droma cements his power by defeating the Mandalore and binding the Mandalorian warrior clans to his cause. The Jedi face not only fanatical soldiers and skilled warriors but also their own comrades; Jedi flee the Order to join the Sith cause, and the Sith begin to regain the numbers they once had during the Great Hyperspace War.

During this time, the Jedi Order is at the summit of its power and self-confidence. The Jedi High Council is a largely ceremonial body with no real authority over Jedi. Jedi Masters and Watchmen are entrusted to maintain peace and train the new generations of Jedi, allowing remarkable diversity and freedom of ideas. Though a dichotomy of "light" and "dark" remains firmly entrenched, schools of thought abound about how to best serve the Force. Jedi Padawans are regularly accepted in their teens and twenties, and even though Jedi Knights rarely take more than two apprentices, a single Jedi Master might have dozens. Unfortunately, the Jedi suffer heavy losses during this war, and by the time the Jedi defeat Qel-Droma and the rest of the Sith Empire their numbers are drastically diminished.

The Restoration (3,995-3,966 BBY)

Humbled by the Great Sith War, the Jedi undertake major reform. The Jedi Council seeks to hold Jedi Masters and Watchmen to a higher standard of accountability and asserts more uniform practices. But as Jedi Code appendices indicate, Jedi do not rule over others, and the council faces a long, uphill battle toward claiming unquestioned authority.

Tension is thick as differing points of view polarize the order, and the council seeks a responsible median. The Republic views the Jedi Council's newfound sternness as positive, but Jedi accustomed to a looser hierarchy see the council as oppressive in its influence. Conversely, some Jedi are enthusiastic about implementing more stringent policies. The secret Jedi Covenant is one example of a reactionary group that Jedi heroes might oppose.

Though few galaxy-spanning threats are apparent during this time, the Jedi must still deal with remnants of the Sith Empire, though this is a lower priority given their need to rebuild the order. The Jedi expunge the Mecrosa Order from the decadent Tapani Sector, and the Great Hunt turns Jedi into exterminators, slaying terentateks and other Sithspawn left over from the Great Sith War. However, the Order returns to some semblance of normal operation, with Jedi running down pirates, breaking up crime rings, adjudicating planetary disputes, and fighting pockets of Mandalorian marauders on distant worlds.

The Mandalorian Wars (3,965-3,960 BBY)

Once again the galaxy plunges into war as the Mandalorians, thought disorganized after their defeat in the Great Sith War, begin their onslaught of Republic worlds at the command of Mandalore the Ultimate. Even though Jedi numbers have recuperated, their confidence and solidarity has not. This first interstellar crisis since the Great Sith War highlights the rift in Jedi ideology, with rogue Jedi pressing the Council to help the Republic and the Jedi Council taking a stance of noninvolvement. Once the charismatic Jedi Knight Revan defiantly joins the Mandalorian Wars, other Jedi must choose a side. The Revanchists, as those Jedi who choose to defy the Council and join the war are called, are heralded as heroes by the Republic and its citizens.

Jedi fighting the Mandalorians experience regular interaction with grateful Republic soldiers as they share the mess halls, battleships, and front lines. Reluctant Jedi are drawn into the war, but some of Revan's followers abandon the fight once they see how thoughtlessly their leader approaches the dark side. Some of Revan's recruits are spies, reporting back to the council, but few are prepared for Revan's betrayal. At Malachor V, Revan confronts Mandalore the Ultimate, drawing him into a trap and activating a superweapon known as the Mass Shadow Generator. The Mandalorians are destroyed, but celebrations are cut short as Revan, already steeped in the dark side from his dealings with Sith remnants, flees to the Unknown Regions, taking a large piece of the Republic military with him.

The Jedi Civil War (3,959-3,956 BBY)

When Revan and Malak Return from the Unknown Regions at the head of a revitalized Sith Empire, the Jedi are inevitably drawn into the conflict as the Republic fights to defend itself against the might of the Sith. Though the Jedi Civil War is precipitated by a betrayal from within their own ranks, the Jedi have been preparing for battle since the Great Sith War. Witnessing the Sith corruption of Revan's army, the Jedi are again filled with conviction, fighting with impunity beside loyal Republic soldiers. Popular opinion of the Jedi, however, has declined steeply. Failing to comprehend the convoluted causes of the invasion of the Sith Empire, the galactic citizenry understands only that Jedi they once championed against the Mandalorians have now betrayed them; hence, they refer to the conflict as the Jedi Civil War.

The Jedi Civil War rages for several years until the Council decides to deal the Sith a major blow. A Jedi strike team, led by legendary Jedi Knight Bastila Shan, lands on Darth Revan's flagship, captures him, and brings him back to the Republic. The Jedi convert Revan back to the light side of the Force, purging from him the corruption of the Sith. With Revan's help the Jedi locate the Star Forge—the source of the Sith military's resurgence—and defeat Darth Malak. Having defeated the Sith leaders, the Jedi continue to struggle against the remnants of the Sith Empire, who retreat behind their borders to recuperate.

The Dark Wars (3,955-3,951 BBY)

With their leaders defeated, the Sith Empire crumbles, and the Jedi face not a single, united Sith front, but instead a dozen or more Sith warlords who fight against the Republic, the Jedi, and each other. Unfortunately for the Jedi, a small cadre of Sith warlords manage to band together long enough to deal a staggering blow to the Order, using assassins to decimate the Jedi, leaving but a handful of survivors. This is a dire time for the Jedi. Reeling from crippling losses sustained during the Jedi Civil War, the Order hobbles on the brink of extinction. The Jedi Council's authority has completely broken down and satellite academies are near-empty. The surviving Jedi are on a desperate mission to find the source of the killings.

After the Sith Triumvirate is discovered and eliminated by a surviving Jedi, the few remaining Jedi resurrect the Order from the ashes of its defeat.

"If we're going to have a Jedi Council at all, then somebody, somewhere, is going to do what it tells them!"

—Master Vrook Lamar

Knights of the Galactic Republic

The following archetypes can be used by Gamemasters in any *Knights of the Old Republic* campaign.

Gray Jedi

Since The Great Sith War, the Jedi Order has undergone serious change. Historians revisit the Jedi Code to produce a more literal and more restrictive translation of the ancient credo. Falling between the cracks are those Jedi who do not necessarily agree with reinterpreting 20,000 years of proper Jedi etiquette. Like others, these "Gray Jedi" grope for a new paradigm of right and wrong, but consider themselves beholden only to the Force and to their own consciences when determining their path.

These mavericks are regularly at odds with the Jedi Council. They reject strictures against admitting Jedi hopefuls over age four, and they defy the prohibition of Jedi having families. These rogue Jedi search their feelings and the Living Force to determine their actions rather than relying on an increasingly inscrutable Jedi Council. Gray Jedi recognize that theirs is a precarious position, but they believe moral certainty demands tempting the dark side.

Gray Jedi **CL 5**
Medium Human Jedi 4/scoundrel 1
Force 2; **Dark Side** 1
Init +9; **Senses** Perception +9
Languages Basic, Huttese

Defenses Ref 19 (flat-footed 16), Fort 17, Will 18; Dodge
hp 53; **Threshold** 17

Speed 6 squares; Running Attack
Melee lightsaber +7 (2d8+2)
Ranged blaster pistol +6 (3d6+3)
Base Atk +4; **Grp** +6
Atk Options Point Blank Shot, Running Attack, Sneak Attack
Special Actions Adept Negotiator
Force Powers Known (Use the Force +15): *Force thrust, ionize, mind trick*

Abilities Str 8, Dex 14, Con 12, Int 12, Wis 14, Cha 14
Talents Adept Negotiator, Equilibrium, Sneak Attack
Feats Dodge, Force Sensitivity, Force Training, Point Blank Shot, Running Attack, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +10, Initiative +10, Perception +10, Use the Force +15
Possessions blaster pistol, Jedi robes, lightsaber

Jedi Covenanter

Zeal is not a Jedi virtue. Nonetheless, when it comes to Sith, the Jedi Covenant makes the exception. This secret sect was formed in reaction to Exar Kun's unforeseen Sith ascendancy. Members undergo traditional Jedi training, but most are Jedi Consulars rigorously schooled in *farseeing*. Monitoring the flow of the Force, they police the future for any remote sign of the Sith's return.

Constant immersion in the Unifying Force makes many Covenanters callous with a distinct streak of paranoia. Their ethical judgment can be affected by their perceived knowledge of coming events. Though well intentioned, they carry out repellant acts based on visions, mollifying themselves by believing they have averted a greater evil.

Jedi Covenanter **CL 7**
Medium Human Jedi 7
Force 2
Init +9; **Senses** Use the Force +15
Languages Basic, Sith

Defenses Ref 18 (flat-footed 17, 13 with Flurry), Fort 17, Will 20
hp 60; **Threshold** 17

Speed 6 squares
Melee lightsaber +9 (2d8+2)
Melee lightsaber +11 (2d8+2) with Flurry
Ranged by weapon +8
Base Atk +7; **Grp** +8
Atk Options Acrobatic Strike, Flurry
Special Actions Collective Visions, Coordinated Attack
Force Powers Known (Use the Force +15): *battle strike, farseeing, Force resistance, Force thrust, mind trick, move object, slow, vital transfer*

Abilities Str 8, Dex 13, Con 11, Int 13, Wis 16, Cha 14
Talents Force Perception, Collective Visions, Visions, Watch Circle Initiate
Feats Acrobatic Strike, Coordinated Attack, Flurry, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +9, Initiative +9, Knowledge (galactic lore) +9, Perception +15, Use the Force +15
Possessions Jedi robes, lightsaber (self-built)

Jedi Shadow

Despite the name, Jedi Shadows are steadfast defenders of the light. Shadows are selected for Jedi Council approval by their masters and are trained to sniff out evil. Their goal is the obliteration of the dark side, including the Sith and any other malevolent Force organization. In disguise, under cover of night or the Force, they venture where the stench of darkness is pungent, gathering intelligence to deal villainy a killing blow.

Shadows are typically humorless loners. Their perceptions of reality are black and white, and they see signs of the dark side everywhere, even among their peers. Shadows are, therefore, implemented cautiously, seeing most action after epic Force conflicts. They have no qualms about lying to or betraying those who are evil, but they exercise restraint, understanding their definition of "evil" does not always match the Council's. Some Jedi Shadows, however, believe in a more aggressive approach. From these, the Jedi Covenant has created its own secret police of "Covenant Shadows."

Jedi Shadow **CL 10**
Medium Human Jedi 7/Jedi Knight 3
Force 2
Init +12; **Senses** Perception +11
Languages Basic, Huttese, Rozzum, Sith

Defenses Ref 19 (flat-footed 17), Fort 18, Will 18
hp 78; **Threshold** 18

Speed 6 squares
Melee lightsaber +13 (2d8+5)
Ranged by weapon +11
Base Atk +10; **Grp** +12
Atk Options Whirlwind Attack
Special Actions Combat Reflexes, Melee Defenses, Sentinel's Gambit, Sentinel Strike +1d6
Force Powers Known (Use the Force +15): *Force resistance, Force thrust, negate energy, rebuke*

Abilities Str 11, Dex 14, Con 13, Int 16, Wis 12, Cha 10
Talents Clear Mind, Dark Deception, Dark Side Scourge, Dark Side Sense, Sentinel's Gambit, Sentinel Strike +1d6
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Disarm, Melee Defenses, Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Acrobatics +12, Endurance +11, Initiative +12, Knowledge (galactic lore) +12, Perception +11, Use the Force +15 (can reroll when avoiding detection by the Force, must take second result; and can reroll when sensing opponents with a Dark Side Score of 1+, must take better result)
Possessions lightsaber (self-built), medpac, syntherope



A Jedi Shadow sneaks aboard a Herald-class shuttle

Jedi Battlemaster

Dedicated to the art of war, Battlemasters are experts in more melee styles than most beings know exist. Rather than seeking equilibrium between contemplation and physical training, they channel all their Jedi reflexes into fighting, obtaining peaceful communion with the Force in the midst of their transformation into living weapons. Jedi Battlemasters' concentration on combat can draw them precariously close to the dark side, and some subconsciously relish this flirtation. Jedi Battlemasters are also among the most talented battlefield leaders and commanders of the Jedi and are highly sought after by Republic forces requesting aid from the Order.

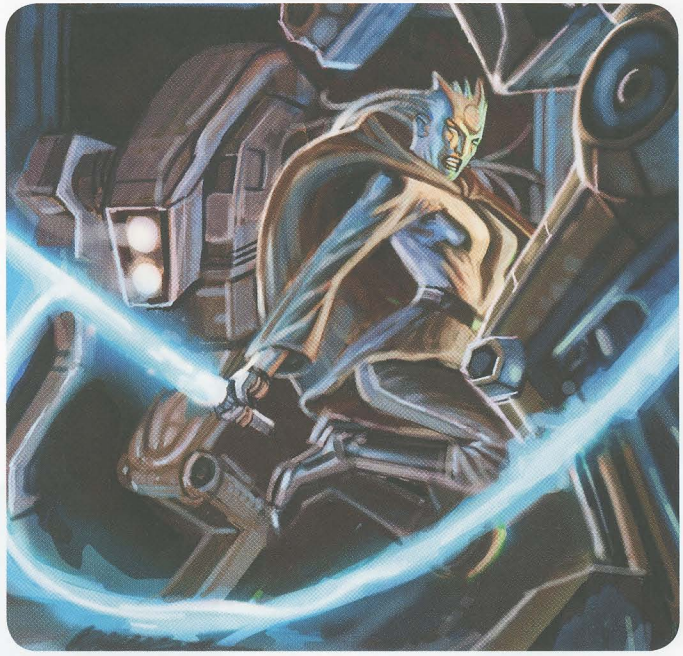
Jedi Battlemaster **CL 12**
Medium Human Jedi 7/Jedi Knight 5
Force 4
Init +14; **Senses** Perception +8
Languages Basic, Bunduki, Huttese

Defenses Ref 27 (flat-footed 24), Fort 24, Will 26; Block, Deflect
hp 89; **Threshold** 24

Speed 6 squares
Melee lightsaber +17 (2d8+9) or
Melee lightsaber +12 (2d8+9) and
short lightsaber +12 (2d6+9)
Ranged blaster pistol +15 (3d6+6)
Base Atk +12; **Grp** +15
Atk Options Acrobatic Strike
Special Actions Battle Meditation, Defensive Circle, Force Revive, Jedi Battle Commander
Force Powers Known (Use the Force +16): *battle strike (2), Force slam, Force thrust, Force whirlwind, surge*

Force Technique Force Power Mastery (*battle strike*)
Abilities Str 13, Dex 17, Con 11, Int 12, Wis 14, Cha 11
Talents Battle Meditation, Block, Defensive Circle, Deflect, Jedi Battle Commander, Riposte, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Martial Arts I, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +14, Initiative +14, Pilot +14, Use the Force +17
Possessions Jedi robes, lightsaber (self-built), short lightsaber

A Jedi Battlemaster dispatches a pair of Mark I Assault Droids



Jedi Watchman

Stationed on or near trouble worlds, Watchmen are often the highest-ranking representatives of authority in their star system. They are selected by the Jedi Council and are frequently either Jedi Masters or Jedi Knights, accomplished in both diplomacy and "aggressive negotiations." A Watchman is also never alone, with at least one Padawan—or as many as two dozen—under wing to help maintain order. Each Jedi Watchman is assigned a particular planet or group of star systems to observe and protect.

Jedi Watchmen are also responsible for identifying Jedi candidates, hence the many pupils. Since the Great Sith War, however, the council discourages Watchmen from taking multiple apprentices and urges them to reject adolescent Jedi aspirants—sometimes even those just a few seasons too old.

"We all have our heroes. And when we watch them fall, we die inside."

—Master Atris

Jedi Watchman CL 14
Medium Human Jedi 7/Jedi Knight 5/Jedi Master 2
Destiny 1; **Force** 5
Init +13; **Senses** Perception +14
Languages Basic, Huttese

Defenses Ref 28 (flat-footed 27), Fort 29, Will 28; Block, Deflect
hp 123; **Threshold** 29

Speed 6 squares
Melee lightsaber +17 (2d8+8) or
Melee lightsaber +14 (2d8+8) and
lightsaber +14 (2d8+8) with Double Attack or
Melee lightsaber +9 (2d8+8) and
lightsaber +9 (2d8+8) and
lightsaber +9 (2d8+8) with Triple Attack
Ranged by weapon +15
Base Atk +14; **Grp** +15
Atk Options Double Attack (lightsabers), Triple Attack (lightsabers), Whirlwind Attack
Special Actions Adept Negotiator, Force Warning, Melee Defenses, Vigilance
Force Powers Known (Use the Force +19): *battle strike, energy resistance, farseeing, Force resistance, Force slam, ionize, mind trick, sever Force, vital transfer*
Force Techniques Dominate Mind, Improved Force Slam
Force Secrets Multitarget Power

Abilities Str 13, Dex 12, Con 14, Int 12, Wis 15, Cha 14
Talents Adept Negotiator, Block, Deflect, Force Warning, Multiattack Proficiency (lightsabers), Redirect Shot, Vigilance, Watchman's Advance
Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Melee Defenses, Skill Focus (Use the Force), Triple Attack (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Initiative +13, Knowledge (galactic lore) +13, Perception +14, Use the Force +19
Possessions Jedi robes, lightsaber (self-built)

Guardians of Peace and Justice

The Jedi Order as a whole contributes much to the peace and turmoil in the galaxy during this time period, but it is the contributions of individual Jedi that echo loudest through the years.

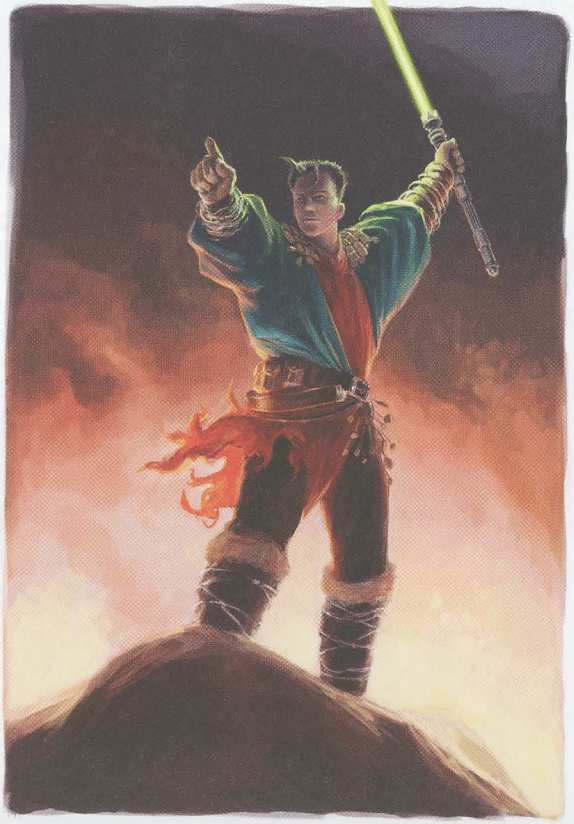
Ulic Qel-Droma

Apart from the respected Lost Twenty, only a handful of Jedi are known to have purposely given into the dark side to conquer it from within; Ulic Qel-Droma is one of these.

Ulic's naïveté regarding the dark side stems from spending his childhood not in the Jedi Temple, but with his brother Cay and cousin Duron on Alderaan, where he studies all forms of knowledge obsessively. Eventually his mother, a renowned Jedi, arranges for Ulic and Cay to apprentice under the fatherly Jedi Watchman Arca Jeth. But when Arca falls fighting the Krath, Ulic infiltrates the cult, seeking revenge by learning the Krath's dark-side secrets and using them to try and destroy the organization.

Ulic's self-confidence is his undoing. Intoxicated by power, he plunges into the dark side, teaming with Sith-aspirant Exar Kun. Becoming Kun's Sith apprentice, Ulic helps to create the Brotherhood of the Sith and sets out to forge a new Sith Empire. He wins the Mandalorians' loyalty and spreads genocidal-scale death with the Dark Reaper superweapon. However, when Ulic takes his brother's life, grief drives him to betray Kun and turn away from his dark ways.

Severed from the Force by the great Jedi Nomi Sunrider, a humbled Ulic roams the galaxy. Eventually he arrives at frozen Rhen Var, where Nomi's daughter Vima seeks Ulic as her master, slowly returning him to the side of good. When Ulic is killed by a misguided "hero," he becomes one with the Force, a redeemed man.



Ulic Qel-Droma

Ulic's cousin Duron shoulders the task of clearing the Qel-Droma name, destroying Sith remnants in the Cleansing of the Nine Houses and eradicating nightmare Sith creations such as silan, terentateks, and giant wyrms in the Great Hunt.

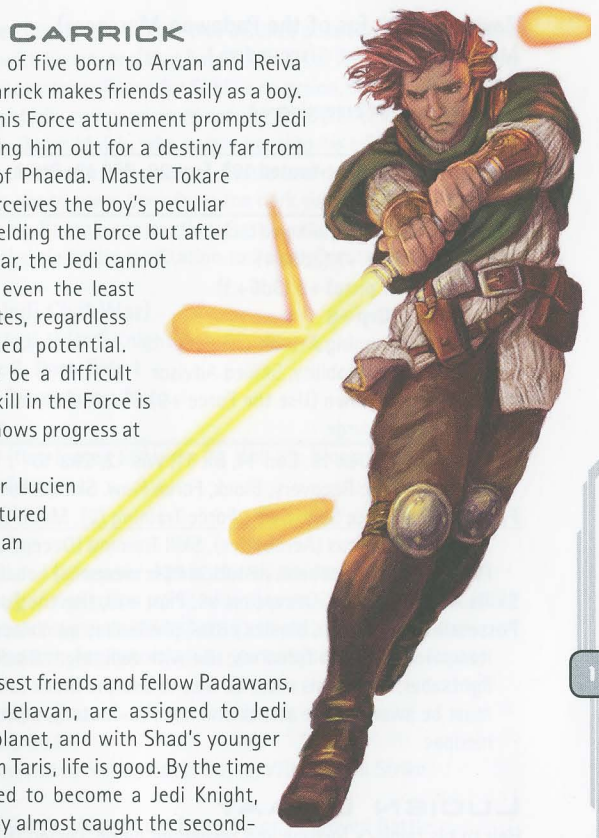
Ulic Qel-Droma (Redeemed) **CL 17**
Medium Human Jedi 7/Jedi Knight 5/Sith apprentice 5
Destiny 1; **Force** 8, Strong in the Force; **Dark Side** 1
Init +16; **Senses** Improved Sense Surroundings, Perception +15
Languages Arkanian, Basic, Ryl, Sith

Defenses Ref 33 (flat-footed 30), Fort 34, Will 32; Block, Deflect
hp 178; **Threshold** 34

Speed 6 squares
Melee lightsaber +21 (2d8+13) or
Melee lightsaber +18 (2d8+13) and
lightsaber +18 (2d8+13) with Double Attack or
Ranged by weapon +20
Base Atk +17; **Grp** +20
Atk Options Acrobatic Strike, Double Attack (lightsabers), Whirlwind Attack
Special Actions Melee Defenses
Force Powers Known (Use the Force +20): *battle strike, dark rage, farseeing, Force grip, Force resistance, Force slam, ionize, move object, negate energy*
Force Techniques Force Power Mastery (*battle strike*), Improved Ionize, Improved Force Slam, Improved Sense Surroundings

Abilities Str 16, Dex 16, Con 18, Int 14, Wis 15, Cha 14
Talents Affliction, Block, Deflect, Djem So, Force Warning, Slashing Charge, Multiattack Proficiency (lightsabers), Riposte, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Armor Proficiency (light), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Melee Defense, Mighty Swing, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Acrobatics +16, Initiative +16, Knowledge (galactic lore)+15, Perception +15, Use the Force +21
Possessions lightsaber, comlink, various personal belongings

Zayne Carrick



The middle child of five born to Arvan and Reiva Carrick, Zayne Carrick makes friends easily as a boy. But at age four, his Force attunement prompts Jedi attentions, singling him out for a destiny far from his homeworld of Phaeda. Master Tokare of Dantooine perceives the boy's peculiar difficulties in wielding the Force but after the Great Sith War, the Jedi cannot afford to reject even the least capable candidates, regardless of their expected potential. Zayne proves to be a difficult student whose skill in the Force is meager, yet he shows progress at surprising times.

Under Master Lucien Draay, good-natured Zayne ekes out an unexceptional apprenticeship on Taris—one grueling day at a time. Zayne's closest friends and fellow Padawans, including Shad Jelavan, are assigned to Jedi Masters on the planet, and with Shad's younger sister Shel also on Taris, life is good. By the time he is to be tested to become a Jedi Knight, Zayne has already almost caught the second-rate racketeer Marn "The Gryph" Hierogryph on several occasions, and is positive the eighth time will be the charm.

On Zayne's ninth attempt, he finally succeeds. Unfortunately, the timing could not have been worse. Late for his classmates' knighting rite, he races back to the temple, leaving Gryph temporarily magnacuffed to his speeder, and barges in on the would-be ceremony.

What Zayne sees changes his life. Lightsabers ablaze, Lucien and the other Jedi Masters stand over the slain corpses of his Padawan classmates. In shock, Zayne runs, taking Gryph along for the ride while the Jedi Masters give chase. Though they escape, Zayne is named the primary suspect in the "Padawan Massacre," and Gryph is identified as his accomplice. Descending into Taris's dilapidated sublevels, the fugitives hook up with two of Gryph's underworld contacts and flee the planet.

Zayne's quest to clear his name leads him into the company of Camper, Jarael, and Rohlan Dyre, but with his new outlaw friends, the fugitive Padawan spends the Mandalorian Wars putting the pieces of this puzzle together.

Zayne Carrick (as of the Padawan Massacre) **CL 7**
Medium Human Jedi 6/scoundrel 1
Destiny 2; **Force** 3
Init +5; **Senses** Perception +4
Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 20, Will 19; Block
hp 75; **Threshold** 20

Speed 6 squares; Running Attack
Melee lightsaber +7 (2d8+4)
Ranged blaster pistol +8 (3d6+3)
Base Atk +6; **Grp** +8
Atk Options Running Attack
Special Actions Mobility, Skilled Advisor
Force Powers Known (Use the Force +9): *Force slam, mind trick, move object, surge*

Abilities Str 13, Dex 15, Con 14, Int 11, Wis 12, Cha 13
Talents Acrobatic Recovery, Block, Force Flow, Skilled Advisor
Feats Dodge, Force Sensitivity, Force Training (2), Mobility, Running Attack, Skill Focus (Acrobatics), Skill Training (Deception), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +15, Deception +9, Pilot +10, Use the Force +9
Possessions lightsaber, blaster pistol, phrik-alloy vambraces (unique item: worn on both forearms; use with Jedi talent Block instead of lightsaber; both arms must be free to use the Block talent, and Zayne must be aware of the attack and not flat-footed), utility belt with medpac

Lucien Draay

Heir to his family's fortune and respected name, Lucien Draay is son to one of the greatest Jedi sibyls. A talented instructor but a poor mother, Krynda Draay neglects Lucien in favor of Jedi younglings who, like her, demonstrate affinity for peering into the vortex of the future and extracting pristine pearls of insight. Lucien takes after his father, Barrison, having the talents of a Jedi warrior rather than an augur. With his father dead in the Great Sith War and his mother unavailable, Lucien grows spiteful and develops a love-hate surrogate relationship with his family's confidant Haazen—a shrewd man who had failed in his Jedi training.

Haazen convinces Krynda to make Lucien the guardian of her young seers circle. Lucien soon dominates the seers, but Krynda controls them all. They become the First WatchCircle of Krynda's Jedi Covenant, a secret organization sworn to prevent the Sith's return by all necessary means. Lucien keeps the WatchCircle together despite their individual obligations to become Jedi Masters. Eventually, Lucien's WatchCircle is assigned to Taris, where they take on new Padawans, including Lucien's, Zayne Carrick.

During their Padawans' Jedi trials, the WatchCircle seers get what they have been waiting for—a terrifying vision of galactic turmoil and their own deaths. Worse, one of their Padawans seems destined to become a new Dark Lord! Panic-stricken and determined, the WatchCircle slaughters its students like nerf cattle.

When Zayne escapes, Lucien frames him for the murder of his classmates, earning the boy a death mark. Convinced Zayne is the envisaged "Dark Lord," Lucien obsessively hunts for him, brushing aside any obstacles to his vendetta against the Sith menace that left him parentless.

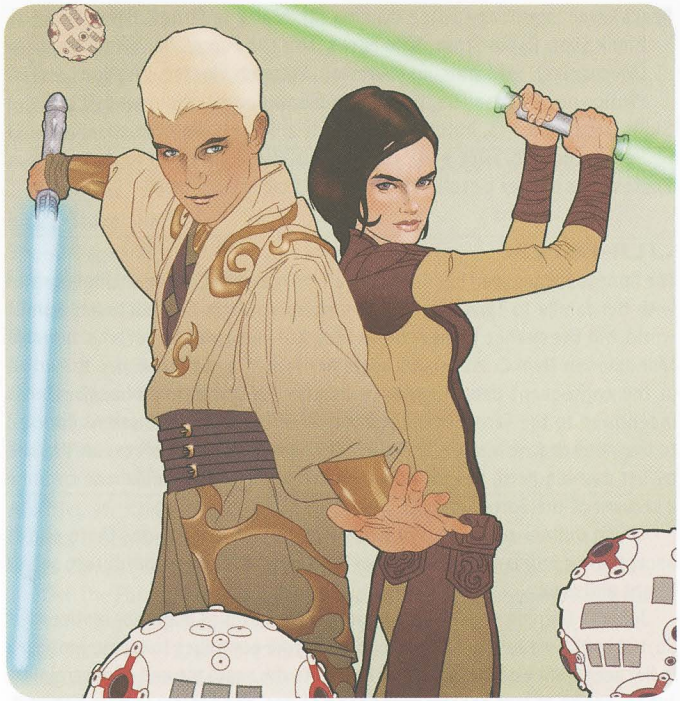
Lucien Draay **CL 15**
Medium Human noble 3/Jedi 5/Jedi Knight 5/Jedi Master 2
Destiny 2; **Force** 7; **Dark Side** 5
Init +14; **Senses** Perception +14
Languages Arkanian, Basic, Feeorin, High Galactic, Miralukese, Togruti

Defenses Ref 30 (flat-footed 28), Fort 30, Will 30; Block, Deflect
hp 121; **Threshold** 30
Immune fear effects

Speed 6 squares
Melee lightsaber +19 (2d8+10) or
Melee lightsaber +17 (2d8+10) with Rapid Strike or
Melee lightsaber +16 (2d8+10) and lightsaber +16 (2d8+10) with Double Attack or
Melee lightsaber +14 (2d8+10) and lightsaber +14 (2d8+10) with Rapid Strike and Double Attack
Ranged by weapon +16
Base Atk +14; **Grp** +17
Atk Options Cleave, Double Attack (lightsabers), Power Attack, Rapid Strike
Special Actions Riposte, serenity
Force Powers Known (Use the Force +14): *battle strike* (2), *farseeing, Force slam* (2), *Force thrust, move object, negate energy, rebuke*
Force Secrets Quicken Power
Force Techniques Force Point Recovery (2)

Abilities Str 16, Dex 15, Con 14, Int 14, Wis 14, Cha 15
Talents Block, Connections, Deflect, Elusive Target, Multiattack Proficiency (lightsabers), Riposte, Shii-Cho, WatchCircle Initiate, Wealth
Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Linguist, Power Attack, Rapid Strike, Skill Training (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +14, Gather Information +14, Initiative +14, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Perception +14, Persuasion +14, Pilot +14, Use Computer +14, Use the Force +14
Possessions lightsaber (self-built), Jedi robes, comlink (encrypted), code cylinder, datapad, personal space yacht

LUCIEN DRAAY AND BASTILA SHAN



BASTILA SHAN

Maybe the most heroic Jedi of her time, Bastila Shan was a Jedi exemplar. The dark side, however, erodes even the purest lights.

Born on Talravin, at an early age Bastila exhibits an independent streak and a startling Force acuity that inevitably leads to Jedi life. Her ability to affect minds blossoms with astounding speed and scope, and she becomes one of the youngest Jedi ever to master battle meditation. This sweeping Force power, which infuses allies with hope while simultaneously strangling enemy morale, has in the past reversed whole wars, and as the Jedi Civil War engulfs the galaxy, Bastila hopes to turn the tide toward Jedi favor.

She does just that, in the most direct way possible. Storming Darth Revan's own command ship, Bastila's Jedi strike team captures the Dark Lord. Thanks to Revan's treasonous apprentice Darth Malak, a turbolaser blast aimed at Revan's ship knocks him comatose, and Bastila uses the Force to keep Revan alive, establishing a telepathic bond between them. Upon returning to the Jedi Council with her Sith prize, she helps to concoct an audacious plan. After using the Force to temporarily wipe Revan's memories, Bastila coaxes him into revealing priceless intelligence about the Sith enemy. The scheme is controversial at best. Mind-wiping is considered an immoral Force application, and there is no telling how Bastila's Force bond with the Dark Lord would affect her. Yet, with trepidation, the Council proceeds.

In the end, they fail to account for two distinct possibilities: that Bastila would fall in love with Revan; and that Bastila, purest of Jedi, would fall to the dark side. As Bastila watches Revan for Sithlike reversion, she becomes enamored of his unexpectedly compassionate nature. Amid this emotional turmoil, she is captured by Darth Malak, who twists her into his apprentice.

With the roles of Sith and Jedi reversed, Bastila confronts Revan on the Star Forge. Revan asks her to come back from the dark side for both their sakes, and after witnessing Revan's compassion, Bastila returns to the light, going on to use her invaluable battle meditation to help defeat the Sith Empire.

Bastila Shan (Jedi Civil War) **CL 17**
Medium Human Jedi 10/Jedi Knight 7
Destiny 3; **Force** 8; **Dark Side** 1
Init +17; **Senses** Perception +21
Languages Basic

Defenses Ref 24 (flat-footed 20), Fort 21, Will 22; Block, Deflect, Lightsaber **Defenses**
hp 127; **Threshold** 21

Speed 6 squares
Melee double-bladed lightsaber +23 (2d8+9/2d8+9) or
Melee double-bladed lightsaber +21 (3d8+9) with Rapid Strike or
Melee double-bladed lightsaber +23/+23 (2d8+9/2d8+9) or
Melee double-bladed lightsaber +21/+21 (3d8+9/3d8+9) with Rapid Strike
Ranged by weapon +21
Base Atk +17; **Grp** +18
Atk Options Accelerated Strike, Rapid Strike, Withdrawal Strike (lightsabers)
Special Actions Battle Meditation, Force Valor, Improved Battle Meditation, Jedi Battle Commander, Telepathic Link
Force Powers Known (Use the Force +16): *battle strike, Force grip, Force slam, Force whirlwind, mind trick, rebuke, slow, surge, vital transfer*
Force Techniques Improved Force Slam, Improved Move Light Object, Improved Sense Force

Abilities Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 17
Talents Block, Battle Meditation, Deflect, Improved Battle Meditation, Jedi Battle Commander, Lightsaber Defense, Multiattack Proficiency (lightsabers), Riposte, Telepathic Link
Feats Accelerated Strike, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Force Sensitivity, Force Training (3), Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Withdrawal Strike (lightsabers)
Skills Initiative +17, Perception +15, Use the Force +21
Possessions double-bladed lightsaber (self-built)

Jolee Bindo

Jolee Bindo was once filled with a verve and gusto that never failed to make fellow Padawans like Nomi Sunrider smile, but witnessing his wife's corruption by the dark side scars him for life.

In Bindo's time, it was not unusual for Jedi to wed. So when he marries his Force-sensitive wife Nayama, he enthusiastically trains her in the Jedi arts. Unfortunately, Bindo is not a Master; he is merely a Padawan. The end result is surprising only to him. When Exar Kun creates the Brotherhood of the Sith, Nayama is among his earliest Jedi recruits. When Kun orders his Sith brothers and sisters to murder their masters, husband and wife face off in mortal combat. Bindo emerges the victor, but he cannot strike down his better half. Spared, Nayama kills many Jedi, and the Sith proceed with activating the Dark Reaper superweapon, causing countless innocent deaths. Though Nayama is slain at the end of the Great Sith War, a sorrowful Bindo rejects promotion to knighthood and forsakes Jedi life.

Full of regret for his contribution to a war as pointless as any other, Bindo takes up smuggling. However, when a starship mishap strands him in Kashyyyk's depths, Bindo opts to stay buried there for next twenty years. Only when a mind-wiped Revan arrives does Bindo come out of seclusion. To his credit, Bindo retains his sense of humor and his heart remains good. He helps the amnesiac Jedi stay true to the light and puts an end to another Sith superweapon, the Star Forge, partly reconciling himself to his past.

Jolee Bindo (Jedi Civil War) **CL 11**
Medium Human Jedi 7/scoundrel 2/scout 2
Destiny 1; **Force** 4; **Dark Side** 1
Init +13; **Senses** Perception +13
Languages Basic, Huttese

Defenses Ref 26 (flat-footed 23), Fort 23, Will 25
hp 85; **Threshold** 23

Speed 6 squares
Melee lightsaber +13 (2d8+6) or
Melee lightsaber +11 (3d8+6) with Rapid Strike
Ranged blaster pistol +12 (3d6+5)
Base Atk +9; **Grp** +12
Atk Options Point Blank Shot, Rapid Strike, Sneak Attack, Whirlwind Attack
Special Actions Adept Negotiator, Equilibrium, Melee Defenses
Force Powers Known (Use the Force +18): *battle strike, Force thrust, ionize, mind trick* (2), *move object, slow, wound*

Abilities Str 12, Dex 16, Con 12, Int 12, Wis 16, Cha 16
Talents Adept Negotiator, Beast Trick, Equilibrium, Force Persuasion, Force Pilot, Sneak Attack
Feats Force Sensitivity, Force Training (2), Melee Defenses, Point Blank Shot, Rapid Strike, Skill Focus (Use the Force), Skill Training (Mechanics), Skill Training (Survival), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons), Whirlwind Attack
Skills Deception +13, Initiative +13, Mechanics +11, Perception +13, Persuasion +18, Pilot +18, Survival +13, Use the Force +18
Possessions blaster pistol, Jedi robes, lightsaber (self-built)

Juhani

The lioness Juhani lived her life between extremes. A Cathar, she immigrates with her family to Taris after the Mandalorian Wars depredate her home-world, but the change helps little. In fact, Xor—a hardened Twi'lek slaver and Mandalorian Neo-Crusader—murders her father, and her mother, drowning in the consequent debt, literally works herself to death. Juhani becomes indentured to the Taris Exchange criminal organization and seems doomed to live out her days a slave. Then, a Jedi Knight comes to her rescue. Wowed by her dashing hero, Revan, Juhani makes up her mind to likewise become a servant of the Force.

Young Juhani resourcefully finds her way to Dantooine. There she is accepted for Jedi training by Master Quatra, and for once, her future seems bright and clear.

Juhani's training under Master Quatra progresses as many apprenticeships do, but over time Juhani's hot-tempered nature continues to create problems in her acceptance of the will of the Force. As she nears the end of her training, Juhani begins to lose control over her emotions, and Master Quatra knows it. Juhani gives into her fear and anger and apparently cuts down her Master; in truth, Quatra is merely testing Juhani, who fails disastrously.

Remorse and rage fill Juhani, and she retreats to her favorite grove—alone. Here Revan comes to her aid again, this time defeating her in a duel and sparing her life. In gratitude, Juhani joins Revan's quest for the Star Forge and crosses paths with her father's killer. Xor and his slavers ferociously attack her and Revan, and the Jedi defend themselves fiercely, critically wounding Xor. Yet, with Revan's help, Juhani refrains from slaying the slaver. She stays true to the Jedi Code, and as they continue their quest, Juhani becomes a pillar of the light side for Revan.

"JUST LET ME VENT MY ANGER! I NEED SOMEONE TO BLAME . . . SOMETHING, ANYTHING!"

—JUHANI

Juhani (Jedi Civil War) **CL 8**
Medium Cathar Jedi 8
Destiny 1; **Force** 2; **Dark Side** 1
Init +12; **Senses** Perception +5
Languages Basic, Catharese

Defenses Ref 22 (flat-footed 19), Fort 21, Will 20; Deflect, Lightsaber Defenses
hp 81; **Threshold** 21

Speed 6 squares
Melee lightsaber +13 (2d8+5) or
Melee claws +9 (1d6+5)
Ranged by weapon +11
Base Atk +8; **Grp** +9
Atk Options Natural Weapons
Special Actions Claw Lock, Combat Reflexes
Force Powers Known (Use the Force +16): *Force grip, Force stun, Force thrust, mind trick*

Abilities Str 13, Dex 16, Con 14, Int 11, Wis 12, Cha 14
Talents Block, Deflect, Lightsaber Throw
Feats Combat Reflexes, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +12, Use the Force +16
Possessions lightsaber (self-built)

Vandar Tokare

Olive-skinned, long-eared, and pint-sized, Vandar Tokare serves as the leading master of the respected Dantooine Jedi Council during the Mandalorian Wars.

Though the future is always in motion, Tokare excels at reading portents. His wisdom is frequently questioned by contemporaries such as Master Vrook Lamar, but as history engulfs the future, the diminutive Jedi's insights repeatedly prove correct. When the Jedi Exile comes to Revan's side against the Mandalorians (and against the Jedi Order's wishes), Tokare insists she will ultimately stay true to the light. In a premonition he also foresees the destruction set to befall the galaxy in the Jedi Civil War. Sadly, the warnings of this prophecy are all for naught when the Jedi Council misinterprets it as a warning against engaging Mandalore the Ultimate in battle. The resulting series of events leads to the Sith's resurrection and the death of Master Tokare.

But the Jedi Master does not meet his end quietly. Narrowly escaping an orbital bombardment of the Dantooine Jedi Enclave by Darth Malak's forces, Tokare goes on to fight in the final battle over Rakata Prime, where Darth Malak and the Sith are defeated.

The victory is temporary, however. Fifty years of betrayals, defections, and death have dwindled the Jedi spirits and numbers. Meanwhile, Sith survivors wage civil war, culling the weak and electing leadership by the lightsaber's blade. This new Sith blood executes a divide-and-conquer tactic, targeting the Jedi for eradication, while the Republic, also reeling, is unable to defend them. To divine the identities of their hunters, Master Tokare meets with most of the hundred surviving Jedi on the planet Katarr. It is just the moment that the Sith Lord Darth Nihilus has been waiting for. Through an unholy dark-side technique, Nihilus murders every living being on Katarr, including Master Tokare. Perhaps Tokare's prescient faculties at last fail him, or perhaps Tokare's instincts lead him to become one with the Force.

Vandar Tokare (Dark Wars) **CL 17**
Small Jedi 7/Jedi Knight 5/Jedi Master 5
Destiny 3; **Force** 8, Strong in the Force
Init +16; **Senses** Use the Force +21
Languages Basic, Draethos, Kreva

Defenses Ref 34 (flat-footed 21), Fort 31, Will 33; Block
hp 133; **Threshold** 31

Immune fear effects
Speed 4 squares
Melee short lightsaber +21 (2d6+7/x3) or
Melee short lightsaber +18/18 (2d6+7/x3) with Double Attack
Ranged by weapon +20
Base Atk +17; **Grp** +15
Atk Options Ataru, Double Attack (lightsabers), Triple Crit (lightsaber)
Special Actions Battle Meditation, Force Suppression, Force Warning, Gauge Force Potential, Melee Defense, serenity
Force Powers Known (Use the Force +21): *battle strike, energy resistance, farseeing, Force disarm, Force resistance, Force slam, Force whirlwind, ionize, kinetic combat, mind trick, move object, rebuke, sever Force, slow, vital transfer*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Improved Kinetic Combat, Improved Vital Transfer

Abilities Str 8, Dex 16, Con 12, Int 15, Wis 19, Cha 17
Talents Ataru, Battle Meditation, Block, Force Perception, Force Suppression, Force Warning, Gauge Force Potential, Multiattack Proficiency (lightsabers), Riposte, Visions
Feats Double Attack (lightsabers), Dual Weapon Mastery I, Force Sensitivity, Force Training (3), Melee Defenses, Skill Focus (Knowledge [galactic lore]), Skill Focus (Use the Force), Strong in the Force, Triple Crit (lightsaber), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +16, Initiative +16, Knowledge (galactic lore) +20, Perception +21, Use the Force +21
Possessions Jedi robes, 2 short lightsabers (self-built)

The Jedi Exile

She saves the Jedi from extinction, and though her name is lost to history, she becomes known as the Jedi Exile.

The Jedi Exile's training begins on Dantooine as Jedi Knight Kavar's informal apprentice. After he leaves to fight Mandalorians in the early skirmishes before the outbreak of the Mandalorian Wars, she trains with other masters, including Vima Sunrider, who cautions the Jedi Exile to be mindful of her powers, particularly her aptitude for severing another's connection to the Force.

Within a decade, the Mandalorian Wars erupt in earnest. Inspired by Master Kavar's example, the Jedi Exile rallies alongside the charismatic Revan, and she becomes his most trusted general besides Malak by war's end. In the so-called *Ani'la Akaan* or "Great Last Battle" above Malachor V, Republic and Mandalorian armadas clash in Revan's carefully choreographed gambit. When the Mandalorians are in position, the Jedi Exile springs the trap, unleashing an apocalyptic weapon called the Mass Shadow Generator. The Mandalorian navy is decimated in a space-rending gravitational crush—as is the Republic fleet. Thousands of soldiers the Exile had led in battle and befriended are killed instantly. The disturbance in the Force is so great that the Jedi Exile instinctively severs herself from the Force before the backlash rips her to pieces.

Grief-stricken and intractable, she returns alone to answer for herself and, by extension, Revan and his errant Jedi. With the pestilence of the Malachor V deaths clinging to the unrepentant Jedi, the Council is not kind. Though a similar decree had culled the seeds of the old Sith Empire from their own ranks, the Council excommunicates her, reasoning that, dead to the Force, permanent banishment is punishment enough for her. Like the denounced Jedi renegades of old, she too is now an exile.

While the Jedi Exile roams aimlessly, news comes of a Jedi Civil War—begun by Darth Revan. The news sends her spinning. Had she been so blind or is the galaxy so truly incomprehensible? She retreats further into herself, forsaking all Jedi principles except one: no attachments.

However, after the war, word comes that the Jedi are being exterminated, and after nearly ten years, the Jedi Exile returns. What she finds is a ruined Jedi Order, and an enigmatic Jedi Master—Kreia, who also claims to have been exiled and stripped of her Force powers. Kreia's union with the Jedi Exile creates a vergence in the Force that reconnects them to the energy field surrounding all living things. With Kreia, the Jedi Exile seeks out Jedi survivors in an effort to reconstitute the Order, collecting informal Jedi pupils of her own, such as Mical and Visas Marr. However, when Kreia reveals her identity as Darth Traya, the Jedi Exile is forced to kill her mentor along with the Dark Lord's apprentices. Afterward, she ventures into unknown territory searching for Revan, leaving her disciples to resurrect the Jedi.

The Jedi Exile (Dark Wars) **CL 15**
Medium Human Jedi 7/Jedi Knight 5/soldier 1/officer 2
Destiny 3; **Force** 6; **Dark Side** 2
Init +15; **Senses** Perception +15
Languages Basic, Huttese, Mando'a, Tchuukthese

Defenses Ref 31 (flat-footed 28), Fort 30, Will 33; Block, Deflect
hp 113; **Threshold** 30

Speed 6 squares
Melee lightsaber +20 (2d8+9) or
Melee lightsaber +18 (3d8+9) with Rapid Strike or
Melee lightsaber +15/15 (2d8+9) with Double Attack or
Melee lightsaber +13/13 (3d8+9) with Double Attack and Rapid Strike
Melee unarmed +17 (1d6+11) or
Ranged blaster pistol +18 (3d6+7)
Base Atk +15; **Grp** +18
Atk Options Double Attack (lightsabers), Rapid Strike
Special Actions Adept Negotiator, Beast Trick, Force Valor, Telepathic Link
Force Powers Known (Use the Force +22): *battle strike, Force resistance, Force thrust, Force whirlwind, mind trick, rebuke, sever Force, vital transfer*
Force Techniques Force Power Mastery (*sever Force*), Improved Sense Force

Abilities Str 14, Dex 16, Con 13, Int 16, Wis 16, Cha 20
Special Qualities command cover, share talent (Battle Analysis)
Talents Adept Negotiator, Battle Analysis, Beast Trick, Block, Deflect, Force Persuasion, Force Valor, Telepathic Influence, Telepathic Link
Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Echani Training, Force Sensitivity, Force Training (2), Improved Defenses, Martial Arts I, Rapid Strike, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Initiative +15, Knowledge (tactics) +15, Perception +15, Persuasion +22, Treat Injury +15, Use the Force +22
Possessions blaster pistol, lightsaber (self-built), Jedi robes

Visas Marr

As a Force-rich world, the Miralukan colony Katarr was already an appetizing target for Darth Nihilus, but when one hundred Jedi convene there during the Dark Wars, it becomes a full-course meal. With the power of the Dark Side, Nihilus obliterates all life on Katarr—all but Visas Marr.

Like all Miraluka, Visas is born Force-sensitive and physically blind, but when she awakes on Nihilus's ship, the *Ravager*, after Katarr's destruction, she realizes the Sith Lord has carved the flesh from her eye sockets so that she resembles him. Sundered by Nihilus's aura, young Visas can see only death in the Force. Accepting Nihilus's unspoken invitation, she pledges herself to the Dark Lord.

VISAS MARR



As Nihilus's Shadow Hand, Visas does her lord's bidding. This includes tracking down a disturbance in the Force that turns out to be the Jedi Exile. They cross lightsabers, and Visas is summarily beaten, subsequently vowing loyalty to her vanquisher. In the Jedi Exile's company, Visas finds renewed hope, and begins freeing herself of Nihilus's influence. At last dispelling her grief for the butchery at Katarr, Visas leads the Jedi Exile to her Sith master, and together they defeat the Dark Lord. To cut the last bond between herself and Nihilus, she peers beneath his death mask to look upon the face of pure evil.

After the Dark Wars, Visas is pivotal in restoring the Jedi Order.

Visas Marr (Dark Wars) **CL 9**

Medium Miraluka Jedi 7/Sith apprentice 2
Destiny 1; **Force** 3; **Dark Side** 14
Init +13 (can reroll, must take second result); **Senses** Use the Force +16
Languages Basic, Miralukese

Defenses Ref 21 (flat-footed 17), Fort 18, Will 19; Block, Deflect
hp 79; **Threshold** 18

Speed 6 squares
Melee lightsaber +15 (2d8+5) or
Melee lightsaber +10/+10 (2d8+5) with Double Attack
Ranged by weapon +13
Base Atk +9; **Grp** +13
Atk Options Double Attack (lightsabers), Riposte
Special Actions Dark Healing, Power of the Dark Side
Force Powers Known (Use the Force +16): *Force grip, move object, rebuke, shock, vital transfer, wound*
Force Techniques Improved Sense Force

Abilities Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 15
Special Qualities Force sight, intuitive initiative
Talents Block, Dark Healing, Deflect, Force Perception, Power of the Dark Side, Riposte
Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Improved Defenses, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +13 (can reroll, must take second result), Perception +16, Use the Force +16
Possessions Jedi robes, lightsaber (self-built)

ATRIS

The road to the dark side is often paved with the best intentions. The story of Master Atris serves as the perfect parable.

The Great Sith War induces great philosophical upheaval in the Jedi Order. In its aftermath, Atris, a Jedi historian, attempts to revise the broken system of Jedi apprenticeship. Atris argues that, with liberal instruction practices such as dozens of Padawans training under a single Jedi Master, the radical bond of reciprocal apprenticeship, and Jedi beginning their training in their teens and later, there is little wonder that Exar Kun and Ulic Qel-Droma fell to the dark side. Invoking thousand-year-old recommendations by Master Simikarty, she lobbies for reducing the number of apprentices Masters can take and for limiting the age of Jedi candidates. She also advocates prohibiting romantic involvement for Jedi. Had not the First Great Jedi Schism been started by two lovers? Atris even endorses adoption of a more austere interpretation of the Jedi Code favored by the famed Master Odan-Urr, in memory of his recent death.

Master Atris's arguments find powerful purchase, and her peers offer her a seat on the Jedi Council. When the Mandalorian Wars erupt, Atris is a staunch opponent of Jedi involvement. When Revan defies the council, Atris feels betrayed. She condemns Revan, his followers, and the "freethinking" teachings of his Jedi Master, fellow historian Kreia. Revan's eventual turn to the dark side comes as little surprise.

After the Jedi Civil War, the future looks bleak for the Jedi. Though they won, their infrastructure is decimated and some *thing* is systematically hunting them. Orchestrating an irresistible lure, Atris calls a Jedi conclave on Katarr, where most of the one hundred remaining Jedi meet. She then leaks knowledge of the session to bait their killer into the open. Atris gets

what she wanted—at the expense of her Jedi comrades—when Darth Nihilus razes Katarr. Believing she can save the Jedi Order and once and for all shape it to her taste, Atris flees to Telos IV with the most important items from the Jedi Library, including Sith holocrons. There, she sets up a would-be Jedi praxeum.

At her Telos stronghold Atris is discovered by the Jedi Exile. Seemingly redeemed, she causes Atris great consternation, challenging the very crux of her rigid beliefs. This confusion manifests itself alternately as Atris helps the Jedi Exile find the remaining Jedi Masters, and as she succumbs to the whisperings of her Sith holocrons and Darth Traya—formerly Master Kreia. Atris's self-righteousness finally drives her into the dark side's embrace. But Atris's pride is no match for the Jedi Exile's lightsaber prowess. Atris becomes a captive in her own sanctum until such time as her role in nearly destroying the Jedi can be judged by Mical and a new Jedi Council.

Atris (Dark Wars) **CL 15**
Medium Human Jedi 7/Jedi Knight 5/Jedi Master 2/Sith apprentice 1
Destiny 2; **Force** 7; **Dark Side** 9
Init +14; **Senses** Perception +14
Languages Basic, Echani, Old Galactic Standard, Sith

Defenses Ref 30 (flat-footed 28), Fort 29, Will 30
hp 115; **Threshold** 29

Immune fear effects
Speed 6 squares
Melee lightsaber +18 (2d8+10) or
Melee unarmed +15 (1d6+9)
Ranged by weapon +16
Base Atk +14; **Grp** +16
Atk Options Acrobatic Strike
Special Actions serenity, Fear, Force Suppression, Horror, Juyo
Force Powers Known (Use the Force +19): *dark rage, ionize, Force grip, Force lightning, Force stun, move object, rebuke* (2), *wound*
Force Secrets Multitarget Power
Force Techniques Improved Ionize, Improved Force Resistance

Abilities Str 13, Dex 15, Con 12, Int 16, Wis 14, Cha 14
Talents Adept Negotiator, Affliction, Deflect, Equilibrium, Force Focus, Force Suppression, Juyo, Power of the Dark Side, Weapon Specialization (lightsabers)
Feats Acrobatic Strike, Force Sensitivity, Force Training (3), Martial Arts I, Echani Training, Skill Focus (Knowledge [galactic lore]), Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +14, Initiative +14, Knowledge (galactic lore) +20, Perception +14, Pilot +14, Use the Force +19
Possessions Jedi historian robe, lightsaber (self-built), Sith holocrons

Celeste Morne

Secretive, unorthodox, and good at her job, Celeste Morne is one of the few mysterious Jedi known as Covenant Shadows. Like all Jedi Shadows, Morne has dedicated her life to wiping out the agents of the dark side through whatever means necessary. As a Covenant Shadow, she is completely off the Jedi Council's radar. She does not dress as a Jedi, she only rarely uses her lightsaber publicly, and she answers to no one except Lucien Draay. In many ways, Morne is the embodiment of the spirit of the Covenant Shadows; she operates completely in secret as a sleeper agent, going about her daily life while awaiting the call to duty.

Originally from Ossus, Morne wandered the galaxy after her home planet was devastated in the Great Sith War, eventually being raised by Krynda Draay and coming under the command of her son when she began training as a Jedi Shadow. She has served for years as an undercover agent of the Jedi, though she vanishes without a trace in 3,963 BBY under mysterious circumstances.

Celeste Morne **CL 12**
Medium Human Jedi 7/scoundrel 2/Jedi Knight 3
Destiny 2; **Force** 5; **Dark Side** 4; Strong in the Force
Init +13; **Senses** Perception +14
Languages Basic, Bocce

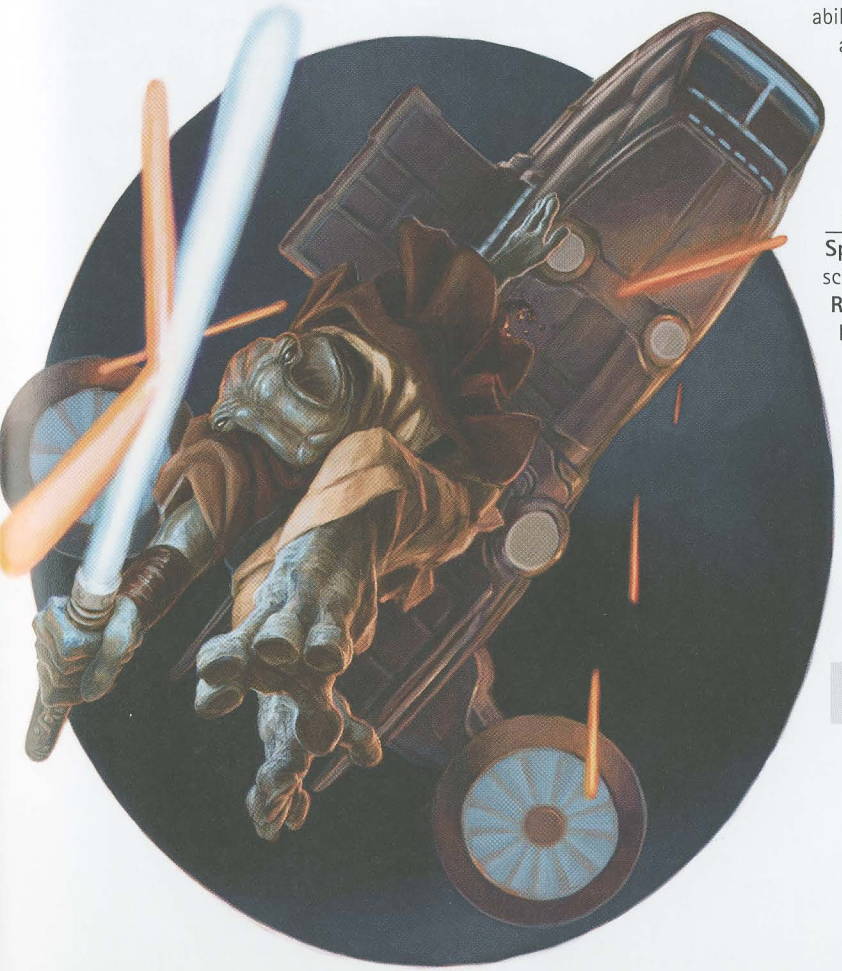
Defenses Ref 26 (flat-footed 24, with Flurry 21), Fort 24, Will 27; Deflect
hp 87; **Threshold** 24

Speed 6 squares
Melee lightsaber +15 (2d8+6) or
Melee lightsaber +17 (2d8+6) with Flurry
Ranged blaster pistol +13 (3d6+6)
Base Atk +11; **Grp** +13
Atk Options Dastardly Strike, Flurry, Sentinel Strike +2d8
Special Actions Force Haze
Force Powers Known (Use the Force +19): *battle strike* (2), *Force slam, mind trick, move object, rebuke* (2), *surge*
Force Techniques Force Point Recovery

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 16, Cha 16
Talents Clear Mind, Dastardly Strike, Deflect, Force Haze, Improved Sentinel Strike, Sentinel Strike (2)
Feats Flurry, Force Sensitivity, Force Training (2), Skill Focus (Deception), Skill Focus (Use the Force), Skill Training (Deception), Skill Training (Stealth), Strong in the Force, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +19, Initiative +13, Knowledge (galactic lore) +12, Perception +14, Stealth +13, Use the Force +19
Possessions lightsaber (self-built), comlink, datapad, street clothes, utility belt, various personal belongings

Starships

The Jedi Order has little need for its own starships and vehicles, relying on the Republic for most of its transportation needs. However, the Jedi Covenant, funded by the Draay Trust, makes use of a unique starship when moving covertly through the stars.



The Revanchists are the first Jedi to leap into action during the Mandalorian Wars

Jedi Covenant Shuttle

The ornately designed *Baronial*-class luxury yachts from Eleaor Propulsion were commissioned by the Draay Trust. Too expensive for the Jedi Order's bankroll, these majestic 26-meter-long ships serve Covenant WatchCircles. Models can vary when credits talk, but seating capacity is restricted to a pilot and four passengers (or a Circle guardian and four seers), with removable benches in back for Padawans or cargo. Rigged for stealth and maneuverability, the yacht's shielding is not stupendous, but it is deceptively well armed and equipped with a modest hyperdrive.

Eleaor Propulsion Baronial-class Yacht **CL 6**
Colossal space transport
Init –2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 25; +12 armor
hp 115; **DR** 15; **SR** 10; **Threshold** 75

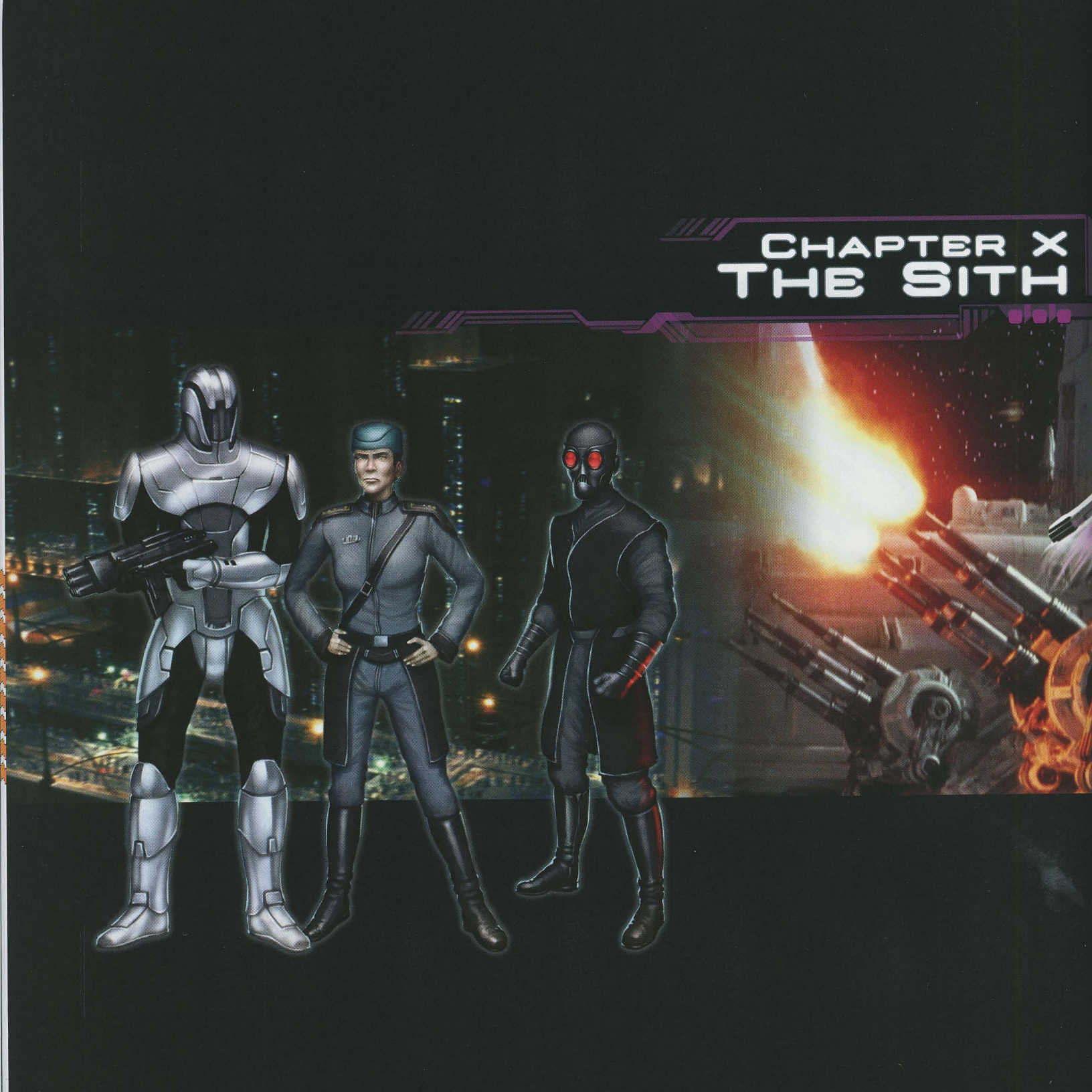
Speed fly 12 squares (max. velocity 900 km/h), fly 3 squares (starship scale)
Ranged laser cannons +7 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +37
Atk Options autofire (double light laser cannons)

Abilities Str 41, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 1 (skilled); **Passengers** 4
Cargo 30 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×3
Availability Restricted; **Cost** 200,000 (120,000 used)

Double light laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10×2

Chapter X
The Sith





Peace is a lie, there is only passion.
Through passion, I gain strength.
Through strength, I gain power.
Through power, I gain victory.
Through victory, my chains are broken.
The Force shall free me.
—The Code of the Sith

The story of the Sith goes back one hundred thousand years, eons before even the rise of the Republic or the Jedi.

The Sith were a people who called the world Korriban home. But around the year 28,000 BBY, the archetypal model of ambition rises to power among them. This inflexible Sith ruler unites his world into a single kingdom, and claims the titles of both monarch and god of his people. History calls him King Adas, but according to legend, the Force bestows on him a different name: *Sith'ari*—the perfect being.

Three thousand years before the founding of the Republic, Adas's hegemony is invaded by the Rakatan Infinite Empire, an immensely powerful interstellar nation. Here, later Sith would say, they prove their right to rule the galaxy. Outsmarting the technologically superior invaders, Adas conquers the conquerors, sacrificing his life in the process. With the aliens' technology, the Sith prosper, colonizing nearby worlds and even banishing a group of pureblooded Sith as far away as Tund. But there is a greater gift the Infinite Empire bequeathed to the Sith—the dark side of the Force.

Eventually, the Sith are again visited by aliens, this time by the Dark Jedi exiled in the Hundred-Year Darkness. These exiles, initially called *Jen'jidai* in the Sith tongue, easily conquer the reigning Sith overlord, earning their leader Ajunta Pall the new title *Jen'ari* or "Dark Lord" of the Sith. Though a number of these Sith conquerors follow their leaders back to Republic space for revenge against the Jedi, many stay to interbreed with the Sith by alchemical means. For the next two thousand years, Jedi blood mixes with Sith, breeding out feeble characteristics of each species—such as superstition, sympathy, and loyalty—while sharpening desirable qualities such as ambition, cunning, and raw power in the Force. At last, around the year 5,000 BBY, the Sith Empire, led by the Dark Lord Naga Sadow, is ready and invades Republic space.

Because of treason, the Sith campaign fails, and special enforcers called Jedi Shadows zealously eradicate every last vestige of the Sith they find. But in a twist of irony, a few short centuries later, the Jedi Knight Freedon Nadd finds two Sith relics the Shadows missed. Taking instruction from both King Adas's holocron and Sadow's disembodied spirit, Nadd becomes a Dark Lord. In turn, he inculcates the Jedi Exar Kun into the Sith creed, consequently bringing the Republic to its knees as Kun's Brotherhood of the Sith instigates the Great Sith War.

Kun's Brotherhood is defeated, and in another blow, the Mecrosa Order, a long-time Sith bastion, overplays its hand in the Tapani Sector and is completely annihilated in the Cleansing of the Nine Houses. Still, the Sith need never fear extinction again. From the seed of Kun's conversion comes a host of Jedi followers, and after his death, his acolytes scatter throughout the galaxy with the teachings of the Sith ancients.

The Restoration and the Mandalorian Wars (3,995-3,960 BBY)

Though the forces of the Jedi and the Republic manage to throw back the combined forces of the Sith and the Krath during the Great Sith War, many followers of the Sith remain loyal to their ways. As the Republic rebuilds and subsequently engages the Mandalorians in a bloody war of attrition, remnants of the Sith Empire, some on worlds completely unknown to the Republic, continue to practice their dark arts in secret. Though they remain scattered and unable to mount a serious effort to regroup, Sith loyalists, fallen Jedi, and the descendants of powerful leaders in Exar Kun's Sith Empire await their chance to rebuild the mighty Sith Empire.

The Jedi Civil War (3,959-3,956 BBY)

They do not have to wait long, for soon Darth Revan and Darth Malak appear, resurrecting the Sith Empire in a Jedi Civil War. Returning from the Unknown Regions following the Mandalorian Wars, the two Sith Lords engage in a lightning-fast campaign to reestablish the Sith Empire and reclaim conquered worlds. Among the first planets retaken by the Sith is Korriban, which becomes one of the most important locations in the Sith Empire and houses the academy where new Sith leaders are trained. With the Star Forge producing huge amounts of starships, weapons, and vehicles at all times, the Sith are able to resurrect their Empire in a matter of months.

At the height of the Jedi Civil War, the Sith Empire covers nearly one-third of the known galaxy, with many worlds hotly contested between the Republic and the Sith Empire. Some worlds join the Sith Empire willingly, while others are taken by force. Dozens if not hundreds of Sith apprentices learn the ways of the dark side of the Force, and a few even rise to the rank of Sith Master, training students of their own. With legions of armored troops spreading throughout the galaxy, all led by masters of the Force, the Sith Empire seems unstoppable.

Betrayal spells the undoing of Revan's glorious, if short-lived, Sith Empire. At the moment the Jedi capture him, Darth Revan's own apprentice attempts to seize control, firing on his flagship. Though the Sith Empire continues to grow for some months under the control of the traitorous Darth Malak, eventually the redeemed Revan slays his former apprentice and shatters the backbone of the reborn Sith Empire. The Jedi Civil War comes to an end as the once-unified Sith Empire fragments into dozens of smaller territories.

The Dark Wars (3,955-3,951 BBY)

The Sith Empire crumbles, and within months former Sith Lords have declared themselves the masters of much smaller domains. As the Sith squabble among themselves, fighting over the scraps of the Sith Empire, Darth Sion and Darth Nihilus engage in a campaign to wipe out the Jedi, with great success. Thanks to the foolish ambitions of the Jedi Atris, Nihilus is able to wipe out almost all of the remaining Jedi, leaving only a small handful alive.

The skirmishes between the Sith warlords continue for nearly four years until Darth Sion and Nihilus attempt to reuinite the Sith under a single banner of strong leadership. Any hope for resurrecting the Sith Empire is undone by a lone surviving Jedi, and when the Jedi Order is reborn the Sith fade back into the shadows, not to be seen again in force for many years.

Using the Sith

One quality that has allowed the Sith to survive after so many millennia is their ability to adapt. This era in particular presents a gamut of Sith incarnations. The Sith operating at this time fall into the following general categories: imperialists, traditionalists, secret societies, and remnants. Each offers unique gaming opportunities.

Imperialists

The reinvented Sith Empire of Darth Revan and Darth Malak is a massive galaxy-threatening organization on par with the Galactic Empire of the original *Star Wars* trilogy. This version of the Sith has it all, from huge battleships and starfighters to countless shocktroopers of both the "normal" and Force-using variety. They even have a Death Star-like superweapon, in the form of the Star Forge. Technology and military engagements naturally play a major role for these Sith, since a show of overwhelming force is a prized strategy. Nonetheless, this revived Sith Empire has not abandoned its supernatural roots, training an army of acolytes in an academy on the ancient Sith home Korriban.

At the height of its power, the Sith Empire is much like the Republic in that it is highly organized and has the ability to wage an effective war against its enemies. Despite the inherently traitorous nature of the Sith, the Sith Empire's hierarchy is suprisingly rigid, and has a rank structure that ensures that all war efforts do not suffer from infighting.

At the top of the command structure are the two most prominent Sith Lords, Darth Revan and Darth Malak (though Malak assumes sole control of the Sith Empire after betraying his master). A number of Sith Lords serve under the two most prominent masters, including Darth Bandon. Each being that achieves the full title of Dark Lord of the Sith is given control over some military or civilian assets; many Sith Lords are placed in charge of entire fleets or battalions, while others serve as the rulers of captured worlds. In many respects, the Sith Lords are above and beyond the normal rank structure, and

they have the final authority over admirals, commanders, and entire sector governments. In many ways, the Sith Lords are comparable to the Moffs of the Galactic Empire.

The Sith Navy consists of all of the military starships under the control of the Sith Empire. The Sith Navy is further subdivided into fleets, some of which are large enough to patrol an entire sector effectively. Each fleet is under the control of an admiral, like Saul Karath, though these admirals in turn answer to a Sith Lord. Fleets are further subdivided into battle groups, which usually consist of five to ten capital ships and various support craft. The descending order of ranks among the Sith Navy are admiral, vice admiral, commodore, captain, major, and lieutenant. All nonofficer personnel aboard starships in the Sith Navy are Sith troopers or specially assigned crewmembers, such as students from the Sith Academy on Korriban joining a crew for a special assignment.

Though there is no formal Sith army, the ground forces of the Sith are an entity all their own. Used not only in ground warfare but also in the occupation, policing, and pacification of captured worlds, Sith troopers and their officers fall directly under the command of the Sith Lords they serve. While aboard ships of the Sith Navy they are under the command of the captain of the ship they serve on, but once planetside they report either directly to the Sith Lord ruling that planet or to the Sith Lord in command of the military efforts in the region. The highest-ranking Sith officers are commanders, who outrank colonels and lieutenants. Among the Sith troopers, there are truly only two designations: troopers and commandos, though neither truly outranks the other. Lieutenants and colonels in command of squads handle the front-line efforts of Sith trooper squads, reporting up the chain of command to colonels who apprise Sith Lords of ongoing situations and ensure the Sith Lords' commands are carried out.

Traditionalists

Exar Kun and Ulic Qel-Droma's Brotherhood of the Sith and the reclusive Sorcerers of Tund are both Sith traditions that rely significantly on the more esoteric and mystical practices of their ancient order. Adventures involving these groups carry a greater "fantasy" flavor, with arcane dark side powers and talismans, Sith swords, and alchemically created monsters at every turn. In contrast to the faceless empire of Revan and Malak, the Brotherhood of the Sith is represented by a handful of tightly knit dark siders with an egalitarian methodology. The Brotherhood uses technological and military elements, but these are deemphasized in favor of Force powers and Sith talismans.

Secret Societies

The Sith Triumvirate and the Mecrosa Order are two examples of Sith secret societies, similar to the Sith in the *Star Wars* prequels. The most prevalent tools of this class of Sith are secrecy, deception, and patience. Like a disease, they conquer from the inside and work from the small scale to the grand design. They reveal themselves only after calculated planning, in the meantime using their resources to quietly dismantle their enemies and sow chaos with precision strikes. The Sith Triumvirate carries out the genocide of the Jedi Order through subterfuge and assassination, but the Mecrosa Order uses its Sith sparingly to intimidate, persuade, and murder key rivals until such time as they can establish their total domination.

Remnants

The Sith fall into diasporas at the immediate conclusion of both the Great Sith War and the Jedi Civil War. These Sith scatter to the cosmic winds, setting up their own petty kingdoms on distant worlds or fighting one another to claim the title of new Dark Lord. Still, even a small-time Sith can be big-time trouble for characters on a mission to eliminate the Sith remnants one dark side follower at a time. These Sith are violent, opportunistic, and protective of whatever power they have been able to consolidate. Some even have dreams of returning the Sith to their former glory, recruiting under the guise of disenchanted and charismatic Jedi Knights.

The Legions of the Sith

The Sith Empire (and all affiliated groups) make use of a large number of agents, both specialized and general. The following generic characters can be used to flesh out encounters featuring the Sith as enemies, particularly those set during the Jedi Civil War.

Sith Paraphernalia

The Sith have a wide variety of paraphernalia that they use when making war on the Republic. The following pieces of equipment can be commonly found in the Sith arsenal:

Sith Tremor Sword: A Sith tremor sword is a deadly throwback to the blades wielded by the ancient Sith Lords of Ziost. Sith tremor swords are dire vibroblades with the cortosis weave template.

Sith War Sword: The prized weapons of ancient Sith Lords, the Sith war sword is an incredibly sharp blade treated with ancient Sith alchemy to produce a deadly weapon. Sith war swords are war swords with the Sith alchemical weapon template.

Sith Trooper Armor: Designed by the onboard computers of the Star Forge and replicated millions of times over, Sith trooper armor is silver multi-piece plating worn over a sealed black body glove, with a helmet incorporating a comlink, blast shield, and helmet package. Statistically, it is identical to stormtrooper armor (*SE* 133).

Sith Trooper

Sith troopers are the Sith Empire's foundation. Though not wielding Force powers like other Sith constituents, they do possess a dark side, frequently expressed with their blaster rifles. Sporting a sleek, faceless silver armor, the Sith trooper demeanor is like that of a heartless war droid.

Specialized Sith troopers are readily distinguished by armor-color variants, such as red for commandos and black for pilots. Like soldiers of any army, their reasons for joining the Sith Empire are distinct, but they are all fully committed to reaping spoils of riches and power and to committing good old-fashioned bloodletting. Even after defeat in the Jedi Civil War, surviving Sith soldiers join the secret Sith Triumvirate.

Sith Trooper — CL 1

Medium Human nonheroic 4
Dark Side 1
Init +2; **Senses** low-light vision, Perception +9
Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10
hp 10; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d6+1)
Ranged blaster rifle +3 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Martial Arts I, Sith Military Training, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +9
Possessions blaster rifle, comlink, frag grenades, Sith trooper armor (+6 armor, +2 equipment)

"TO BE UNITED BY HATRED IS A FRAGILE ALLIANCE AT BEST."

—DARTH TRAYA

Sith Pilot — CL 2

Medium Human nonheroic 6
Dark Side 1
Init +9; **Senses** low-light vision, Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 10
hp 16; **Threshold** 12

Speed 6 squares
Melee unarmed +4 (1d4)
Ranged blaster pistol +5 (3d6+1)
Base Atk +4; **Grp** +5

Abilities Str 10, Dex 12, Con 10, Int 11, Wis 10, Cha 10
Feats Armor Proficiency (light), Sith Military Training, Skill Training (Initiative), Skill Training (Perception), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Initiative +9, Mechanics +8, Perception +10, Pilot+9
Possessions blaster pistol, comlink, Sith fighter, Sith trooper armor (+6 armor, +2 equipment)

Sith Commando — CL 2

Medium Human nonheroic 8
Dark Side 1
Init +10; **Senses** low-light vision, Perception +10
Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9
hp 20; **Threshold** 12

Speed 6 squares
Melee prototype vibroblade +8 (2d6+2)
Ranged light repeating blaster rifle +3 (3d8) with autofire or
Ranged light repeating blaster +6 (3d8) with braced autofire
Base Atk +6; **Grp** +8
Atk Options Burst Fire
Special Actions brace (light repeating blaster)

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9
Feats Armor Proficiency (light), Burst Fire, Sith Military Training, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles, simple weapons)
Skills Endurance +9, Mechanics +10, Perception +10
Possessions comlink, light repeating blaster, prototype vibroblade, Sith trooper armor (+6 armor, +2 equipment)

Sith Officer

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

Sith Officer CL 6

Medium Human nonheroic 6/noble 3/officer 1
Force 3; **Dark Side** 7
Init +5; **Senses** Perception +11
Languages Basic, Durese, Mando'a, Sith

Defenses Ref 16 (flat-footed 16), Fort 14, Will 19
hp 34; **Threshold** 14

Speed 6 squares
Melee unarmed +7 (1d4+2)
Ranged blaster pistol +7 (3d6+2)
Base Atk +7; **Grp** +7
Special Actions Born Leader, Coordinate +1, Deployment Tactics

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 12, Cha 14
Talents Born Leader, Coordinate, Deployment Tactics
Feats Armor Proficiency (light), Linguist, Sith Military Training, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +12, Knowledge (tactics) +17, Perception +11, Persuasion +17, Pilot +10
Possessions blaster pistol, comlink (encrypted), officer's uniform

Sith Student

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

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

Sith Student CL 4

Medium Human Jedi 3/soldier 1
Force 1; **Dark Side** 14
Init +8; **Senses** Perception +4
Languages Basic, Sith

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

Speed 6 squares
Melee lightsaber +7 (2d8+6) or
Melee unarmed +6 (1d6+4)
Ranged blaster pistol +5 (3d6+2)
Base Atk +4; **Grp** +6
Special Actions Power of the Dark Side
Force Powers Known (Use the Force +8): *battle strike, dark rage, wound*

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 14, Cha 12
Talents Block, Power of the Dark Side, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Improved Damage Threshold, Martial Arts I, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +8, Use the Force +8
Possessions lightsaber, Sith battle suit (+7 armor, +2 equipment)

Sith Assassin

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

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

LEFT TO RIGHT: SITH TROOPER, SITH OFFICER, SITH ASSASSIN, SITH APPRENTICE



Sith Assassin **CL 6**
Medium Human Jedi 4/scoundrel 2
Force 1; **Dark Side** 14
Init +11; **Senses** low-light vision, Perception +5
Languages Basic, Huttese, Sith

Defenses Ref 21 (flat-footed 18), Fort 16, Will 19
hp 45; **Threshold** 16

Speed 6 squares
Melee Force pike +8 (2d8+4) or
Melee prototype vibroblade +8 (2d6+4) or
Melee unarmed +5 (1d6+4)
Ranged hold-out blaster +8 (3d4+4)
Base Atk +5; **Grp** +8
Atk Options Acrobatic Strike, Dastardly Strike, Point Blank Shot, Rapid Strike, Sneak Attack +1d6
Special Actions Power of the Dark Side, Swift Power
Force Powers Known (Use the Force +9): *battle strike, dark rage, surge*

Abilities Str 10, Dex 16, Con 8, Int 14, Wis 14, Cha 13
Talents Dastardly Strike, Sneak Attack +1d6, Power of the Dark Side, Swift Power
Feats Acrobatic Strike, Force Sensitivity, Force Training, Improved Disarm, Martial Arts I, Point Blank Shot, Weapon Finesse, Weapon Proficiency (advanced melee weapons, lightsabers, pistols, simple weapons)
Skills Acrobatics +11, Deception +9, Initiative +11, Persuasion +9, Use the Force +9
Possessions Force pike, hold-out blaster, infra-goggles (low-light vision), prototype vibroblade, Sith mask, stealth field generator

Bladeborn CL 10

Medium Human Jedi 4/scoundrel 3/melee duelist 3
Destiny 1; **Force** 4; **Dark Side** 14
Init +19; **Senses** low-light vision, Perception +7
Languages Basic, Sith

Defenses Ref 28 (flat-footed 24), Fort 21, Will 24; Elusive Target
hp 56; **Threshold** 21

Speed 6 squares
Melee tremor sword +13 (2d6+4) or
Melee tremor sword +11 (3d6+4) with Rapid Strike or
Melee tremor sword +8 (4d6+4) with Improved Rapid Strike or
Melee double-bladed lightsaber +12 (2d8+4)
Ranged hold-out blaster +12 (3d4+5)
Base Atk +6; **Grp** +10
Atk Options Improved Rapid Strike, Rapid Strike, Sneak Attack +1d6
Special Actions Dirty Tricks, Fear, Melee Defenses, Single Weapon Flourish
Force Powers Known (Use the Force +12): *battle strike, dark rage, surge*

Abilities Str 8, Dex 18, Con 8, Int 14, Wis 14, Cha 14
Talents Block, Dirty Tricks, Power of the Dark Side, Riposte, Single Weapon Flourish I, Sneak Attack +1d6
Feats Dual Weapon Mastery I, Force Training, Improved Rapid Strike, Martial Arts I, Melee Defenses, Rapid Strike, Skill Focus (Initiative), Weapon Finesse, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, lightsabers, pistols, simple weapons)
Skills Acrobatics +15, Deception +13, Initiative +20, Stealth +15, Use the Force +13
Possessions double-bladed lightsaber, hold-out blaster, infra-goggles (low-light vision), Sith mask, Sith tremor sword, stealth field generator

Sith Mage

The Sith mage is a menacing relic of the past. In the original Sith Empire, mages unleashed awesome tides of mystical powers, supposedly even causing stars to go supernova. More often, their black arts manifest in less extravagant—but no less deadly—ways.

Though their heyday has come and gone, the last bulwark of Sith mages remains among the Sorcerers of Tund. They are conjurers of mind-pulverizing illusions and perpetrators of hellish transmogrifications, capable of incredible thaumaturgy. Though they rarely travel offworld, the sorcerers' intense investigations into the Force sometimes drive their own members mad.

Sith Mage CL 8

Medium Human noble 7/Sith apprentice 1
Force 1, Strong in the Force; **Dark Side** 15
Init +9; **Senses** Perception +10
Languages Basic, Sith

Defenses Ref 20 (flat-footed 20), Fort 22, Will 18
hp 53; **Threshold** 22

Speed 6 squares
Melee Sith war sword +6 (1d8+3)
Ranged hold-out blaster +7 (3d4+4)
Base Atk +5; **Grp** +4
Special Actions Illusion
Force Powers Known (Use the Force +16): *dark rage, fear, Force grip, Force lightning, Force resistance, Force whirlwind, kinetic combat, rebuke, wound*

Abilities Str 9, Dex 10, Con 14, Int 14, Wis 15, Cha 15
Talents Affliction, Dark Presence, Force Focus, Illusion, Power of the Dark Side, Swift Power
Feats Exotic Weapon Proficiency (Sith war sword), Force Sensitivity, Force Training (3), Linguist, Skill Focus (Deception), Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency (pistols, simple weapons)
Skills Deception +16, Gather Information +11, Initiative +9, Knowledge (galactic lore) +11, Knowledge (social sciences) +11, Perception +11, Persuasion +11, Pilot +9, Use the Force +16
Possessions hold-out blaster, Sith talisman, Sith war sword, robes

Shadow Hand (Sith Apprentice)

The title Shadow Hand originated on Korriban, indicating the second in command of a Sith Master. A Shadow Hand is the Sith analogue to a Jedi Padawan, though the relationship between a Hand and a Master is far less amicable. Never knowing when a Sith Master might decide to poison their food or attempt to murder them in their sleep, Sith apprentices are utterly without scruples and as dangerous as feral kath hounds. A Shadow Hand's expertise in cruelty, trickery, and the dark side are second only to the Master—for now.

"Fear is your enemy. Do not give it ground to grow."

—Master Lucien Draay

Shadow Hand CL 12

Medium Human Jedi 7/Sith apprentice 5
Destiny 2; **Force** 4; **Dark Side** 14
Init +12; **Senses** Perception +13
Languages Basic, Sith

Defenses Ref 25 (flat-footed 23), Fort 24, Will 26; Block, Deflect
hp 85; **Threshold** 24

Speed 6 squares; Running Attack
Melee lightsaber +14 (2d8+8) or
Melee lightsaber +9/+9 (2d8+8) with Double Attack
Ranged by weapon +13
Base Atk +12; **Grp** +13
Atk Options Double Attack (lightsabers), Running Attack, Whirlwind Attack
Special Actions Dark Presence, Melee Defenses, Power of the Dark Side
Force Powers Known (Use the Force +18): *battle strike, dark rage, energy resistance, Force grip, Force lightning, Force thrust, mind trick, move object, wound*
Force Technique Improved Wound

Abilities Str 11, Dex 13, Con 10, Int 13, Wis 14, Cha 14
Talents Affliction, Block, Dark Presence, Dark Side Adept, Deflect, Power of the Dark Side, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Force Sensitivity, Force Training (3), Melee Defenses, Running Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Initiative +12, Knowledge (galactic lore) +12, Perception +13, Use the Force +18 (can reroll when using *[dark side]* Force powers, must take second result)
Possessions lightsaber (self-built)

Dark Lord of the Sith (Sith Master)

Revan and Malak each bear the appellation "Darth," but the hoary hierarchy of Master and apprentice remains firm. The ruling Dark Lord of the Sith is a master of the dark side of the Force. Accompanied by a Sith apprentice, or "Shadow Hand," Sith Masters' agendas are as varied as their methodologies. In general, however, they seek to accumulate vast resources to make of reality what they see fit. During the Dark Wars, many dark side followers nominally proclaim themselves Dark Lords, until Darth Traya establishes the Sith Triumvirate.

Dark Lord of the Sith CL 14

Medium Human Jedi 7/Sith apprentice 5/Sith Lord 2
Destiny 3; **Force** 5; **Dark Side** 14
Init +14; **Senses** Improved Sense Surroundings, Perception +14
Languages Basic, Sith

Defenses Ref 28 (flat-footed 27, with Flurry 23), Fort 29, Will 30; Block, Deflect
hp 123; **Threshold** 29

Speed 6 squares
Melee lightsaber +19 (2d8+12) or
Melee lightsaber +21 (2d8+12) with Flurry or
Melee lightsaber +14/+14 (2d8+12) with Double Attack
Ranged by weapon +15
Base Atk +14; **Grp** +17
Atk Options Double Attack (lightsabers), Flurry, Power Attack, Whirlwind Attack
Special Actions Dark Healing, Drain Force, Fear, Melee Defenses
Force Powers Known (Use the Force +19): *battle strike, dark rage, energy resistance, farseeing, Force lightning, Force scream, Force slam, mind trick, move object, rebuke, slow, wound*
Force Secrets Devastating Power
Force Techniques Improved Force Slam, Improved Sense Surroundings

Abilities Str 16, Dex 13, Con 14, Int 14, Wis 17, Cha 15
Talents Affliction, Block, Dark Healing, Deflect, Drain Force, Power of the Dark Side, Riposte, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Flurry, Force Sensitivity, Force Training (3), Melee Defenses, Power Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Initiative +13, Knowledge (galactic lore) +14, Knowledge (tactics) +14, Perception +14, Use the Force +19
Possessions lightsaber (self-built)

Agents of Evil

The Sith are more than just faceless legions intent on conquering the galaxy. The following collection of individuals, many of them Dark Lords of the Sith, represent some of the most influential Sith in this time period.

Exar Kun, Dark Lord of the Sith

The father of a half century of bloodshed, Exar Kun was the prized Padawan of Master Vodo-Siosk Baas, until his arrogance drove him to study under the Sith spirit of Freedon Nadd.

Nadd nearly kills Kun by luring him to a Sith mausoleum and collapsing it. Crushed to near-death, Kun opens his heart to the dark side and is rewarded with new life. Kun continues unabated, discovering and enslaving devolved Massassi Sith on Yavin 4, where he also repays Nadd by destroying the wraith with dark energy.

However, Kun knows Nadd has been mentoring other Sith hopefuls. Tracking them down, he finds the dark side-embattled Jedi Ulic Qel-Droma, and as their lightsabers clash, an ancient Sith Lord appears to them across time. Branding Kun with the mark of a Dark Lord and Qel-Droma with that of a Shadow Hand, he declares, "Exar Kun, because of you, the Sith will never die." With that, the Great Sith War begins.

Kun and Qel-Droma devastate the Republic. While Qel-Droma secures the allegiance of Krath dark side followers and the Mandalorians, Kun converts Jedi to the Brotherhood of the Sith. This commune of evil brings destruction from Coruscant's Senate Hall to Ossus's ancient Jedi Library, and unleashes the murderous Dark Reaper superweapon. However, when Qel-Droma loses his nerve, he leads the Jedi straight to Kun on Yavin 4. Unyielding, Kun drains the life energies of his Massassi to assure his essence lives beyond death.

The Jedi launch a salvo of light side energy at the planet, trapping Kun's spirit there, but ravaging Yavin 4 in the process. Afterward, the Jedi build a city deep underground to nurture the world back to health and guarantee Kun never returns.

Exar Kun (Great Sith War) **CL 20**
Medium Human Jedi 7/Jedi Knight 2/Sith apprentice 5/Sith Lord 6
Destiny 3; **Force** 8; **Dark Side** 15
Init +18; **Senses** Improved Sense Surroundings, Perception +17
Languages Arkanian, Basic, Catharese, Kreva, Ryl, Tetan, Sith

Defenses Ref 36 (flat-footed 33, with Flurry 31), Fort 37, Will 35; Block, Deflect, Niman
hp 185; **Threshold** 37

Immune fear effects
Speed 6 squares
Melee double-bladed lightsaber +25 (2d8+15) or
Melee double-bladed lightsaber +23 (3d8+15) with Rapid Strike or
Melee double-bladed lightsaber +27 (2d8+15) with Flurry or
Melee double-bladed lightsaber +25 (3d8+15) with Flurry and Rapid Strike or
Melee double-bladed lightsaber +25/25 (2d8+15/2d8+15)
Ranged by weapon +23
Base Atk +20; **Grp** +23
Atk Options Dark Scourge, Double Attack (lightsabers), Flurry
Special Actions Drain Force, temptation
Force Powers Known (Use the Force +23): *battle strike, dark rage, energy resistance, Force lightning, Force stun, Force thrust, Force whirlwind, mind trick, wound*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Improved Force Stun, Improved Sense Surroundings, Language Rip

Abilities Str 17, Dex 17, Con 15, Int 14, Wis 15, Cha 17
Talents Armored Defense, Block, Dark Healing, Dark Scourge, Dark Side Adept, Deflect, Drain Force, Niman, Redirect Shot, Riposte, Sith Alchemy, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Flurry, Force Sensitivity, Force Training (3), Rapid Strike, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +18, Knowledge (galactic lore) +17, Perception +17, Pilot +18, Use the Force +23 (can reroll when using *[dark side]* Force powers, must take second result)
Possessions double-bladed lightsaber (self-built), Exar Kun's light battle suit (+6 armor, +2 equipment), Sith talisman

High Lady Brezwalt, Mecrosa Matriarch

For centuries, a secret evil in Tapani Sector has had nobles and commoners jumping at shadows in their own homes and palaces. That evil is the Sith Mecrosa Order, and its nefarious leader is High Lady Brezwalt III.

Descendants from an ancient order of Sith settled in the Tapani Sector, and years later a young noblewoman would rediscover her ancient Sith heritage. She founds the Mecrosa Order: a coalition of Force-sensitive knights sworn to protect Mecetti's High Lord and Lady. These Sith Lords are granted tax-free holdings on the world Nyssa; over two centuries, Mecrosa grows immensely wealthy and powerful, developing chapter houses, palazzi, and spynets throughout the sector.

Yet, the aloof Tapanis value their independence from the Republic above all. Despite the Jedi ties of Mecetti's archnemesis House Pelagia, Tapanis refuse outlander meddling in this "minor domestic affair." So when the Great Sith War erupts, the young cutthroat Mecrosa matron High Lady Brezwalt III, part of a dynasty of Mecetti rulers of the Tapani Empire, brazenly endeavors to seize control of half the sector. During Tapani Day festivities, her Sith assassins attempt simultaneous assassinations of five of the eight rival house leaders, including Reena, Pelagia, Melissus, Calipsa, and Barong. Of these, only Pelagia foils the plot, while Houses Calipsa, Melissus, Barong, and a clump of Reena are absorbed into Mecetti Province. The Mecrosa Order, long a mere myth, now brutally showcases its reality.

At last, Houses Pelagia and Melantha beg for Republic intervention, but with Exar Kun's war intensifying, no help comes. Sith Lady Brezwalt III stands poised to transform Tapani Sector into the Mecetti Empire, until Pelagian Jedi Shadows turn the tables. Infiltrating every Mecrosa chapter, the Jedi double agents wait. Then, when Kun is defeated, the Shadows spring their trap and the Jedi Order pounces. In this event, known as the Cleansing of the Nine Houses, Jedi Knights destroy the Mecrosa Order, and Mecetti nobles, anxious to save face, turn against Lady Brezwalt.

High Lady Brezwalt III (Restoration) **CL 16**
Medium Human noble 7/Force adept 5/Sith Lord 4
Destiny 3; **Force** 6; **Dark Side** 17
Init +15; **Senses** Improved Sense Surroundings; Perception +16
Languages Basic, Bocce, Herglese, High Galactic, Malkite, Mrlsstese, Muun, Sith

Defenses Ref 31 (flat-footed 29, with Flurry 26), Fort 29, Will 33
hp 92; **Threshold** 29

Immune fear effects
Speed 6 squares
Melee lightfoil +15 (2d8+9) or
Melee lightfoil +10/+10 (2d8+9) with Double Attack or
Melee lightfoil +17 (2d8+9) with Flurry
Ranged blaster pistol +14 (3d6+8)
Base Atk +12; **Grp** +14
Atk Options Double Attack (lightfoil), Flurry
Special Actions Born Leader, Force Focus, Power of the Dark Side, Sith Alchemy, temptation
Force Powers Known (Use the Force +22): *battle strike, dark rage, Force grip, Force lightning, Force slam, ionize, mind trick, wound*
Force Secrets Mentor, Quicken Power, Shaped Power
Force Techniques Improved Sense Force, Improved Sense Surroundings

Abilities Str 13, Dex 14, Con 13, Int 16, Wis 17, Cha 18
Talents Affliction, Born Leader, Channel Aggression, Channel Anger, Dark Side Adept, Dark Side Master, Force Focus, Power of the Dark Side, Sith Alchemy, Swift Power
Feats Double Attack (lightfoil), Flurry, Force Sensitivity, Force Training (3), Linguist, Poison Resistance, Skill Focus (Use the Force), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +17, Gather Information +17, Initiative +15, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +16, Perception +16, Persuasion +17, Pilot +15, Ride +15, Use Computer +15, Use the Force +22 (can reroll when using *[dark side]* Force powers, keeping better result)
Possessions lightfoil, Sith poison, Sith talisman

Darth Revan, Prodigal Knight

Hero and villain, Jedi and Sith—all of these titles fit the Revanchist.

The early life of the rebellious Revan is shrouded in mystery. What is known is that his power blooms during the Restoration under Jedi Master Kreia, whose controversial tutelage significantly impacts Revan's thinking. Revan eventually passes from Padawan to Jedi Knight, but he seeks out other masters to round out his education, including the Twi'lek Zhar Lestin, under whom Revan apprentices alongside another Jedi: his future Sith cohort Malak.

Had Revan been born a generation sooner, he might have been touted as the Jedi standard, but in light of the war started by Exar Kun, Revan's boldness in righting wrongs meets with suspicion from a progressively conservative Jedi Council. These distinct Jedi ideologies collide when the Mandalorians invade the Republic. Revan advocates revanchism—the retaking of territories lost to the invaders—but the Council staunchly opposes involvement. For Revan, sitting idly while the Republic took on the Mandalorian juggernaut is unthinkable. Consulting with Master Kreia, he makes up his mind to openly defy the Council.

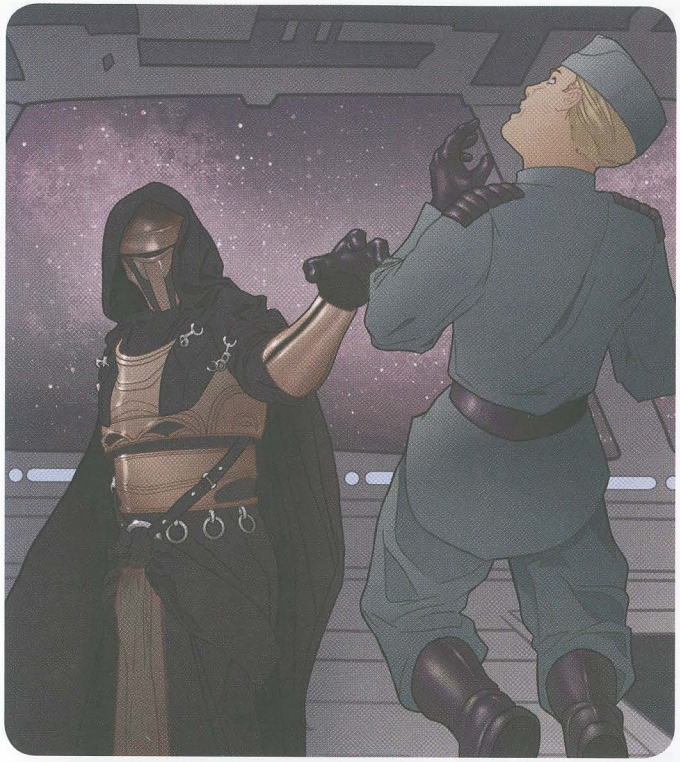
As Jedi—such as his loyal friend Malak—flock to Revan's flag, the council warns that their aggressions could transform them into the very conquerors they fought. The moral lines are already blurring as Revan adopts Mandalorian Crusader rhetoric, calling his own cause a "Jedi crusade." The Force seems with Revan, however, as his Jedi beat the enemy back. Soon, the Republic military cedes control to Revan, without regret. After three long years, Revan vanquishes the Mandalorians' chieftain in single combat and shatters their navy.

The Republic rejoices. Instead of joining the revelry, however, Revan and Malak vanish into unknown space, where Mandalorians supposedly linger. In truth, they have gone in search of Sith dogma and the Rakatan Star Forge superweapon.

One year later, they return. As the Council warned, the revanchist has become a conqueror. Darth Revan and Darth Malak now head a Sith Empire bent on conquest, and the Jedi meet their wayward son head on. The Jedi Civil War initially favors Revan, who wisely tries keeping the infrastructures of the Jedi and Republic intact, but his luck soon runs out. Betrayed by a power-hungry Malak, Revan is captured by Bastila Shan's Jedi strike team. His memories are then temporarily erased with the Force, and he is sent out as a Jedi sleeper to locate the Star Forge shipyard.

Alongside Bastila, Revan does just that, forming an intimate bond with his captor and saving her from the dark side. In a bitter reunion, he also confronts Malak aboard the Star Forge and does away with his long-time friend and former apprentice. Yet, after the war, other memories haunt Revan. He strikes out for the Rim alone, searching for what he believes is the true Sith menace.

DARTH REVAN DOES NOT TAKE FAILURE LIGHTLY



Darth Revan (Jedi Civil War) **CL 20**
Medium Human Jedi 7/Jedi Knight 5/Sith apprentice 3/Sith Lord 5
Destiny 4; **Force** 8, Strong in the Force; **Dark Side** 16
Init +19; **Senses** Perception +19
Languages Basic, Binary, Huttese, Mando'a, Rakata, Sith

Defenses Ref 36 (flat-footed 33), Fort 35, Will 37; Block, Deflect
hp 165; **Threshold** 35

Immune fear effects
Speed 6 squares
Melee lightsaber +25 (2d8+13) or
Melee lightsaber +22/+22 (2d8+13) with Double Attack or
Melee lightsaber +17/+17 (2d8+13) with Triple Attack or
Melee unarmed +23 (1d6+13) or
Ranged by weapon +23
Base Atk +20; **Grp** +23
Atk Options Double Attack (lightsabers), Triple Attack (lightsabers)
Special Actions Adept Negotiator, Dark Presence, Drain Force, Force Focus, Power of the Dark Side, Skilled Advisor, temptation
Force Powers Known (Use the Force +23): *battle strike, dark rage, farseeing, Force grip, Force lightning, Force whirlwind, mind trick, move object, slow, wound*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Quicken Power
Force Techniques Force Power Mastery (*battle strike*), Improved Sense Force, Language Absorption

Abilities Str 17, Dex 17, Con 14, Int 15, Wis 18, Cha 19
Talents Adept Negotiator, Affliction, Armored Defense, Block, Dark Presence, Deflect, Drain Force, Force Deception, Force Focus, Multiattack Proficiency (lightsabers), Power of the Dark Side, Skilled Advisor
Feats Armor Proficiency (light), Double Attack (lightsabers), Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Martial Arts I, Skill Focus (Use the Force), Strong in the Force, Triple Attack (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +18, Deception +24, Initiative +18, Knowledge (tactics) +17, Perception +19, Use the Force +24 (can reroll when using *[dark side]* Force powers)
Possessions lightsaber (self-built), Darth Revan's armor (+6 armor, +2 equipment)

DARTH MALAK, SITH MAGNUS

Darth Malak was not always a model Dark Lord. He was once a compassionate Jedi Knight. In fact, Republic citizens' sufferings so move the young Jedi Alek Squinquargesimus during the Mandalorian Wars that he rebels—along with his good friend Revan—against the Jedi Council's decree of inaction. The young Jedi helps recruit thousands of Jedi to spearhead the war against the Mandalorians, and they drive back the invaders. Yet sweeping victories correspond all too frequently with proportionately devastating moral compromises. Day by day, Alek perceives himself sliding toward the dark side, but sees no alternative. The horrors of war are not a mystery, and he knew he would face this dilemma.

Just as he intends, Alek saves the galaxy. Victorious against the Mandalorians, he realizes that all his efforts may be for naught if a strong hand does not steer the galaxy. In actuality, besides himself, he knows he can trust only the soldiers he had fought alongside, because they are capable defenders. Sharing these thoughts with Revan, Alek finds his brother-in-arms agrees.

Now Alek understands the dark side. It is named from ignorance: the ignorance of never having killed, of never having ordered friends to their deaths, of always thinking today is your day to die—all for cowards unwilling to fight for their own safety—and ignorance of what it means to wield so much power. Revan, of course, understands completely.

After the Mandalorian Wars, Alek and Revan subsume themselves in Korriban and Malachor V's Sith occultism and use the Star Forge superweapon

to churn out war materiel almost limitlessly. Alek then becomes Darth Malak of the remade Sith Empire, apprentice to Darth Revan. The Republic conquest initially goes well, but in time, Malak sees Lord Revan as soft, resulting in a tension that culminates in a lightsaber duel; Malak loses his lower jaw to Revan's blade, necessitating a metallic jaw guard. Returning the favor, Malak fires on Revan's flagship. Unaware that Jedi have captured the traitor, Malak assumes the crown of ruling Dark Lord, inheriting the empire. With Admiral Saul Karath, Malak's fleet spreads terror, and he cultivates Darth Bandon and Bastila Shan as his pupils. However, Malak faces Revan again, this time as a reconditioned Jedi. In the rematch, Malak's twisted dream of protecting the galaxy dies with him.

Darth Malak (Jedi Civil War) **CL 20**
Medium Human Jedi 7/Jedi Knight 5/Sith apprentice 4/Sith Lord 4
Destiny 2; **Force** 8; **Dark Side** 15
Init +17; **Senses** Perception +17
Languages Basic, Sith

Defenses Ref 35 (flat-footed 33), Fort 38, Will 35
hp 185; **Threshold** 43

Immune fear effects
Speed 6 squares
Melee lightsaber +27 (2d8+17) or
Melee lightsaber +24/+24 (2d8+17) with Double Attack or
Melee Sith war sword +26 (2d6+17)
Ranged blaster pistol +22 (3d6+15)
Base Atk +20; **Grp** +25
Atk Options Double Attack (lightsabers), Whirlwind Attack, Wicked Strike
Special Actions Dark Healing, Force Suppression, Force Warning, Melee Defenses, Sith Sorcery, Telekinetic Power, temptation
Force Powers Known (Use the Force +20): *battle strike, dark rage, Force grip, Force lightning, Force scream, Force stun, Force whirlwind, mind trick, surge*
Force Secrets Devastating Power, Distant Power, Shaped Power
Force Techniques Dominate Mind, Improved Force Stun, Force Power Mastery (*Force whirlwind*), Improved Move Light Object

Abilities Str 20, Dex 14, Con 16, Int 15, Wis 15, Cha 20
Talents Armored Defenses, Block, Dark Healing, Dark Side Adept, Dark Side Master, Deflect, Force Suppression, Force Warning, Multiattack Proficiency (lightsabers), Weapon Specialization (lightsabers), Wicked Strike
Feats Armor Proficiency (light), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Melee Defense, Republic Military Training, Weapon Focus (lightsabers), Weapon Focus (simple weapons),Weapon Proficiency (lightsabers, pistols, simple weapons), Whirlwind Attack
Skills Endurance +18, Initiative +17, Perception +17, Knowledge (tactics) +17, Use the Force +20 (can reroll when using *[dark side]* Force powers and keep better result)
Possessions lightsaber (self-built), Sith alchemical war sword, Darth Malak's armor (+6 armor, +2 equipment)

Darth Bandon, Sith Shadow Hand

Most Jedi who join the Sith Empire abandon their former Republic allegiance when the Mandalorian Wars conclude, but several traitors flee to the Korriban Sith academy during the Jedi Civil War. Among these turncoats is Darth Bandon.

Bandon chafes under his Jedi Master, who aims to curb his natural anger and hatred. So when a mighty Sith Empire assaults Republic space, Bandon flees the repressive Jedi Order. Unleashing his cruelty within the Sith hierarchy, he immediately sparks interest from Darth Malak. Once Malak controls the Sith Empire, he makes Bandon his Sith apprentice.

The bloodthirsty Darth Bandon wastes no time in building a double-bladed Sith lightsaber resembling that of Exar Kun, using it to impale a score of his former Jedi allies. Growing arrogant, Bandon inevitably sets his sights on Malak's mantle. But when Bandon kills the common Republic soldier Trask Ulgo, who sacrifices himself to save Revan after his Jedi reconditioning, the cocksure Bandon never imagines it will be the death of him. Ulgo's sacrifice allows Revan to escape and start down the path to reclaiming his legacy. As Revan grows more powerful, Darth Malak orders Darth Bandon to seek out and destroy Revan and his companions. With two dark side cronies in tow, Bandon confronts Revan but is killed by the former Sith Lord.

Darth Bandon **CL 10**
Medium Human Jedi 7/Sith apprentice 3
Destiny 1; **Force** 3; **Dark Side** 12
Init +12; **Senses** Perception +11; Block, Deflect
Languages Basic, Sith

Defenses Ref 24 (flat-footed 22), Fort 26, Will 23
hp 95; **Threshold** 26

Speed 6 squares
Melee double-bladed lightsaber +13 (2d8+9) or
Melee double-bladed lightsaber +8 (2d8+9) and double-bladed lightsaber +8 (2d8+9)
Ranged by weapon +12
Base Atk +10; **Grp** +12
Atk Options Dark Scourge, Mighty Swing
Special Actions Coordinated Attack, Redirect Shot
Force Powers Known (Use the Force +16): *battle strike, dark rage, Force lightning, Force thrust*
Force Techniques Force Power Mastery (*dark rage*)

Abilities Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 13
Talents Armored Defenses, Block, Dark Scourge, Deflect, Redirect Shot, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Coordinated Attack, Dual Weapon Mastery I, Force Sensitivity, Force Training (2), Mighty Swing, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Initiative +12, Perception +11, Pilot +12, Use the Force +16
Possessions double-bladed lightsaber (self-built). Darth Bandon's fiber armor (+5 armor, +2 equipment)

Admiral Saul Karath

Corellian-born Saul Karath comes from tough working-class beginnings—made all the tougher when the Great Sith War turns his life upside down. The Navy provides a means of escape. Starting as a noncommissioned crewman, Karath serves as steward for Great Sith War naval hero Orley Vanicus—beginning a career that sees him trying nearly every duty aboard a starship at least once. He grows into a talented pilot and an even better tactician, known for acting on quality snap judgments.

His skills for dealing with bureaucracy are less developed, with numerous setbacks in his career. But his remarkable ability to rebound allows him to survive and thrive. On *Reciprocity*, he finds success protecting convoys against pirates; later, as captain and then admiral on *Courageous* and *Swiftsure*, he leads the defense against the Mandalorians. The Navy, for Karath, is family.



Admiral Saul Karath, Traitor to the Republic

But when Darth Revan strikes, that family is shaken, and Karath makes his ultimate gamble to save it. Faced with the loss of his forces and command, Karath betrays the Republic, bringing *Leviathan* and other ships to the Sith, and devastating his protégé, Carth Onasi. The move is the greatest of ironies for Karath, who had mistrusted Jedi since the Sith War. Earlier, in the Mandalorian Wars, Karath immediately—and incorrectly—assumes on scant evidence that Zayne Carrick is a Mandalorian spy; other Jedi received similarly icy receptions. Now, in the Jedi Civil War, Karath finds himself in the service of fallen Jedi, and he is driven to dire acts to prove his worth.

Karath initially hopes the disappearance of Revan from the scene would improve matters, but he soon finds that serving Malak is no easier. But as the highest-ranking official in Malak's service, he is not about to abandon his post. The preservation of his beloved Navy, and his status within it, overrules all other concerns. As he puts it, "War's a funny thing. It makes you do things you never thought you'd do."

Saul Karath **CL 16**
Medium Human soldier 5/noble 3/ace pilot 1/officer 7
Destiny 2; **Force** 6; **Dark Side** 10
Init +17; **Senses** Perception +17
Languages Basic, Bothan, Durese, Khilese, Kuat, Mando'a, Sullustese, Zabrak

Defenses Ref 31 (flat-footed 30), Fort 30, Will 31
hp 131; **Threshold** 30

Speed 6 squares
Melee unarmed +15 (1d4+9)
Ranged blaster pistol +11 (3d6+8)
Base Atk +14; **Grp** +15
Atk Options Expert Gunner, Penetrating Attack (heavy weapons)
Special Actions Assault Tactics, Battle Analysis, Born Leader, Coordinated Attack, Deployment Tactics, Field Tactics, Rally

Abilities Str 12, Dex 12, Con 14, Int 16, Wis 12, Cha 16
Special Qualities command cover +3, share talent (Assault Tactics, Deployment Tactics, Field Tactics)
Talents Armored Defenses, Assault Tactics, Battle Analysis, Born Leader, Deployment Tactics, Distant Command, Expert Gunner, Field Tactics, Penetrating Attack (heavy weapons), Rally
Feats Armor Proficiency (light, medium), Coordinated Attack, Linguist, Republic Military Training, Skill Focus (Initiative), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Focus (Persuasion), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +17, Knowledge (bureaucracy) +14, Knowledge (tactics) +19, Mechanics +14, Perception +17, Persuasion +19, Pilot +12
Possessions blaster pistol, code cylinder, comlink (encrypted), officer's uniform

Darth Traya, Lord of Betrayal

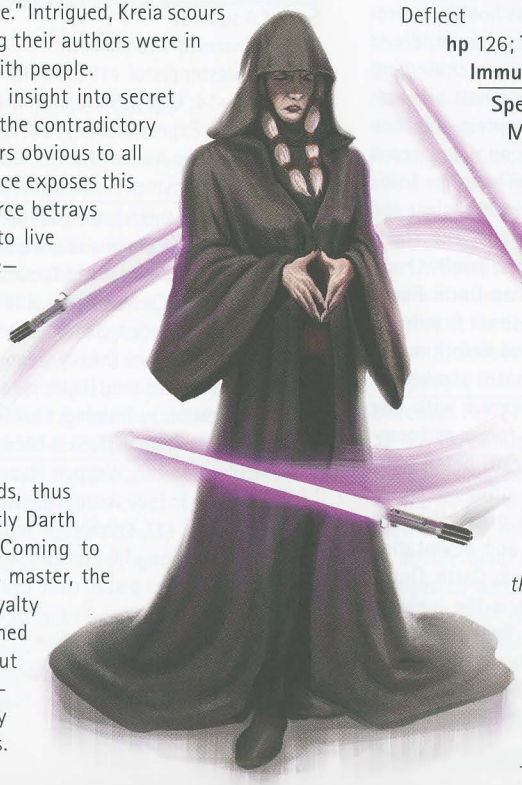
As master to the galaxy's savior and its destroyers, Darth Traya seems a paradox. But she understands treachery to be not only the way of the Sith but the will of the Force.

Before becoming a Sith, Kreia is a Jedi Master. A mystic and historian, her unused eyesight lies fallow as she relies on marathon meditations to penetrate the universe's mysteries. For decades, Kreia challenges her Padawans with difficult questions. "If a lightsaber loses its power, is it still a lightsaber?" she would ask. "And if a Jedi loses her powers, is she still a Jedi?" Her peers consider "Kreia's conundrums" quaint, but her Knights-in-training are spellbound. However, when Kreia's former students follow her one-time Padawan Revan to battle the Mandalorians, her rhetoric is denounced by Master Atris and the Jedi Council.

Kreia silently withdraws from the Jedi. Some believe she too has followed Revan, but she traces her Padawan's footsteps in a different way. Kreia is drawn to the Force echoes at Malachor V. Within its Trayus Academy, she encounters assassins left by Darth Revan, but instead of attacking, they present her with Sith hermetica. "The truths of the cosmos," these writings intimated, "are not intended for the sane." Intrigued, Kreia scours the texts through the Force, suspecting their authors were in fact pureblooded descendants of the Sith people.

The Sith sorcerers claim privileged insight into secret realities. They argue that even though the contradictory and aimless nature of existence appears obvious to all intelligent beings, awareness of the Force exposes this obvious "fact" for a lie. Hence, the Force betrays Force-sensitive beings, forcing them to live in this compromised, chaotic universe—to live the lie. Even as she wants to denounce this, Darth Traya falls under its seductive spell. Clearly, not just these Sith but the Force itself must be destroyed—and the "wound" in the Force at Malachor V proves it possible.

Traya begins hunting Force-wounds, thus discovering and allying with the ghastly Darth Nihilus and monstrous Darth Sion. Coming to the Sith Empire's remnants as Revan's master, the remaining troopers also pledged their loyalty to her. This Sith Triumvirate is launched from Malachor V, intending to wipe out Traya's Jedi betrayers. But Traya underestimates her disciples' depravity. They turn on her and drain her Force powers.



Darth Traya, Master of kinetic combat

As Sion and Nihilus unwittingly aid her by carrying out a massive assassination campaign against the Jedi, Traya seeks the Jedi Exile, Revan's old general, who had been severed from the Force. Together forging a telepathic link, they revitalize their Force connections. In the Jedi Exile, who had wounded the Force at Malachor V, Traya believes she has found a way to destroy all traitors, including the Force itself. Traya manipulates the Exile into finding the surviving Jedi Masters and Traya's Sith apprentices so that Traya can destroy them.

At last, Traya reveals herself as a Sith, but the Jedi Exile refuses her invitation to join the dark side. Traya uses vast telekinetic powers to wield a trio of lightsabers against her, but she is ultimately killed by the person she considered her greatest disciple.

Darth Traya (Dark Wars) **CL 20**

Medium Human Jedi 7/Jedi Knight 5/Jedi Master 5/Sith Lord 3
Destiny 6; **Force** 8, Strong in the Force; **Dark Side** 20
Init +18; **Senses** Use the Force +24
Languages Basic, Caamasi, Cerean, Sith, Tundan

Defenses Ref 36 (flat-footed 33, with Flurry 28), Fort 36, Will 41; Block, Deflect
hp 126; **Threshold** 36
Immune fear effects

Speed 6 squares
Melee lightsaber +25 (2d8+13/×3) or
Melee lightsaber +22/+22 (2d8+13/×3) with Double Attack or
Melee lightsaber +17/+17/+17 (2d8+13/×3) with Triple Attack or
Melee lightsaber +27 (2d8+13/×3) with Flurry
Ranged by weapon +23
Base Atk +20; **Grp** +21
Atk Options Double Attack (lightsabers), Flurry, Tràkata, Triple Attack (lightsabers), Triple Crit (lightsaber)
Special Actions Dark Healing, Fear, serenity, temptation
Force Powers Known (Use the Force +24): *battle strike, dark rage, energy resistance, farseeing, Force disarm, Force lightning, Force scream, Force slam, Force thrust, kinetic combat, mind trick, move object, negate energy, rebuke* (2), *surge, vital transfer, wound*
Force Secrets Devastating Power, Distant Power, Mentor, Multitarget Power, Quicken Power, Shaped Power
Force Techniques Improved Kinetic Combat, Improved Sense Force

Abilities Str 12, Dex 16, Con 16, Int 18, Wis 20, Cha 12
Talents Block, Deflect, Dark Healing, Equilibrium, Force Deception, Force Perception, Multiattack Proficiency (lightsabers), Power of the Dark Side, Telepathic Link, Trakata, Visions, Weapon Specialization (lightsabers)
Feats Double Attack (lightsabers), Flurry, Force Sensitivity, Force Training (3), Skill Focus (Use the Force), Strong in the Force, Triple Attack (lightsabers), Triple Crit (lightsaber), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)
Skills Acrobatics +18, Deception +24, Endurance +18, Initiative +18 (can reroll and keep better result), Knowledge (galactic lore) +19, Knowledge (social sciences) +19, Perception +24, Pilot +18, Use the Force +24
Possessions lightsaber (self-built), Jedi robes

Darth Sion, Lord of Pain

The ancient Sith texts at Korriban are rife with paranormal tales of death-defying Sith Lords. But none ever so ardently clung to his broken body as the hate-filled, animate corpse Darth Sion.

Hatred. Since time immemorial, Sion—possibly his given name—clotted his heart with hatred. Like all people, Sion was susceptible to infirmity of every kind—physical, emotional, mental—and, like all people, Sion suffered each of these to a degree that to another might not seem extraordinary, but which their sufferer might rightly term intolerable. Like all people, Sion was faced with the choice to endure his unspeakable pain as one more nameless person among many, or to imbue his suffering with the true but hollow uniqueness entitled the individual sufferings of all people. He chose the latter, and Darth Sion, Lord of Pain, was born.

As a marauder for the Sith Empire during the Great Sith War, Sion flings himself at the Jedi, seeking death, but instead, he finds the opposite. Regularly surviving the frontline pandemonium, Sion acquires a pain tolerance that convinces him of his immortality. Inevitably, probability has its day and Sion is struck down.

Yet death does not come for Darth Sion, and each centimeter of his failing body comes alive with anguish, multiplying that infinitely distant point of pain one thousandfold until his brain threatens to collapse. Improbably, Sion gets up. And as he locks eyes with his attacker, Sion lets all his anger for being killed—all the hatred clotting his heart—explode.

Sion finds that keeping his decomposing flesh tethered together with dark side energy is inexplicably painful, and requires endless concentration on the rage that festers inside him—but immortality is immortality.

Surviving the Sith backstabbing following the Jedi Civil War, Sion's abilities draw the eye of Revan's former master, the powerful Darth Traya. Sion learns much from the shrew, but grows frustrated with her abstract teachings. He conspires with Darth Nihilus to strip her powers and eventually severs Traya's hand. Sion embarks on a Jedi-assassination spree, "dying" many more times, but always ending more enemy lives.

DARTH SION HAS VANQUISHED MANY JEDI FOES



One Jedi especially gets underneath Sion's decrepit skin. The Jedi Exile proves remarkably resilient. Sion feels an alien feeling bud within him: not respect for the female Jedi, not admiration, but an emotion quite intolerable. It causes his intense hatred to flag, threatening his tenuous hold on life, so Sion decides to destroy the woman responsible for this weakness. However, in their final confrontation, the Jedi Exile convinces the Dark Lord to release himself from his enslaving hatred. Rage and life flee Sion simultaneously, his undead body finally yielding to absolute necrosis.

Darth Sion (Dark Wars) **CL 19**
Medium Human soldier 7/Sith apprentice 7/Sith Lord 5
Destiny 4; **Force** 7; **Dark Side** 14
Init +17; **Senses** Perception +16
Languages Basic, Sith

Defenses Ref 35 (flat-footed 32), Fort 35, Will 34
hp 177; **Threshold** 35

Immune fear effects
Speed 6 squares
Melee lightsaber +25 (2d8+16) or
Melee lightsaber +20/+20 (2d8+16) with Double Attack
Ranged blaster pistol +22 (3d6+9)
Base Atk +19; **Grp** +24
Atk Options Dark Scourge, Double Attack (lightsabers), Power Attack, Severing Strike
Special Actions Dark Healing Field, Dark Presence, Improved Dark Healing, Power of the Dark Side, temptation
Force Powers Known (Use the Force +18): *battle strike* (2), *dark rage, Force slam, Force thrust, Force whirlwind, move object, slow, wound*
Force Secrets Devastating Power, Distant Power, Multitarget Power, Shaped Power
Force Techniques Improved Force Slam, Improved Force Trance, Improved Wound

Abilities Str 20, Dex 17, Con 16, Int 13, Wis 14, Cha 9
Talents Dark Healing, Dark Healing Field, Dark Presence, Dark Scourge, Dark Side Adept, Improved Dark Healing, Power of the Dark Side, Severing Strike, Swift Power, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Power Attack, Sith Military Training, Skill Focus (Use the Force), Skill Training (Deception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Deception +14, Initiative +17, Knowledge (tactics) +15, Perception +16, Pilot +17, Use the Force +18 (can reroll when using *[dark side]* Force powers, must take second result)
Possessions lightsaber

Darth Nihilus, Lord of Hunger

Victim of the Mandalorian Wars, the man who became Nihilus lost everything: his possessions, his loved ones, and the will to live. While illness cannibalizes his body, a vast emptiness devours his humanity. Then, when all seems lost, he discovers that his emptiness *hungered*. The first time, he fed it unconsciously. Draining another being's life is frightening, nauseating, but for a euphoric moment, the memories, the illness, and the hunger disappeared.

But it proves insatiable. The more he indulges it, the shorter the satisfaction lasts and the more severe the hunger becomes. He begins feeding relentlessly, still always craving. Existence again becomes unbearable, but then hope materializes. A blind Sith Lord appears. She has felt his existence like a gaping wound through the Force. The Force, she explains, fuels his hunger, and she will show him how to devour worlds. The Sith and the Force are meaningless to him, but the hunger must be appeased.

Darth Traya indeed teaches the newly christened Darth Nihilus to harness his life-draining gift to radical heights—so effectively, in fact, that Nihilus saps Traya's powers in a calculated double-cross. However, as Nihilus greedily consumes entire planets' life energy, the dark side macerates him even faster. But no matter. Nothing matters except his hunger. Before it devours him totally, Nihilus uses its power to displace his persona into his robes and armor. As his useless body disintegrates, he becomes living primitive intention; at last, the whole of the galaxy becomes food—for Nihilus has *become* the hunger.

Ousting Traya with Darth Sion's help, Nihilus binges on the Force, nearly extinguishing the Jedi forever at Katarr. However, Traya reciprocates his betrayal by luring him into a confrontation with the Jedi Exile and Nihilus's own former apprentice. When Nihilus tries feeding on this Jedi, his hunger is mysteriously repelled, as if confronted by his exact polar opposite. Psychically starved by the effort, the Dark Lord falls to the Jedi, and Nihilus the man dissolves into oblivion.

Darth Nihilus (Dark Wars) **CL 19**
Medium Human (Dark Side Aberration) soldier 7/Sith apprentice 7/Sith Lord 5
Destiny 4; **Force** 7; **Dark Side** 14
Init +18; **Senses** Improved Sense Surroundings, Use the Force +21
Languages –

Defenses Ref 36 (flat-footed 32), Fort 38, Will 34
hp 234; **Threshold** 38

Immune fear effects
Speed 6 squares
Melee lightsaber +25 (2d8+13) or
Melee lightsaber +22/+22 (2d8+13) with Double Attack or
Melee lightsaber +17/+17 (2d8+13) with Triple Attack
Ranged blaster pistol +23 (3d6+9)
Base Atk +19; **Grp** +21
Atk Options Double Attack (lightsabers), Mighty Swing, Running Attack, Triple Attack (lightsabers)
Special Actions Dark Healing Field, Drain Force, Improved Dark Healing, temptation
Force Powers Known (Use the Force +21): *battle strike, dark rage, farseeing, Force grip, Force lightning, Force resistance, Force scream, Force whirlwind, sever Force, slow, surge, wound*

Force Secrets Devastating Power, Distant Power, Mentor, Multitarget Power
Force Techniques Force Power Mastery (Sever Force), Improved Sense Force, Improved Sense Surroundings

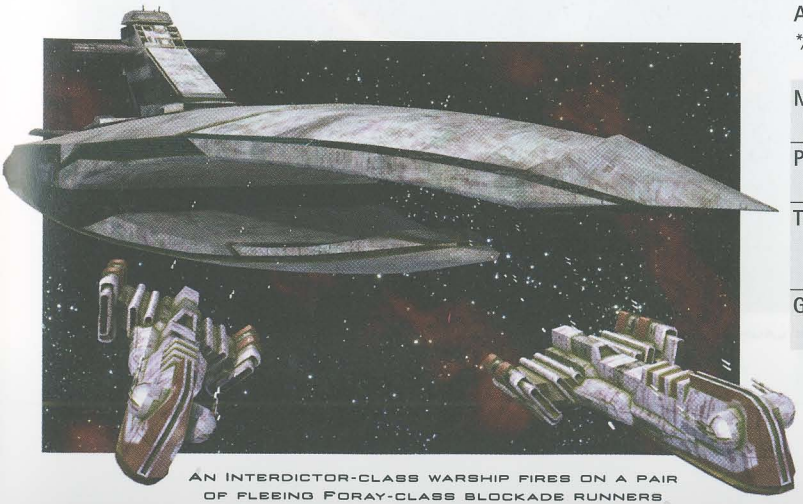
Abilities Str 19, Dex 18, Con 22, Int 8, Wis 16, Cha 15
Talents Armored Defenses, Dark Healing, Dark Healing Field, Drain Force, Force Flow, Force Perception, Improved Dark Healing, Multiattack Proficiency (lightsabers), Telepathic Influence, Telepathic Link, Visions
Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Mighty Swing, Rapid Strike, Running Attack Skill Focus (Use the Force), Triple Attack (lightsabers), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Endurance +20, Initiative +18, Perception +21, Use the Force +21
Possessions lightsaber (self-built), mask, Sith robes

Starships

Though most of the ships used by the Sith Empire are based on designs stolen from the Republic, the following starships are emblematic of the Sith Empire's war machine. Also note that many vessels used by the Republic, both in the Mandalorian Wars and the Jedi Civil War, may be stolen by the Sith and replicated using the Star Forge.

Interdictor-class Warship

The *Interdictor*-class capital ship comes to symbolize the might of the Sith Empire. This "pure warship" is originally commissioned to round out the Republic fleet, filling a strategic gap between its *Inexpugnable*-class behemoths and *Hammerhead*-class frigates. Only a single prototype, the *Leviathan*, comes out of the Corellian shipyards spaceworthy. To the Republic's regret, Admiral Saul Karath obtains command of the ship—and soon deserts for the Sith.



An Interdictor-class warship fires on a pair of fleeing Foray-class blockade runners

At 600 meters long, armed to the teeth, and equipped with the latest in mass-shadow-generating technology, the Interdictor represents the peak of Corellian engineering. Revan wastes no time in deconstructing its design with the Star Forge, spitting out hundreds of replicas for the Sith armada.

Tactical Fire: The *Interdictor*-class warship is a mobile capital ship capable of trapping enemy forces by filling in the gaps in fleet formations. As a standard action, an *Interdictor*-class warship can forego all attacks to provide tactical fire to all squares in a 2-square radius. All enemy starships within this area suffer a -1 penalty to Reflex Defense and have their space speed reduced by 2 squares (to a minimum of 1 square).

Star Forge Manufacture Interdictor-class Warship **CL 16**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 50; +12 armor
hp 1,250; **DR** 20; **SR** 110; **Threshold** 250

Speed fly 3 squares (starship scale)
Ranged 5 medium turbolaser batteries +14* (see below) and
6 point-defense light laser batteries +10 (see below)
3 tractor beam batteries +10* (see below)
4 gravity well projectors +8 (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +62
Atk Options autofire (point-defense light laser cannon batteries)

Abilities Str 90, Dex 14, Con —, Int 18
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 5,224 (skilled); **Passengers** 3,600 (troops)
Cargo 11,000 tons; **Consumables** 3 years; **Carried Craft** 48 Sith interceptors, various support vehicles
Hyperdrive ×2 (backup ×9), navicomputer
Availability Military **Cost** not available for sale
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Medium turbolaser battery (5 gunners)
Atk +14 (–6 against targets smaller than Colossal), **Dmg** 5d10×5

Point-defense light laser cannon battery (3 gunners)
Atk +10 (+5 autofire), **Dmg** 3d10×2

Tractor beam battery (3 gunners)
Atk +10 (–10 against targets smaller than Colossal), **Dmg** —(grapple +61)

Gravity well projector (2 gunners)
Atk +8 (3×3 square starship-scale area attack), **Dmg** Special (*SG* 45)

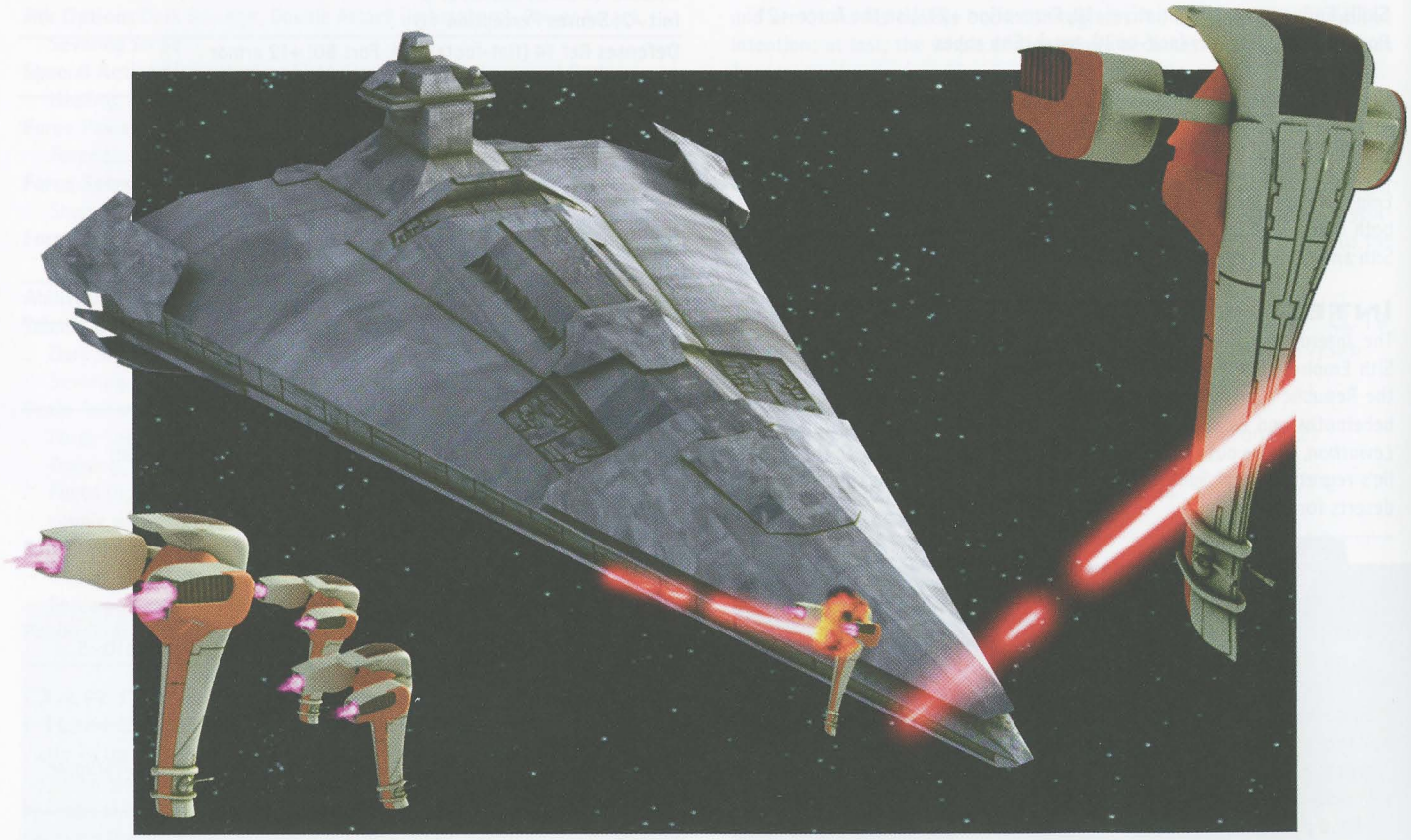
Centurion-class Battlecruiser

Twice the size of *Interdictor*-class warships, the *Centurion*-class battlecruiser is the heavyweight of Revan's fleet, first fighting for the Republic, then against it. Intended to phase out the problematic *Inexpugnable*-class ships, a limited number of these 1,200-meter-long starships see action in the Mandalorian Wars. Several of the ships are crushed beyond recognition by the Mass Shadow Generator in the Battle of Malachor V. The rest wind up serving as prestigious, colossal mobile fortresses for the Sith Empire.

The *Centurion*-class battlecruiser is a powerful ship that presents an imtimidating visage to its opponents. Built in the same wedge-shaped design that would later become popular among Star Destroyers in the Galactic Civil War, a single *Centurion*-class battlecruiser packs enough firepower to take on an *Inexpugnable*-class command ship and is purely a weapon of war.

Most *Centurion*-class battlecruisers are destroyed or captured by the end of the Jedi Civil War. However, during the Dark Wars, the Sith Lord Darth Nihilus manages to resurrect one of the crushed battlecruisers from Malachor V, turning the wreck of the *Ravager* into a spaceworthy ghost ship.

Tactical Fire: The *Centurion*-class battlecruiser is a powerful vessel that can devastate enemy forces with its powerful weapons. As a standard action, a *Centurion*-class battlecruiser can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied ships of Colossal (frigate) size or larger deal +1 die of damage with vehicle weapons against any enemy ships of Colossal (frigate) size or larger within this radius.



A wing of Chela-class starfighters launches an attack on a Centurion-class battlecruiser

Star Forge Manufacture Centurion-class Battlecruiser **CL 20**
Colossal (cruiser) capital ship
Init –1; **Senses** Perception +6

Defenses Ref 17 (flat-footed 14), Fort 55; +14 armor
hp 1,950; **DR** 20; **SR** 140; **Threshold** 255

Speed fly 3 squares (starship scale)
Ranged 6 medium turbolaser batteries +17* (see below)
6 heavy ion cannon batteries +17* (see below)
6 point-defense light laser cannon batteries +11 (see below)
3 tractor beam batteries +11* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +67
Atk Options autofire (point-defense light laser cannon batteries)

Abilities Str 100, Dex 16, Con —, Int 20
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 31,452 (skilled); **Passengers** 7,400 (troops)
Cargo 32,000 tons; **Consumables** 5 years; **Carried Craft** 96 Sith interceptors, various support vehicles
Hyperdrive ×2 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Medium turbolaser battery (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 5d10×5
Heavy ion cannon battery (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 3d10×5 ion
Point-defense light laser cannon battery (3 gunners)
Atk +11 (+6 autofire), **Dmg** 2d10×2
Tractor beam battery (3 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** —(grapple +67)

Derriphan-class Battleship

One of the staples of the Sith fleet a thousand years before the Great Sith War, the 215-meter-long *Derriphan*-class battleship is a well-armored frigate that is capable of dealing significant amounts of damage to enemy forces. Despite being unshielded and sluggish, the *Derriphan*-class battleship can still take a beating as it concentrates its fire on individual enemy ships. Since this battleship carries only a small complement of six starfighters, it relies on its point-defense weapons for most of its anti-fighter protection.

Though all of the *Derriphan*-class battleships were thought to be destroyed in the Great Hyperspace War, at least one survived. The ship, belonging to Naga Sadow, was buried on Yavin 4. During the Great Sith War, Exar Kun would raise the ship from the planet and put it back in to service, similar to the way that Darth Nihilus would raise the *Ravager* from the ruined surface of Malachor V. Though Sadow's ship, under Exar Kun's control, would eventually be destroyed at the conclusion of the war, knowledge of the ship's construction is handed down to a small number of Sith exiles who kept the secret of the ship's design.

When Darth Revan and Darth Malak return from the Unknown Regions and resurrect the Sith Empire, the exiles in possession of the plans for the *Derriphan*-class battleship turn the information over to Revan's forces. In need of smaller capital ships, the Sith Empire uses the Star Forge to quickly construct dozens of *Derriphan*-class battleships. More powerful than analogous frigates under Republic control, these ships prove to be an excellent complement to the larger capital ships in the Sith fleet, though their lack of shielding results in heavy casualties among this class of ship.

Tactical Fire: The *Derriphan*-class battleship is designed to unload a heavy amount of focused firepower on enemy capital ships, even at the expense of their own longevity. As a standard action, a *Derriphan*-class battleship can forego all attacks to provide tactical fire to all adjacent squares. Any missile or torpedo attacks against enemies who are within this radius deal +1 die of damage.

Star Forge Manufacture Derriphan-class Battleship **CL 14**
Colossal (frigate) capital ship
Init –4; **Senses** Perception +6

Defense Ref 13 (flat-footed 13), Fort 35; +13 armor
hp 840; **DR** 30; **Threshold** 135

Speed fly 2 squares (starship scale)
Ranged point-defense medium blaster cannon battery +7 (see below) and heavy concussion missile battery +7* (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +47
Atk Options autofire (point-defense medium blaster cannon battery)

Abilities Str 61, Dex 10, Con —, Int 13
Skills Initiative –4, Mechanics +6, Perception +6, Pilot –4, Use Computer +6

Crew 25 (skilled); **Passengers** 850
Cargo 5,000 tons; **Consumables** 1 year; **Carried Craft** 6 starfighters, 2 shuttles
Payload 60 concussion missiles
Hyperdrive ×4 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Point-defense laser cannon battery (3 gunners)
Atk +7 (+2 autofire), **Dmg** 4d10×2
Heavy concussion missile battery (3 gunners)
Atk +7 (–13 against targets smaller than Colossal), **Dmg** 8d10×5

Herald-class Shuttle

One of the few transport ships mass-produced for the Sith Empire during the Jedi Civil War, the 28-meter-long *Herald*-class Shuttle is originally based on a design by a Republic Fleet Systems design that was produced in limited quantities but eventually supplanted by the *Ministry*-class orbital shuttle and the KT-400 droid carrier. This vessel is actually a multipurpose craft, allowing it to function either as a shuttlecraft for transporting powerful Sith or as a cargo vessel, used to haul valuable goods like kolto. Those vessels used as transport craft are usually outfitted with a luxury upgrade and serve as the personal shuttlecraft of Sith Lords and wealthy nobles loyal to the Sith Empire.

Star Forge Manufacture Herald-class Shuttle **CL 11**
Colossal* space transport
Init –1; **Senses** Perception +6

Defenses Ref 15 (flat-footed 12), Fort 26; +12 armor
hp 130; **DR** 15; **SR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 600 km/h), fly 3 squares (starship scale)
Ranged light turbolaser cannons +7* (see below) and point-defense double laser cannons +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38
Atk Options autofire (point-defense double laser cannons)

Abilities Str 43, Dex 12, Con —, Int 16
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 2 (skilled); **Passengers** 5 (10 on shuttle-only models)
Cargo 70 tons (15 tons on shuttle-only models); **Consumables** 1 month; **Carried Craft** 1 landspeeder, 2 speeder bikes
Hyperdrive ×2
Availability Military; **Cost** Not available for sale (estimated value 120,000 credits; 222,500 for shuttle-only model)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Light turbolaser cannons (pilot)
Atk +7 (–13 against targets smaller than Colossal), **Dmg** 3d10×5

Point-defense double laser cannons (copilot)
Atk +5 (+0 autofire), **Dmg** 4d10×2

Sith Interceptor

Few sights are as overwhelming as a *Centurion*-class battlecruiser spewing scores of Sith interceptors. Small, lightweight, and fragile, the Sith interceptor is a physical manifestation of Sith philosophy. Like the Empire under Darth Sidious uses TIE fighters, Revan's Sith Empire uses the disposable Sith fighters because they can be mass-produced and thrown at the enemy with little regard for the lives of the pilots. As long as they accomplish their goal, the Sith Lords care little for how many casualties the pilots of Sith interceptors sustain. Most Republic pilots who refused to defect to the Sith find it hard to believe just how fragile the Sith interceptor is, though the Sith pilots' willingness to throw away their lives makes it likely that even sturdier Republic craft will suffer devastating losses during space engagements.

Sith interceptors are small, no more than 7 meters in length with their wings extended, and have very little in the way of hull integrity. The cockpits provide only the barest minimum of life support, allowing a pilot to fly without the need for a full spacesuit; however, most pilots of Sith interceptors do wear full environment suits since they are likely to need to eject (or on the off chance that they survive their craft's destruction).

Star Forge Manufacture Sith Interceptor **CL 5**
Huge starfighter
Init +9; **Senses** Perception +5

Defenses Ref 17 (flat-footed 11), Fort 21; +3 armor
hp 50; **DR** 10; **Threshold** 31

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares (starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 3××3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +21
Atk Options autofire (laser cannons)

Abilities Str 32, Dex 22, Con —, Int 14
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 40 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** Not available for sale

Laser cannon (pilot)
Atk +4 (–1 autofire), **Dmg** 3d10×2

Droids

The following droids can be found throughout the Sith Empire, particularly during the Jedi Civil War period and later.

Sith Assault Droids

Originally created by the Republic in the days leading up to the Mandalorian Wars, the Mark I and Mark IV assault droids are two of the most common droid weapons in the Sith Empire. Though the Republic still uses these droids as automated defenses (patrolling city streets or military facilities), the Sith Empire puts the droids to greater use. In the early days of the Jedi Civil War, the Sith rely heavily on assault droids to fill out the ranks of their military, as it takes time for members of the Republic to defect and join the Sith Empire. As the Sith academy on Korriban cranks out more and more recruits, assault droids fall back into an auxiliary role, but are still used as the defenders of starships throughout the Sith fleet.

Though Czerka manufactures several models of assault droid, the Mark I and Mark IV models are the most sought after. The Mark I assault droid is a unique design that, while vaguely humanoid, relies on a single leg for the bulk of its motion. The Mark IV assault droid is more spiderlike, with four legs and a head with a mounted blaster rifle. Both the Mark I and Mark IV droids are capable defenders, but they have little in the way of advanced tactical programming. These droids are used primarily in a reactive, defensive manner and, despite their simple programming, have proven exceptionally capable of repelling Republic boarding parties attempting to seize Sith starships.

Sith assault droids cannot be played as droid heroes.

Czerka Corporation Mark I Assault Droid **CL 6**
Medium droid (4th-degree) nonheroic 12
Init +8; **Senses** Perception +13
Languages Binary

Defenses Ref 20 (flat-footed 18), Fort 12, Will 12
hp 30; **SR** 10; **Threshold** 12
Immune droid immunities

Speed 4 squares
Melee claw +11 (1d4+2)
Ranged blaster rifle +12 (3d8) or
Ranged blaster rifle +10 (3d8) and blaster rifle +10 (3d8) or
Ranged flamethrower +11 (3d6)
Base Atk +9; **Grp** +13
Atk Options autofire (blaster rifle)

Abilities Str 15, Dex 15, Con –, Int 8, Wis 14, Cha 6
Special Qualities droid traits
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Exotic Weapon Proficiency (flamethrower), Weapon Focus (rifles), Weapon Proficiency (rifles, simple weapons)
Skills Perception +13
Systems basic processor, walking locomotion, 3 tool mounts, 2 claw appendages
Possessions blaster rifle (2), flamethrower, duranium plating, shield generator (SR 10)
Availability Military; **Cost** 14,910

Czerka Corporation Mark IV Assault Droid **CL 6**
Large droid (4th-degree) nonheroic 12
Init +12; **Senses** Perception +12
Languages Binary

Defenses Ref 19 (flat-footed 18), Fort 14, Will 12
hp 52; **SR** 10; **Threshold** 19
Immune droid immunities

Speed 6 squares
Ranged double blaster cannon +11 (4d12, 1-square splash)
Base Atk +9; **Grp** +17
Special Actions Logic Upgrade: Self Defense

Abilities Str 16, Dex 13, Con –, Int 8, Wis 12, Cha 6
Special Qualities droid traits, stable
Feats Armor Proficiency (light, medium), Improved Defenses, Logic Upgrade: Self Defense, Skill Training (Initiative), Toughness, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons)
Skills Initiative +12, Perception +12
Systems basic processor, walking locomotion, tool mount
Possessions double blaster cannon, duranium plating, shield generator (SR 10)
Availability Military; **Cost** 16,270



Chapter XI
The Republic



The Galactic Republic has known times of prosperity, of great upheaval, of hopelessness, and of renewal. But the half century following the Great Sith War is a favorite of historians for a good reason: it has all of those things—often at the same time!

The Republic prior to the Great Sith War retains trappings of the past, both in fashion and in behavior. Archaic wardrobe is in vogue during a brief revival that spans much of the Republic. Wealth coalesces in the hands of the few, including the Tapani dynasties and families with such names as Adasca, Zentine, Vanjervalis, and Draay. And the Republic sees the Jedi order as a lifeline to the past, as a force for good.

The Great Sith War changes everything. This "internal squabble over Jedi beliefs," as reporters first characterize it, takes untold lives and damages over 25% of the Republic's infrastructure. Though the Great Sith War begins seemingly as an internal conflict within the Empress Teta system, the chaos spreads outward from the Deep Core at an incredible rate. When the Mandalorians join the war, the Republic nearly finds itself overhwelmed, and attacks on Coruscant and other important worlds drive the real danger of this war home. While the Republic lets the Jedi deal with their traitorous comrades, the Republic military battles Mandalorians on one front and Krath warriors on another, trying to keep from being torn apart. After years of grueling conflict where worlds are leveled and the Republic is placed on the brink of total destruction, the tide turns, and eventually, with the help of the Jedi, the Republic wins the day.

The results of the Great Sith War are devastating. Entire worlds have been blasted back to pre-hyperspace technology levels. Entire sectors vanish from communications channels, and go for months at a time without any news of their survival reaching the central systems of the Republic. Trade routes blazed over millennia require redevelopment at every stop. Piracy is rampant. The Republic, just as much a financial compact as a deliberative institution, fails to deliver on the basic premises of its creation.

The Restoration (3,995-3,966 BBY)

A decade-long postwar depression ends when business—the driver of much in the Republic—comes to its rescue. With both rich and poor suffering, the Senate has to act—and it does. The brainchild of economist Herron Morvis, the Coruscant Financial Exchange Establishment Act (the first of the so-called Commercial Protectorate Acts) restores the capital markets by making a simple bargain. Corporations listing their shares on the Coruscant Financial Exchange receive guarantees of protection on all trade routes within the Republic. A rejuvenated Republic Navy, raised on investment taxes, provides that protection. The Navy of the Sith War had been weak, eclipsed in some sectors by private space forces. The new force would have the mission—and the power—to keep the goods flowing.

Firms are quick to sign on, and even dynastic families float their holdings on the exchange. Corporations shed their security budgets altogether, relying on the Republic to defend spacelanes with its *Hammerhead* cruisers and state-of-the-art *Inexpugnable* tactical-command ships. The Restoration period is a rewarding time for many.

Efforts to play the system for profit weaken the Republic strategically. The accession of Taris into the Republic is the final, fatal straw. When Mandalorian attacks on nonaligned worlds increase, executives with operations on Taris bribe Senators to bring the planet into the Republic. Even though it is improved, the Navy is too weak to protect such a distant world. Some, such as rising star Saul Karath, see the dangers, but the Admiralty, delighted with its additional funding, pays no heed. So when the Zayne Carrick affair causes civil order on Taris to collapse, the Mandalorians see their chance and launch a surprise invasion of the Republic. Defenses on the Outer Rim crumble.

The Mandalorian Wars (3,965-3,960 BBY)

Finger-pointing at home coincides with desperate (and unsuccessful) moves on the frontier, including the tactic of positioning military units near cities. Mandalorian forces push into the Outer Rim and then further inward, reaching critical worlds along hyperspace routes and either seizing them or making holding those worlds a huge drain on Republic resources. As the Republic scrambles to deal with a continued Mandalorian threat, many in the Republic see echoes of the Great Sith War in current events. Though the Republic is pushed back during the early campaigns, losing Taris, Serroco, and other worlds almost immediately, the fighting intensifies and the Republic wins important battles at Iridonia and Ithor, bolstering their own supply lines as well as improving their troops' morale.

A solid advantage in the Mandalorian Wars arrives only when a Jedi Knight calling himself Revan comes to the Republic's aid. Revan is so successful that the Republic yields operational control of its forces to him. With Revan's final defeat of the Mandalorians at Malachor V, many in the Republic had cause to hope that the postwar lessons from the Great Sith War might restore prosperity faster than before. The Republic is stunned when two of their great Jedi leaders take the ships under their command and vanish into the Unknown Regions under the pretense of hunting down the last of the Mandalorians. Though surprised, the Republic begins to regroup and rebuild quickly, and as curiosity over their missing fleet turns to concern there is an ever-palpable tension nearly everywhere in the Republic.

The Jedi Civil War (3,959-3,956 BBY)

Revan, having fallen to the Dark Side, returns to the Republic as an invader at the head of a massive Sith Armada. The Republic, barely having recovered from the Mandalorian Wars, loses several battles in rapid succession as the Sith Empire carves out a large chunk of the galaxy for its own. Other Republic worlds, sensing a shift in power and dissatisfied with the performance of the Republic in the last two wars, secede and join the Sith Empire voluntarily. Treachery is not limited to the Jedi. For many, the worst comes when Admiral Karath turns traitor, rupturing the Navy between loyal and Sith factions.

For several years the Sith Empire grows, pitting the Republic against its former allies and comrades in every battle. Unlike fights against the nomadic Mandalorians, the Republic cannot force the Sith into retreat, as many of its members fight to defend their homeworlds with no intention of leaving. The Jedi Civil War is very much a battle between two well-established and entrenched forces, though fortunately the Republic has the aid of the Jedi in this war. After a Jedi strike force captures the enemy commander, Darth Revan, and then sets him on a path of redemption, Darth Malak takes control of the Sith Empire. His willingness to destroy the Republic's infrastructure is unlike the care Revan showed for preserving the worlds he conquered, and many battles mirror the mutually assured destruction so often seen in the Great Sith War.

Revan's redemption breaks the Sith domination, but the citizens of the Republic see only hardships ahead. With Sith survivors warring with the shattered Jedi Order, Republic worlds struggle to restore their civilization for the second time in half a century. This era teaches the lesson that the protection of the Jedi Order is no free ride for the Republic.

The Dark Wars (3,955-3,951 BBY)

When the Sith Empire shatters into many smaller domains, the Republic finally has a chance to rebuild and take the offensive. While its enemies squabble among themselves, the Republic puts shipyards into service, quickly rebuilding the Navy in a matter of just over a year. At last able to police and patrol outlying sectors, the Republic can finally make the galaxy safe for its citizens once more. Skirmishes with Sith warlords continue, but thanks to excellent strategic planning and leadership the Republic topples one Sith dictator after another, reclaiming lost territories piecemeal. By the time the last of the Stih are wiped out, the Republic is once again at nearly its full strength.

Using the Republic

The wartime periods of the Great Sith War, the Mandalorian Wars, and the Jedi Civil War allow ample opportunities for military campaigns ranging from limited engagements to operations spanning multiple worlds at once. Combined operations using the Republic Navy and Army provide for interesting interactions between members of those services—as do joint efforts with Jedi. A campaign using the Republic does not have to be about major wars, but there are plenty to choose from.

Following the Great Sith War and the Jedi Civil War, the Republic is eager to reestablish a credible role in galactic affairs. The military works to keep order, nobles seek to extend their influence, and bounty hunters and scoundrels are out to make a quick credit. These postwar eras are ideal for Gamemasters looking to craft campaigns with less Jedi and Sith involvement.

Many adventures can be found by exploring the two major facets of the Republic: the military, and the body politic.

The Republic Navy

When the Commercial Protectorate Acts directly ties its fortunes to the trade of the galaxy, the Navy finally has a worthy mandate and abundant resources. In a few decades, the Navy goes from being an antiquated, irrelevant institution to an organizing feature of Republic life.

The direct linkage between commerce and the Naval budget chafes the old-timers; Sith War veteran Orley Vanicus likens it to "running a protection racket." This is partially true; protecting more trade routes means more tax revenues, which means more ships to protect more trade routes. It becomes a recipe for disaster during the Mandalorian Wars. But in the meantime, more ships to command means more career opportunities—making the Navy a respectable calling indeed. Even Admiralty Plaza on Coruscant, once considered a retirement home for spacers, becomes a popular posting sought by many.

Gamemasters can promote the spirit of the Navy in these times by giving players opportunities to work with or join the Navy. With the Rendili yards turning out a *Hammerhead*-class cruiser every ten days during the years before the Mandalorian Wars, postings become available faster than they can be filled. Given the tougher life of the ground-pounders, it should not be uncommon to find players initially aiming for elite trooper turning toward ace pilot, instead. Money—and advancement—are in the stars!

Joining the Navy

Characters join the Navy through one of three paths: as commissioned officers, as crew recruits, or through provisional ratings.

Officers come from the Naval Academy at Coruscant and from the satellite schools focusing on particular specialties. The Corellian Academy, for example, produces many of the Navy's shipwrights and engineers, and a Duro orbital facility specializes in tactical networking.

Most beings aboard the Navy's ships and working its shipyards are noncommissioned crew members. Most join through local recruiting centers. Signing bonuses are awarded in times of great need, but the desirability of the Navy is such that compulsory naval service is not needed, even when the Navy is under Sith control.

Rarely, in times of danger, merchant space captains are granted provisional ratings to serve on Republic bridges. However, such ratings can be revoked in peacetime—a practice that causes other spacers to hold the service in disdain.

Life in the Navy

With the exception of ground crews and station personnel ("Where careers go to die," the saying goes), spacers for the peacetime Republic lead privileged lives. The pay is far higher than that which soldiers receive. Given the newness of the vessels, living conditions are practically antiseptic, and technology has removed many of the challenges interstellar combat used to pose. Ships of the *Inexpugnable* line slave the tactical systems of whole fleets to a single command—creating occasions when bridge crews are "along for the ride."

For those who serve as jacks-of-all-trades, such as Carth Onasi, the Navy offers a variety of experiences, from running spacelift missions for the Army to flying stealth starfighter patrols to trap pirates. As the recruitment ad says, "Joining the Navy is the way to see the galaxy."

The portion of the Navy that defects to the Sith during the Jedi Civil War provides an interesting contrast. Spacers join the Sith cause as a means of preserving their status—and, indeed, the quality of life aboard Sith vessels is better than in other places under Sith rule. But the Sith stoke ambition—the lifeblood of the Republic Navy during peacetime—to unhealthy levels, pitting ship against ship, officer against officer, and crewman against crewman. Martial punishments are many and harsh. For this reason, the Republic Navy under the Sith is an attractive path for dark side players.

Naval Organization

Few enterprises pay more respect to formal command structures than the Navy. With millions of beings moving trillions of tons of deadly force across the galaxy, Admiralty Plaza must be sure its directives reach everyone, down to the serving-droid repair technicians in the ship's mess.

Most beings working the Navy's ships and shipyards are noncommissioned. The rating of "Able Crew Member" (usually addressed as "Crewman") encompasses a variety of titles, from Captain's Steward to Medic Assistant to Machinist. All report to a Shipmaster, the highest noncommissioned posting on each ship. In many ways, the Shipmaster is the most powerful being aboard. Bridge crews come and go, but the Shipmaster and crew stay, passing knowledge to the next senior staff they have to break in. The Shipmaster is responsible for crew discipline; if he fails to act, tradition regards him as culpable for crew members' crimes . Therefore, most run tight ships.

Crew members can receive commissions on the recommendations of the Shipmaster or the ship's captain. Usually the result of years of service, this sometimes happens because of a crew member's act of heroism. Karath, who started as Vanicus's steward, followed that path. Later, during the Jedi Civil War, an affinity for the dark side can help a new recruit stand out.

The list of commissioned officer ranks is larger.

Admiral of the Fleet: A single officer holds this position for a ten-year term, chosen from the pool of full admirals by the Defense Ministry. A political appointment for a political job, it is one of two ranks not awarded by a Merit Board.

Admirals of the Coreworlds: The other such rank is a holdover from when the Navy reformed after a cataclysm. When the space forces of many worlds united, positions were reserved for the longest-serving admirals from each of those planets—for example, "Admiral of Coruscant" or "Admiral of Corellia." Their greatest interest tends to be jockeying to be Admiral of the Fleet. Coreworld admirals technically hold command over any ships operating within their designated planetary sectors, but in practice, this authority is seldom used—except to cause trouble by influencing local disputes. Admirals about to age into these positions officially declare themselves to have no homeworld in order to stay aboard ship.

Admirals, Vice Admirals, Rear Admirals: Managing sectors of battlefront and commanding heavy vessels, admirals make the real strategic decisions. The three levels are largely a functional matter; a Merit Board (or Court Martial) for a rear admiral would consist of vice admirals, for example. The conduct of full admirals is subject to the arbitrary discretion of the Admiral of the Fleet. Admirals in combat during the Sith War are sometimes informally known as "fleet captains."

Captains: The workhorses of the Navy, captains are on the spot across the galaxy, commanding cruisers and sometimes heavier vessels. For example, Karath was captain of the *Inexpugnable*-class command vessel *Courageous* while waiting for his Merit Board to meet. The term "captain" can be misleading, though, as it is used in an honorary sense on smaller ships when commanders or lieutenants are at the helm. Panels of captains also handle all promotions and courts martial for lesser officers.

Commanders: On large vessels, commanders provide support to captains; more often, commanders lead the crews of smaller starships. The leader of a starfighter squadron is a commander; it is a terminal rank in that field, explaining why turnover at the top is so high. Most "unjump ship" to take a bridge assignment.

Lieutenants: Most pilots of starfighters and spacelift vessels are lieutenants, as are most of the tactical bridge crew on heavy ships. On lighter ships such as blockade runners, midships fill those roles.

Midships: Students are rated as provisional midships on entering the Academy and are fully rated for service on graduating. An "ensign" rank is not used.

REPUBLIC TROOPERS HOLD POSITION AGAINST A SITH ONSLAUGHT



Dates of service are used among admirals to determine seniority; at captain and below, all within the same rank are considered equal—though the one with the most connections usually wins.

In the Navy, "justice is swift; promotions are slow." Merit Boards can take anywhere from weeks to years to meet, but Courts Martial meet as soon as enough officers can be found. Honor dictates that a board be convened even in matters where a conviction is not sought. Customarily, the accused resigns his commission at the outset, "winning" his position back in the course of the inquiry. Karath lost the *Courageous* after the battle of Serroco and resigned immediately on return to Coruscant; the Navy, mindful of his role in the encounter with Mandalore on the *Arkanian Legacy*, rejected his resignation and restored his command.

THE REPUBLIC ARMIES

Unlike the "Grand Army of the Republic," the Republic Armies—plural—of this period are a chaotic agglomeration of planetary militias and mercenary forces united by Republic funding and an institutional inferiority complex.

Until Revan, no single field marshal commands all ground forces. Rather, all generals take direction from the Defense Ministry on Coruscant. The lack of local coordination frequently puts the true command of surface forces in the hands of the Navy, which provides spacelift. During wartime, more soldiers are in transit aboard ships than are on the ground.

The result is a parochial body that bears signs of its piecemeal origins. Units are known not by uniform designations, but by their original nomenclatures—and not all units of the same type are created equal. The

Ralltiir Corps contains brigade-sized groups such as the Telerath 2nd and the Serroco Colonial—but it also contains smaller units such as Graayson's Company, which reports directly to Corps Command because of the agreement under which it entered Republic service.

Unsurprisingly, the institution exerts little political influence, but the Navy has expressed little desire to take control of the ground forces as marines. Beyond the culture clash, which often manifests itself violently, the biggest expense of the Army—the vehicles hauled on ships—would be added to the Naval budget. "We'd rather rent than own," Admiral Veltraa once said.

Joining Up

With pay and conditions far worse than in the Navy, surface units suffer from recruiting problems. The Republic addresses this by contracting with existing local militias and mercenary groups, buying some out entirely. It also offers healthy signing bonuses for dangerous duties.

Service is not compulsory—outside the areas the Sith take over in the Jedi Civil War—but some irregular units use "recruiting" methods that the Defense Ministry would rather not know about.

Army Organization

Army structures can have local and historical eccentricities, but some elements are common:

Squad: Teams of 8 to 12 soldiers led by a sergeant and a corporal, squads are the basic building block of Army operations. Regardless of specialty or duration of service, squad members are known as troopers and regarded as equal in rank.

Battalion: Groups of 25 to 40 squads organized under a major, battalions are the level at which specialization occurs. A 400-member laser artillery battalion travels with its own assigned equipment and vehicles, as well as a 20-member headquarters unit. Specialist battalions are frequently reassigned to other corps, leaving them with no true home.

Brigade: Brigades combine four to nine battalions with a headquarters battalion run by a brigadier, resulting in a force ranging between 1,000 and 5,000 strong. The typical force for raids and occupation, brigades work together in larger landing operations, with command and control handled, as often as not, by the navy that transported them.

Corps: Corps comprise all forces within an area and are named for the planets where their headquarters are based. A general leads each corps, although the office is weak relative to that of other eras. Infrequently at the front, generals relay commands from the Defense Ministry to the brigadiers on the scene. Direct superiors of irregular units (former mercenary groups and single-species militias) in their command, they lose time to bureaucratic and provisioning headaches. Therefore, promotion past brigadier is rarely sought.

No ranks of lieutenant, captain, and colonel officially exist—partially to prevent confusion with the Navy—but they can be found vestigially in the irregular native units, as well as in such strange titles as commandant, Gray Chieftain, and Grand Xenog.

The Senate

The Republic of this era provides noble heroes with a wide variety of places to polish their skills and find adventure. Local leadership takes many interesting forms on the planets of the Republic, but the greatest politicians aspire to serve in one place: the Galactic Senate.

The Galactic Senate undergoes many changes after the Sith War. It had met for years in ancient stonework chambers, but after Exar Kun kills Vodo Siosk-Baas on the Senate floor, Senators order the construction of a secure high-tech facility with no reminders of that fateful day. Attitudes modernize as well, with Senators taking more interest in trade with the Commercial Protectorate Acts. The "age of the staffer" begins, with Senators cultivating large entourages of young educated beings who deal with the pleas of corporate lobbyists.

In this era, the length of Senators' terms and the methods of choosing them are set by individual systems. Some are lifetime appointments chosen by local potentates; others, such as Senator Graw of Ithor, face frequent trips home to stand for reelection. Thus, staffing for a Senator is not just a lucrative and educational experience for a young noble; it can also involve extensive travel. Senators from planets occupied during the Mandalorian Wars keep their seats, and some, such as Goravvus of Taris, actively organize resistance movements.

As bruising as the battles for committee assignments are, nothing in the Senate tests a noble like the campaign for Chancellor. Once elected to a four-year term by his colleagues, a Chancellor of this era must manage (or attempt to manage) a bureaucracy of ministries devoted to defense, internal security, economic development, and jurisprudence. The Chancellor frequently calls upon Jedi to fulfill assignments of state and to perform investigations on behalf of oversight committees.

Republic Personnel

The Republic succeeds because of the dedication and hard work of thousands of individuals throughout the galaxy. The following list of personnel represents a wide array of citizens that contribute to the health of the Republic.

Republic Naval Admiral

From the Admiral of the Fleet to the lowest rear admiral, the right to "raise one's flag" is the signal achievement for all in the Republic Navy. Of the several kinds of admiral, the full admirals typify the Naval ideal. Unlike the aged admirals of the Coreworlds, they continue to fly for the Republic, commanding fleet battles. And where the "junior flags"—vice and rear admirals—can still lose their careers after an embarrassing loss, Admirals have enough connections at Admiralty Plaza to survive anything. More important, they have clout at the shipyards, getting priority on repairs and provisions.

Full admirals do not run their own vessels, instead traveling within the fleet and transferring their command to whatever ship they are on. However,

many find ships they like and captains they enjoy working with—and they have the influence necessary to bring those ships into whatever actions they are mounting.

Each admiral, regardless of rank, receives an office at Admiralty Plaza and the use of a permanent clerical staff. Most admirals eschew the Coruscant work and bring their entourage with them. Secretary to an admiral is an ideal learning experience for any cadet.

Republic Navy Admiral **CL 15**
Medium Human nonheroic 4/noble 7/officer 7
Force 4
Init +17; **Senses** Perception +19
Languages Basic, Bocce, Bothan, Durese, High Galactic, Mon Calamarian, Sullustese, Zabrak

Defenses Ref 27 (flat-footed 27), Fort 25, Will 31
hp 56; **Threshold** 25

Speed 6 squares
Melee unarmed +11 (1d4+6)
Ranged blaster pistol +12 (3d6+7)
Base Atk +12; **Grp** +12
Special Actions Bolster Ally, Born Leader, Deployment Tactics, Field Tactics, Inspire Confidence, Outmaneuver, Rally

Abilities Str 9, Dex 11, Con 10, Int 16, Wis 15, Cha 17
Special Qualities command cover +3, share talent (Bolster Ally, Field Tactics, Inspire Confidence)
Talents Bolster Ally, Born Leader, Deployment Tactics, Distant Command, Field Tactics, Inspire Confidence, Outmaneuver, Rally
Feats Armor Proficiency (light), Linguist, Republic Military Training, Skill Focus (Deception), Skill Focus (Initiative), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Focus (Persuasion), Skill Training (Initiative), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), Weapon Proficiency (pistols, simple weapons)
Skills Deception +20, Initiative +17, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +15, Knowledge (tactics) +20, Perception +19, Persuasion +20, Pilot +12
Possessions blaster pistol, uniform, comlink (encrypted), code cylinder

Republic Navy Captain

The Republic Navy's training system is directed toward a single goal: generating quality captains to helm vessels. In the earlier days of the smaller Navy, this took on added importance, as commands were few and ships were precious. Competition remains cutthroat into the early years of the Restoration, but the burgeoning number of available postings turns what was once a privilege into an expectation. The majority of spacefaring captains receive a cruiser of some kind to command.

As such, the pool of captains is somewhat weaker at the onset of the Mandalorian Wars, and opportunities for captains to distinguish themselves are excellent. Occasionally, a captain with special experience is tapped to helm a larger vessel normally reserved for admirals; Karath, present at field tests of the Vanjervalis data systems, received *Courageous* while still waiting for his Merit Board to meet on his promotion to rear admiral. The glut of captains also makes the admiralty is less reluctant to allow captains to join their surface teams in action. Captains are not exactly expendable, but they are readily replaceable.

Pay for captains is based on the size of ship they command, with cruiser captains receiving nearly twice what the handful of frigate captains earn. The few captains serving as space station administrators earn the least.

Republic Navy Captain **CL 10**
Medium Human nonheroic 4/noble 5/officer 4
Force 3
Init +11; **Senses** Perception +11
Languages Basic, Bocce, Durese, High Galactic, Sullustese, Zabrak

Defenses Ref 23 (flat-footed 22), Fort 20, Will 25
hp 46; **Threshold** 20

Speed 6 squares
Melee unarmed +7 (1d4+5)
Ranged blaster pistol +8 (3d6+5)
Base Atk +7; **Grp** +8
Special Actions Battle Analysis, Born Leader, Demand Surrender, Deployment Tactics

Abilities Str 10, Dex 12, Con 11, Int 14, Wis 13, Cha 16
Special Qualities command cover +2, share talent (Battle Analysis, Deployment Tactics)
Talents Battle Analysis, Born Leader, Demand Surrender, Deployment Tactics, Presence
Feats Armor Proficiency (light), Linguist, Republic Military Training, Skill Focus (Knowledge [tactics]), Skill Focus (Persuasion), Skill Training (Initiative), Skill Training (Knowledge [galactic lore]), Skill Training (Perception), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +13, Initiative +11, Knowledge (galactic lore) +12, Knowledge (tactics) +17, Perception +11, Persuasion +18, Pilot +11
Possessions blaster pistol, uniform, comlink (encrypted), code cylinder

Republic Naval Lieutenant

"The galaxy will run out of stars to visit before the Navy runs out of Lieutenants." This aphorism is not mathematically true, but it reflects the state of starship bridges during the Restoration. Midship graduates from the Academy regard their careers as over if they do not make lieutenant after a year on a ship, and lieutenant is the most common rank noncommissioned crew members receive when promoted to the bridge. The result is an odd split between very young lieutenants and experienced older lieutenants who started out below decks.

Bridge duty for lieutenants ranges from communications to gunnery control to hyperspace navigation. Lieutenants also find many opportunities off-ship. Those with piloting experience assist with spacelift and starfighter patrols, and those with combat skills join surface parties in securing landing sites. At most of the smaller Naval shipyards, the stationmaster is an older lieutenant; these positions, however important, tend to be dumping grounds for those who have found further promotion impossible.

Lieutenants are easily the most avid audience of the official communiqué of the Republic Navy, *The Admiral's List*. A mention there makes a career, and graduates of the same class compete to see how many commendations they can receive.

Republic Navy Lieutenant **CL 5**
Medium Human nonheroic 4/noble 3/officer 1
Force 2
Init +2; **Senses** Perception +8
Languages Basic, Bocce, Durese, Zabrak

Defenses Ref 17 (flat-footed 17), Fort 15, Will 20
hp 25; **Threshold** 15

Speed 6 squares
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +3 (3d6+2)
Base Atk +3; **Grp** +3
Special Actions Assault Tactics, Born Leader, Inspire Confidence

Abilities Str 10, Dex 11, Con 10, Int 12, Wis 12, Cha 14
Talents Assault Tactics, Born Leader, Inspire Confidence
Feats Armor Proficiency (light), Linguist, Republic Military Training, Skill Training (Perception), Skill Training (Pilot), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +9, Knowledge (tactics) +13, Perception +8, Persuasion +9, Pilot +7
Possessions blaster pistol, uniform, comlink (encoded), code cylinder



Left to Right: Republic Trooper, Republic Pilot, Republic officer, Republic Naval Officer

Republic Army Brigadier

Brigadier generals— known as "brigadiers"—are the highest-ranking officers to see action in the Republic Armies from the Great Sith War to the Mandalorian Wars, so they are often the envy of their deskbound superiors.

That said, brigadiers rarely feel the envy of anyone, as they frequently have to contend with missions out of all proportion to the forces and material available. Crafty brigadiers make do by encouraging their underlings to live off the land, bending—but rarely breaking—local Republic statutes to make sure the mission is accomplished.

Few brigadiers excel in negotiating skills, a hindrance in dealing with the banes of their existence, the mercenary companies and species militias they are often required to work with. Brigadiers so fear the headaches a promotion to general would entail that many famously sabotage their own careers—never in ways that harm their troops, but by saying or doing things that make them politically radioactive. As such, the longest-serving brigadiers in the Republic are a colorful bunch.

Republic Army Brigadier **CL 13**
Medium Human nonheroic 6/soldier 5/noble 3/officer 3
Force 4
Init +12; **Senses** Perception +14
Languages Basic, Bocce, Bothan

Defenses Ref 28 (flat-footed 25), Fort 28, Will 30
hp 86; **Threshold** 28

Speed 6 squares
Melee unarmed +11 (1d6+7) or
Melee gun club +11 (1d6+7)
Ranged blaster pistol +11 (3d6+6)
Base Atk +10; **Grp** +11
Atk Options Charging Fire, Gun Club
Special Actions Assault Tactics, Battle Analysis, Bolster Ally, Coordinate +1, Coordinated Attack, Inspire Confidence

Abilities Str 12, Dex 12, Con 13, Int 14, Wis 16, Cha 16
Special Qualities command cover +1, share talent (Inspire Confidence)
Talents Armored Defenses, Assault Tactics, Battle Analysis, Bolster Ally, Coordinate, Gun Club, Inspire Confidence
Feats Armor Proficiency (light, medium), Charging Fire, Coordinated Attack, Martial Arts I, Republic Military Training, Skill Focus (Deception), Skill Focus (Knowledge [tactics]), Skill Training (Knowledge [bureaucracy]), Skill Training (Perception), Skill Training (Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +19, Endurance +12, Initiative +12, Knowledge (bureaucracy) +12, Knowledge (tactics) +18, Perception +14, Persuasion +14
Possessions blaster pistol, officer's battle armor, comlink (encrypted), code cylinder, electrobinoculars, medpac, portable computer, extra power pack, ration pack

Republic Army Officer

Typically holding the rank of sergeant or corporal in the Republic Army, these officers are the field commanders for most Republic troopers. Culled from the best and brightest members of their respective units, many of these officers were commanders in local militias mercenary bands before joining the Republic Army. These officers also receive extensive training with vibroweapons after the Republic realizes that lightsaber-wielding Sith usually target officers first, giving these officers a fighting chance when faced with a Force-using enemy commander.

Republic Army Officer **CL 6**
Medium human nonheroic 3/noble 4/officer 1
Force 1
Init +5; **Senses** Perception +11
Languages Basic, High Galactic, three others

Defenses Ref 19 (flat-footed 17), Fort 16, Will 22
hp 26; **Threshold** 16

Speed 6 squares
Melee vibroblade +6 (2d6+2)
Ranged blaster pistol +6 (3d6+2)
Base Atk +5; **Grp** +6
Atk Options Melee Defense
Special Actions Born Leader, Deployment Tactics, Fearless Leader, Republic Military Training, Vehicular Combat

Abilities Str 10, Dex 13, Con 11, Int 13, Wis 14, Cha 14
Talents Born Leader, Deployment Tactics, Fearless Leader
Feats Improved Defenses, Linguist, Melee Defense, Republic Military Training, Skill Training (Persuasion), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Knowledge (tactics) +10, Perception +11, Persuasion +11, Pilot +10
Possessions blaster pistol, vibroblade with cortosis weave, code cylinder, comlink (encrypted), datapad, officer's uniform

Republic Army Trooper

The trooper is the heart of the Republic's ground force. Soldiers feel distant from the decision making (and they are), but small squad sizes allow them to feel like vital parts of their mission. Instead of shuffling around anonymously from force to force, Republic commanders keep effective squads together, allowing camaraderie to develop. A Republic trooper might not know what planet he is on or what enemy he is fighting, but he knows the name of his fellow grunts, who keep him alive.

Unfortunately when troopers pick up areas of specialization, the Republic of this era does a poor job of recognizing that talent and moving it where it is needed. As a result, troopers who excel in areas such as heavy weapons

or amphibious assault are not recognized and moved to units where that knowledge can be applied. Some troopers see this as a hindrance to their careers, but some take advantage of the ground military's logistical chaos and hook up on the battlefield with the unit they want to join. Given the time required to replace personnel lost in battle, many sergeants look the other way.

Republic Army Trooper **CL 1**
Medium Human nonheroic 3
Init +6; **Senses** Perception+5
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 12, Will 11
hp 8; **Threshold** 12

Speed 6 squares
Melee bayonet +1 (1d8+2) or
Ranged blaster rifle +2 (3d8) or
Ranged frag grenade +1 (4d6)
Base Atk +0; **Grp** +1
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 12, Con 10, Int 10, Wis 10, Cha 8
Feats Armor Proficiency (light), Republic Military Training, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative+6, Perception+5
Possessions Republic Army light armor (+4 armor, +1 equipment), blaster rifle with bayonet, 2 frag grenades, comlink (encrypted), utility belt with medpac

Elite Republic Army Trooper **CL 2**
Medium human nonheroic 8
Init +11; **Senses** Perception +9
Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 12, Will 10
hp 20; **Threshold** 12

Speed 4 squares
Melee bayonet +7 (1d8+2)
Ranged blaster rifle +9 (3d8) or
Ranged blaster pistol +8 (3d6) or
Ranged frag grenade +8 (4d6)
Base Atk +6; **Grp** +8
Atk Options autofire (blaster rifle)
Special Actions Republic Military Training

Abilities Str 12, Dex 14, Con 10, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light, medium), Republic Military Training, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Perception +9
Possessions blaster rifle with bayonet, blaster pistol, 2 frag grenades, Republic combat armor (+6 armor, +2 equipment), comlink (encrypted), utility belt with medpac

Republic Army Recon Commando

Light infantry and assault battalions frequently use reconnaissance squads, which specialize in acquiring battle information firsthand. However, the work of recon commandos is not limited to simple drop-and-snoop missions. Once the battle is joined, they assist in tactical control and positioning of the battalion's combat squads. They might also be detached for special duties, including sabotage operations and Jedi-assist missions.

Inspiration for the use of recon squads in the Republic came from its irregular units—former mercenaries experienced with multitasking. Recon commando squads have multiple operational-environment specializations, ranging from amphibious to spacedrop. The Republic's quality recon squads are, thus, the busiest postings in the ground military, seeing action wherever they are required.

Republic Army Recon Commando **CL 8**
Medium Human untrained 3/scout 7
Init +11; **Senses** low-light vision, Perception+10 (can reroll, must take second result)
Languages Basic, Mando'a

Defenses Ref 23 (flat-footed 20), Fort 19, Will 19
hp 39; **Threshold** 19

Speed 6 squares
Melee unarmed +6 (1d6+5)
Ranged heavy blaster pistol +8 (3d6+4)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot
Special Actions Guidance, Quick Skill

Abilities Str 12, Dex 14, Con 10, Int 12, Wis 12, Cha 10
Talents Acute Senses, Guidance, Improved Stealth, Surefooted
Feats Armor Proficiency (light), Martial Arts I, Point Blank Shot, Republic Military Training, Quick Skill, Skill Focus (Stealth), Skill Training (Knowledge [tactics]), Skill Training (Survival), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Knowledge (tactics) +10, Perception +10 (can reroll, must take second result), Stealth +16 (can reroll, must take second result), Survival +10
Possessions heavy blaster pistol, low-light-vision goggles, electrobinoculars, comlink (encrypted), utility belt with medpac

Republic Personalities

The Republic may be founded on the cooperation of entire species, but it is the strength of individuals that helps it persevere. The following characters are among the most influential individuals that work for and are members of the Republic.

Bao-Dur

Bao-Dur is a highly talented inventor and technician. During the Mandalorian Wars, he serves with the Exile as a tech and refers to her as "General" even years after the war's end. He is responsible for creating the Mass Shadow Generator used to destroy Malachor V and end the Mandalorian Wars. However, the invention also kills a great number of his allies and own forces in the process. He does not escape without injury, losing most of his left arm in the battle. He builds himself an impressive new cybernetic replacement that features an energy binding instead of a mechanical elbow.

Bao-Dur is haunted for years by the outcome of Malachor V. He becomes a pacifist and attempts to redeem himself and repay his perceived debt to the galaxy. He ends up working in the rehabilitation efforts of Telos IV. There he once again encounters the General—now the Exile. He rejoins her, traveling with her in her quest for the Jedi and Sith. At the end of the Exile's quest, they return to Malachor V, where Bao-Dur programs his remote to reactivate the Mass Shadow Generator for a final time.

Bao-Dur's Cybernetic Arm

After the battle of Malachor V, Bao-Dur designs and builds himself a unique cybernetic arm that uses an energy binding in place of a mechanical elbow. The arm has normal Human strength. By manipulating the energy binding during combat, Bao-Dur can disrupt an opponent's personal energy shield as well as some other force fields. The energy cell must be recharged every 48 hours, though Bao-Dur has included a variety of attachments to ensure he can recharge it from a variety of sources in an emergency.

Shield Breaker

To disrupt a field, Bao-Dur must be adjacent to the target and make a successful unarmed strike. If the attack hits, shields with an SR rating of 15 or lower are disabled and provide no protection for the rest of the encounter. If the shield has a rating greater than SR 15, the shield rating drops by –5, failing once it falls to SR 15 or lower. Bao-Dur's arm is ineffective against shields protecting Gargantuan or larger starships and vehicles.

Bao-Dur (Dark Wars) CL 9
Medium Zabrak scoundrel 9
Destiny 1; **Force** 7; **Dark Side** 2
Init +9; **Senses** Perception +11; heightened awareness
Languages Basic, Bocce, Binary, Ithorese, Zabrak

Defenses Ref 23 (flat-footed 22), Fort 22, Will 23
hp 64; **Threshold** 22

Speed 6 squares
Melee unarmed +8 (1d6+5) or
Melee vibroblade +8 (2d6+5) or
Melee vibroblade +5 (2d6+8) with Power Attack or
Melee vibroblade +13 (2d6+3) with Flurry
Ranged blaster pistol +6 (3d6+3)
Base Atk +6; **Grp** +8
Atk Options Flurry, Hyperdriven, Point Blank Shot, Power Attack
Special Actions Gearhead, Knack

Abilities Str 14, Dex 11, Con 14, Int 16, Wis 14, Cha 10
Special Qualities heightened awareness
Talents Gimmick, Hyperdriven, Knack, Master Slicer, Trace
Feats Flurry, Gearhead, Martial Arts I, Point Blank Shot, Power Attack, Skill Focus (Mechanics), Skill Focus (Use Computer), Tech Specialist, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +9, Gather Information +17, Knowledge (physical sciences) +12, Knowledge (technology) +17, Mechanics +17, Perception +11 (can reroll, must take second result), Stealth +9, Use Computer +17 (can reroll when improving access and take better result)
Possessions vibroblade, blaster pistol, cybernetic left arm, remote droid

Senator Haydel Goravvus

The product of a liaison between a Human businessman and a Hamadryas serving girl, Goravvus saw racial injustice on Taris firsthand. Unable to gain a formal education, Goravvus spends his youth in the Lhosan Industries swoop bike factory in Machineville. Needing money during a labor action, the teenage Goravvus accepts payment from management to help break the strike, bringing him to the attention of corporate management. Such a wily, hungry young schemer is bound to go places.

He does, and a corporate hatchet-man is born. Goravvus spends the next third of a century traveling the galaxy for Lhosan, undercutting regulations, blackmailing suppliers, and sabotaging competitors. The pinnacle of Goravvus's achievements—or so he thinks—comes when he helps Lhosan and other corporations use bribery to gain Taris's admission into the Republic. His reward: Taris's new Senate seat. Many in Upper City society chafe at a mixed-species Senator, and that is all right with Goravvus. He has won.

Senator Haydel Goravvus



Senator Haydel Goravvus **CL 13**
Medium Near-Human nonheroic 3/scoundrel 5/corporate agent 4/noble 3
Force 2
Init +5; **Senses** Perception +12
Languages Basic, Gamorrean, Hamadryas, High Galactic, Huttese, Ithorian, Kedorzhan, Ryl

Defenses Ref 24 (flat-footed 24), Fort 22, Will 28
hp 41; **Threshold** 22

Speed 6 squares
Melee unarmed +7 (1d4+5)
Ranged sporting blaster pistol +8 (3d4+6)
Base Atk +8; **Grp** +7
Atk Options Point Blank Shot
Special Actions Coordinate +1, Fool's Luck, Inspire Confidence

Abilities Str 8, Dex 9, Con 8, Int 16, Wis 13, Cha 16
Talents Competitive Edge, Coordinate, Fool's Luck, Gimmick, Inspire Confidence, Master Slicer, Trace
Feats Linguist, Point Blank Shot, Skill Focus (Gather Information), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Persuasion), Skill Focus (Use Computer), Skill Training (Gather Information), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [technology]), Skill Training (Perception), Skill Training (Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Gather Information +19, Knowledge (bureaucracy) +19, Knowledge (galactic lore) +14, Knowledge (technology) +14, Mechanics +14, Perception +12, Persuasion +19, Stealth +10, Use Computer +19 (can reroll when improving access and take better result)
Possessions sporting blaster pistol, comlink (encrypted), code cylinder, datapad

But the Senate changes Goravvus for the better. This lifelong loner finds a family in the people of Taris. He openly challenges the business interests that put him in power, earning the scorn of Lhosan Chairbeing and former friend, Jervo Thalien. When civil order on Taris collapses, Goravvus disappears in shame, but the invasion of Taris by the Mandalorians offers a chance for redemption. In the Lower City, Goravvus organizes the remains of the planetary security force into the Taris Resistance. Goravvus's political skills are helpful as he forges an alliance with the Hidden Bek gang and blackmails aid from Thalien. When Taris ultimately falls, Goravvus escapes to the Republic, where the exiled Senator becomes a popular figure espousing the cause of people living on occupied worlds and providing funds for private efforts to rescue refugees.

Commander Carth Onasi

Carth Onasi's career path resembles that taken by his mentor, Saul Karath—which might explain the admiral's early fondness for this charismatic jack-of-all-trades. Born on Telos IV, Onasi works as both a mechanic and police officer before joining the local militia. When his heroics in a piracy sting bring him to the attention of a recruiter with the Republic Navy, he reluctantly leaves with his wife and son for a career in space.

Onasi soon sees action, serving on the bridge of the *Courageous* during the Battle of Vanquo at the outbreak of the Mandalorian Wars. Now a lieutenant, he handles spacelift for the ground forces on Serroco, where he encounters fugitive Padawan Zayne Carrick. Believing Carrick's vision of impending planetary devastation, Onasi brings it to Karath's attention—only to discover that Karath suspects the boy of being a Mandalorian spy—and during a meeting on Adascorp's flagship, the *Arkanian Legacy*, Onasi frees Carrick.

The Mandalorian Wars continue for three years, during which Carth's skills increase. After Revan defeats the Mandalorians and returns as the invading Darth Revan, Onasi again finds himself called to action. But this time, the Navy is torn between loyalty to the Republic and service of the Sith—and, shockingly to Onasi, his one-time mentor Karath goes to the other side.

Refusing to turn against the Republic, Onasi is further devastated when his homeworld is bombed by Karath. When his wife Morgana dies in his arms, Onasi—who believes his son, Dustil, to have also been killed—swears he will get revenge on his former friend and admiral.

As the Jedi Civil War rages, Onasi—now a Commander—finds himself at the helm of the *Endar Spire*. Attacked by the Sith forces of Darth Malak above Taris, Onasi escapes alongside another Republic soldier, unaware that this new ally will lead him on an adventure that will change the galaxy and settle his score with Karath.



CARTH ONASI

Carth Onasi (Jedi Civil War) **CL 10**
Medium Human soldier 7/ace pilot 3
Destiny 2; **Force** 5
Init +8; **Senses** Perception +10
Languages Basic

Defenses Ref 27 (flat-footed 24), Fort 23, Will 20
hp 92; **Threshold** 23

Speed 6 squares
Melee unarmed +10 (1d4+6)
Ranged blaster pistol +13 (3d6+7) or
Ranged blaster pistol +8 (3d6+7) and
blaster pistol +8 (3d6+7)
Base Atk +9; **Grp** +12
Atk Options Devastating Attack (pistols)
Special Actions Battle Analysis, Point Blank Shot, Precise Shot

Abilities Str 13, Dex 17, Con 12, Int 14, Wis 10, Cha 12
Special Qualities vehicle dodge +1
Talents Battle Analysis, Cover Fire, Devastating Attack (pistols), Keep It Together, Vehicular Evasion, Weapon Specialization (pistols)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Republic Military Training, Point Blank Shot, Precise Shot, Skill Focus (Knowledge [tactics]), Skill Focus (Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Knowledge (tactics) +17, Mechanics +12, Perception +10, Persuasion +11, Pilot +18, Treat Injury +10, Use Computer +12
Possessions 2 blaster pistols, uniform, comlink, credit chip, utility belt

ATTON RAND

Atton Rand is a veteran of both the Mandalorian Wars and the Jedi Civil War and at one time he was a member of the Republic military who defected to the Sith Empire. Atton Rand was trained during the Jedi Civil War to resist detection and manipulation through the Force, which allows him to remain free of Jedi influence. Atton encounters the Exile on Peragus and becomes an integral part of her efforts against the Sith Lords. He also harbors feelings for her, which often manifest as jealousy, especially toward Mical who is also an admirer, if from a different point of view. In fact, he regularly clashes with the Exile's companions throughout the journey. Atton's background is a mystery to his companions, though many see aspects of themselves in his attitudes and skills.

Atton Rand (Dark Wars) CL 5
Medium Human scoundrel 3/soldier 2
Destiny 1; **Force** 3; **Dark Side** 3
Init +10; **Senses** Perception +10
Languages Basic

Defenses Ref 20 (flat-footed 17, with Sniper Shot 15), Fort 20, Will 19
hp 46; **Threshold** 20

Speed 6 squares
Melee vibroblade +5 (2d6+3) or
Melee vibroblade +5 (2d6+3/19–20) with Critical Strike
Ranged blaster rifle +7 (3d8+2) or
Ranged blaster rifle +7 (3d8+2/19–20) with Sniper Shot
Base Atk +4; **Grp** +7
Atk Options Critical Strike, Point Blank Shot, Sneak Attack +1d6, Sniper Shot
Special Actions Knack

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 16, Cha 12
Talents Armored Defenses, Knack, Sneak Attack +1d6
Feats Armor Proficiency (light), Critical Strike, Force Sensitivity, Point Blank Shot, Sniper Shot, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +8, Mechanics +7, Pilot +10, Stealth +10, Use Computer +7, Use the Force +3
Possessions blast jacket (+2 armor, +1 equipment, +4 max Dex)

Armor

The types of armor given on Table 11–1 are described below.

Republic Light Armor

Standard-issue armor for Republic forces not expecting heavy combat, Republic light armor includes a helmet and boots. The helmet provides any wearer who has the Armor Proficiency (light) feat with an attached comlink. This simple armor is not upgradable.

Republic Combat Armor

Inferior in all respects but weight to Mandalorian Neo-Crusader armor, Republic combat armor nonetheless provides valuable protection to soldiers on the ground. It includes a helmet, boots and gauntlets. The helmet provides any wearer who has the Armor Proficiency (medium) feat with an internal comlink and low-light-vision capabilities. This armor can be upgraded with additional equipment to provide oxygen flow and protection against vacuum environments.

Republic Heavy Armor

As good as it gets for Republic troops, this full-body armor features energy-ablating plating granting the wearer –2 damage against energy attacks. The helmet provides any wearer who has the Armor Proficiency (heavy) feat with an internal comlink and low-light-vision capabilities. The suit can also provide its wearer with up to 24 hours of life support in the vacuum of space or other hostile environments.

Table 11-1: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Republic light armor	–	+4	+1	+3	–	–	7 kg	Military
Medium Armor (–5)								
Republic combat armor	–	+6	+2	+2	4 sq.	3 sq.	14 kg	Military
Heavy Armor (–10)								
Republic heavy armor	–	+8	+3	+1	4 sq.[1]	3 sq. [1]	26 kg	Military

1 *When running in heavy armor, you can move up to only three times your speed (instead of four times).*

TABLE 11-2: RANGED WEAPONS

RIFLES	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Commando special rifle	1,250	3d10	–	S, A	3.3 kg	Energy	Military
SIMPLE WEAPONS	**COST**	**DAMAGE**	**STUN DMG**	**RATE OF FIRE**	**WEIGHT**	**TYPE**	**AVAILABILITY**
Tiny							
Remote grenade	300	4d6	–	S	1 kg	Energy	Military

WEAPONS

The weapons given on Table 11–2 are described below.

GRENADE, REMOTE

A scaled-down version of a system used in mining and industrial demolitions, these grenades are programmable for remote detonation using a handheld 100-credit detonator also sold by the manufacturer. Safety features prevent the remote detonation of deployed grenades within 100 meters of the transmitter, under all circumstances.

RIFLE, COMMANDO SPECIAL

The "Special" is a sawed-off rifle preferred by Republic commandos for its light weight and stopping power. Its portability and power are offset by its ammunition demands; power packs must be replaced after 25 shots.

STARSHIPS

Apart from the Republic Fleet Systems consortium in which it holds an interest, the Republic Navy prefers to purchase all its craft from private manufacturers, thus contributing to the galactic economy. Many are commissioned under contracts in which the Republic controls the patents, limiting the ability of manufacturers to sell their craft to other navies.

"THIS IS A NEW PHASE OF THE WAR. WE'RE GOING TO HAVE TO CHANGE HOW WE LOOK AT THINGS."

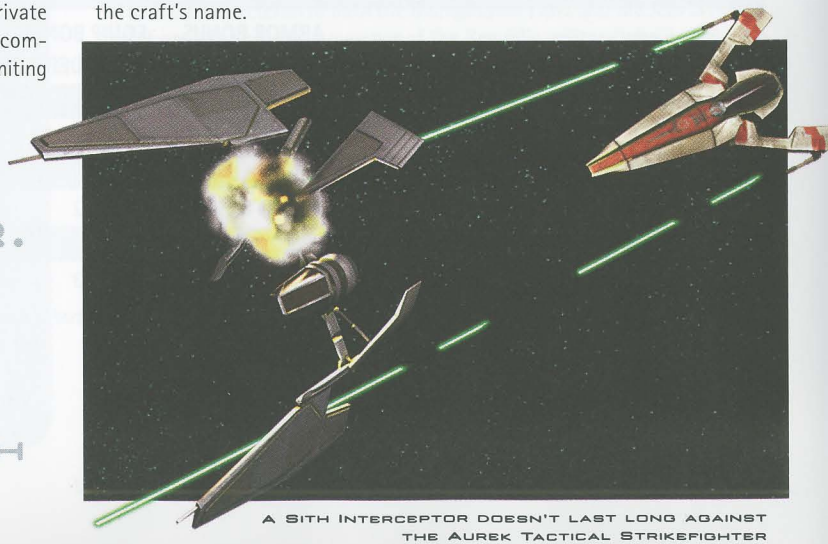
—ADMIRAL SAUL KARATH

AUREK TACTICAL STRIKEFIGHTER

When the Republic Navy's coffers begin to overflow with credits during the Restoration, the Navy sponsors one of the greatest engineering contests in years. More than three dozen shipwrights are solicited to submit designs for the "Generation Tomorrow Starfighter," intended to replace the Star Saber as the stock vehicle in the Navy's arsenal. The winning design—coproduced with the Republic through its Republic Fleet Systems consortium of manufacturers—is a starfighter for the ages.

The 9.2-meter-long Aurek Tactical Strikefighter combines speed and maneuverability with the ability to deal surprising amounts of damage. Ease of refueling and rearmament make the Aureks ideal for capital-ship squadrons. And their simple fuselage minimizes production time to such an extent that the Republic frequently foregoes all but the most minor repair work, choosing instead to ship out new fighters. This results in many scrapped Aureks finding their way into civilian use.

The chevron-shaped fighter's wings can be reconfigured in different attack positions, one of which resembles the Aurebesh letter that inspired the craft's name.



A SITH INTERCEPTOR DOESN'T LAST LONG AGAINST THE AUREK TACTICAL STRIKEFIGHTER

Republic Fleet Systems Aurek Tactical Strikefighter **CL 11**
Huge starfighter
Init +10; **Senses** Perception +6

Defenses Ref 18 (flat-footed 12), Fort 25; +4 armor
hp 110; **DR** 5; **SR** 15; **Threshold** 32

Speed fly 16 squares (max. velocity 1,400 km/h), fly 5 squares (starship scale)
Ranged heavy laser cannons +6 (see below) and proton torpedoes +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +27
Atk Options autofire (heavy laser cannons), fire-link (heavy laser cannons)

Abilities Str 43, Dex 25, Con —, Int 14
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 20 kg; **Consumables** 1 week; **Carried Craft** none
Payload 6 proton torpedoes
Hyperdrive ×2, navicomputer
Availability Military; **Cost** not available for sale (estimated value 360,000)

Heavy laser cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 6d10×2

Proton torpedoes (pilot)
Atk +6, **Dmg** 9d10×2, 4-square splash

S-250 Chela-class Starfighter

One of the losing firms in the drive for the "Generation Tomorrow Starfighter," the Corellian Engineering Corporation still comes out a winner when its design impresses the Republic Navy. Even though it is not as low-maintenance and high-performance as the Aurek Tactical Strikefighter, the 14-meter-long S-250 *Chela*-class starfighter incorporates the agility of the earlier S-100 *Stinger*-class starfighter with improved weapons systems in a new design. It also saves its manufacturer in the process.

Ordered in far fewer numbers than the Aurek Tactical Strikefighter, *Chela*-class fighters are preferred vehicles of honor guards and veteran commanders. Their performance is not a step up from the Aurek strikefighters, but some consider their roomier and more comfortable pilot compartments to be more than enough compensation.

Corellian Engineering Corporation S-250 Chela-class Starfighter **CL 10**
Gargantuan starfighter
Init +6; **Senses** Perception +6

Defenses Ref 17 (flat-footed 12), Fort 26; +7 armor
hp 120; **DR** 10; **SR** 20; **Threshold** 46

Speed fly 16 squares (max. velocity 1,200 km/h), fly 4 squares (starship scale)
Ranged medium laser cannons +6 (see below) and concussion missiles +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +33
Atk Options autofire (medium laser cannons), fire-link (concussion missiles)

Abilities Str 42, Dex 20, Con —, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 30 kg; **Consumables** 1 week; **Carried Craft** none
Payload 12 concussion missiles
Hyperdrive ×2, navicomputer
Availability Military; **Cost** not available for sale (estimated value 420,000)

Medium laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 5d10×2

Concussion missiles (pilot)
Atk +6, **Dmg** 10d10×2, 4-square splash

Conductor-class Short-Haul Landing Craft

Built over the years by several manufacturers licensing a military patent, the 19-meter-long *Conductor*-class landing craft covers a dozen special-purpose varieties. All involve military cargo transports ranging from orbital drops to short hyperspace jumps between neighboring systems.

The most frequent configuration is the CX line, with two configurations: Ships named with a CX followed by a two-digit number have additional fuel storage for traveling from gravity well to gravity well; those with a CXB followed by a three-digit number are designed to be carried aboard capital ships in landing bays and can carry slightly more cargo. The disdain the sluggish vehicles draw is expressed in the unofficial names their pilots give them. For example, under Carth Onasi, the *CXB-560* becomes *The Deadweight*. However, the ships can perform for a quality pilot, as Onasi shows in his rescue of Admiral Karath from the *Courageous* and later from the *Arkanian Legacy*.

Republic Fleet Systems Conductor-class Short-haul Landing Craft **CL 7**
Colossal space transport
Init –4; **Senses** Perception +6

Defenses Ref 12 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 500 km/h), fly 2 squares (starship scale)
Ranged light laser cannons +5 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38
Atk Options autofire (light laser cannons), fire-link (light laser cannons)

Abilities Str 42, Dex 11, Con —, Int 13
Skills Initiative –4, Mechanics +6, Perception +6, Pilot –4, Use Computer +6

Crew 1 (skilled); **Passengers** 5 (plus 2 bulk-loader droids)
Cargo 80 tons; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×3; navicomputer
Availability Restricted; **Cost** 250,000 (100,000 used)

Light laser cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 4d10×2

Ministry-class Orbital Shuttle

First forged in the Zentine Dynamics shipyards at Foerost, *Ministry*-class shuttles become the short-trip workhorses for the Republic after the Great Sith War. Originally commissioned to help the Chancellor's bureaucrats tour the war-torn remains of the Republic (hence the class name), *Ministry*-class orbital shuttles—nicknamed "minis" by their pilots—quickly come into general use.

Lacking hyperdrives, the 20-meter-long *Ministry*-class orbital shuttles perform a variety of duties. They are used as shuttles by Navy capital ships, and Republic scientists at Flashpoint Station use versions with strong shielding in their stellar research studies.

Zentine Dynamics Ministry-class Orbital Shuttle **CL 6**
Colossal space transport
Init –1; **Senses** Perception +6

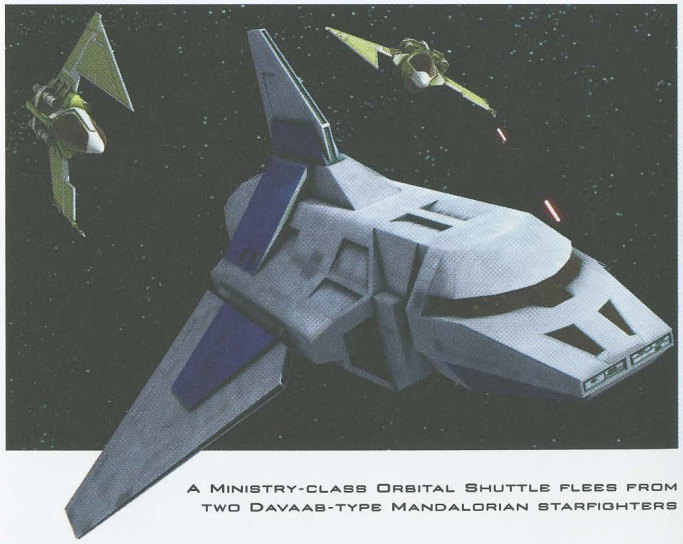
Defenses Ref 15 (flat-footed 12), Fort 25; +12 armor
hp 110; **DR** 15; **SR** 30; **Threshold** 75

Speed fly 12 squares (max. velocity 750 km/h), fly 3 squares (starship scale)
Ranged medium laser cannons +5 (see below)
Fighting Space 12×12 or 1 squares (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +37
Atk Options autofire (medium laser cannons)

Abilities Str 40, Dex 16, Con —, Int 17
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 2 (skilled); **Passengers** 36
Cargo 1,500 kg; **Consumables** 1 week; **Carried Craft** none
Availability Licensed; **Cost** 160,000 (80,000 used)

Double laser cannons (copilot)
Atk +5 (+0 autofire), **Dmg** 5d10×2



A Ministry-class Orbital Shuttle flees from two Davaab-type Mandalorian starfighters

KT-400 Military Droid Carrier

Few ships took as winding a path into the fleet as the KT-400. Its initial design comes not from an established shipwright, but from Kellenech Technologies, a droid-maker, which proposes the 24-meter-long KT-400 as a complement to its military and construction droids. The startup investment bankrupts the firm, and the Republic takes the design and begins building the ships through its proprietary manufacturer, Republic Fleet Systems. But when the Sith War ends, so does funding—leaving dozens of unfinished hulls in spaceyards. When interest in droid-carriers finally revives, the Republic awards contracts to finish the vessels to a variety of manufacturers for military and commercial use. Ironically, that means that the vessels produced retain the original model designation—decades after the "KT" no longer stood for anything!

The vessel can carry up to 400 bipedal war-droids in its compact cargo area, discharging them all in under five minutes.

Republic Fleet Systems KT-400 Military Droid Carrier **CL 6**
Colossal space transport
Init −4; **Senses** Perception +6

Defenses Ref 14 (flat-footed 14), Fort 26; +14 armor
hp 130; **DR** 15; **SR** 30; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged double medium laser cannons +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +38
Atk Options autofire (double medium laser cannons)

Abilities Str 43, Dex 10, Con —, Int 12
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −6, Use Computer +6

Crew 8 (skilled); **Passengers** 400 bipedal droids
Cargo 40 tons; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 280,000 (150,000 used)

Double medium laser cannon (gunner)
Atk +3 (−2 autofire), **Dmg** 6d10×2

Foray-class Blockade Runner

Initially, the ships of the *Foray*-class were commissioned to help the Republic Navy expand its reach. With the Navy charged with sealing off space against the Mandalorians in the Outer Rim, it needs every ship it could procure to fill gaps in the cordon.

Soon after the first ships enter service, the Mandalorians invade the Republic in force—and the principal mission of the 155-meter-long *Foray*-class blockade runner changes from protection to interdiction. The nimble vehicles prove the best answer the Republic has for the Mandalorian fleets protecting their new conquests. Blockaders turned blockade runners, *Foray*-class ships deliver relief to Republic citizens and resistance movements in occupied space. They perform the same mission later against their own former compatriots in the Jedi Civil War.

Tactical Fire: The *Foray*-class blockade runner's design helps facilitate exploration, expansion, and deep-space defense of Republic assets. As a standard action, a *Foray*-class blockade runner can forego all attacks to provide tactical fire to all adjacent squares. All allied starships gain a +5 bonus to Pilot checks made to resist being drawn into a dogfight or to escape from a dogfight while in this area.

Republic Fleet Systems Foray-class Blockade Runner **CL 15**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 35; +11 armor
hp 750; **DR** 15; **SR** 80; **Threshold** 135

Speed fly 3 squares (starship scale)
Ranged 2 medium turbolaser batteries +13* (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +47

Abilities Str 60, Dex 18, Con —, Int 17
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 40 to 100 (skilled); **Passengers** 300
Cargo 2,800 tons; **Consumables** 9 months; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Military; **Cost** not available for sale (estimated value 3 million)
**Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Medium turbolaser battery (5 gunners)
Atk +13 (−7 against targets smaller than Colossal), **Dmg** 5d10×5

Hammerhead-class Cruiser

Through many corporate identities over the centuries, the shipwrights of Rendili contribute whole fleets of ships to the Republic and, later, the Galactic Empire. In this era, Rendili Hyperworks finds commercial success selling hundreds of *Hammerhead*-class cruisers to a Republic eager to regain control of the spaceways.

Nearly too large for the frigate classification, the 315-meter-long *Hammerhead*-class cruiser is more than a match for most capital ships of the time. Its ability to make planetfall gives it a second calling as a cargo carrier; its capacity is not as large as ships designed for the role, but the craft are so numerous that a dozen or more might be used in the same operation. The *Hammerhead*-class cruiser's success comes at a cost, however, as its data systems are unable to cope with the logistical challenges of large fleet actions. That flaw is redressed with the *Inexpugnable* line.

Synchronized Systems: When an *Inexpugnable*-class command ship is within 10 squares of this ship and both ships are in a normal state (no conditions), the system operator of this ship can use a standard action to link its systems to the command ship's computer system, using the *Inexpugnable*-class's Use Computer skill modifier instead of its own for all purposes. This effect ends when the cruiser goes out of range, when either craft moves down the condition track, or if the system operator terminates the link.

Tactical Fire: The *Hammerhead*-class cruiser is the most prevalent ship in the Republic fleet, and has proven itself capable of fulfilling multiple roles in combat. As a standard action, a *Hammerhead*-class blockade runner can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships within that area gain a +2 bonus to attack rolls, Reflex Defense or Fortitude Defense (as determined by the commander of the *Hammerhead*-class cruiser at the time this ability is activated).

Rendili Hyperworks Hammerhead-class Cruiser **CL 18**
Colossal (frigate) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 36; +12 armor
hp 1,000; **DR** 20; **SR** 125; **Threshold** 136

Speed fly 3 squares (starship scale)
Ranged 4 double light turbolaser batteries +12* (see below) and
2 medium turbolaser batteries +12* (see below) and
2 point-defense light laser cannon batteries +12 (see below) and
tractor beam battery +8* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +48

Abilities Str 63, Dex 15, Con —, Int 15
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
Use Computer +6 (+12**)

Crew 300 (skilled); **Passengers** 400
Cargo 4,000 tons; **Consumables** 8 months; **Carried Craft** 12 Aurek tactical strikefighters, 2 *Ministry*-class orbital shuttles, various support craft
Hyperdrive ×2; navicomputer
Availability Military; **Cost** not available for sale (estimated value 10 million credits)

* *Apply a –20 penalty against targets smaller than Colossal size.*
** *When communications are established with an* Inexpugnable*-class tactical command vessel within 10 squares, use this skill modifier instead.*

Double light turbolaser battery (5 gunners)
Atk +12 (–8 against targets smaller than Colossal), **Dmg** 4d10×5

Medium turbolaser battery (5 gunners)
Atk +12 (–8 against targets smaller than Colossal), **Dmg** 5d10×5

Point-defense light laser cannon battery (5 gunners)
Atk +12 (+7 autofire), **Dmg** 3d10×2

Tractor beam battery (3 gunners)
Atk +8 (–12 against targets smaller than Colossal), **Dmg** — (grapple +48)

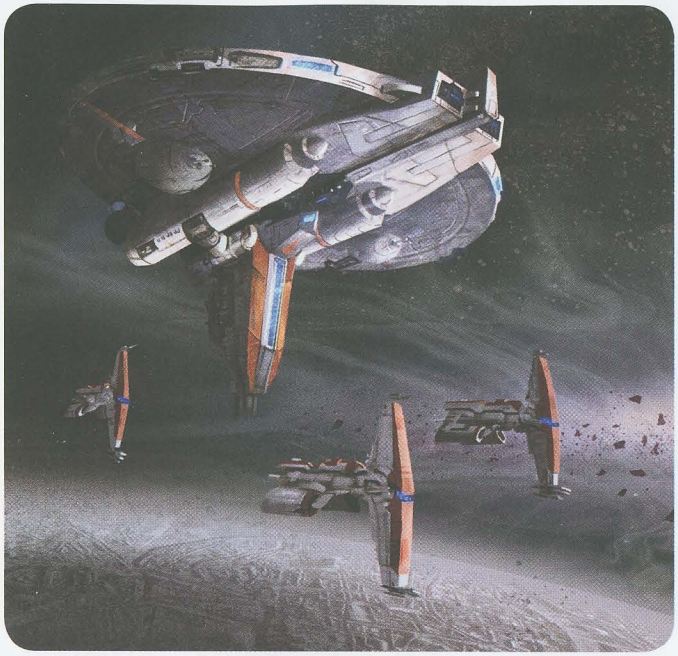
Inexpugnable-class Tactical Command Vessel

Known to crews as the "Inexies," *Inexpugnable*-class tactical command vessels are designed to serve as important pieces of a larger tactical puzzle. With dozens of the Rendili *Hammerhead*-class cruisers protecting the same lines during the run-up to the Mandalorian Wars, fire-control coordination is a key concern. Enter the Vanjervalis Systems computer conglomerate, which proposes a colossal computer to be fitted to a Rendili warship frame. Using the native software codes in a *Hammerhead*-class cruiser, a single tactical command vessel can transmit commands instantaneously and simultaneously to as many as 64 *Hammerhead*-class cruisers, managing their combat systems from a single headquarters.

As much flying space stations as warships, the 3,100-meter-diameter *Inexpugnable*-class ships move slowly, safely defended by the dozens of cruisers in the vicinity. Helmsmen refer to the peculiar bridge configuration as the "wishing well" because it merges visual and electronic data by suspending holographic images over a transparent deck.

Adapting the proof-of-concept *Swiftsure*, the Republic produced less than half a dozen prototypes before the Mandalorians attacked in force. One, *Courageous*, is helmed by then-Captain Karath at the Battle of Vanquo. Even though he loses the *Courageous* in the escape from Serroco, he helps Rendili/Vanjervalis incorporate the knowledge gained into the refit of *Swiftsure*, his next command, which would become the template for the entire production model.

AN INEXPUGNABLE-CLASS TACTICAL COMMAND VESSEL IN FORMATION WITH THREE HAMMERHEAD-CLASS CRUISERS



Rendili Hyperworks Inexpugnable-class Tactical Command Vessel **CL 19**

Colossal (cruiser) capital ship
Init –3; **Senses** Perception +6

Defenses Ref 15 (flat-footed 14), Fort 55; +14 armor
hp 2,050; **DR** 20; **SR** 150; **Threshold** 255

Speed fly 2 squares (starship scale)
Ranged 5 double turbolaser batteries +15* (see below) and
5 light turbolaser batteries +15* (see below) and
2 point-defense light laser cannon batteries +15 (see below) and
2 tractor beam batteries +11* (see below)
Fighting Space 2×2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +67

Abilities Str 101, Dex 13, Con —, Int 21
Skills Initiative –32, Mechanics +6, Perception +6, Pilot –3, Use Computer +12

Crew 4,300 (skilled); **Passengers** 2,000 (troops)
Cargo 50,000 tons; **Consumables** 2 years; **Carried Craft** 144 Aurek tactical strikefighters; 24 *Chela*-class starfighters; 24 *Conductor*-class short-haul landing craft; 6 *Ministry*-class orbital shuttles; various support craft
Hyperdrive ×2 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale (estimated value 70 million)
** Apply a –20 penalty against targets smaller than Colossal size.*

Double turbolaser battery (5 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 6d10×5

Light turbolaser battery (5 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 3d10×5

Point-defense light laser battery (5 gunners)
Atk +15, **Dmg** 3d10×2

Tractor beam battery (3 gunners)
Atk +11 (–9 against targets smaller than Colossal), **Dmg** — (grapple +67)

Tactical Fire: The *Inexpugnable*-class tactical command vessel is designed to function as a platform from which the actions of an entire fleet are coordinated. As a standard action, an *Inexpugnable*-class tactical command vessel can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied ships within this radius may move 1 square in any direction at the beginning of that's ship's turn.

"THE MILITARY'S LIKE LIFE. YOU GO WHERE IT TAKES YOU."

—CARTH ONASI

Chapter XII
The Mandalorians





The Mandalorians are not a race, but a movement. They are a society of warriors who embrace a rough, honor-driven, and nomadic lifestyle. Conflict with the Mandalorians is a defining characteristic of the half century that began with the Great Sith War. For the Mandalorians, the period encompasses their movement's greatest triumph and its near-total end.

For centuries, Mandalorian Crusaders roam the galaxy, seeking new battles and challenges. During the Great Sith War, this movement of free agents becomes embroiled in the politics of the galaxy, setting off a chain of events that will include the near-extinction of their own movement.

Sensing an opportunity in the conflict between the Sith and the Republic, Mandalore the Indomitable directs his forces against the Empress Teta system, expecting to make an easy conquest. But fallen Jedi Ulic Qel-Droma bests the leader in single combat, an act which has immediate and long-term repercussions. As a term of the duel, the Mandalorian clans are obliged to swear allegiance to the Sith, joining them in their war against the Republic.

Mandalore the Indomitable falls in battle and the Jedi eventually prevail, but for the Mandalorian warriors, the consequences linger long after the Sith War ends. Warriors are scattered across the galaxy, endangering the continuation of their traditions. Worse, many warriors are embarrassed and feel betrayed. Uninterested in the differences between Jedi and Sith, they see only their people in servitude to beings with powers beyond their understanding. Wherever clans gather, there is talk of retribution against the Jedi and against the Republic they protected.

The Restoration (3,995-3,965 BBY)

Soon, another leader rises with the name and mask of Mandalore. He calls upon the talents of advisors whose knowledge goes beyond the battlefield—Cassus Fett, Demagol, and others—to help him reshape Mandalorian identity. When an extremist cult calls for the reestablishment of the Crusader tradition, this Mandalore, "The Ultimate," uses that group as the foundation to reinvent the Mandalorian movement as a more disciplined, organized fighting force.

The spread of the "Neo-Crusader" subculture bears fruit in the Mandalorians' successful conquests of nonaligned worlds. By the time the Mandalorians launch the "Onslaught"—their full-scale attack on the Republic—a system has been established to assimilate the new conquests. Factories that might have been pillaged before are now made to serve as War Forges. Captured ships are quickly refitted for immediate service. And many of the conquered peoples are efficiently transformed into Mandalorians, undergoing speedy indoctrination by Neo-Crusader "rally masters" and receiving Neo-Crusader armor.

Some see the cultivation of the "Neo-Crusaders" as a crass ploy, sacrificing Mandalorian tenets in the name of a larger goal. But dissidents are effectively silenced. When Rohlan Dyre risks his life to question the movement, Mandalore uses the warrior's fate as an example for not bucking authority. So it is that the Mandalorians who nearly conquer the galaxy bear little resemblance to the Crusaders of just a generation before.

The Mandalorian Wars (3,965-3,960 BBY)

After decades of rebuilding, the Mandalorians are ready to strike. For some years they test the Republic's defenses, engaging in small skirmishes along the Outer Rim, seeing how strongly the damaged Republic can resist their efforts. When at last the Mandalorians have amassed large enough resources and numbers, they launch an all-out invasion of Republic worlds, seeking to claim those planets for their own. Under the direction of Mandalore the Ultimate with the aid of Cassus Fett, the Mandalorians are successful in seizing countless worlds before a real defense can be mounted.

For years the Mandalorians engage the Republic in a devastating war of attrition. Each world they conquer provides the Mandalorians with thousands of new troops, while the Republic's resources begin to feel strained. With only a few Jedi engaged in the opposition, the Mandalorians are able to take advantage of the bureuacratic weakness displayed by the Republic military and their superior warrior's training earns them victory in many battles. When they finally fall to the Jedi Revan and his Republic forces at Malachor V, Mandalorians feel a new kind of shame. The hurt of being defeated and dispersed again pales before the knowledge that, in their eagerness to defeat the Republic, they had given up the traits that had made them Mandalorians.

The Jedi Civil War and the Dark Wars (3,959-3,951 BBY)

The remaining Mandalorians, scattered and lacking in identity, face the Jedi Civil War and the tough years to follow. Some turn to crime. Others, such as Canderous Ordo, attempt to restore the Mandalorian movement to its original principles. The Mandalorian Wars are over, but the story of the Mandalorian people will go on. Many Mandalorians become mercenaries, particularly those who bought into the Neo-Crusader movement, as they quickly find themselves falling out of favor with the remaining Mandalorian traditionalists. Honorable Mandalorians continue to carry on their traditions throughout the galaxy, awaiting a leader to reunite them and help restore the clans to their former glory. While the scattered Mandalorians weather the Jedi Civil War and the Dark Wars that follow, they cease to be a major faction in the galactic scene following two devastating defeats in the Great Sith War and the Mandalorian Wars.

Yet all hope is not lost for the Mandalorians. Near the end of the Dark Wars, an honorable Mandalorian warrior named Canderous Ordo takes up the mantle of Mandalore and reunites the Mandalorians clans into one people again. Under his leadership, the clans restore much of their honor in helping defeat the last remaining Sith and begin establishing their place in the galaxy once more.

Using the Mandalorians

Even though the Mandalorians' belief system has existed for centuries before the Great Sith War, the years leading up to and including the Mandalorian Wars bring major changes to Mandalorian organization and behavior.

The two distinct varieties—the Crusader, or traditional culture, and the Neo-Crusader movement—coexist uneasily in the years between the Great Sith War and the defeat at Malachor V. The numbers of each vary depending on the time. Early on, Neo-Crusaders are few, but during the heat of the war with the Republic, when their ranks have ballooned from conquered peoples, the majority of Mandalorians are Neo-Crusaders.

Mandalorians from the period after the Mandalorian Wars are a mix of former members of the two groups.

Crusaders

Following the traditions of old, Mandalorian Crusaders are a community of individuals who adopt and respect the same warrior tradition. They value abilities more than possessions, understanding that, even though they do settle in places from time to time, there will always be another call to battle beyond the horizon.

Traditional Mandalorians are unafraid of technology, using what they learn to help augment their personal arsenals. Thus, warriors' armor and

weaponry can be very different. Many wear personal jet packs as tools for opening new avenues of attack rather than for escape, because they are honor-bound to stand and fight. Mandalorian armors also have internal environmental systems. In addition to allowing warriors to wear them for long durations, they provide protection against poison gas and permit activity in the vacuum of space.

Joining Up

The way to become a Mandalorian is simple. You are a Mandalorian because you choose to be a Mandalorian and because you act like a Mandalorian.

Of course, it helps to have other Mandalorians—known collectively in their language as the *Mando'ade*—around, because much of acting like a Mandalorian involves the community. Mandalorian society has no written laws and few norms, but the few that exist are sacred. Chief among these are the *Resol'Nare*, or the Six Actions:

Ba'jur, beskar'gam,
Ara'nov, aliit,
Mando'a bal Mand'alor—
An vencuyan mhi.

Education and armor,
Self-defense, our tribe,
Our language, our leader—
All help us survive.

A few words, for a people of few words. Raising younglings as Mandalorians; wearing armor; defending one's self and family; helping the clan flourish; speaking *Mando'a*; and rallying to Mandalore's side when needed. It is a simple creed that translates well, given the variety of non-Human species represented among the Mandalorians. It is vital to keep to these tenets, because someone ignorant of Mandalorian culture is regarded as *dar'manda*—seen as the equivalent of living without a soul. Just as no individual authority figure declares you a Mandalorian, no one figure decides when someone has been unworthy. In both cases, that decision comes organically from the community, accepting or shunning the newcomer.

The traditional Crusaders do not proselytize; rather, they attract others to their cause through the examples they set. Veterans see the later Neo-Crusader movement, which actively converts outsiders in its hurry to conquer the galaxy, as a perversion.

Life in the Clans

A harsh life awaits newcomers to the Mandalorian ways—particularly those who have spent their lives in the Republic, which the Mandalorians see as soft and decadent. Even though Mandalorians help each other—directing a promising convert to old or spare armor and weapons for an initial outfit—self-sufficiency is a necessity. Meals, weapons, and starship fuel: all are where you find them.

SOMETIMES EVEN JEDI ARE NO MATCH FOR MANDALORIANS



Fortunately, traditional Mandalorians are not unduly burdened with a respect for the property rights of outsiders. Craftspeople within the Crusader clans use industrial skills as necessary, but no static infrastructure for formal manufacturing exists for long anywhere other than the planet Mandalore. Thus, much of the Mandalorians' arsenal—from the Basilisk war droids they ride to the ships they fly—has traditionally come from somewhere else. The galaxy's greatest flouters of the Republic's patent laws, Mandalorians happily adopt technologies found elsewhere for their own purposes.

Mandalorians place great emphasis on the family, prizing chastity before marriage and fidelity thereafter. Children are trained from a young age, and all members of the family share an equal role in its preservation against enemies.

Trade within Mandalorian communities is based on barter, with jewelry and precious metals used as portable commodities alongside weapons and armor. However, Mandalorians understand the currencies used in the galaxy around them, and many have been known to amass fortunes for reinvestment in their gear or ships.

Crusader Organization

Throughout most of their history, "Mandalorian" and "organization" are contradictory terms. Such is the case with the Crusaders of the Great Sith War. They recognize no official ranks; they do not divide into formal units; they use no command structure of any kind. Respect for Mandalore—their sole leader—and filial obligation to their clans are the Mandalorians' only responsibilities to others.

Mandalorian forces—a term more accurate than "armies"—are amorphous, with information spreading through the warrior mass by sight and sound. Keeping one eye on their comrades enables Mandalorians to respond quickly when the direction of battle changes. Mass movements, too, appear to follow a sort of hive behavior. When respected warriors head to another ridge—or star system—others follow.

The Neo-Crusaders

The *Resol'Nare* have nothing to say when it comes to bureaucracy, payrolls, or the other features found in regular militaries. Of course, nothing in the creed forbids those features from developing, either. Thus, the first Neo-Crusaders are able to argue for a change in the ideal Mandalorian without seeming to offend the Mandalorian ideals.

The Neo-Crusader movement springs from Sith War veterans who are discontent about how the Crusaders performed against the Republic and its Jedi. They are excellent at pillaging and destroying Republic installations, but the Mandalorians are not efficient at exploiting their conquests. With the Crusader ethic focused on fighting the next battle, the brief Sith War provides the Mandalorians with little time to digest their gains. As such, huge conquered industrial complexes sit idle rather than rearming the *Mando'ade*, and untold millions of beings who might have been brought into the fold are not. The Crusaders are talented at invading but not at occupying or, for that matter, at creating new Crusaders—at least, not at a pace necessary to hold a galaxy.

Ascribing this deficit to the lack of order arising from their nomadic lifestyle, a small group of zealots calling themselves Neo-Crusaders take residence on the planet Mandalore. They wear identical suits of armor, a practice others see as bizarre. Further, they adopt their own rudimentary chain of command and division of labor—again, a feature not found in the traditional culture. Many Mandalorians find this freakish, but a few take interest in what the Neo-Crusaders have to say. And when the Mandalorians again reach out to raid nonaligned worlds, the Neo-Crusaders—with their discipline and willingness to rely more on their helmet transceivers—are winning more than their share of battles.

Sensing an opportunity, Mandalore and aide-de-camp Cassus Fett encourage the movement. Cassus refines the one-time cult's organizational strategies for use on a larger scale—the big time, as it were. And it becomes big, indeed. The Mandalorians who first tested the Republic in the so-called "False War" find that they are at a distinct advantage with Neo-Crusaders as their vanguard. By the time the wider Mandalorian Wars with the Republic break out, Mandalore has Neo-Crusaders present in every unit, boosting morale and spreading the new ideals of conformity and discipline.

When the Mandalorians take Republic worlds, they immediately locate likely recruits. Shipped to training centers (another concept alien to Mandalorians), the new recruits are taught *by* Neo-Crusaders to *become* Neo-Crusaders. Traditional Mandalorians are encouraged to adopt the system, too—although some are distressed by the changes. The Mandalorians of the past are voluntarily committed to the cause, but Neo-Crusaders increasingly include warriors of poor quality who join to escape occupation or to share in the pillaging.

Having transformed from a grassroots movement to a weapon that nearly conquers a galaxy, the Neo-Crusader dream ends with their final defeat in the Mandalorian Wars.

Joining the Neo-Crusaders

During the early years of the movement the Neo-Crusaders are ideologically pure. Coming from the ranks of existing Mandalorians, members tend to be young, often children of Crusaders lost in the Great Sith War.

Later, after victories against nonaligned worlds, the Neo-Crusaders gain official blessing and begin targeting existing Mandalorian warriors for conversion. Intellectual agreement with the Neo-Crusader approach remains important, and new members who buck authority or show excessive individualism risk being cast out.

Finally, during the Mandalorian Wars when the entire Mandalorian movement is organized according along Neo-Crusader lines, standards quickly begin to collapse. On Taris, as on other worlds, Cassus Fett gives citizens a choice: join the Mandalorians as warriors, or sit quietly and work as manufacturers for the clans as *de facto* slaves. Many—including a host of criminals from the prisons the Mandalorians empty—go with the recruiters to planetary staging centers. There they receive whirlwind indoctrination in the *Resol'Nare* from Mandalorian "Rally Masters" before being issued blue Neo-Crusader armor, fresh from the on-site War Forges.

As the size of the conquered population explodes during the Mandalorian Wars, Neo-Crusader training devolves to "put on a helmet and go," as one dissident puts it. The average Neo-Crusader warrior in the Battle of Malachor is "average," indeed.

Life as a Neo-Crusader

In the beginning, Neo-Crusaders are looked upon as weird cultists. Their uniforms and structured approach are as much an offense to Mandalorian senses of style as anything. Many warriors laugh at or avoid them.

When they gain Mandalore's imprimatur in the years leading up to the war on the Republic, they rise quickly in standing. They fashion themselves as "model Mandalorians," setting examples to be followed by others. Neo-Crusaders initially receive preferential treatment when it comes to receiving armor and weaponry from the new War Forges. Eventually, all new equipment is designed for Neo-Crusaders, leaving the holdouts to fend for themselves.

Neo-Crusaders use their helmet comm systems constantly, and warriors are expected to keep them on to hear any orders coming through.

Neo-Crusader Organization

Under the structure decreed by Mandalore the Ultimate and implemented by Cassus Fett, the Neo-Crusaders recognize four levels of authority. The gulf between ranks is wide and the ratios of underling to superior soon grow huge, but this organization is far more structured than traditional Mandalorians are accustomed to.

Neo-Crusader: The basic warrior, Mandalorian Neo-Crusaders wear identical blue armor. The color-coding, Cassus Fett contends, makes it easier for new recruits to recognize authority even when they do not speak *Mando'a*. A transponder signal is later implemented to help color-blind species in this regard.

Neo-Crusader Rally Master: Where the Crusaders had formed up around whatever warriors seemed to be most lethal—Rohlan was one—the Rally Masters are Mandalore the Ultimate's trusted lieutenants on the ground. They are called upon for many duties: part drill sergeant, part political officer, part battlefield commander. Wearing crimson Neo-Crusader armor, they are instantly recognizable in the field—and blue Neos are expected to find and heed them. Formal units do not exist at the outbreak of the Mandalorian Wars, so warriors are expected to obey the Rally Master nearest them. Since they all presumably speak with Mandalore's voice, this division of command is enough.

Neo-Crusader Marshal: Cassus Fett is among the first of Mandalore's top advisors to accept the gold-colored Neo-Crusader armor as an example that even those at the top should give up individualism. But the gold armor's value as a status symbol quickly deteriorates. Some, such as science advisor Demagol, refuse to take on the new appearance—and Mandalore the Ultimate soon distributes the golden armor as rewards to everyone from his personal vanguard to anyone who desires differentiation from the Rally Masters—all the way down to Demagol's own aides.

Admitting defeat on this one point, Fett later argues for unique armors for the truly special—including himself. But on the battlefield, the shining armor continues to designate the operation's field marshal.

As the population of Neo-Crusaders increases, Mandalore the Ultimate approves new armor packages for special purposes. Neo-Crusader shock troopers are the first of several kinds of Neo-Crusader, all with look-alike armor geared toward their tactical specialty.

The Scattering

During the years following the Mandalorian Wars, the Mandalorians scatter to the galactic winds. Many of those remaining in the Republic stop wearing armor and blend in with the crowd. Others, in more remote areas, attempt to keep quietly to their traditions, but the going is difficult. Many turn to smuggling, bounty hunting, and piracy, plying their battle-hardened skills as best they can. However, not everyone using Mandalorian weapons or armor is Mandalorian. After the Wars, Mandalorian artifacts are so plentiful that they are frequently used in other contexts.

Mandalorian Personnel

The Mandalorians are a diverse group with members of many species represented throughout its forces. The following characters can be used to create exciting encounters with Mandalorians during most of the major conflicts of this time period.

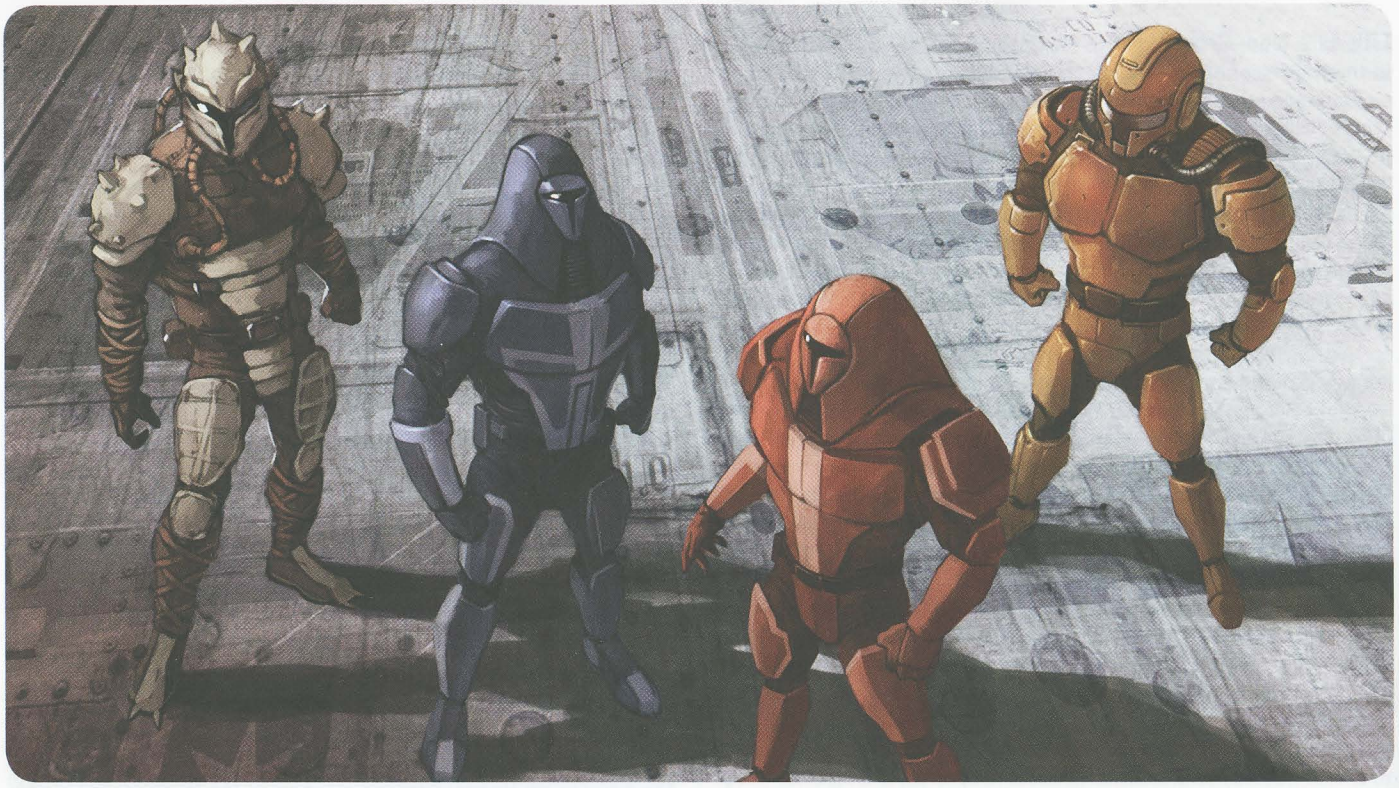
Mandalorian Crusader

The traditional Mandalorian Crusader—from the days before the Neo-Crusader movement—lives like his ancestors. Many are born into the clans. The majority are Human, although members of the Taung species remain, as well as some alien converts. They travel and fight and strive to live their lives in accordance with the *Resol'Nare*. For the Crusaders—derisively called "paleo-Crusaders" by Neo-Crusaders—this is enough to fill a life.

Crusaders in the field are responsible for their own provisioning, carrying their whole worlds on their back. Likewise, division of labor sorts itself out organically. A Crusader who wants to run an artillery unit or fly a *Davaab* fighter just shows up and does it—and does it better than anyone else if he wants to keep doing it. The Crusaders have little tolerance for bureaucracy and none at all for incompetence.

No two suits of Crusader armor are identical, internally or externally. They are the most visible symbol of a movement prizing individualism.

LEFT TO RIGHT: MANDALORIAN CRUSADER, NEO-CRUSADER, NEO-CRUSADER RALLY MASTER, NEO-CRUSADER SHOCK TROOPER



Mandalorian Crusader **CL 3**
Medium Human soldier 3
Init +6; **Senses** low-light vision, Perception +1
Languages Mando'a

Defenses Ref 16 (flat-footed 15), Fort 17, Will 13
hp 44; **Threshold** 17

Speed 6 squares
Melee combat gloves +5 (1d6+3) or
Melee knife +5 (1d4+2) or
Melee mace +5 (1d8+2)
Ranged heavy blaster pistol +3 (3d8+1)
Base Atk +3; **Grp** +4
Atk Options Burning Assault

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 9
Talents Burning Assault, Jet-Pack Training
Feats Armor proficiency (light, medium), Mandalorian Training, Martial Arts I, Weapon Focus (simple weapons, unarmed strike), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +6, Mechanics +6, Pilot+6, Treat Injury +6
Possessions Mandalorian combat suit (+4 armor, +1 equipment) with targeting scope, jet pack, and knife gauntlet upgrade; heavy blaster pistol; mace; combat gloves; field kit with medpac

MANDALORIAN NEO-CRUSADER

In the early years of the movement, Mandalorian Neo-Crusaders are fervently committed warriors of high quality. But in the years leading up to the Mandalorian Wars, as the Neo-Crusader movement takes hold, the simple Neo-Crusader—wearing a basic blue version of the Neo-Crusader armor—becomes the generic grunt of the clans. The vast majority of Neo-Crusaders are of this lowest rank, and many in the later days of the Wars have backgrounds as soldiers, scouts, or scoundrels.

Neo-Crusaders are responsible to the authority of their Rally Masters. One who fails or runs from battle is considered a *hut'uun*—a coward—and placed on the front lines in the next engagement.

Mandalorian Neo-Crusader Soldier CL 1
Medium Human nonheroic 4
Init +6; **Senses** low-light vision, Perception +0
Languages Basic, Mando'a

Defenses Ref 17 (flat-footed 16), Fort 13, Will 11
hp 10; **Threshold** 14

Speed 6 squares
Melee mace +1 (1d8+1)
Ranged blaster rifle +2 (3d8)
Base Atk +0; **Grp** +1
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 9
Feats Armor Proficiency (light), Mandalorian Training, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +6, Mechanics +5
Possessions Neo-Crusader light armor (+6 armor, +2 equipment) with targeting scope, jet pack and shield-generator gauntlet upgrade, blaster rifle, mace, 2 frag grenades, utility belt with medpac

Mandalorian Neo-Crusader Rally Master

Wearing crimson-colored armor, the Rally Masters of the Neo-Crusaders are as close as Mandalorians come to having officers. They serve both as Mandalore's vital operational link to his forces and as teachers spreading Neo-Crusader thinking. Without these leaders, the Mandalorians likely never would have left the Outer Rim, much less threatened to take over the Republic.

In the early days of the Neo-Crusader movement, Rally Masters function independently, but with the number of marshals increasing, Rally Masters more often come under the authority of the golden-armored warriors. Many Rally Masters complain of the presence of too many generals, but others find ways to continue to function independently on the battlefield.

In the early years, a basic Neo-Crusader achieves promotion to Rally Master after commendation by a marshal for battlefield heroics. In the later stages of the Mandalorian Wars, standards decline so that simply serving with the clans long enough to learn Mando'a and some of their ways is enough to earn promotion.

Mandalorian Neo-Crusader Rally Master CL 6
Medium Human nonheroic 3/noble 3/soldier 2
Init +4; **Senses** low-light vision, Perception +3
Languages Basic, Mando'a

Defenses Ref 19 (flat-footed 20), Fort 20, Will 18
hp 29; **Threshold** 20

Speed 6 squares
Melee combat gloves +5 (1d6+5) or
Melee knife +5 (1d4+4)
Ranged blaster rifle +6 (3d8+3) or
Ranged blaster pistol +5 (3d6+3)
Base Atk +4; **Grp** +5
Special Actions Coordinate +1, Coordinated Attack

Abilities Str 12, Dex 13, Con 11, Int 12, Wis 10, Cha 14
Talents Coordinate, Jet Pack Training, Presence
Feats Armor Proficiency (light, medium), Coordinated Attack, Mandalorian Training, Skill Focus (Persuasion), Vehicular Combat, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Mechanics +9, Persuasion +15, Pilot +9
Possessions Neo-Crusader light armor (+6 armor, +2 equipment) with electrobinoculars, targeting scope, and jet pack; blaster rifle; blaster pistol; knife; combat gloves; utility belt with medpac

Mandalorian Neo-Crusader Marshal

Initially, the golden suits of marshals are reserved for a handful of Mandalore the Ultimate's closest advisors. Cassus Fett is one of the earliest to take on the armor, in a show of his support for the color-coded hierarchical system he helps to implement. But even before the assault on the Republic begins, Mandalore has begun to devalue the position, rewarding his personal vanguard with the gold-colored armor. Soon, issuing the right to wear the golden armor becomes his preferred resolution for a variety of bureaucratic problems.

As the average quality of the beings in the suits of marshal armor declines, their powers do not. Marshals exercise command over an amorphous area depending on the proximity of other marshals; one might command an entire sector, while another directs affairs on only one flank of a battlefield. They are expected to engage in combat personally just as any other Mandalorian, but as the position becomes corrupted near the end of the Mandalorian Wars, so, too, do some of the people holding the position; the sight of a marshal scurrilously issuing orders from a position of safety becomes common.

Mandalorian Neo-Crusader Marshal CL 10
Medium Human nonheroic 3/noble 2/soldier 4/officer 3
Init +17; **Senses** low-light vision, Perception +10
Languages Basic, Mando'a

Defenses Ref 24 (flat-footed 21), Fort 25, Will 24
hp 62; **Threshold** 25

Speed 6 squares
Melee combat gloves +10 (1d6+8) or
Melee bayonet +11 (1d8+7) or
Melee dagger +11 (1d4+7)
Ranged blaster rifle +11 (3d8+5) or
Ranged blaster rifle +6 (3d8+10) with Power Blast
Base Atk +8; **Grp** +10
Atk Options Power Blast
Special Actions Battle Analysis, Deployment Tactics, Inspire Confidence

Abilities Str 14, Dex 14, Con 13, Int 12, Wis 11, Cha 16
Talents Armored Defenses, Battle Analysis, Deployment Tactics, Inspire Confidence, Jet Pack Training
Feats Armor Proficiency (light, medium), Mandalorian Training, Martial Arts I, Power Blast, Skill Focus (Knowledge [tactics]), Skill Training (Knowledge [tactics]), Skill Training (Perception), Vehicular Combat, Weapon Focus (rifles, simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Knowledge (tactics) +16, Mechanics +11, Perception +10, Persuasion +13, Pilot +12
Possessions Neo-Crusader light armor (+6 armor, +2 equipment) with electrobinoculars, targeting scope, jet pack, and dagger and shield-generator gauntlet upgrades; blaster rifle with bayonet; combat gloves; utility belt with medpac

Mandalorian Neo-Crusader Shock Trooper

Generic Neo-Crusader armor is standardized except for adaptations for different species, but Mandalore found that standardization created a hole in the clans' operational abilities. Crusaders of the past had customized their armor in anticipation of battlefield and environmental requirements. Among the Neo-Crusaders, there was still a need for specialization, both in armor and personnel.

Neo shock troopers were one of the early "special varieties" of Neo-Crusaders, making their first appearance in the boarding of the *Courageous* after its flight from Serroco. The shock troopers specialize in incursions where the nature of the battlefield is unknown, such as underground tunnels, aboard spacecraft, and in congested urban areas. The Neo shock armor package is hardened for extensive extravehicular activity, allowing a full 24 hours in space without recharge.

Quality Neo-Crusaders win positions as shock troopers by impressing their Rally Masters. The shock troopers have their own hierarchy, reporting ultimately to Cassus Fett, who sees that they have the best equipment available from the War Forges.

Mandalorian Neo-Crusader Shock Trooper CL 5
Medium Human nonheroic 6/soldier 3
Init +3; **Senses** low-light vision, Perception +7
Languages Basic, Mando'a

Defenses Ref 21 (flat-footed 19), Fort 22, Will 15
hp 32; **Threshold** 22

Speed 4 squares
Melee vibrodagger +4 (2d4+3) or
Melee vibroblade +4 (2d6+3)
Ranged blaster rifle +5 (3d8+4)
Base Atk +3; **Grp** +4
Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 9
Talents Jet Pack Training, Weapon Specialization (blaster rifle)
Feats Armor Proficiency (light, medium, heavy), Mandalorian Training, Skill Training (Pilot), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Mechanics +7, Perception +7, Pilot +8
Possessions Neo-Crusader assault armor (+10 armor, +4 equipment, max +0 Dex) with electrobinoculars, targeting scope, jet pack, and vibrodagger and shield generator gauntlet upgrades; blaster rifle; vibroblade; 2 frag grenades; utility belt with medpac

Mandalorian Personalities

Individuals within the ranks of the Mandalorians are frequently raised up as exemplars of Mandalorian culture, and just as many are reviled for betraying the unique code of honor held by their people. The following individuals are among the most influential Mandalorians found in the galaxy throughout this era.

Bendak Starkiller

Born into a mining family, Gorse Bendak follows his forefathers into that rough trade, traveling from worksite to worksite on the Outer Rim. His last posting, however, changes his life forever. Bendak is deep in the mines at a worksite on the dayside of Vanquo when the Mandalorians invade the planet as part of their sneak attack on the Republic. Discovering the invaders above, Bendak remains holed up in the shafts, using mining implements to mount a makeshift—and deadly—personal defense. It takes two weeks and a dozen

Mandalorians to finally bring Bendak to heel—and, sensing his abilities, they immediately offer to recruit him into their ranks. Seeing no alternative in slavery, Bendak agrees.

Bendak's career as a Mandalorian Neo-Crusader is brief but fruitful. The Mandalorians train him well in the ways of weaponry, and the fast study Bendak rises to the level of Field Marshal within two years. But when Revan's forces defeat the Mandalorians once and for all, Bendak is a warrior without an army. Drifting into work as a bounty hunter, he soon finds his talents in great demand.

Another reversal of fortune follows, however. When Bendak accidentally kills the daughter of a nobleman, he finds himself with a huge bounty on his own head. Even though he does not fear death, Bendak is unable to work, so he turns to friend and employer Ajuur the Hutt. Ajuur encourages Bendak to don his old armor again and enter the gladiatorial rings of Taris, adding the stage name "Starkiller" to his own.

Initially concerned about looking like a circus act—Mandalorians are hated on Taris—Bendak instead becomes an immediate sensation. Many citizens come to bet on Starkiller in the arena, where dozens of duelists meet their deaths against the warrior. Jealous of any legends other than their own taking root, the Sith forces that now rule Taris outlaw death matches. Irritated, Bendak Starkiller goes into retirement, still hoping for the day when a truly worthy opponent arrives.

Both fast and accurate on the draw, Starkiller uses a heavy blaster pistol that he customized himself.

Bendak Starkiller **CL 12**
Medium Human soldier 8/scoundrel 1/gladiator 3
Force 3
Init +20; **Senses** low-light vision, Perception +13
Languages Basic, Huttese, Mando'a

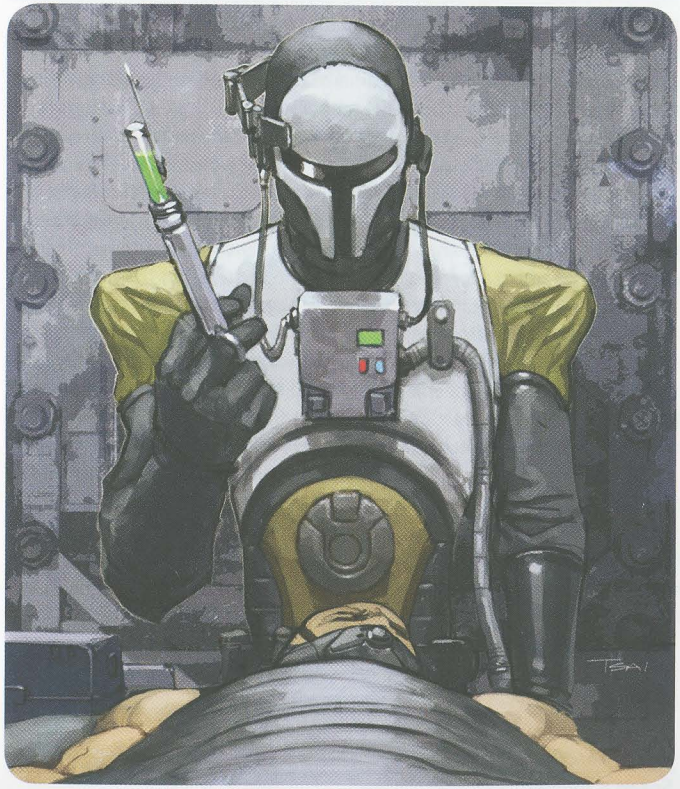
Defenses Ref 29 (flat-footed 26), Fort 29, Will 25
hp 96; **Threshold** 29

Speed 6 squares
Melee unarmed +13 (1d4+8)
Ranged customized heavy blaster pistol +17 (3d8+9) or
Ranged customized heavy blaster pistol +15 (4d8+9) with Rapid Shot
Base Atk +11; **Grp** +15
Atk Options Brutal Attack (pistols), Careful Shot, Deadeye, Devastating Attack (pistols), Penetrating Attack (pistols), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Skirmisher
Special Actions Indomitable, Unflinching

Abilities Str 15, Dex 18, Con 16, Int 14, Wis 14, Cha 14
Special Qualities Unflinching (1/encounter)
Talents Armored Defenses, Brutal Attack (pistols), Devastating Attack (pistols), Indomitable, Penetrating Attack (pistols), Skirmisher, Weapon Specialization (pistols)
Feats Armor Proficiency (light, medium), Careful Shot, Deadeye, Mandalorian Training, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Skill Focus (Initiative), Skill Training (Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +13, Initiative +20, Knowledge (tactics) +13, Mechanics +13, Perception +13, Persuasion +13, Treat Injury +13
Possessions customized heavy blaster pistol (+1 to hit and damage) with targeting scope, Neo-Crusader light armor (+6 armor, +2 equipment, +3 max Dex), 2 spare power packs, medpac

Demagol

Even though Mandalorians focus on combat, they also respect and use technology. But they seldom respect those who embrace science as its own end—particularly when the practice of that science violates their senses of morality. Thus Demagol—the greatest name in Mandalorian science in the half century after the Sith War—provokes both admiration and disgust.



Demagol

Little is known in the Republic about the origins of "Doctor" Demagol, whose name is a contraction of the Mando'a phrase *demar agol*, "to carve flesh." More than happy to dirty his gloves in the biological study of his "research subjects," the so-called flesh carver is fastidious, preferring to remain inside his climate-controlled armor, his true face hidden from all. No one knows Demagol's species or planet of origin—much to the surprise of Republic investigators. The lack of inquisitiveness comes naturally in the clans, where one's armored persona is, for Mandalorians, one's true face. In the years leading up to the Mandalorian Wars, Demagol participates in the capture and evaluation of conquered alien species on the Outer Rim, but reports indicate Demagol, or someone by that name, was active much farther back.

Demagol's most pernicious project involves Jedi. Demagol dismisses explanations of Jedi powers involving what he termed "the so-called Force" as superstitious claptrap. He further doubts the theories of his own assistant and sometime rival, Pulsipher, that Jedi and Sith powers arose from artifacts crafted by an ancient and mysterious science. Instead, Demagol seeks a biological explanation for the powers—through dissection. Jedi are kidnapped by Mandalorians on the Outer Rim and secretly delivered to Demagol's laboratory—a "visit to the doctor" from which they would never recover. Later, during the "False War" that immediately preceded the Mandalorians' invasion of the Republic, Demagol sets up shop in the captured research station on Flashpoint. Captured Jedi, originally dispatched by Revan to scout the Mandalorian lines, are delivered to him.

The Jedi would have lost their lives, but for Zayne Carrick, Gryph, and the Mandalorian deserter Rohlan Dyre. They capture Demagol and convince the Mandalorians that the scientist is dead. In fact, they intend to give Demagol to his one-time research subjects to return to Coruscant for questioning. But that tantalizing interrogation is not to be; the prisoner in the Jedi's care falls into a coma en route, drugged in an evident attempt to avoid questions forever.

While active, Demagol enjoys a status within the clans that far outstrips his contributions as a warrior. He is believed to be a close confederate and advisor of Mandalore the Ultimate. Cassus Fett regards Demagol as a rival for Mandalore's attention, and Demagol has tweaked Fett by refusing to don Neo-Crusader armor. The devilish doctor is independent to a fault.

Demagol **CL 15**
Medium noble 3/scoundrel 9/soldier 3
Destiny 2; **Force** 3; **Dark Side** 14
Init +14; **Senses** low-light vision, Perception +16
Languages Arkanian, Basic, Bocce, Bothese, Durese, Ithorian, Mando'a, Miralukese, Rodese, Selkath, Shyriiwook, Snivvian

Defenses Ref 21 (flat-footed 17), Fort 19, Will 21
hp 88; **Threshold** 19

Speed 6 squares
Melee combat gloves +13 (1d8+9) or
Melee knife +13 (1d4+8)
Ranged blaster pistol +14 (3d6+7)
Base Atk +11; **Grp** +13
Atk Options Dastardly Strike, Devastating Attack (pistols, simple weapons, unarmed strike), Point Blank Shot, Precise Shot, Sneak Attack (+2d6)

Abilities Str 12, Dex 15, Con 12, Int 20, Wis 18, Cha 15
Talents Armored Defenses, Dastardly Strike, Devastating Attack (pistols, simple weapons, unarmed strike), Educated, Presence, Sneak Attack (+2d6)
Feats Armor Proficiency (light), Cybernetic Surgery, Linguist, Mandalorian Training, Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Fous (Knowledge [life sciences]), Skill Focus (Persuasion), Skill Focus (Treat Injury), Surgical Expertise, Weapon Focus (pistols, simple weapons, unarmed strike), Weapon Proficiency (pistols, simple weapons)
Skills Deception +19, Gather Information +14, Initiative +14, Knowledge (galactic lore) +17, Knowledge (life sciences) +22, Perception +16, Persuasion +19, Pilot +14, Stealth +14, Treat Injury +21, Use Computer +17
Possessions blaster pistol, Mandalorian combat suit (+4 armor, +1 equipment), knife, combat gloves, code cylinder, datapad

Rohlan Dyre

Rohlan Dyre is a Human symbol. Among traditional Mandalorian Crusaders, he exhibits all the qualities expected in the Mando'ade: self-reliance, respect for the *Resol'Nare*, leadership, and above all, excellence in combat. Yet he also symbolizes the discord within the clans over the changes wrought by the Neo-Crusader movement.

However others regard him, the only identity Rohlan ever seeks for himself is that of a competent warrior, and the warrior in spiked armor displays that competence time and again. Apart from fealty to Mandalore, the clans observe no hierarchy, but Mandalorians will follow a strong leader on the battlefield. Mandalorian warriors respect experience, clustering around veterans both to learn and to stay alive. Rohlan earns that respect, and over the years leads countless warriors into battle.

But as the Mandalorians' campaigns on the Outer Rim grow closer to Republic space, Rohlan begins to question the events surrounding him. The Neo-Crusader cultists he once ridiculed are in ascendance. Order is being imposed on the organic flow of Mandalorian life. And Mandalore the Ultimate's stratagems against the Republic seem to Rohlan to be too clever by half—deceptions not worthy of the Mando'ade.

As with most conflicts in his life, Rohlan attacks this head-on, asking questions. When he fails to receive answers from Mandalore or his lieutenants, Rohlan decides to find out for himself. As soon as one raid is success-

fully completed, he slips away in search of answers. When his actions are discovered, he is captured and returned to the front—where he runs again.

The cycle continues until the Mandalorians invade the Republic in force, when chance brings Rohlan into the company of renegade Padawan Zayne Carrick. Joining in common cause, Zayne and Rohlan capture the demonic Mandalorian scientist Demagol on Flashpoint. In the process, Zayne helps Rohlan fake his own death before the Mandalorians, leaving him to continue his pursuit for truth.

Ironically, Mandalore the Ultimate twists the news of Rohlan's supposed demise into a legend in which "Rohlan the Questioner" proclaims that Mandalorians should never question authority. Thus, the curious warrior's efforts are corrupted into propaganda promoting the very uniformity he doubted.

The ventilation system in Rohlan's airtight armor provides him with cool, purified air, allowing him to stay in uniform for extended periods, even surviving hours in a vacuum.

Rohlan Dyre **CL 13**
Medium Human scoundrel 1/soldier 9/elite trooper 3
Destiny 2; **Force** 3
Init +14; **Senses** low-light vision, darkvision, Perception +17
Languages Basic, Bocce, Mando'a

Defenses Ref 29 (flat-footed 25), Fort 31, Will 25
hp 123; **DR** 2; **Threshold** 31

Speed 4 squares (6 squares with rocket pack)
Melee unarmed +15 (1d6+11) or
Melee knife +14 (1d4+8)
Ranged heavy blaster pistol +16 (3d8+8)
Base Atk +12; **Grp** +17
Atk Options Crush, Expert Grappler, Pin, Point Blank Shot, Precise Shot
Special Actions Burning Assault, Shake It Off

Abilities Str 15, Dex 16, Con 14, Int 14, Wis 13, Cha 14
Special Qualities damage reduction 1, delay damage
Talents Armored Defenses, Armored Mandalorian, Armor Mastery, Burning Assault, Expert Grappler, Jet-Pack Training, Weapon Specialization (pistols, unarmed strike)
Feats Armor Proficiency (light, medium), Crush, Mandalorian Training, Martial Arts I, Pin, Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Perception), Skill Training (Gather Information), Vehicular Combat, Weapon Focus (pistols, unarmed strike), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +13, Gather Information +13, Initiative +14, Knowledge (tactics) +13, Perception +17, Pilot +14, Treat Injury +12
Possessions Mandalorian battle armor (+8 armor, +2 equipment) with electrobinoculars and jet pack, heavy blaster pistol with targeting scope, knife, combat gloves, utility belt with medkit

Cassus Fett

Republic intelligence does not know where Cassus Fett comes from, and few Mandalorians know, either. But they all know what he has done. Through early conquests of nonaligned worlds and the assault against the Republic, Fett becomes known as a master of battlefield command. Behind the scenes, he helps turn the Mandalorians from a disorganized mob into an efficient invasion machine.

As a tactician, Fett has few equals. He deals the Cathar a defeat so complete the scattered remnants of the species fear to speak of it for years. He helps engineer the "False War," a period of limited engagement with the Republic on the Outer Rim. In it, the Mandalorians feign weakness until the true strength of the rejuvenated Republic Navy can be determined. Fett also designs the Onslaught, the surprise invasion of the Republic along three fronts, taking advantage of a weakness created by Zayne Carrick's notorious escape from Taris.

The influence of this enigmatic warrior extends far beyond fighting. Where earlier Mandalorians had conquered systems without bringing them into the warrior fold, Fett gives the clans what they need to capitalize on their conquests. He finds a solution in the Neo-Crusaders, a fringe sect of warriors willing to trade individualism and independence for uniformity and order. Fett convinces Mandalore the Ultimate to embrace the cult, spreading its members among the clans to promote Neo-Crusader ideals. By the time the Mandalorians invade the Republic, a system is in place to quickly convert conquered peoples into new warriors for the cause. Fett even plays a role as a symbol for the system, donning golden Neo-Crusader armor for a time.

Fett also revolutionizes Mandalorian war production, setting up War Forges near the Neo-Crusaders' staging areas. These massive facilities on Jebble, Tarnith, and elsewhere quickly come online, ready to supply new Neo-Crusader armor and weapons to new recruits.

Fett's strategic contributions also extend to relatively mundane matters. During the siege of Taris, the colossal logjam created by invasion forces, captured vehicles, and attempted escapees threatens to bog the Mandalorians down for months. Grasping the problem, Fett personally oversees traffic control from a headquarters in the former Jedi Tower—still finding time to lead a successful assault on the Taris Resistance.

Less is known of Fett personally. His peers are few, and friends fewer; he reportedly relishes the passing of perceived rivals Demagol and Pulsipher.

Like many warriors, Cassus Fett has a family in the clans—including at least one son. But even though he shares the same surname as later famous Mandalorians, Jango and Boba Fett, historians have yet to establish the nature of their relationship, if any exists.

Cassus Fett CL 17
Medium Human noble 7/soldier 3/officer 7
Destiny 4; **Force** 3; **Dark Side** 12
Init +10; **Senses** low-light vision, Perception +20
Languages Arkanian, Basic, Bothese, Durese, High Galactic, Ithorian, Khilese, Mando'a, Ryl, Sullustese

Defenses Ref 22 (flat-footed 19), Fort 22, Will 23
hp 104; **Threshold** 22

Speed 6 squares
Melee unarmed +16 (1d6+9)
Ranged heavy blaster pistol +17 (3d8+8)
Base Atk +15; **Grp** +17
Atk Options Far Shot, Point Blank Shot, Precise Shot
Special Actions Assault Tactics, Battle Analysis, Coordinate +3, Coordinated Attack, Deployment Tactics +2, Field Tactics, Inspire Confidence, Outmaneuver

Abilities Str 13, Dex 14, Con 12, Int 18, Wis 15, Cha 18
Special Qualities command cover +3, share talent (Field Tactics, Inspire Confidence, Outmaneuver)
Talents Armored Defenses, Assault Tactics, Battle Analysis, Coordinate (3), Deployment Tactics +2, Field Tactics, Inspire Confidence, Outmaneuver
Feats Armor Proficiency (light), Coordinated Attack, Far Shot, Linguist, Mandalorian Training, Martial Arts I, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception+17, Gather Information +22, Knowledge (bureaucracy) +22, Knowledge (galactic lore) +17, Knowledge (social sciences) +17, Knowledge (tactics) +22, Knowledge (technology) +17, Perception +20, Persuasion +22, Pilot+15, Use Computer+17
Possessions heavy blaster pistol, Neo-Crusader light armor (+6 armor, +2 equipment) with electrobinoculars, comlink (encrypted), code cylinder, datapad, utility belt with medpac

"IT'S THE NOMAD'S CURSE. WE MOVE ON BEFORE WE'RE FINISHED."

—CASSUS FETT

MANDALORE THE INDOMITABLE

Passed down through generations, the honorific title of Mandalore has traditionally been taken by the recognized leader of the movement. Before the Great Sith War, a Taung warrior—whose original name is lost to history—rises through the clans to take the title. Mythosaur axe in hand, this Mandalore—called the "Indomitable" by his people for his fighting spirit—leads the *Mando'ade* on many successful campaigns. He is peerless when it comes to inspiring his troops, and his overly simplistic view of galactic affairs suits the Crusader consciousness well. Guile is not a Mandalorian virtue, in any event.

This lack of sophistication becomes a fatal flaw in what would come to be the most remarkable episode in his life. Ironically, the Indomitable *is* dominated—along with all his people—when he allows his bravado to push him into a foolish wager. Sensing an opportunity in a galaxy torn by strife, the Indomitable brings his forces to the Empress Teta system, then controlled by the fallen Jedi Ulic Qel-Droma and his Krath ally Aleema Keto. There, Mandalore challenges Qel-Droma to single combat—offering not only his allegiance, but also that of all the clans if he fails to emerge victorious. Qel-Droma wins the battle, and true to his word, Mandalore kneels before the dark Jedi.

Mandalore expects all the clans to fulfill his promise to serve Ulic Qel-Droma, and though they do, their support is grudging. Many warriors are offended by the notion of being subjugated to the rogue Jedi. Some quietly grumble that Mandalore's bargain is not theirs. His loss to Qel-Droma is not their loss, so the clans should not be bound to his promise. A few extremists take an even more legalistic view. Technically, they argue, the Indomitable's authority ended when Qel-Droma defeated him. And since the rogue Jedi is not of the *Mando'ade* and could not take the title, they regard themselves as leaderless and go to ground. Too few in number to warrant Mandalore's attention, these objectors later help found the Neo-Crusader movement.

At Qel-Droma's side, the Indomitable commands Mandalorian forces against the shipyards at Foerost and other targets. And alongside Aleema, he leads an abortive invasion of Coruscant. But he fails to comprehend the treacherous game going on between his new masters. When Aleema betrays Qel-Droma, Mandalore sneaks off to find and warn the dark Jedi—but not before making sure that Aleema's orders are carried out to the letter. His honor will not allow him to do otherwise—even though, as some in the clans whisper, Mandalore owes no loyalty to Aleema. The simple nature of the great warrior is no match for Aleema's seductive voice. He returns to Qel-Droma's service, meeting his fate, like many others, in the Sith War's chaotic end.

Mandalore the Indomitable CL 19
Medium Near-Human noble 7/soldier 8/elite trooper 4
Destiny 2; **Force** 4; **Dark Side** 4
Init +21; **Senses** low-light vision, Perception +14
Languages Basic, Mando'a

Defenses Ref 23 (flat-footed 21), Fort 28, Will 21
hp 176; **Threshold** 28

Speed 4 squares
Melee Mythosaur axe +22 (1d12+15) or
Melee Mythosaur axe +22 (2d12+15) with Mighty Swing or
Melee Mythosaur axe +17 (1d12+15) and
Mythosaur axe +17 (1d12+15) with Double Attack
Melee spear +22 (1d8+15)
Ranged spear +20 (1d8+11)
Base Atk +17; **Grp** +21
Atk Options Cleave, Double Attack (simple weapons), Mandalorian Ferocity (simple weapons), Mandalorian Honor, Mighty Swing, Point Blank Shot, Power Attack
Special Actions Bolster Ally, Ignite Fervor, Indomitable, Inspire Confidence, Inspire Zeal, Mandalorian Advance

Abilities Str 18, Dex 15, Con 16, Int 12, Wis 11, Cha 16
Talents Armored Defenses, Bolster Ally, Ignite Fervor, Indomitable, Inspire Confidence, Inspire Zeal, Mandalorian Advance, Mandalorian Ferocity (simple weapons), Mandalorian Glory, Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Cleave, Double Attack (simple weapons), Mandalorian Training, Martial Arts I, Mighty Swing, Point Blank Shot, Power Attack, Skill Focus (Endurance), Skill Focus (Initiative), Skill Focus (Persuasion), Skill Training (Knowledge [tactics]), Skill Training (Persuasion), Skill Training (Pilot), Vehicular Combat, Weapon Focus (simple weapons), Weapon Familiarity (pistols, rifles, simple weapons)
Skills Climb +18, Endurance +22, Initiative +21, Knowledge (tactics) +15, Jump +18, Perception +14, Persuasion +22, Pilot +16
Possessions Mythosaur axe, spear, Mandalorian battle armor (+8 armor, +2 equipment, +5 DR)

Mandalore the Ultimate

In contrast to the apolitical nature of Mandalore the Indomitable, the leader who would come to be known as the Ultimate is willing to use all the strategic tools available to him. With them, Mandalore the Ultimate is able to reinvigorate his people—and lead them into the colossal confrontation with the Republic known as the Mandalorian Wars.

Republic observers differ as to when Mandalore the Ultimate rises to power. Some believe he is the Taung warrior who claimed the mantle at the end of the Great Sith War; others are less sure. What they do recognize is that under the Ultimate, a massive change sweeps across Mandalorian culture. Seeking to cleanse the stain of the clans' servitude to Ulic Qel-Droma, the Ultimate surrounds himself with a coterie of able and deadly individuals, including Cassus Fett and Demagol. Cultivating the fringe Neo-Crusader movement into a key regulative element of his forces, the Ultimate sets his people on a course of conquest.

Mandalore the Indomitable (Left) and Mandalore the Ultimate (Right)



First, he leads the clans to victories against nonaligned worlds on the Outer Rim, never threatening the Republic's interests. But thereafter, Mandalore maneuvers the Republic into a series of small proxy and brushfire wars, harassing border resource worlds. He holds back the full force of the *Mando'ade* during this "False War," waiting until the time is ripe to invade in force. The strategy is an overwhelming success—although the un-Mandalorian nature of the approach raises questions from some, including the warrior Rohlan Dyre.

Time and again, the Ultimate displays a cunning willingness to use "soft weaponry," as he calls it, alongside the deadlier implements of war. After Rohlan's disappearance, the wily Mandalore spins the warrior's doubts into a legend promoting the acceptance of his own authority. Mandalore personally attends Lord Adasca's secret summit meeting in an attempt to lure part of the Republic's power base to his own cause. His skillful arguments, playing upon fissures between the Jedi and the Republic, draws the surprise of those present. "Politics is simply the continuation of war by other means," he says.

The physically imposing Mandalore—his species, as his age, remain unknown—is, of course, no stranger to fighting. He participates in many battles and rules with a stern hand, brooking no insubordination from his inferiors. But as time and the invasion progress, the increasingly busy warrior finds it easier to co-opt those whose assistance he requires, eventually undermining his own Neo-Crusader hierarchy by passing out titles and ranks first to favorite henchmen and later to anyone whose support he desires. Where Mandalore the Indomitable expected blind obedience, Mandalore the Ultimate's more cynical eye sees dissension as one more tactical problem to be solved.

Mandalore the Ultimate carries a ceremonial version of Mandalore the Indomitable's Mythosaur axe. Infused with cortosis and other materials, it is capable of delivering an electric charge.

Mandalore the Ultimate **CL 18**
Medium noble 5/soldier 7/elite trooper 1/officer 5
Destiny 1; **Force** 4; **Dark Side** 5
Init +15; **Senses** low-light vision, Perception +15
Languages Arkanian, Basic, Basiliskan, Mando'a

Defenses Ref 27 (flat-footed 26), Fort 29, Will 24
hp 146; **Threshold** 34

Speed 6 squares
Melee cortosis Mythosaur axe +21 (2d12+11) or
Melee cortosis Mythosaur axe +21 (3d12+11) with Mighty Swing
Ranged heavy blaster rifle +21 (3d10+9) or
Ranged heavy blaster rifle +16 (3d10+14) with Power Blast
Base Atk +18; **Grp** +20
Atk Options autofire (heavy blaster rifle), Devastating Attack (rifles), Mighty Swing, Point Blank Shot, Power Blast
Special Actions Assault Tactics, Born Leader, Rally, Shift Defenses I, Shift Defenses II, Tough as Nails

Abilities Str 15, Dex 13, Con 14, Int 16, Wis 12, Cha 18
Special Qualities command cover +2, delay damage, share talent (Assault Tactics, Shift Defenses II)
Talents Armored Defenses, Assault Tactics, Born Leader, Devastating Attack (rifles), Distant Command, Improved Armor Defenses, Juggernaut, Rally, Shift Defenses I, Shift Defenses II, Tough as Nails
Feats Armor Proficiency (light, medium, heavy), Improved Damage Threshold, Improved Defenses, Linguist, Mandalorian Training, Martial Arts I, Mighty Swing, Point Blank Shot, Power Blast, Skill Focus (Persuasion), Skill Training (Persuasion), Weapon Focus (advanced melee weapons, rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +16, Initiative +15, Knowledge (tactics) +17, Mechanics +22, Perception +15, Persuasion +23, Pilot +15, Treat Injury +15
Possessions cortosis Mythosaur axe, heavy blaster rifle, Neo-Crusader assault armor (+10 armor, +4 equipment) with cloak, comlink (encrypted), code cylinder

Canderous Ordo, Mandalore the Preserver

He does not ask for the job, but after Revan smashes the Mandalorians, Canderous Ordo finds himself leading his people into an uncertain age.

"Ordo" is Canderous's surname and also the name of his Mandalorian clan and homeworld. Clan Ordo fights as Mandalorian Crusaders in the Great Sith War under Mandalore the Indomitable and the Sith Ulic Qel-Droma. With Indomitable's death and Qel-Droma's abandonment, however, apprehension sweeps through the Crusaders. That's when Mandalore the Ultimate appears—and the Neo-Crusaders. Canderous, devoted to the Resol'Nare and traditional Canons of Honor, considers these warriors disturbed. However, he cannot argue with their war record. Once Ultimate openly sponsors them, Canderous converts to the new Mandalorian way.

The Neo-Crusaders achieve staggering power, but soon Canderous notices chinks in the beskar'gam. As Ultimate enlists more and more conquered peoples, outright criminals began flooding the Mandalorians, and the Resol'Nare goes by the wayside.

The crushing defeat at Malachor V and Mandalore the Ultimate's death finally reveal the Neo-Crusader hypocrisy, shaking Canderous to his core. The clans disperse, with many abandoning the Canons of Honor. Shamefully, Canderous becomes a thug-for-hire.

But during the Jedi Civil War, Canderous returns to glory. He teams with his former enemy Revan, reconditioned by the Jedi, and joins the Star Forge quest. Helping crush the Sith Empire restores Canderous's honor. In thanks, Revan returns to him the traditional mask of Mandalore, and Canderous sets out to reunite the Mandalorians.

In so doing, Canderous happens upon an ailing Taung claiming to be the true Mandalore, and calling Mandalore the Ultimate a usurper with Sith ties. Before dying, this nameless Mandalorian presents his armor and clan to Canderous, asking him to preserve the old ways. Canderous takes the armor for himself, integrating the Mandalore mask into its helmet.

Canderous's unification efforts are spotty, but in the Dark Wars, his loyal Mandalorians fight beside Republic troops and storm Darth Nihilus's ship with the Jedi Exile. As his disillusioned people descend into greater lawlessness, an aging Canderous fights to keep Mandalorian tradition alive.

Table 12-1: Armor

Armor (Check Penalty)	Cost	Armor Bonus to Ref Defense	Equip Bonus to Fort Defense	Max Dex Bonus	Speed (6 sq.)	Speed (4 sq.)	Weight	Availability
Light Armor (–2)								
Neo-Crusader light armor	–	+6	+2	+3	–	–	42 kg	Military, Rare
Mandalorian combat suit	–	+4	+1	+5	–	–	8 kg	Rare
Medium Armor (–5)								
Mandalorian battle armor	–	+8	+2	+2	4 sq.	3 sq.	18 kg	Rare
Heavy Armor (–10)								
Neo-Crusader assault armor	–	+10	+4	+1	4 sq.[1]	3 sq. [1]	65 kg	Military, Rare

1 *When running in heavy armor, you can move up to only three times your speed (instead of four times).*

Canderous Ordo **CL 16**
Medium Human soldier 7/elite trooper 6/officer 3
Destiny 2; **Force** 6; **Dark Side** 4
Init +15; **Senses** low-light vision, Perception +17
Languages Basic, Mando'a

Defenses Ref 29 (flat-footed 27), Fort 35, Will 31
hp 142; **DR** 3; **Threshold** 35

Speed 4 squares
Melee dagger gauntlet +19 (1d4+11) or
Melee unarmed +19 (1d6+11)
Ranged light repeating blaster rifle +14 (3d8+8) with autofire or
Ranged light repeating blaster rifle +17 (3d8+8) with braced autofire or
Ranged blaster gauntlet +18 (3d6+8) or
Ranged blaster gauntlet +13 (3d6+8) and blaster gauntlet +13 (3d6+8)
Base Atk +13; **Grp** +16
Atk Options Accelerated Strike, Point Blank Shot, Precise Shot
Special Actions Battle Analysis, brace (light repeating blaster), Deployment Tactics, Field Tactics, Mandalorian Advance

Abilities Str 16, Dex 14, Con 14, Int 14, Wis 15, Cha 10
Special Qualities command cover, share talent (Deployment Tactics)
Talents Armored Defenses, Battle Analysis, Deployment Tactics, Exotic Weapon Mastery, Field Tactics, Juggernaut, Mandalorian Advance, Mandalorian Ferocity (pistols), Mandalorian Glory
Feats Accelerated Strike, Armor Proficiency (light, medium, heavy), Dual Weapon Mastery I, Implant Training, Mandalorian Training, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +15, Initiative +15, Knowledge (tactics) +15, Mechanics +15, Perception +17, Pilot +15
Possessions Mandalorian Neo-Crusader heavy battle armor (+10 armor, +2 equipment), Basilisk war droid, blaster gauntlet (2), dagger gauntlet, implants (alacrity, endurance, regeneration, strength), light repeating blaster rifle

Armor

The types of armor given on Table 12–1 are described below.

Mandalorian Neo-Crusader Light Armor

The basic issue armor of the Mandalorian ground forces, Neo-Crusader light armor includes a helmet, boots, and gauntlets. The helmet provides any wearer who has the Armor Proficiency (light) feat with an internal comlink and a helmet package. The suit can also provide its wearer with up to 10 hours of life support, allowing the wearer to survive in the vacuum of space or in any other hostile environment. This armor comes with a jet pack and has four unused upgrade slots (if using the equipment modification system presented in *Scum and Villainy*).

Mandalorian Combat Suit

Favored by the Mandalorians before the beginning of the Neo-Crusader movement, this vacuum-sealed suit has metal composite plates attached, providing protection in battle with a maximum range of movement. A helmet is included in this package, providing any wearer who has the Armor Proficiency (light) feat with an internal comlink and a helmet package. The suit can also provide its wearer with up to 10 hours of life support. This armor comes with a jet pack and has five unused upgrade slots.

TABLE 12-2: MELEE WEAPONS

SIMPLE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Small						
Stunning gauntlet	200	–	+1	0.4 kg	Energy	Restricted
Medium						
Stunning gauntlet	300	–	+1	0.5 kg	Energy	Restricted
Large						
Mythosaur axe	1,000	1d12	–	10 kg	Slashing	Restricted, Rare

MANDALORIAN NEO-CRUSADER BATTLE ARMOR

A heavier version of the Mandalorian Combat Suit sometimes worn by veteran warriors, this armor includes a helmet, boots, and gauntlets. Any wearer who has the Armor Proficiency (medium) feat can use the helmet's internal comlink andhelmet package. The suit provides its wearer with up to 10 hours of life support. This armor comes with a jet pack and six unused upgrade slots.

MANDALORIAN NEO-CRUSADER ASSAULT ARMOR

The armor of the Neo-Crusader shock troops, this upgrade of the Neo-Crusader light armor is covered with energy ablative plating and includes a helmet, boots and gauntlets. Any wearer who has the Armor Proficiency (heavy) feat can use the helmet's internal comlink and helmet package. The suit provides its wearer with up to 24 hours of life support. This armor includes a jet pack; however, due to the weight of the suit, the jet pack has a maximum fly speed of 4 squares per turn. The suit has six unused upgrade slots.

MELEE WEAPONS

The weapons given on Table 12–2 are described below.

MYTHOSAUR AXE

Simple Weapon

Crafted from the calcified bones of the extinct monster for which it is named, the Mythosaur axe is one ceremonial weapon that can be deadly. Mandalore the Ultimate's variation, atop a staff, uses modern metals and an energy cell to achieve double the damage.

STUNNING GAUNTLET

Simple Weapon

An insulated glove with an embedded energy cell, the stunning gauntlet produces an electrifying charge when it strikes a target. A stunning gauntlet changes the wearer's unarmed melee attacks to stun damage, and they provide a +1 bonus to stun damage on a successful unarmed attack.

Stunning gauntlets are two sizes smaller than their wearer (for example, a pair of stunning gauntlets designed for a Human are Tiny). Because of how they are worn, stunning gauntlets can't be disarmed or dropped.

DROIDS

The Basilisk war droid, one of the most unique weapons of war in the galaxy, is frequently seen in skirmishes throughout the Great Sith War and the Mandalorian Wars.

BASILISK WAR DROID

The ancient Basiliskan race yielded up many technological advances to their Mandalorian conquerors. Chief among them is the Basilisk war droid, heavily armed electronic quadrupeds. Operating both in atmosphere and in space, they are deadly enough on their own, their artificial intelligence operating a variety of weapons systems within their Mandalorian steel shells.

But the Basilisk droids are seldom on their own. Mandalorians use them as their personal mounts, saving wear and tear on their jet packs. The war droid is capable of melee action with its huge claws, as Ulic Qel-Droma finds when the mounted Mandalore the Indomitable meets him for their fateful duel.

Basilisk War Droid CL 6
Huge air vehicle (droid)
Init +6; **Senses** Perception +11

Defenses Ref 13 (flat-footed 11), Fort 19; +3 armor
hp 70; **DR** 5; **Threshold** 29

Speed fly 12 squares (max. velocity 550 km/h), fly 3 squares (starship scale)
Melee claws +11 (see below) or
Ranged light laser cannons +4* (see below) or
Ranged light concussion missile launcher +4* (see below) or
Ranged pulse-wave cannons** +4* (see below) or
Ranged space mines +5 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** +5
Base Atk +2; **Grp** +21
Atk Options autofire (light laser cannons)

Abilities Str 28, Dex 15, Con —, Int 14
Skills* Initiative +6, Mechanics +6, Perception +11, Pilot +6, Use Computer +11

Crew 1 (skilled, droid brain); **Passengers** 1
Cargo 100 kg; **Consumables** 1 day; **Carried Craft** none
Payload 4 concussion missiles, 2 space mines
Availability Military, Rare; **Cost** Not available for sale (estimated value 70,000)
* If the Basilisk war droid has a passenger, the passenger may use its attack bonus or skill bonuses instead of those of the droid brain. Basilisk war droids always obey the commands of authorized passengers.
** Treat as pulse-wave rifles, page 69

Light laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 3d10×2

Light concussion missiles (pilot)
Atk +4; **Dmg** 7d10×2

Pulse-wave cannons (pilot)
Atk +4; **Dmg** 3d8

Space mines (pilot)
Atk +5; **Dmg** 7d10×2

A Mandalorian Warrior riding a Basilisk War Droid



Starships

Mandalorians are technological mimics, able to replicate and improve upon the technologies of conquered peoples. Mandalorian ship designs are based on pirated vessels, augmented beyond recognition by Mandalorians looking for an extra technological edge.

The ships of traditional Mandalorians are, therefore, as highly personalized as their suits of armor. Most known "types" are vague categorizations, named by Republic observers for their convenience. (Use the junker template from *Starships of the Galaxy* on any of the ships presented in this section to represent modified designs from before the Mandalorian Wars.) Under the Neo-Crusaders, more designs are routed to War Forges for mass production, creating somewhat more recognizable classes of vehicles.

Manufacturing during the Mandalorian Wars is all for the Crusade, without such Republic niceties as patents or corporate entities. In later times, with the Mandalorians scattered, their technologies resurface in more traditional corporate bodies such as MandalMotors.

Davaab-type Starfighter

With a name based on the Mando'a word for "execution" or "carrying out," *Davaab*-type starfighters carry out the capital-ship protection work in this era. The initial design for the 8.8-meter-long *Davaab*-type starfighter appears to have been a Core Galaxy Systems model from well before the Great Sith War, much modified by the Mandalorians who fly them. Crusaders treat their starfighters as objects of personal pride, second only to their suits of armor, happily spending their personal time and resources on modifications. The *Davaab*-type starfighters open systems architecture adapts to this degree of kit-bashing better than other starfighters do.

The most frequently seen variation is the one selected for mass production in the Neo-Crusaders' War Forges. Older Mandalorians chafe at this version's stock package and its lack of interior comforts for armor wearers. But many soon find they can quietly modify these *Davaab*-type fighters just as they had in the past—if only out of sight of their Rally Masters.

Davaab-type Starfighter CL 8
Huge starfighter
Init +9; **Senses** Perception +6

Defenses Ref 17 (flat-footed 12), Fort 24; +4 armor
hp 100; **DR** 5; **SR** 25; **Threshold** 34

Speed fly 16 squares (max. velocity 1,100 km/h), fly 5 squares (starship scale)
Ranged light laser cannons +6 (see below) or medium concussion missiles +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +26
Atk Options autofire (light laser cannons), fire-link (light laser cannons)

Abilities Str 39, Dex 20, Con —, Int 15
Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 40 kg; **Consumables** 1 week; **Carried Craft** none
Payload 3 medium concussion missiles
Hyperdrive ×2, limited navicomputer (5-jump memory)
Availability Restricted; **Cost** 150,000 (80,000 used)

Light laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10×2

Medium concussion missiles (pilot)
Atk +6, **Dmg** 8d10×2, 4-square splash

A Kyramud-type battleship protects a flight of Shaadlar-type troopships during a planetary invasion



Shaadlar-type Troopship

Another ancient ship design pirated from another culture, the *Shaadlar*-type troopships—named for the Mando'a word for "move"—come from the conquered Basilisk race. The 130-meter-long troop transport, though modified several times through the generations, retains the organic look of Basilisk technology. Its gruesome appearance generates the desired shock as it enters the atmosphere of an unfortunate world to be conquered.

The ship's heavy armaments include an emphasis on ion weapons—a common theme to Basilisk technology. It also includes a battery of concussion missiles, which, though intended for bombardments before landing, can be reconfigured for firing at targets in space.

Shaadlar-type Troopship CL 15
Colossal (frigate) space transport
Init –2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 35; +12 armor
hp 750; **DR** 15; **SR** 150; **Threshold** 135

Speed fly 2 squares (starship scale)
Ranged 2 medium turbolaser batteries +14* (see below) and
2 point-defense medium ion cannon batteries +10 (see below) and
2 point-defense light concussion missile batteries +14 (see below))
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47
Atk Options autofire (point-defense medium ion cannon batteries)

Abilities Str 60, Dex 15, Con —, Int 18
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
Use Computer +6

Crew 30 (skilled); **Passengers** 800
Cargo 2,500 tons; **Consumables** 1 year; **Carried Craft** none
Payload 50 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 3 million (1.2 million used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size*

Medium turbolaser battery (5 gunners)
Atk +14 (–6 against targets smaller than Colossal), **Dmg** 5d10×5

Point-defense medium ion cannon battery (3 gunners)
Atk +10 (+5 autofire), **Dmg** 5d10×2 ion

Point-defense light concussion missile battery (5 gunners)
Atk +10, **Dmg** 7d10×2

Teroch-type Gunship

"Pitiless" as their Mando'a name suggests, *Teroch*-type fast-attack gunships specialize in swift interdictions. The nimble craft spend little time squaring off with opposing ships, instead using their speed to make the most of their limited firepower. A wave of *Teroch*-type gunships breaching a line is a horrible sight for a Republic captain, who suddenly has opponents fore and aft.

In the early days of the Mandalorian Wars, the 18-meter-long *Teroch*-type gunships are tasked with returning captured Jedi to Demagol on Flashpoint for evaluation. The fast-attack ship that mistakenly whisked a captured Jarael from Vanquo arrived long before the *Last Resort*, which followed it into hyperspace moments later.

Teroch-type Fast Attack Gunship CL 10
Colossal space transport
Init +0; **Senses** Perception +6

Defenses Ref 16 (flat-footed 12), Fort 25; +12 armor
hp 110; **DR** 10; **SR** 25; **Threshold** 75

Speed fly 14 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)
Ranged double laser cannons +4 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +37
Atk Options autofire (double laser cannons)

Abilities Str 40, Dex 19, Con —, Int 15
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

Crew 8 (skilled); **Passengers** 6
Cargo 8 tons; **Consumables** 3 weeks; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Restricted; **Cost** 400,000 (200,000 used)

Double laser cannons (gunner)
Atk +4 (–1 autofire), **Dmg** 6d10×2

Jehavey'ir-type Assault Ship

Named for the Mando'a word for "ambush," ships of the *Jehavey'ir*-type serve that purpose as well as a capital ship can. Based on—but visually and technologically many generations away from—captured Basilisk technology, these assault ships are known for their ability to make quick hits. *Jehavey'ir-type* assault ships fly with guns charged and ready to fire, even in hyperspace, so they can engage moments after arriving on the scene of battle.

The 188-meter-long *Jehavey'ir*-type assault ship's missile batteries deal a devastating barrage, made all the more terrible during the Mandalorian Wars when fission warheads are occasionally used. Several assault ships so armed join in the destruction of the Stereb cities of Serroco.

Lacking landing bays, ships of this type have special airlocks permitting the easy projection of troops toward a ship to be boarded. Neo-Crusader shock troopers from a *Jehavey'ir*-type assault ship were among those who took the *Courageous*.

Tactical Fire: The *Jehavey'ir*-type assault ship can launch an ambush against unsuspecting foes on a moment's notice, caching them when their defenses are weakest. As a standard action, a *Jehavey'ir*-type assault ship can forego all attacks to provide tactical fire to all adjacent squares. All enemy ships within this radius suffer a –1 penalty to Reflex Defense and Fortitude Defense.

Jehavey'ir-type Assault Ship **CL 18**
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 36; +11 armor
hp 900; **DR** 15; **SR** 75; **Threshold** 136

Speed fly 3 squares (starship scale)
Ranged medium double turbolaser batteries +13* (see below) and heavy ion cannon batteries +9* (see below) and super-heavy concussion missile battery +15* (see below)
Fighting Space 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +48

Abilities Str 62 Dex 18, Con —, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 200 (skilled); **Passengers** 500
Cargo 3,500 tons; **Consumables** 6 months; **Carried Craft** none
Payload 36 super-heavy concussion missiles
Hyperdrive ×2 (backup ×12), navicomputer
Availability Restricted; **Cost** 10 million (4 million used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Medium double turbolaser battery (5 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 6d10×5

Heavy ion cannon battery (3 gunners)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** 4d10×5 ion

Super-heavy concussion missile battery (6 gunners)
Atk +15 (–5 against targets smaller than Colossal), **Dmg** 11d10×5

Kyramud-type Battleship

Another Basilisk-inspired vessel, the 752-meter-long *Kyramud*-type—Mando'a for "killer" or "assassin"—battleship made frequent fleet battle appearances from the Sith War through to the Mandalorian Wars. The *Kyramud*-type battleship includes a landing bay and troopships, making it a significant piece of any ground-invasion plan during the Great Sith War and the Mandalorian Wars. Rohlan Dyre spends three years managing a group of shock troopers on the battleship *Jai'galaar*.

Missiles are a major component of the *Kyramud*-type battleship's arsenal, and another part of the Mandalorians' ground strategy. When directed at a planet's surface, missiles from these battleships frequently turn the tide against opposing armies.

Tactical Fire: The *Kyramud*-type battleship is often used in the ground assault on worlds targeted by the Mandalorian hordes, and is designed to provide invasion support. As a standard action, a *Kyramud*-type battleship can forego all attacks to provide tactical fire to all squares within a 2-square radius. Any allied starship that makes an attack run against a target within this radius gains a +2 circumstance bonus on the attack roll.

Kyramud-type Battleship **CL 20**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defenses Ref 16 (flat-footed 14), Fort 50; +14 armor
hp 1,250; **DR** 20; **SR** 90; **Threshold** 250

Speed fly 2 squares (starship scale)
Ranged 4 point-defense medium ion cannon batteries +9 (see below) and 5 double medium turbolaser batteries +13* (see below) and 2 heavy concussion missile batteries +13* (see below) and 2 tractor beam batteries +9* (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +62
Atk Options autofire (point-defense medium ion cannon batteries)

Abilities Str 90, Dex 15, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 1,200 (skilled); **Passengers** 2,000
Cargo 8,000 tons; **Consumables** 1 year; **Carried Craft** 3 *Shaadlar*-type troopships, 36 *Davaab*-type fighters, various support craft
Payload 80 heavy concussion missiles
Hyperdrive ×2 (backup ×15); navicomputer
Availability Restricted; **Cost** 40 million (22 million used)
**Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Point-defense medium ion cannon battery (3 gunners)
Atk +9 (+4 autofire), **Dmg** 4d10×2 ion

Double medium turbolaser battery (5 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 6d10×5

Heavy concussion missile battery (5 gunners)
Atk +13 (–7 against targets smaller than Colossal), **Dmg** 9d10×5

Tractor beam battery (3 gunners)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** – (grapple +62)

Kandosii-type Dreadnaught

The 1,360 meter long *Kandosii*-type dreadnaught, named for the Mando'a word for "ruthless," is the most fearsome element of the Mandalorian fleet. Perhaps more than any other ship in the Mandalorian arsenal, the *Kandosii*-type dreadnaught is an amalgamation of "appropriated" technologies. Republic investigators cracking the hull of the first *Kandosii*-type dreadnaught to be taken were astonished to find a Corellia StarDrive engine system and deck plating manufactured by Byblos Drive Yards.

Even without an escort, the massive vessel alone is a match for most opponents. During the Mandalorian Wars, the heavy concussion missiles, formidable on their own, can be tipped with fission warheads on the orders

TWO JEHAVEY'IR-TYPE ASSAULT SHIPS PATROL THE SPACE ABOVE A CAPTURED WORLD WITH A KANDOSII-TYPE DREADNAUGHT



of Mandalore or Cassus Fett. Such weapons are used more than once, most notoriously in the immolation of the cities of Serroco.

Tactical Fire: The *Kandosii*-type dreadnaught is a powerful ship whose missile compliment is often called the most sophisticated and most destructive in the galaxy. As a standard action, a *Kandosii*-type dreadnaught can forego all attacks to provide tactical fire to all squares within a 2-square radius. Any allied starship that makes a successful attack with a missile or torpedo against a target within that radius gains a +1 circumstance bonus on the attack roll, and takes no penalty on secondary attacks with a missile that has locked onto its target.

Kandosii-type Dreadnaught **CL 20**
Colossal (cruiser) capital ship
Init −3; **Senses** Perception +6

Defenses Ref 16 (flat-footed 15), Fort 56; +15 armor
hp 2,100; **DR** 20; **SR** 125; **Threshold** 256

Speed fly 2 squares (starship scale)
Ranged 5 double medium turbolaser batteries +17* (see below) and 2 point-defense triple laser cannon batteries +17 (see below) and 2 super-heavy concussion missile batteries +17* (see below) and 2 tractor beam batteries +11* (see below)
Fighting Space 2×2 (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +68
Atk Options autofire (point-defense triple laser cannon batteries)

Abilities Str 102, Dex 13, Con —, Int 20
Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3, Use Computer +6

Crew 10,000 (skilled); **Passengers** 30,000 (troops)
Cargo 45,000 tons; **Consumables** 5 years; **Carried Craft** 8 *Shaadlar*-type troopships, 128 *Davaab*-type fighters, various support craft
Payload 120 super-heavy concussion missiles
Hyperdrive ×2 (backup ×9), navicomputer
Availability Restricted; **Cost** 200 million (120 million used)
** Apply a −20 penalty on attacks against targets smaller than Colossal size.*

Double medium turbolaser battery (6 gunners)
Atk +17 (−3 against targets smaller than Colossal), **Dmg** 6d10×5

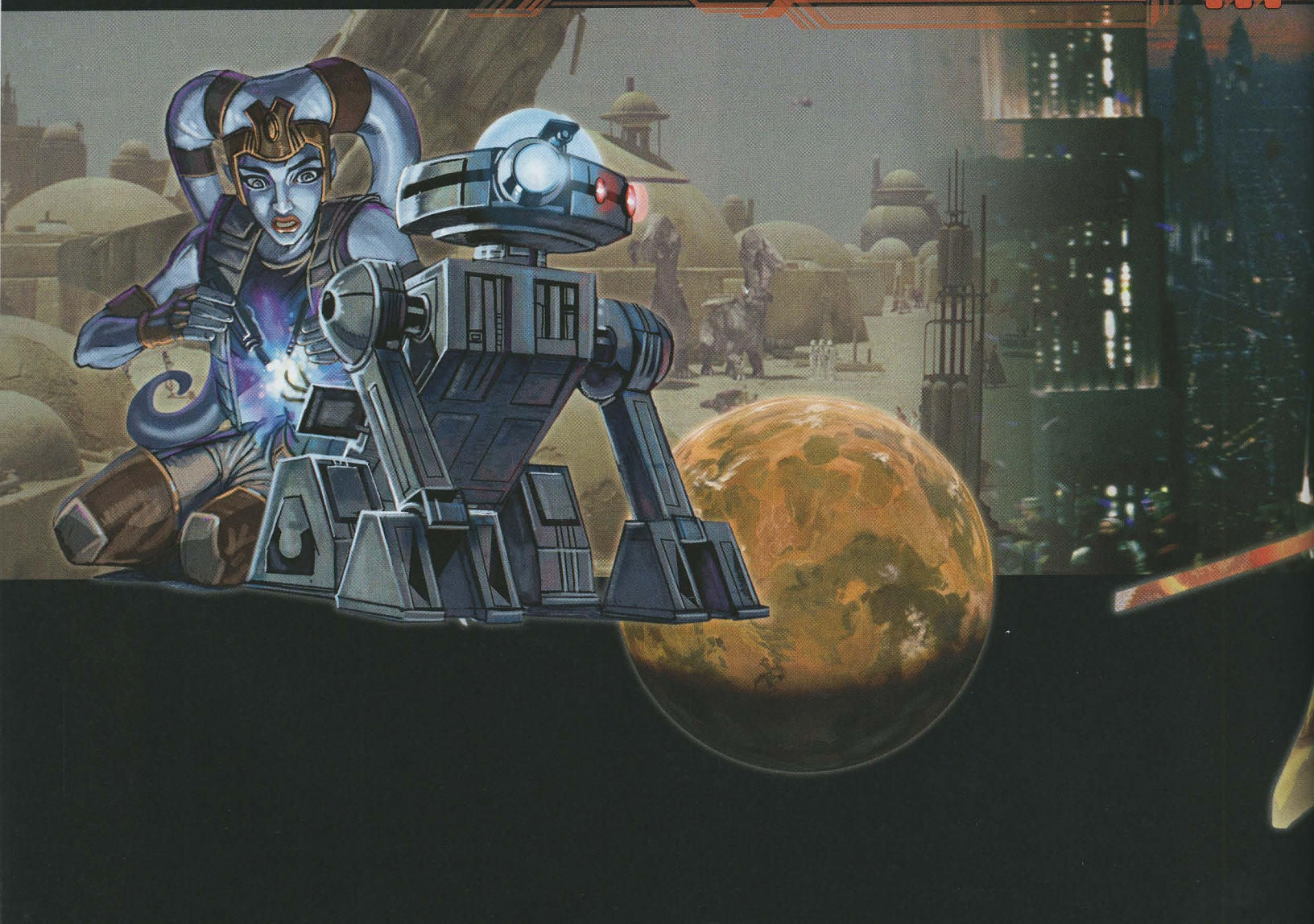
Point-defense triple laser cannon battery (6 gunners)
Atk +17 (+2 autofire), **Dmg** 6d10×2

Super-heavy concussion missile battery (6 gunners)
Atk +17 (−3 against targets smaller than Colossal), **Dmg** 11d10×5

Tractor beam battery (3 gunners)
Atk +11 (−9 against targets smaller than Colossal), **Dmg** – (grapple +68)

"WE'RE NOMADS. WE DON'T HAVE HEADQUARTERS."
—GORMER

Chapter XIII
Allies and Opponents





The galaxy is filled with organizations other than large governments such as the Republic, or powerful invaders such as the Sith or Mandalorians. Though they vary in scale and complexity, these other organizations fulfill functions much more vital to the day-to-day needs of most Galactic citizens. Some might be employees of interstellar corporations, but others find their niche within underworld criminal operations.

This chapter covers a wide range of entities, corporations, and other groups active in the galaxy. It highlights influential—if not prominent—individuals. Also included are ships, vehicles, and droids that can be found among the fringes of society, or at least outside the major forces presented in earlier chapters.

Notable Personalities

The following individuals are of some significance to the galaxy, and play a major role in shaping history with their actions.

Lord Arkoh Adasca

Arkoh Adasca is the eighth member of the House of Adasca to rise to the title of Lord. The youthful and charismatic Arkoh captures the imagination of the Arkanians. Though he is not the Arkanian political leader, his mannerisms and demeanor allow him to project and assume more power than he is truly entitled to. Arkoh successfully raises the Arkanian sense of superiority over other species through subtle but enticing arguments. He also uses his persuasive skills to convince otherwise loyal Arkanians to aid him in the ill-fated Project Black Harvest, even though the Republic would consider such actions treasonous.

Arkoh is supremely confident in his position and abilities. Although he projects an image of an honorable and ethical leader, this is merely a front for his schemes and vast ambition. Ultimately, his overconfidence leads to his destruction, significantly damaging his company in the process.

Lord Arkoh Adasca (Mandalorian Wars) CL 13
Medium Arkanian noble 7/corporate agent 6
Destiny 2; **Force** 6; **Dark Side** 10
Init +11; **Senses** darkvision, Perception +14
Languages Arkanian, Basic, Binary, Bocce, Cerean, Draethos, Durese, High Galactic, Huttese, Ithorese

Defenses Ref 25 (flat-footed 25), Fort 23, Will 30
hp 66; **Threshold** 23

Speed 6 squares
Melee unarmed +9 (1d4+6)
Ranged hold-out blaster pistol +9 (3d4+6)
Base Atk +9; **Grp** +9
Atk Options Point Blank Shot
Special Actions Born Leader, Gearhead, Impose Hesitation, Inspire Confidence, Inspire Haste, Willful Resolve

Abilities Str 10, Dex 11, Con 10, Int 17, Wis 16, Cha 18
Special Qualities executive leadership (3/encounter)
Talents Born leader, Competitive Edge, Educated, Impose Hesitation, Inspire Confidence, Inspire Haste, Willful Resolve
Feats Gearhead, Linguist, Point Blank Shot, Skill Focus (Deception), Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [life sciences]), Skill Focus (Knowledge [physical sciences]), Skill Focus (Persuasion), Skill Training (Knowledge [technology]), Skill Training (Mechanics), Weapon Proficiency (pistols, simple weapons)
Skills Deception +20, Gather Information +15, Knowledge (bureaucracy) +19, Knowledge (life sciences) +19, Knowledge (physical sciences) +19, Knowledge (technology) +14, Mechanics +14, Perception +14, Persuasion +20, Treat Injury +14, Use Computer +14
Possessions hold-out blaster, comlink, datapad

BRIANNA (THE LAST HANDMAIDEN)

Brianna is one of the handmaidens in service to Jedi Master Atris on Telos IV. The daughter of a forbidden love affair between her Jedi Master mother and Echani father, she lives her life trying to make up for her shameful parentage—at least as it is seen in Echani culture. Her fellow handmaidens have no respect for her. At Master Atris' request, she steals the *Ebon Hawk*, forcing the Exile to come to Telos IV to retrieve it. She travels with the Exile all the way to Malachor V.

"WE NO LONGER SEEK CONTRACTS. BUT WE MAY ACCEPT ALLIES."
—LORD ARKOH ADASCA



Brianna, the Last Handmaiden (upon joining the Exile) CL 10
Medium Human soldier 9/melee duelist 1
Destiny 2; **Force** 5; **Dark Side** 2
Init +13; **Senses** Perception +10
Languages Basic

Defenses Ref 28 (flat-footed 24), Fort 24, Will 22
hp 100; **Threshold** 24

Speed 6 squares
Melee unarmed +12 (1d6+9) or
Melee staff +13 (1d6+12) or
Melee staff +8 (1d6+17) with Power Attack or
Melee staff +11/+11 (1d6+12/1d6+12) with Dual Weapon Mastery II or
Melee staff +6/+6 (1d6+17/1d6+17) with Dual Weapon Mastery II and Power Attack

Ranged blaster pistol +13 (3d6+5) or
Ranged blaster pistol +8 (3d6+10) with Power Blast
Base Atk +10; **Grp** +13
Atk Options Devastating Attack (pistols), Dual Weapon Flourish I, Melee Smash, Power Attack, Power Blast, Stunning Strike
Special Actions Tough as Nails

Abilities Str 14, Dex 16, Con 15, Int 10, Wis 10, Cha 14
Talents Devastating Attack (pistols), Dual Weapon Flourish I, Melee Smash, Stunning Strike, Tough as Nails, Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Echani Training, Force Sensitivity, Martial Arts I, Power Attack, Power Blast, Skill Training (Acrobatics), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +13, Initiative +13, Jump +12, Perception +10, Treat Injury +10, Use the Force +5,
Possessions Handmaiden's staff (quarterstaff), blaster pistol, Handmaiden's robes

Calo Nord

Calo Nord is a ruthless bounty hunter, known to work at various times for the Sith, the Republic, and finally for the Exchange. Thought originally to have been a slave, rumors suggest that he killed his original owners, his parents who had sold him, the bounty hunters who came after him, and even the slavers. He learns to become a lethal bounty hunter in his own right. Cold, menacing, and unapproachable, Nord fears no one. Ultimately, it takes a person of equal power to defeat him, as Revan does when the bounty hunter tries to prevent his escape from Taris in the *Ebon Hawk*.

Calo Nord **CL 13**
Medium Human scout 3/soldier 4/bounty hunter 4/gunslinger 2
Destiny 1; **Force** 6; **Dark Side** 6
Init +13; **Senses** low-light vision, Perception +12 (can reroll, must take second result)
Languages Basic

Defenses Ref 33 (flat-footed 32), Fort 31, Will 26
hp 113; **DR** 10 (ion damage only, from shields); **SR** 25; **Threshold** 31

Speed 4 squares
Melee vibroblade +15 (2d6+9)
Ranged blaster pistol +14 (3d6+7) or
Ranged blaster pistol +12/+12 (3d6+7) with Dual Weapon Mastery II
Base Atk +12; **Grp** +15
Atk Options Hunter's Mark, Keen Shot, Point Blank Shot, Precise Shot
Special Actions familiar foe +2, Quick Draw, Shake It Off

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 10
Special Qualities familiar foe +2, trusty sidearm +1
Talents Acute Senses, Armored Defenses, Hunter's Mark, Improved Armored Defenses, Keen Shot, Mobile Attack (pistols), Notorious
Feats Armor Proficiency (light, medium, heavy), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Precise Shot, Quick Draw, Shake It Off, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +12, Initiative +12, Perception +12 (can reroll, must take second result), Stealth +12, Survival +12, Treat Injury +12
Possessions heavy battle armor (+10 armor, +4 equipment), 2 blaster pistols, vibroblade, 4 stun grenades, 2 thermal detonators, low-light goggles (grants low-light vision to wearer), Verpine prototype heavy energy shields (SR 25), 2000 credits

Marn "The Gryph" Hierogryph

Falsely accused as an accomplice to the murders of the Padawans on Taris, Marn "The Gryph" Hierogryph's immediate impulse is to protest: "I am not an accomplice! I am a mastermind!" And that is, indeed, the fondest ambition of this Snivvian flim-flam artist. Gryph found his calling as a youth when he discovered money—and his uncanny ability to talk others into giving him theirs.

Snivvians are obsessed with living their lives in pursuit of art, so Gryph's interest in the criminal arts does not draw the scorn of his fellows on Cadomai. But Gryph's avocation is con artistry, and after enough Snivvians feel the sting of his antics, his parents send him offworld. There begins for Gryph a life in the study of the galaxy's more notorious—as well as some of its less successful—career criminals.

Gryph is in danger of joining the latter group when he first encounters Zayne Carrick, who is assigned to capture him. Zayne succeeds on the final try, only to find both of them framed for the Padawan Massacre. Overcoming his impulse to run away and save his own skin, Gryph sees possibilities in working con games with someone with Jedi talents.

There begins a long and sometimes rocky partnership, with Gryph's financial goals frequently at odds with Zayne's quest for justice. But the Snivvian flourishes during the partnership, reforging his relationship with the Hidden Beks and annoying enough people to boost the bounty on his head into the six-figure range. For Gryph, that is all part of keeping score.

Gryph has one hireling in Slyssk, a meek Trandoshan starship thief. He also refers to Zayne as a henchman, although the two are constantly renegotiating the terms of their partnership.

Marn "The Gryph" Hierogryph **CL 8**
Small Snivvian nonheroic 2/scoundrel 7/crime lord 1
Destiny 1; **Force** 2; **Dark Side** 4
Init +5; **Senses** Perception +10
Languages Basic, Bocce, Huttese, Snivvian

Defenses Ref 25 (flat-footed 24), Fort 19, Will 24
hp 34; **Threshold** 19

Speed 4 squares
Melee by weapon –1 (nonproficient with all weapons)
Ranged by weapon +1 (nonproficient with all weapons)
Base Atk +5; **Grp** +1
Atk Options Point Blank Shot
Special Actions Disruptive, Knack, Melee Defenses

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 13, Cha 17
Special Qualities cold resistance
Talents Attract Student, Disruptive, Fool's Luck, Knack, Lucky Stop
Feats Improved Defenses, Melee Defenses, Point Blank Shot, Quick Skill, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Focus (Stealth), Skill Training (Knowledge [bureaucracy]), Skill Training (Knowledge [galactic lore]), Skill Training (Perception), Skill Training (Use Computer)
Skills Deception +17, Gather Information +17, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Perception +10, Persuasion +17, Stealth +20, Use Computer +12
Possessions 4 credit chips, datapad, video recorder, winning smile

GO-TO (GOTO)

GO-TO is better known to his underlings and the outside world as Goto, a Human male. Thanks to skilled holographic manipulation, virtually no one suspects that Goto is, in fact, an alias of a scheming droid. As a highly intelligent infrastructure-planning system, GO-TO was originally programmed to aid the Republic in reconstruction after the Jedi Civil War. However, he eventually breaks his programming to follow Republic law and opts to help stabilize the Republic in any manner he sees fit. Using his alias, he establishes a smuggling operation that gets him into the Exchange, leading their Telos operations. He also establishes the HK-50 assassin-droid factory to aid his stabilization efforts. GO-TO orchestrates the capture of the Exile as one of the bounties he places on all Jedi and Sith, who he considers destabilizing factors. GO-TO ends up accompanying and aiding the Exile, hoping that doing so will stabilize the Republic. GO-TO is destroyed in a showdown with HK-47 and his own HK-50s on Malachor V.

GO-TO (Dark Wars) **CL 6**
Tiny droid (2nd-degree) nonheroic 4/scoundrel 5
Destiny 1; **Force** 3; **Dark Side** 7
Init +7; **Senses** low-light vision, Perception +6
Languages Basic, Bocce, Binary, High Galactic, Huttese

Defenses Ref 18 (flat-footed 16), Fort 9, Will 12
hp 28; **SR** 10; **Threshold** 9
Immune droid traits

Speed 4 squares (fly)
Melee electroshock probe +4 (1d8 ion)
Ranged integrated blaster pistol +9 (3d6+5) or
Ranged integrated blaster pistol +6 (3d6+8) with Power Blast
Base Atk +6; **Grp** –6
Atk Options Deadeye, Point Blank Shot, Power Blast, Precise Shot

Abilities Str 6, Dex 16, Con —, Int 16, Wis 11, Cha 14
Talents Gimmick, Master Slicer, Trace
Feats Deadeye, Improved Defenses, Point Blank Shot, Power Blast, Precise Shot, Skill Focus (Knowledge [social sciences]), Skill Focus (Knowledge [technology]), Skill Focus (Use Computer), Weapon Proficiency (pistols, simple weapons)
Skills Knowledge (social sciences) +17, Knowledge (technology) +17, Persuasion +11, Use Computer +17 (can reroll when improving access and take better result)
Systems hovering locomotion, heuristic processor, 2 tool appendages, electroshock probe, holorecorder, holoprojector, improved sensor package, locked access, integrated comlink, vocabulator
Possessions integrated blaster (treat as blaster pistol), planetary infrastructure management software, The *Visionary* (Goto's Yacht)

HK-47

HK-47 is a lethal assassin droid, albeit one with a sharp wit combined with a barely concealed hatred of organic "meatbags." He serves Revan, both before and after the Dark Lord's capture. In fact, at one point his memories are concealed even from himself, by Revan's own hand. Though HK-47's primary function is concealed, this cannot completely hide the fact that the droid is more than it seems, nor can it hide the droid's attitude. After rejoining Revan on Tatooine, HK-47's full personality eventually appears when Revan's true past is revealed. He continues serving Revan through the search and destruction of the Star Forge. Little is known about HK-47's travels for the next five years. Though he travels with the Jedi Exile for a while, he eventually convinces the imitation HK-50 droids to join his cause, leading them against GO-TO on Malachor V.

HK-47 (Jedi Civil War) **CL 9**
Medium droid (4th-degree) soldier 7/elite trooper 2
Destiny 1; **Force** 7; **Dark Side** 11
Init +11; **Senses** darkvision; Perception +12
Languages Basic, Binary, Tusken

Defenses Ref 24 (flat-footed 21), Fort 23, Will 20
hp 76; **DR** 1; **Threshold** 23
Immune droid traits

Speed 6 squares
Melee unarmed +12 (1d6+7)
Ranged heavy blaster rifle +12 (3d10+6) or
Ranged heavy blaster rifle +10 (3d10+6) with Controlled Burst
Ranged flamethrower +11 (3d6+4)
Base Atk +9; **Grp** +12
Atk Options autofire (heavy blaster rifle), Controlled Burst, Point Blank Shot, Precise Shot
Special Actions Tough as Nails

Abilities Str 16, Dex 14, Con —, Int 14, Wis 12, Cha 10
Special Qualities delay damage
Talents Armored Defenses, Controlled Burst, Tough as Nails, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Exotic Weapon Proficiency (flamethrower), Martial Arts I, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +11, Knowledge (tactics) +11, Mechanics +11, Perception +12, Use Computer +11
Systems walking locomotion, heuristic processor, 2 hand appendages, darkvision, improved sensor package, locked access, secondary battery, translator unit (DC 5), vocabulator
Possessions durasteel battle armor, heavy blaster rifle, flamethrower

JARAEL

For someone who has spent much of her life living in a junkyard, Jarael attracts the interest of a wide variety of people, and not only because of her savage beauty—which is considerable. Powerful individuals from Lord Adasca to Squint to Demagol learn that Jarael might be more than she acknowledges—or realizes.

Her public persona is that of a scrappy, acrobatic fighter used to life in harsh places. She appears to be an Arkanian Offshoot, although her pointed ears are not shared by that subspecies. She visits the Offshoot villages of Arkania for only the first time as an adult. Her sole mission in life has been caring for the increasingly addled inventor known as Camper. Jarael never discusses the fate that Camper saved her from years before—but in protecting her, he changes her life.

Jarael's mission to protect Camper from his own past fails when the two—against Jarael's better judgment—are thrown into the company of fugitives Zayne Carrick and Marn Hierogryph. Immediately after Jarael and Camper part company with them, Camper falls ill, and Jarael finds herself forced to turn to Adascorp—the medical conglomerate Camper has been running from—for help. Jarael then becomes a pawn in Lord Adasca's galactic game to pry knowledge from Camper. When Camper escapes, going his own way, she blames herself.

Working to piece her life back together, Jarael returns to Zayne Carrick's company. She focuses on physical training, and even begins to explore her nascent Force sensitivity. Jarael uses a shockstaff of Camper's design, capable of delivering a charge that temporarily numbs the flesh it strikes.



THE MOOMO WILLIWAW (LEFT) AND THE LAST RESORT (RIGHT)

Jarael **CL 8**
Medium Arkanian Offshoot scout 5/soldier 3
Destiny 2; **Force** 2; Strong in the Force
Init +12 (can reroll, must take second result); **Senses** Perception +9 (can reroll, must take second result)
Languages Basic

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

Speed 6 squares
Melee shockstaff +8 (2d6+7) or
Melee shockstaff +3/+3 (2d6+7) with Dual Weapon Mastery I
Ranged by weapon +8
Base Atk +6; **Grp** +9
Atk Options Devastating Attack (advanced melee weapons)
Special Actions Shake It Off

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 11, Cha 16
Talents Acute Senses, Devastating Attack (advanced melee weapons), Improved Initiative, Uncanny Dodge I, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light), Dodge, Dual Weapon Mastery I, Force Sensitivity, Shake It Off, Strong in the Force, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +12 (can reroll, must take second result), Jump +10, Knowledge (galactic lore) +9, Perception +9 (can reroll, must take second result), Survival +9
Possessions shockstaff, comlink, various personal belongings

"I DIDN'T KNOW AN OFFSHOOT COULD BE SUCH AN ASSET IN THE DIPLOMACY DEPARTMENT."

–EEJEE VAMM

MIRA

Mira is a young female Human bounty hunter with the unconventional preference for capturing targets rather than killing them. Even though the Wookiee Hanharr attempts to kill her, Mira spares his life, earning his life debt. Hanharr again tries to kill her, both for his Exchange boss and to free himself from the debt. When he again fails, Mira leaves him for dead. Hanharr returns unexpectedly on Malachor V, where once again, Mira refuses to kill him. After becoming involved in the Exile's capture on Nar Shaddaa, Mira joins the travelers with the Exile. She joins the *Ebon Hawk* crew's rescue mission and remains with them through the end at Malachor V.

Mira (Dark Wars) **CL 6**
Medium Human scout 5/soldier 1
Destiny 1; **Force** 4
Init +11; **Senses** Perception +13
Languages Basic, Huttese

Defenses Ref 21 (flat-footed 18, with Critical Strike 16), Fort 20, Will 16; Evasion
hp 54; **Threshold** 20

Speed 6 squares
Melee vibroblade +4 (2d6+3) or
Melee vibroblade +4 (2d6+3/19–20) with Critical Strike
Ranged blaster pistol +9 (3d6+3) or
Ranged blaster pistol +9 (3d6+3/19–20) with Sniper Shot or
Ranged wrist launcher +7 (damage per ammunition: grenade per type, dart 1d4+3 or rocket 2d6+3)
Base Atk +4; **Grp** +7
Atk Options Critical Strike, Sniper Shot
Special Actions Guidance, Shake It Off

Abilities Str 10, Dex 16, Con 13, Int 14, Wis 11, Cha 10
Talents Armored Defenses, Evasion, Guidance, Surefooted
Feats Critical Strike, Exotic Weapon Proficiency (wrist launcher), Skill Focus (Perception), Shake It Off, Sniper Shot, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +11, Jump +8, Mechanics +10, Perception +13, Stealth +11, Survival +8, Use Computer +10
Possessions blaster pistol, vibroblade, wrist launcher (able to launch grenades (damage per grenade type), darts (1d4 damage) and rockets (2d6 damage), blast jacket (+2 armor, +1 equipment, +4 max Dex)

Mission Vao

Mission Vao is a bright, cheerful, young Twi'lek who grows up in the rough Undercity of Taris. Though her skills are less than reputable, she is nonetheless loyal to her Wookiee friend Zaalbar and her troublesome brother Griff. She and Zaalbar travel with Revan after he helps Zaalbar escape slavers on Taris. Her skills prove to be extremely useful, but she is also on a mission of her own—trying to catch up with her brother. She succeeds, only to discover that he was more dishonest than she imagined. She and Revan succeed in bailing him out of yet another unlikely scheme, before they part ways and she follows Raven in his search for the Star Forge.

Mission Vao (in Taris Undercity) **CL 4**
Medium Twi'lek scoundrel 4
Destiny 1; **Force** 3
Init +10; **Senses** low-light vision, Perception +7
Languages Basic, Huttese, Ryl, Shyriiwook (can't speak)

Defenses Ref 19 (flat-footed 16), Fort 17, Will 15
hp 33; **Threshold** 17

Speed 6 squares
Melee vibroblade +3 (2d6+2) or
Melee vibroblade +3 (2d6+2/19–20) with Critical Strike (Reflex Defenses –5)
Ranged blaster pistol +6 (3d6+2) or
Ranged blaster pistol +6 (3d6+2/19–20) with Sniper Shot (Reflex Defenses –5)
Base Atk +3; **Grp** +6
Atk Options Critical Strike, Sniper Shot
Special Actions Fool's Luck, Melee Defenses, Sneak Attack +1d6

Abilities Str 10, Dex 17, Con 12, Int 14, Wis 11, Cha 10
Talents Fool's Luck, Sneak Attack +1d6
Feats Critical Strike, Melee Defenses, Point Blank Shot, Sniper Shot, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +7, Mechanics +9, Perception +7, Persuasion +7, Stealth +10, Use Computer +9
Possessions blaster pistol, vibroblade, stealth field generator

Dob and Del Moomo

Violent and stupid where their fellow Ithorians are peaceful and contemplative, brothers Dob and Del Moomo are expelled from the herd for its own safety. Unable to grasp traditional Ithorian values (or many other concepts, for that matter), Dob and Del venture forth into the galaxy as muscle—or muscleheads—for hire.

Whenever the brothers serve as bodyguards, bounty hunters, or assassins, the description "would-be" always applies. Few of their endeavors are successful; most are torpedoed by their own back-stabbing feuds. "My brother wouldn't pull a poisoned stake out of my hide," Del once said. "At least, he didn't the first two times." Yet the two mysteriously continue to be recommended for jobs in the highest levels of Republic society, including assignments for Krynda's Jedi Covenant and industrialist Jervo Thalien. During the siege of Taris, they come into a temporary alliance with Zayne Carrick's gang, cooperating until such time as they can turn him in for a bounty—if they can remember to do it.

The brothers do not lack for resources, as evidenced by their insanely over-armed starship, the *Moomo Williwaw*. The interior of the ship continues the theme: Dob and Del are obsessed with weapons of all kinds, and their ship is littered with implements of destruction from hundreds of cultures. It has provided the Moomos the one education that seems to have taken: Del specializes in demolitions, and Dob is a treasure-trove of information about melee weapons. They rarely use the same weapons twice, preferring to pull something new out of their collection.

Dob and Del's statistics are identical except for their talents, where noted below. The only distinguishing characteristic between the two is a scar over Del's right eye, gained in childhood when Dob shoved his brother's head into a working trash compactor. (In Dob's defense, Del *did* agree to look.)



MISSION VAO ATTEMPTS REPAIRS ON T3-M4

Dob and Del Moomo CL 10

Medium Ithorian scout 3/soldier 4/bounty hunter 3
Destiny 1; **Force** 2; **Dark Side** 4
Init +8; **Senses** Perception +3 (can reroll, must take second result)
Languages Basic, Ithorese

Defenses Ref 27 (flat-footed 24), Fort 26, Will 20
hp 112; **Threshold** 31

Speed 6 squares
Melee vibroblade +13 (2d6+10) or
Melee vibroblade +13 (3d6+10) with Mighty Swing or
Ranged blaster pistol +12 (3d6+5) or
Ranged blaster pistol +10 (4d6+5) with Rapid Shot or
Ranged blaster pistol +7 (3d6+5) and
blaster pistol +7 (3d6+5) or
Ranged blaster rifle +12 (3d8+5) or
Ranged heavy repeating blaster rifle +7 (3d10+5) or
Ranged slugthrower pistol +12 (2d6+5) or
Ranged sonic disruptor +12 (2d6+5) or
Ranged thermal detonator +12 (8d6+5) or
Ranged bellow +10 (3d6 sonic, 6-square cone, miss deals half damage) see *Saga Edition* core rulebook
Base Atk +9; **Grp** +13
Atk Options Dual Weapon Mastery I, Keen Shot, Melee Smash, Mighty Swing, Power Attack, Rapid Shot, Stunning Strike (Dob only)
Special Actions Disruptive, familiar foe +1

Abilities Str 18, Dex 16, Con 18, Int 7, Wis 6, Cha 10
Special Qualities familiar foe +1
Talents Acute Senses, Demolitionist (Del only), Disruptive, Keen Shot, Melee Smash, Notorious, Stunning Strike (Dob only)
Feats Armor Proficiency (light), Dual Weapon Mastery I, Improved Damage Threshold, Mighty Swing, Power Attack, Rapid Shot, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)
Skills Mechanics +8, Perception +3 (can reroll, must take second result), Persuasion +5 (can reroll when intimidating and keep better result), Pilot +13, Survival +8 (can reroll, must take second result)
Possessions blaster pistol (2), blaster rifle, heavy repeating blaster, slugthrower pistol, sonic disruptor, thermal detonator (6), vibroblade, utility belt, security and tool kits (on board the *Moomo Williwaw*), *Moomo Williwaw*

T3-M4

T3-M4 is a highly customized and advanced utility droid, upgraded specifically for Taris Exchange boss Davik Kang. However, T3 ends up in the hands of Revan, who makes use of the droid's abilities during the search for the Star Forge. The droid remains with the *Ebon Hawk,* after Revan parts with the ship before departing to the Unknown Regions at the end of the Jedi Civil War. T3 reappears with the ship years later, joining with the Exile. The droid proves as useful to her as it was to Revan. T3 is believed to have remained with the Exile after the Sith are defeated at Malachor V.

T3-M4 (Jedi Civil War) CL 6

Small droid (2nd-degree) nonheroic 2/scoundrel 6
Destiny 1; **Force** 4
Init +2; **Senses** darkvision, Perception +3
Languages Basic (understand only), Binary, Huttese (understand only), Shyriiwook (understand only), Zabrak (understand only)

Defenses Ref 21 (flat-footed 11), Fort 15, Will 18
hp 26; **Threshold** 15
Immune droid traits

Speed 4 squares
Melee electroshock probe +4 (1d8+2 ion)
Ranged stun ray +6 (3d6+3 stun) or
Ranged integrated laser pistol +6 (3d6+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +5; **Grp** +1
Atk Options Point Blank Shot, Precise Shot
Special Actions Gearhead, Knack, Logic Upgrade: Tactician

Abilities Str 8, Dex 13, Con —, Int 16, Wis 12, Cha 7
Talents Gimmick, Master Slicer, Knack
Feats Dodge, Gearhead, Logic Upgrade: Tactician, Point Blank Shot, Precise Shot, Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Deception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +7, Mechanics +17, Perception +10, Pilot +10, Use Computer +17 (can reroll when improving access and take better result)
Systems wheeled locomotion, magnetic feet, heuristic processor, 5 tool appendages, diagnostics package, internal storage (2 kg), improved sensor package, darkvision
Possessions integrated blaster pistol (stun ray when set to stun), astrogation buffer (storage device, 10 memory units), electroshock probe, fire extinguisher, electric arc welder, holorecorder, holoprojector

Zaalbar

Zaalbar has been Mission Vao's Wookiee protector and companion since they teamed up while living in the Undercity of Taris. Unfortunately, he is captured by slavers, forcing Mission to seek Revan's help to mount a rescue. In gratitude, Zaalbar owes a life debt to Revan, causing both he and Mission to join in what would ultimately become the search for the Star Forge. Among the worlds they visit is Zaalbar's homeworld, Kashyyyk. He is not welcome however, having been banished for the culturally inexcusable use of his climbing claws in combat. His brother Chuundar has taken over the position of chieftain, and Zaalbar is imprisoned for turning. Fortunately, Revan is able to uncover Chuundar's slaving activities, locate their father, and lead a revolt against Chuundar and the Czerka Corporation slavers. Despite the promise of becoming a future chieftain, Zaalbar honors his life debt and continues with Revan through the destruction of the Star Forge.

Zaalbar (Jedi Civil War) **CL 4**
Medium Wookiee scout 4
Destiny 1; **Force** 3; **Dark Side** 1
Init +8; **Senses** Perception +7 (can reroll, must take second result)
Languages Basic (understand only), Huttese (understand only), Ryl (understand only), Shyriiwook

Defenses Ref 17 (flat-footed 16), Fort 20, Will 14
hp 87; **Threshold** 20

Speed 6 squares
Melee unarmed +8 (1d4+7) or
Melee sword +8 (1d6+12) or
Melee sword +6 (1d6+14) with Power Attack
Ranged bowcaster +4 (3d6+2) or
Ranged bowcaster +2 (4d6+2) with Rapid Shot
Base Atk +3; **Grp** +8
Special Actions Extreme Effort, Power Attack, rage 1/day, Rapid Shot, Shake It Off

Abilities Str 20, Dex 13, Con 20, Int 14, Wis 11, Cha 10
Talents Acute Senses, Extreme Effort
Feats Dodge, Implant Training, Shake It Off, Power Attack, Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +12 (can take 10 even when threatened), Endurance +12, Initiative +8, Jump +12, Mechanics +9, Perception +7 (can reroll, must take second result), Persuasion +7 (can reroll when intimidating, must take second result)
Possessions bowcaster

Other Allies and Opponents

These generic characters represent an array of heroes and villains that you can use to flesh out encounters in a *Knights of the Old Republic* campaign.

Czerka Associates

Czerka Associates form the core of the corporation's low-level management and workforce. Though loyal to Czerka, most associates place their own careers over all else. In a corporation the size of Czerka, even the slightest blemish on a young associate's record can be devastating in the early years of their career. Ideally, this would make them more concerned with customer service. However, associates more often use bureaucracy or underhanded means to make problems disappear.

Czerka Associate **CL 1**
Medium Human nonheroic 3
Dark Side 1
Init +0; **Senses** Perception +7
Languages Basic plus 1 other language

Defenses Ref 10 (flat-footed 10), Fort 10, Will 11
hp 8; **Threshold** 10

Speed 6 squares
Melee unarmed +1 (1d4–1)
Ranged blaster pistol +2 (3d6)
Base Atk +2; **Grp** +2

Abilities Str 8, Dex 10, Con 10, Int 13, Wis 12, Cha 12
Feats Skill Focus (Knowledge [bureaucracy]), Skill Training (Deception), Skill Training (Perception), Skill Training (Use Computer)[H], Weapon Proficiency (pistols, simple weapons)
Skills Deception +7, Gather Information +7, Knowledge (bureaucracy) +12, Perception +7, Persuasion +7, Use Computer +7[H]
Possessions comlink, datapad, blaster pistol
H *Human bonus feat or trained skill*

Czerka Scientist

Czerka scientists work in Czerka-financed outposts and offices throughout the galaxy. They typically study local biology and geological formations, searching for new compounds, elements, or life forms for the corporation to exploit. Czerka scientists are amoral, more concerned about their position in the company then what might be done with the results of their work. They are talented, competent and practical, if a bit self-centered.

Czerka Scientist **CL 2**
Medium Human nonheroic 5/noble 1
Dark Side 2
Init +2; **Senses** Perception +10
Languages Basic plus 4 other languages

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

Speed 6 squares
Melee unarmed +2 (1d4–1)
Ranged by weapon +2
Base Atk +3; **Grp** +2

Abilities Str 8, Dex 8, Con 10, Int 16, Wis 15, Cha 12
Talents Educated
Feats Skill Focus (Knowledge [life sciences]), Skill Focus (Knowledge [physical sciences]), Skill Training (Deception), Skill Training (Mechanics), Skill Training (Perception), Skill Training (Persuasion)[H], Skill Training (Use Computer), Weapon Proficiency (simple weapons)
Skills Deception +9, Gather Information +9, Knowledge (bureaucracy) +11, Knowledge (life sciences) +16, Knowledge (physical sciences) +16, Mechanics +11, Perception +10, Persuasion +9[H], Treat Injury +10, Use Computer +11
Possessions comlink, datapad, tool kit, utility belt
H *Human bonus feat or trained skill*

GenoHaradan Assassin

GenoHaradan assassins come in many forms and with many skill sets. Since the GenoHaradan always ply their trade in such a way that benefits them politically, most GenoHaradan assassins are trained in multiple assassination techniques, ranging from public and messy to secret and mysterious. GenoHaradan assassins are extremely dangerous but wear no distinctive clothing or uniform; part of the danger associated with the GenoHaradan is that they could be anyone, including a friend, coworker, or family member.

Genoharadan Assassin **CL 10**
Medium Human scout 3/soldier 4/elite trooper 3
Force 5; **Dark Side** 6
Init +13; **Senses** Perception +11 (can reroll, must take second result)
Languages Basic

Defenses Ref 25 (flat-footed 22), Fort 25, Will 21
hp 85; **DR** 1; **Threshold** 30

Speed 6 squares
Melee knife +12 (1d4+7)
Ranged blaster pistol +12 (3d6+5) or
Ranged blaster rifle +14 (3d8+9) or
Ranged blaster rifle +9/+9 (3d8+9) with Double Attack
Base Atk +9; **Grp** +12
Atk Options Deadeye, Devastating Attack (rifles), Double Attack (rifles), Far Shot, Keen Shot, Point Blank Shot, Precise Shot, Sniper Shot
Special Actions Shake It Off

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 10
Special Qualities delay damage
Talents Acute Senses, Devastating Attack (rifles), Greater Weapon Focus (rifles), Greater Weapon Specialization (rifles), Keen Shot, Weapon Specialization (rifles)
Feats Armor Proficiency (light), Deadeye, Double Attack (rifles), Far Shot, Improved Damage Threshold[H], Point Blank Shot, Precise Shot, Sniper Shot, Shake It Off, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +12, Initiative +13, Jump +12[H], Perception +11 (can reroll, must take second result), Pilot +13, Stealth +13
Possessions blaster rifle, blaster pistol, knife, comlink
H *Human bonus feat or trained skill*

Krath Adept

Krath adepts are enthusiastic—but undertrained—followers of the Krath. They display ability with the Force, and a great attraction to the power of the dark side. Krath adepts are found at various ranks and levels of society when the Krath control the Empress Teta System.

Krath Adept **CL 4**
Medium Human noble 4
Force 3; **Dark Side** 12
Init +3; **Senses** Perception +8
Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 14, Will 17
hp 29; **Threshold** 14

Speed 6 squares
Melee sword +3 (1d4+2)
Ranged weapon +4 (3d6+2)
Base Atk +3; **Grp** +4
Special Actions Dark Side Manipulation, Krath Surge
Force Powers Known (Use the Force +8): *Force thrust, move object*

Abilities Str 10, Dex 12, Con 10, Int 11, Wis 12, Cha 12
Talents Dark Side Manipulation, Krath Surge
Feats Armor Proficiency (light), Force Sensitivity, Force Training, Skill Focus (Deception)[H], Skill Training (Use the Force), Weapon Proficiency (pistols, simple weapons)
Skills Deception +13[H], Gather Information +8, Knowledge (galactic lore) +7, Perception +8, Persuasion +8, Treat Injury +8, Use Computer +7, Use the Force +8
Possessions blaster pistol, data pad, comlink
H *Human bonus feat or trained skill*

Krath Commander

Krath commanders are more highly skilled adepts, and have a great deal of military training as well. They can be found leading Krath military forces throughout the Sith War.

Krath Commander CL 6
Medium Human noble 2/soldier 4
Destiny 1; **Force** 5; **Dark Side** 13
Init +9; **Senses** Perception +9
Languages Basic, High Galactic

Defenses Ref 19 (flat-footed 18), Fort 21, Will 20
hp 44; **Threshold** 21

Speed 6 squares
Melee stun baton +5 (1d6+3)
Ranged blaster pistol +7 (3d6+3)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot, Precise Shot
Special Actions Inspire Confidence, Krath Surge
Force Powers Known (Use the Force +11): *Force grip, Force thrust*

Abilities Str 10, Dex 12, Con 10, Int 12, Wis 13, Cha 14
Talents Armored Defenses, Inspire Confidence, Krath Surge
Feats Armor Proficiency (light), Force Sensitivity, Force Training, Improved Defenses, Point Blank Shot, Precise Shot[H], Skill Training (Use the Force), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +10, Initiative +9, Knowledge (tactics) +9, Perception +9, Persuasion +11, Pilot +10, Treat Injury +9[H], Use Computer +9, Use the Force +11
Possessions blaster pistol, stun baton, Krath armor (light armor, +5 bonus to Reflex Defense, +2 bonus to Fortitude Defense, max Dex +3), comlink
H *Human bonus feat or trained skill*

Krath Warrior

Drawn from the militaries of conquered Deep Core worlds, Krath warriors are the staple forces of the Krath army prior to the defeat of Mandalore the Indomitable by Ulic Qel-Droma. Krath warriors are among the most savage and bloodthirsty in the galaxy, and the dark side corruption of their leaders and commanders seeps down through the ranks, infusing Krath warriors with the rage and hate of the dark side of the Force. Krath warriors fight side-by-side with Krath war droids throughout the Great Sith War.

A Krath war droid follows a Krath warrior into battle



Krath Warrior CL 1
Medium human nonheroic 5
Dark Side 8
Init +3; **Senses** Perception +8
Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 14, Will 11
hp 23; **Threshold** 14

Speed 6 squares
Melee spear +7 (1d8+6) or
Melee spear +7* (1d8+16) with Powerful Charge
Ranged heavy blaster pistol +4 (3d6)
Base Atk +3; **Grp** +6
Atk Options Power Attack, Powerful Charge

Abilities Str 16, Dex 13, Con 14, Int 9, Wis 12, Cha 10
Feats Armor Proficiency (light), Power Attack, Powerful Charge, Weapon Focus (simple weapons), Weapon Proficiency (pistols, simple weapons)
Skills Endurance +9, Perception +8
Possessions war sword, spear, heavy blaster pistol, Krath battle armor (as armored flight suit, +5 armor, +2 equipment), comlink, various trophies of battle
* *Includes 4-point Power Attack*

Starships

In the *Knights of the Old Republic* era, most capital ships reside in the hands of the military. Major corporations also use capital ships as part of their security force, particularly if they control large areas of space. However, they are dependent on Republic fleets for large-scale defense. A number of nonmilitary craft the size of capital ships are used by corporations for research or transport purposes.

The Ebon Hawk

The *Ebon Hawk* is the prized possession of Taris Exchange boss Davik Kang—at least until an amnesiac Darth Revan takes it away from him. The vessel's history is almost completely unknown, but over the years the ship's owners (many of whom have been members of the Exchange) have upgraded, modified, and otherwise personalized the ship to suit their needs. The *Ebon Hawk* is recognizable in many shadowports and on fringe worlds throughout the galaxy, sometimes as a welcome sight and sometimes as a herald of trouble.

The *Ebon Hawk* boasts improved hull integrity, advanced weapons, heavily modified engines, and one of the fastest hyperdrives available. Moreover, the ship's weapons load has been improved significantly over the stock *Dynamic*-class freighter (*SG* 80) and a shield generator more powerful than those found on most military starfighters. Though the ship has been associated with the Exchange for most of its existence, the *Ebon Hawk* might find its way into the hands of heroes any time in the *Knights of the Old Republic* time period, and the heroes have a chance to make their mark on this iconic freighter.

Ebon Hawk **CL 8**
Colossal* space transport
Init –1; **Senses** Perception +6

Defense Ref 15 (flat-footed 12), Fort 27; +12 armor
hp 140; **DR** 15; **SR** 40; **Threshold** 77

Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged double laser cannons +7 (see below) and double heavy laser cannons +5 (see below) and docking gun (blaster cannon) +5
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +6
Atk Options autofire (double heavy laser cannons, double laser cannons)

Abilities Str 44, Dex 16, Con —, Int 16
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1, Use Computer +6

Crew 3 (skilled); **Passengers** 8
Cargo 40 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×1, navicomputer
Availability Unique; **Cost** not available for sale (estimated value 154,000 credits)
**This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.*

Double laser cannon (pilot)
Atk +7 (+2 autofire), Dmg 4d10×2

Double heavy laser cannon (gunner)
Atk +5 (+0 autofire), Dmg 6d10×2

Docking gun (blaster cannon) (copilot)
Atk +5, Dmg 3d12, character scale only

Krath Chaos Fighter

Originally designed by Koros Spaceworks as a light, inexpensive fighter for the defense of Deep Core worlds, the 10.5-meter-long CX-133 Chaos fighter is a light superiority fighter that can be mass-produced quickly and without great cost. When Krath cultists seize control of numerous Deep Core worlds, they convert manufacturing facilities to Chaos fighter assembly lines. Hundreds of thousands of Chaos fighters enter service quickly, and the quick production is made into a necessity by the Krath space fleet tactics, which calls upon Chaos fighters to slam into enemy ships in ram attacks. Chaos fighters are always loaded with volatile fuel and munitions, resulting in greater explosions when they engage in ram attacks.

Koros Spaceworks CX-133 Chaos Fighter **CL 7**
Huge* starfighter
Init +8; **Senses** Perception +6

Defenses Ref 15 (flat-footed 11), Fort 23; +3 armor
hp 60; **DR** 10; **Threshold** 33

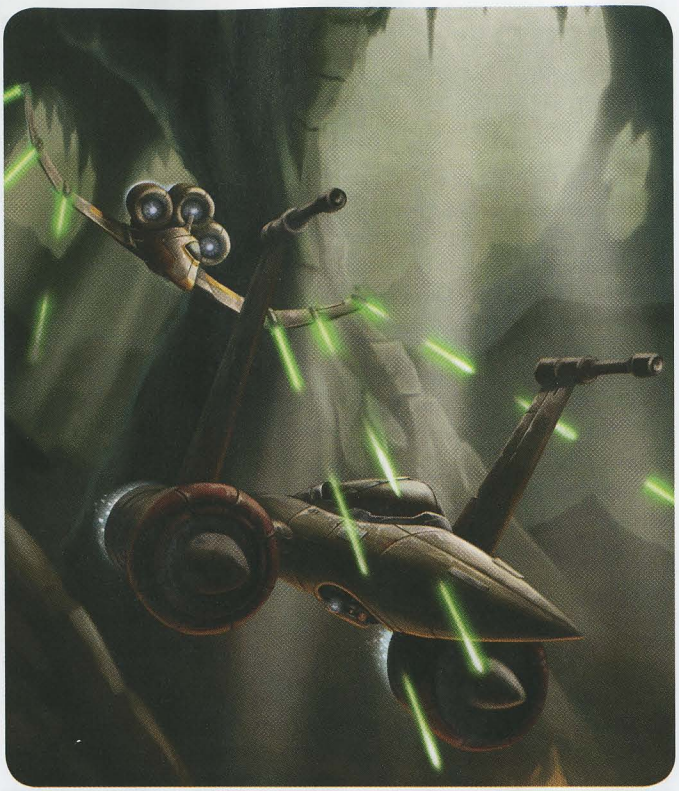
Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged light laser cannons +4 (see below)
Fighting Space 3×1 or square (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +25
Atk Options autofire (light laser cannons), fire-link (light laser cannons)

Abilities Str 36, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 40 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale (estimated value 65,000)
**Chaos fighters are laden with volatile materials, causing them to deal 8d6 damage to any ship they collide with instead of the normal 4d6.*

Light laser cannons (pilot)
Atk +4 (–1 autofire), **Dmg** 5d10×2

A Krath Chaos Fighter Fires at an S-100 Stinger



Krath Command Ship

A powerful capital ship used in the defense of the Deep Core, Koros Spaceworks' *Supremacy*-class attack ship is a formidable vessel favored by the nobles and leaders of the Krath. These 550-meter-long command ships serve as mobile attack platforms that can fill a number of roles; not only do they carry an exceptionally large number of Chaos fighters that can be launched from one of over a dozen hangar bays, each *Supremacy*-class vessel carries several battalions of Krath war droids that could be deployed to a planet's surface by shuttle or, more commonly, by special escape podlike deployment pods.

Tactical Fire: The *Supremacy*-class attack ship can provide both space and ground support to Krath troops, acting as a base of operations for entire Krath battlegroups. As a standard action, a *Supremacy*-class attack ship can forego all attacks to provide tactical fire to all squares in a 2-square radius. All engineers aboard allied ships within this radius may use the reroute power action with only a single swift action (instead of the usual 3 swift actions). Any effects that also reduce the number of actions required to reroute power do not stack with this effect.

Koros Spaceworks Supremacy-class Attack Ship **CL 17**
Colossal (cruiser) capital ship
Init –3; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 52; +13 armor
hp 1,500; **DR** 20; **SR** 120; **Threshold** 252

Speed fly 2 squares (starship scale)
Ranged 3 light double turbolaser batteries +17* (see below) and
3 heavy ion cannon batteries +17* (see below) and
5 point-defense medium laser cannon batteries +9 (see below) and
3 tractor beam batteries +9* (see below)
Fighting Space 2 squares (starship scale); **Cover** total (crew)
Base Atk +2; **Grp** +64
Atk Options autofire (point-defense medium laser cannon batteries)

Abilities Str 94, Dex 12, Con —, Int 20
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3, Use Computer +6

Crew 1,800; **Passengers** 3,000 (troops)
Cargo 6,000 tons; **Consumables** 2 years; **Carried Craft** 144 Chaos fighters, 8 shuttles
Hyperdrive ×2 (backup ×8)
Availability Military; **Cost** Not available for sale (estimated value 16,000,000)
** Apply a –20 penalty on attacks against targets smaller than Colossal size.*

Light double turbolaser batteries (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 4d10×5

Heavy ion cannon batteries (6 gunners)
Atk +17 (–3 against targets smaller than Colossal), **Dmg** 3d10×5 ion

Point-defense medium laser cannon batteries (2 gunners)
Atk +9 (+4 autofire); **Dmg** 4d10×2

Tractor beam batteries (2 gunners)
Atk +9 (–11 against targets smaller than Colossal), **Dmg** – (grapple +64)

The Visionary, Goto's Yacht

The *Visionary*, commonly called Goto's Yacht, is the prototype Eleaor Propulsion *Starscape*-class yacht. Through his datalinks, G0-T0 discovers Eleaor is expanding into luxury starships, and he calculates that a stronger Eleaor Propulsion would aid his Republic-stabilization efforts. He commissions the prototype for himself, and Eleaor goes on to produce a successful, if expensive, class of yacht. G0-T0 hires Nar Shaddaa shipyards to upgrade the weaponry and install formidable interior defensive systems, including turrets and a minefield. This also includes an effective cloaking device that protects the *Visionary* from enemy attacks as the ship orbits Nar Shaddaa. Ultimately, the *Visionary* is destroyed when the cloaking device is disabled by the Exile, enabling G0-T0's enemies to target the ship.

Eleaor Propulsion Starscape-class Yacht **CL 13**
Colossal space transport
Init –1; **Senses** Perception +8

Defenses Ref 13 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 30; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged 2 light laser cannon batteries +10 (see below) and 2 medium laser cannon batteries +8
Fighting Space 12×12 or 1 square (starship scale); **Cover** total (crew)
Base Atk +5 **Grp** +41
Atk Options autofire (light laser cannon batteries, medium laser cannon batteries)

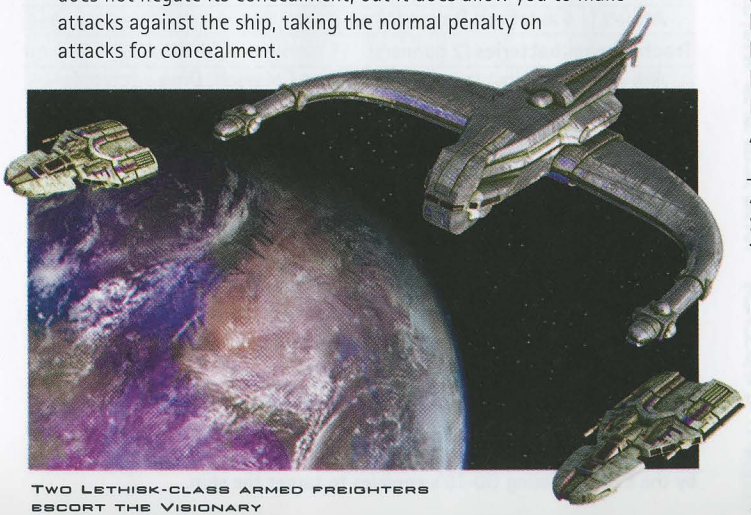
Abilities Str 42, Dex 12, Con —, Int 12
Skills Initiative –1, Mechanics +8, Perception +8, Pilot –1, Use Computer +8

Crew 14 (expert); **Passengers** 12
Cargo 50 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×1, navicomputer
Availability Unique; **Cost** Not available for sale

Medium laser cannon battery (3 gunners)
Atk +10 (+5 autofire), **Dmg** 5d10×2

Light laser cannon battery (2 gunners)
Atk +8 (+3 autofire), **Dmg** 3d10×2

Stygium crystal cloaking device—A cloaked ship is considered to have total concealment, and can make a Stealth check to sneak. (Remember to apply the –10 penalty to notice a target that has total concealment when making checks to notice a cloaked ship.) Noticing a cloaked ship does not negate its concealment, but it does allow you to make attacks against the ship, taking the normal penalty on attacks for concealment.



TWO LETHISK-CLASS ARMED FREIGHTERS ESCORT THE VISIONARY

DROIDS

The droids presented below, while not the most commonly seen throughout the galaxy, can provide interesting encounters with alien technology and represent some of the most unique droid designs found in this time period.

KRATH WAR DROID

During their conquest of the Deep Core but prior to their invasion of the galaxy at large, the Krath often have a tenuous hold on the planets they capture due to sheer lack of numbers. The Krath war droid is designed to supplement the military forces on Krath-held worlds, acting as soldiers with few needs and no mercy. Krath war droids are deployed via pods dropped from orbit to the surface of the planet, at which point they use the strength of their numbers to overwhelm enemy forces. Since Krath war droids have none of the sense of self-preservation that biological troops do, Krath commanders have no difficulties in sending wave after wave of Krath war droid to their doom in order to wear down and eventually overrun enemy positions. Krath war droids play a major role in the assault during the Conclave on Deneba, slaying many Jedi before the droids are destroyed.

Krath war droids cannot be played as droid heroes.

Krath War Droid **CL 5**
Medium droid (4th degree) nonheroic 6/soldier 3
Init +7; **Senses** Perception +5
Languages Basic (can't speak), Binary

Defenses Ref 22 (flat-footed 19), Fort 20, Will 14
hp 26; **Threshold** 20
Immune droid immunities

Speed 6 squares
Melee short sword +13 (1d6+8) or
Melee short sword +11 (2d6+8)
Ranged pulse-wave pistol +11 (3d6+1) or
Ranged pulse-wave pistol +9 (4d6+1)
Base Atk +7; **Grp** +12
Atk Options Devastating Attack (simple weapons), Rapid Shot, Rapid Strike, Withdrawal Strike (simple weapons)

Abilities Str 20, Dex 16, Con —, Int 6, Wis 12, Cha 6
Special Qualities droid traits
Talents Devastating Attack (simple weapons), Weapon Specialization (simple weapons)
Feats Armor Proficiency (light, medium), Rapid Shot, Rapid Strike, Weapon Focus (pistols), Weapon Focus (simple weapons), Weapon Proficiency (pistols, simple weapons), Withdrawal Strike (simple weapons)
Skills Acrobatics +12
Systems basic processor, walking locomotion, 2 hand appendages
Possessions short sword, pulse-wave pistol, durasteel battle armor, internal comlink
Availability Licensed; **Cost** 11,000

Rakatan Guardian Droid

The Rakatan guardian droids are incredibly resilient and able to remain functional thousands of years after their original construction. The Rakatans used the droids for many functions, including security, guiding slaves, and overseeing complex projects and personnel. They understand the languages of the Rakatan slave species. Revan encounters several of these ancient droids while searching for the Star Forge.

Rakatan Guardian Droid CL 5
Large droid (4th-degree) nonheroic 15
Init +9; **Senses** darkvision, Perception +15
Languages Basic (understand only), Binary, Rakatan, Selkath (understand only), Shyriiwook (understand only), Tusken (understand only)

Defenses Ref 19 (flat-footed 17), Fort 10, Will 11
hp 38; **Threshold** 10
Immune droid traits

Speed 8 squares
Ranged blaster rifle +13 (3d8) or
Ranged flamethrower +13 (3d6) or
Ranged carbonite projector +13 (3d8 stun)
Base Atk +11; **Grp** +10
Atk Options Point Blank Shot

Abilities Str 10, Dex 14, Con —, Int 14, Wis 12, Cha 8
Special Qualities increased stability
Feats Armor Proficiency (light, medium), Exotic Weapon Proficiency (carbonite projector), Exotic Weapon Proficiency (flamethrower), Linguist, Point Blank Shot, Skill Training (Endurance), Skill Training (Survival), Weapon Proficiency (rifles)
Skills Endurance +12, Mechanics +14, Perception +15, Survival +13
Systems walking locomotion, heuristic processor, darkvision, improved sensor package, locked access, Rakatan internal generator, duranium plating
Possessions integrated weaponry (treat as blaster rifle, flamethrower, and carbonite projector)

Beasts

These beasts are just a small sample of the strange creatures found throughout the galaxy, and represent some of the biggest threats encountered by heroes in this time.

Kath Hound

Kath hounds are beasts native to the planet Dantooine. They stand about 1 meter tall, with four legs and razor-sharp teeth. One breed also sports impressive horns, flanking its head on three sides. The hounds are dangerous to the unprepared. Occasionally, criminal lords in the Exchange keep them as pets, or for use as primitive guardians.

Kath Hound CL 3
Small beast 4
Init +2; **Senses** Perception +1

Defenses Ref 14 (flat-footed 14), Fort 12, Will 10
hp 18; **Threshold** 12

Speed 6 squares
Melee 2 claws +5 (1d3+4) and bite +5 (1d4+4)
Base Atk +3; **Grp** +4
Atk Options Bantha Rush

Abilities Str 14, Dex 10, Con 12, Int 2, Wis 9, Cha 8
Feats Bantha Rush, Improved Defenses
Skills Jump +9

Rakghoul

Rakghouls are the hideous results of the feared rakghoul disease that plagued the Taris surface and Undercity. Those infected mutated into savage four-legged beasts within hours. The aggressive nature of the rakghouls made them extremely dangerous to anyone who was not already infected. They attack on sight, infecting their victims through the wounds they inflicted.

Rakghoul CL 4
Medium beast 4
Init +9; **Senses** low-light vision, Perception +7

Defenses Ref 17 (flat-footed 14), Fort 13, Will 10
hp 26; **Threshold** 13

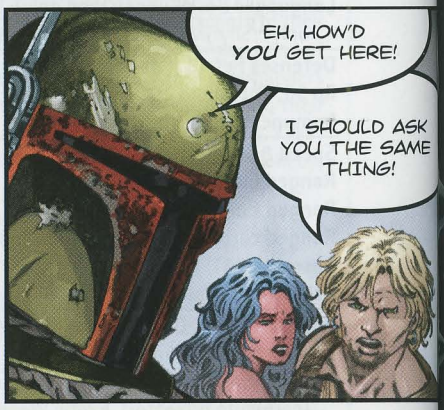
Speed 6 squares
Melee 2 claws +5 (1d4+4) and bite +5 (1d6+4)
Base Atk +3; **Grp** +5
Atk Options Bantha Rush

Abilities Str 14, Dex 15, Con 17, Int 1, Wis 10, Cha 2
Feats Skill Training (Initiative), Skill Training (Perception)
Skills Initiative +9, Jump +9, Perception +7

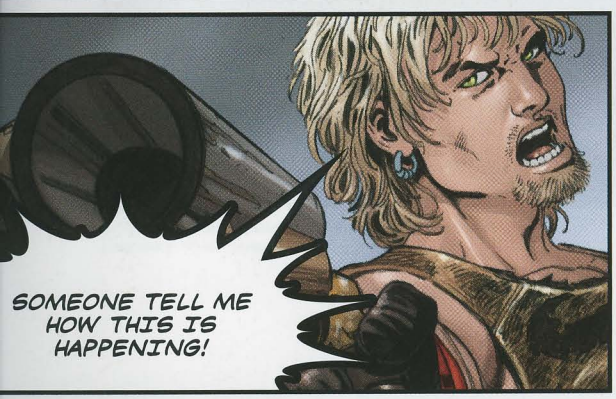
Rakghoul Disease—When a rakghoul successfully damages a living creature with its bite attack, the target may become infected with the rakghoul disease. Make an immediate attack against the target's Fortitude Defense at +8; if successful, the target is infected. Once infected, the rakghoul disease makes a single attack against the target's Fortitude Defense once every five minutes at +8. After three successful attacks, the target transforms into a rakghoul. For targets other than Medium size, adjust the statistics above so that the size matches the target's original size. A successful Treat Injury check (DC 25) with access to the rakghoul serum can remove this disease.











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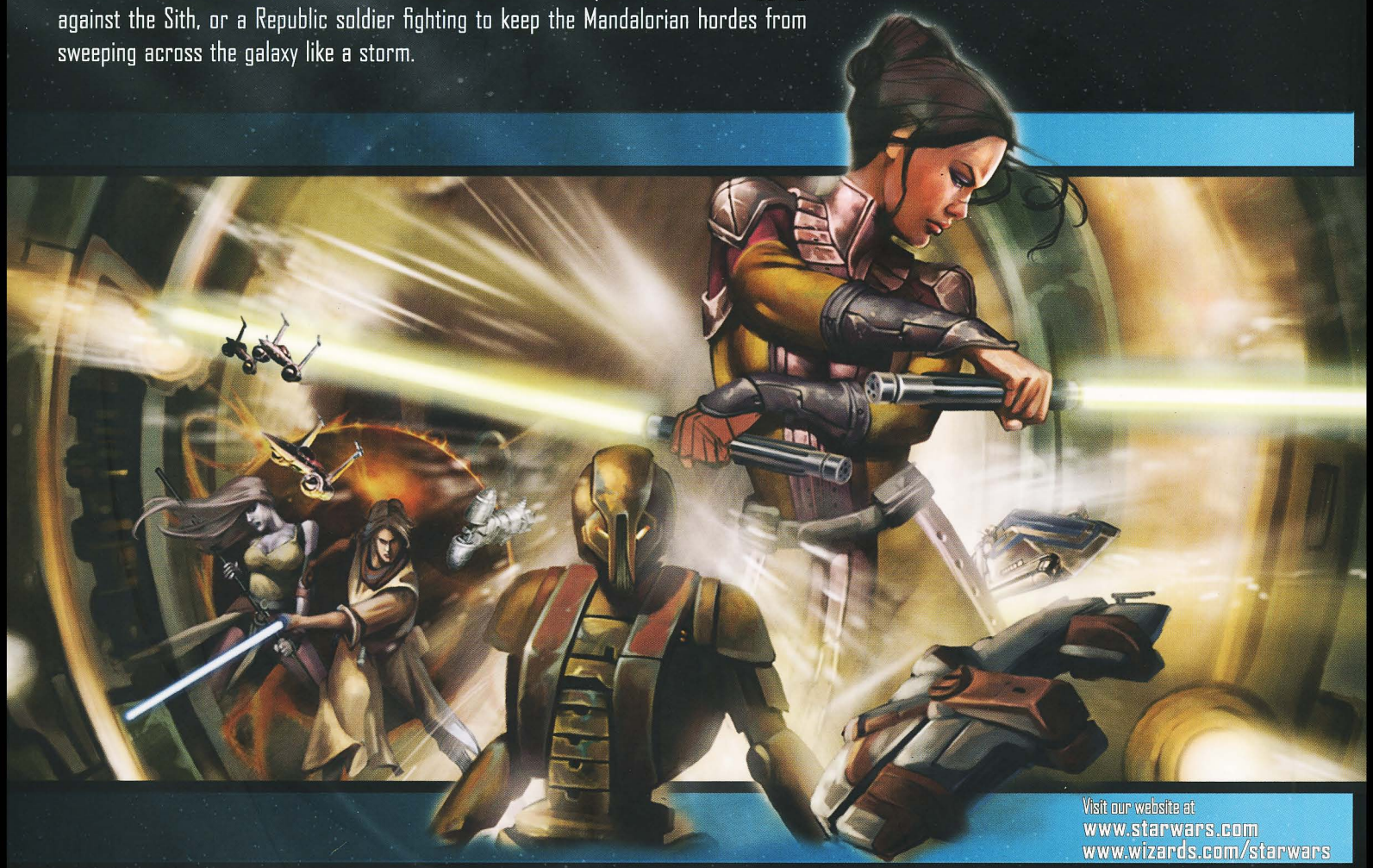
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Star Wars Roleplaying Game: Knights of the Old Republic - Errata and Official Clarifications

Updated - January 2009

Errata

p. 26 – Demoralizing Defense
Add the following sentence to the end of this talent's description: "A single target may only be affected by this talent once per round."

p. 32 – Table 2-1: Feats Implant Training
Change the table description for Implant Training's benefit to "Do not move extra steps down the condition track."

p. 39 – Taint of the Dark Side
Add the following sentence to the end of the talent's description: "If you spend a Force Point or Destiny Point to modify this power in any way, you increase your Dark Side Score as normal."

p. 47 – Melee Duelist Requirements
Change the Feats section to say, "Melee Defense, Rapid Strike, Weapon Focus with any melee weapon."

p. 47 – Dual Weapon Flourish II
Add the phrase "once per turn on your turn" before the phrase "you can make a full attack…"

p. 47 – Single Weapon Flourish II
Add the phrase "once per turn on your turn" before the phrase "you can make a full attack…"

p. 67 – Adhesive Grenade
Add the following sentence to the end of the weapon's description: "Adhesive grenades have a 2-square burst radius."

p. 69 – CryoBan Grenade
Add the following sentence to the end of the weapon's description: "CryoBan grenades have a 2-square burst radius."

p. 69 – Lanvarok
Change the last sentence of the second paragraph to say, "Massassi and Kissai treat the Massassi lanvarok as a simple weapon instead of as an exotic weapon."

p. 75 – Table 5-6: Weapon and Armor Accessories
Change the Upgrade Slot Cost of the Improved Energy Cell to 1.

Knights of the Old Republic Clarifications

p. 31 – Weapon Focus + Weapon Finesse Combined Feats
Remove the phrase "for the purpose of Weapon Finesse" from the end of the paragraph.

p. 35 – Sniper Shot
The bonus to attacks applies to all attack rolls made until the beginning of your next turn.

p. 39 – Improved Riposte
Remove the phrase "once per turn" from the beginning of the talent's first sentence.

p. 44 – Brutal Attack
You determine damage (including doubling damage from a critical hit) and compare it to your target's damage threshold first, then add the extra die of damage when applicable.

p. 47 – Exotic Weapon Master
Add the phrase "or talents" after the word "feats" in the second sentence of this talent's description.

p. 52 – Wound Force Power
Change the first sentence of the Special section to say, "If the target moves 1 or more steps down the condition track as a result of being damaged by this power, the condition becomes…"