

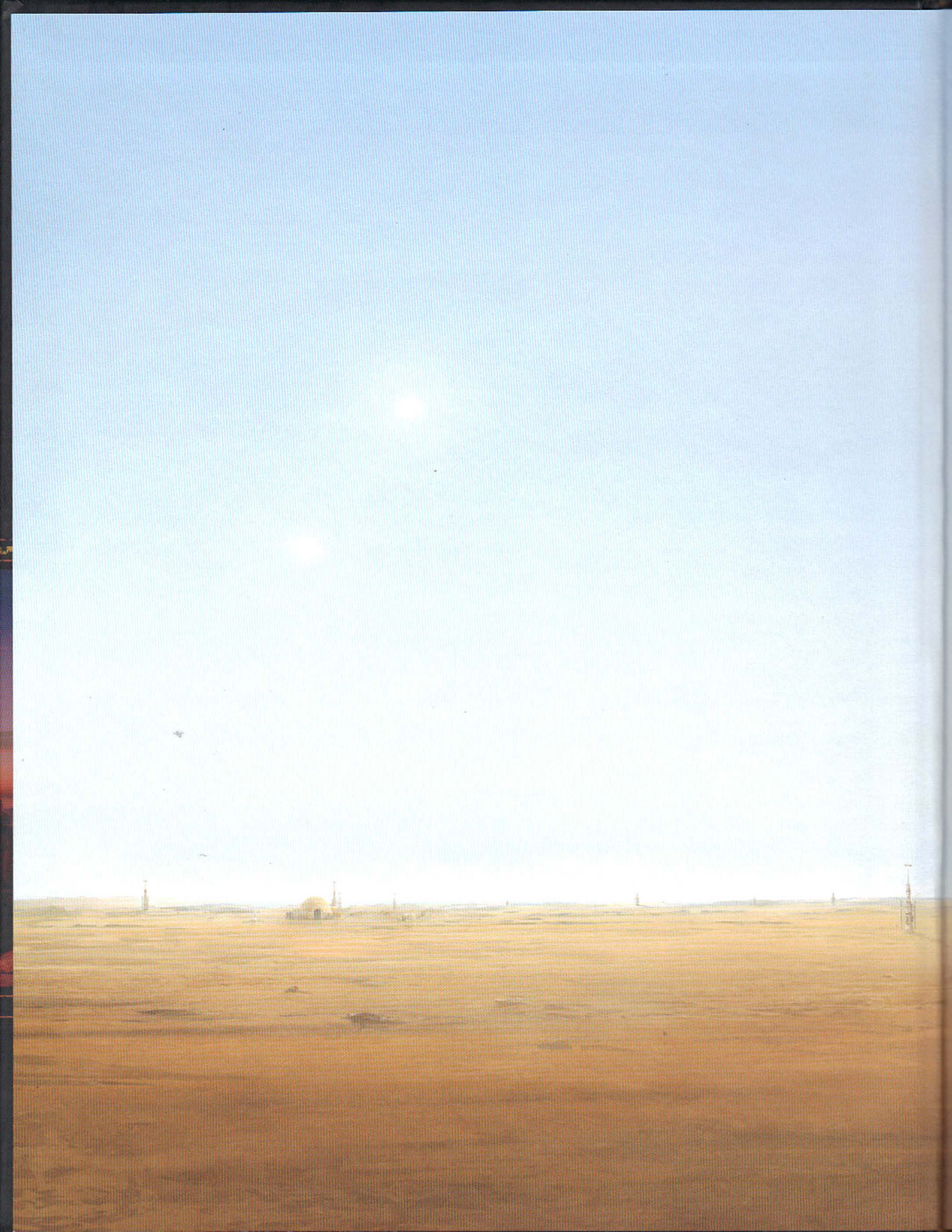
STAR WARS[®]
FORCE
AND DESTINY[™]

KEEPING THE PEACE



A Sourcebook for Guardians

STAR WARS
ROLEPLAYING





STAR WARS
FORCE[™]
AND DESTINY
ROLEPLAYING GAME

KEEPING THE PEACE

Fear rules the galaxy. The Empire brings oppression and war to countless worlds. Beyond its iron grasp, smaller tyrants gather, pirates prey on the weak, and warlords shatter homes and commit atrocities to fuel their petty ambitions.

But justice did not perish with the Jedi Order, and ideals of the Jedi Knights cannot be slain. Now, Guardians step into the light of scattered stars to protect the downtrodden, punish the wicked, and mend a galaxy torn by injustice and war....

CREDITS

LEAD DEVELOPER

Max Brooke

WRITING AND ADDITIONAL DEVELOPMENT

Gary Astleford, Blake Bennett, Gregory Koteles, Sterling Hershey, and Rome Reginelli

EDITING AND PROOFREADING

Mark Latham, Christine Crabb, and David Johnson

MANAGING RPG PRODUCER

Sam Stewart

GAME LINE GRAPHIC DESIGN

Chris Beck with Shaun Boyke, Samuel Shimota, and Evan Simonet

EXPANSION GRAPHIC DESIGN

Chris Beck and Scott Nicely

GRAPHIC DESIGN MANAGER

Brian Schomburg

COVER ART

David Kegg and Mark Poole

INTERIOR ART

Jacob Atienza, Cristi Balanescu, Arden Beckwith, Jon Bosco, Matt Bradbury, Dmitry Burmak, Rovina Cai, Caravan Studio, Sidharth Chaturvedi, Max Davenport, Florian Devos, Jose Mikhail Ellosa, Micah Epstein, Tony Foti, Michele Frigo, David Griffith, Imaginary FS Pte Ltd, Jeff Lee Johnson, David Kegg, Adam Lane, Chris Metcalf, Mark Poole, Tiffany Turrill, VIKO, Matt Zeilinger, Ben Zweifel, and the Lucasfilm art archives

ART DIRECTION

Zoë Robinson

MANAGING ART DIRECTOR

Andy Christensen

PRODUCTION MANAGEMENT

Megan Duehn and Simone Elliott

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen

PLAYTESTERS

Playtest Coordinator Zach Tewalthomas. "Squadron 66" Jonathan Stevens with Eric Brenders, Kevin Frane, Phil "Extra A" Maiewski, Linda Whitson, Rick Ciulla. "Warwick Cantina Band" Alexander Allan with Rachel Durrant, Chris Ellis, Ian Gannaway, Bethan Nye, and Russel Taylor. "Death Star Contractors" Doug Ruff with Craig Atkins, Nathan Wilkinson, Josh Jupp and Mark Charlesworth. "Always Tell Me the Odds" Michael Scott Matecha with Corrine Johnson, Dolan Scherfel, and Christian Moore. "The Pash Protocol" Jason Keeping with Harrison Keeping and Holly Keeping. "Conflict In Action" Sam Stewart with Justin Baller, Max Brooke, Daniel Lovat Clark, Tim Flanders, Michael Gernes, Zoë Robinson, and Jonathan Ying.

LUCASFILM

CREATIVE DIRECTOR

Michael Siglain

SENIOR EDITOR

Jennifer Heddle

LUCASFILM STORY GROUP

Leland Chee and Pablo Hidalgo



FANTASY
FLIGHT
GAMES

Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

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ISBN: 978-1-63344-223-8

Product Code: SWF24

Printed in China

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How much farther?" Even Om'rahk's booming voice sounded feeble as it forced its way into the blowing wall of sand. The Whiphid brushed the flying grit from his goggles and looked up, but the sky was concealed by the hissing storm. Thicker than a Toola blizzard, and far less pleasant.

"Not far now. The storm is growing. But we will reach our destination before the wind becomes deadly."

Om'rahk grunted in response, but he wasn't sure if the Iktotchi ahead heard him. He could barely see Nonia Daal's armored form, so dense was the sandstorm shrouding her. Then, a few steps later, the wall of flying silt parted as the two reached the mouth of a cave. The Whiphid took a few more steps away from the swirling eddies of sand at the cave mouth, then shook himself vigorously, sending grains of silt scattering. He watched as Nonia brushed off her armor, deftly inspecting the joints for sand buildup, and then the pair began walking deeper into the cave.

Looking around the hollow, Om'rahk could tell that it was inhabited, though he had to admit that the signs were well hidden. A suspiciously rectangular scrape on the wall from a speeder truck here, a fused bit of sand from a blaster bolt there. He had seen dozens of pirate hideouts like it in the Outer Rim over the decades. Even before the Empire's tariffs and bans set the smuggling industry booming, notorious sorts had inhabited such far-flung locales.

"Is this the place? Where's your friend, the Lannik?"

The Iktotchi sighed, and nodded up ahead.

"Couldn't wait for us to get started, huh? I knew I liked her as soon as you two hired me back in Torosh."

A startled shout issued from deeper in the cave, and a body came bouncing down the tunnel, rolling to stop at Om'rahk's massive feet. The Whiphid reached down to touch the human's neck and felt a pulse. He hefted the unconscious pirate in one massive hand, placing him in a sitting position against the wall. A moment later, a Lannik marched into the room, dragging the unconscious form of a muscular Twi'lek at least twice her size behind her.

"I told you to wait, Taelo," the Iktotchi said, resigned.

"But when you told me to wait, you knew that I wouldn't and let me go ahead anyway, right? So the way I see it, it doesn't really count against me." The Lannik grinned widely.

"That isn't how that works."

"Don't worry, I saved most of them for you. I just needed to get warmed up before we started for real."

The Whiphid let out a booming laugh. It was good to be in the company of fighters again. He had taken too many jobs managing boring security details in the last few decades. Maybe it was time to strike out as a mercenary full time again. There were plenty of pirates, racketeers, and other petty scumbags lurking in the Outer Rim, preying on the weak. Getting paid to help people wasn't a bad prospect. These two novice hunters—if they were bounty hunters—could probably use a veteran to keep an eye on them, Om'rahk thought to himself. They almost reminded him of someone, though he could not say why.

Taelo slid under the pirate's wild blow, slamming her shoulder into his abdomen before sliding one of her legs behind the Barabel's. With a heave, she brought the massive, reptilian raider down, letting gravity deliver a blow with the force of his considerable weight. The Barabel did not rise. Nonia gave a sharp look in the Lannik's direction.

"Oh, he'll be fine. Behi—"

Even as Taelo began her warning, the Iktotchi sidestepped slightly and shifted into a solid stance to brace herself against the coming blow. The pirate's knife skittered for purchase across her laminate shoulderpad and failed to find it. As it slid off harmlessly, Nonia delivered her elbow to the pirate's face and he stumbled back.

"Never mind. You've got him."

The pair turned to see the last few pirates fleeing around a corner, trying to escape their lair. The ring of several stun blasts rang out, and then Om'rahk trudged around the corner, dumping several unconscious marauders in a pile in the corner. He nodded to the pair with a toothy grin, then moved to begin taking inventory of the pirates' stolen spoils.

The Lannik looked up at Nonia. "On that subject, we had this under control. Why hire the extra muscle? We didn't need him to get those villagers' stuff back."

"He needed us." The Iktotchi looked over at the Whiphid, who had begun sorting the much-needed supplies they had been paid to retrieve.

"Don't be so cryptic, Nonia! We can't all see the future."

"Can you feel it? Listen to his breathing. It's too even."

"His... breathing? I said be *less* cryptic."

The Iktotchi shook her head, exasperated. "He was in danger in Torosh. We needed to get him to leave, before it was too late. The Empire's grip is tightening. They are coming."

"They? As in—" The Lannik's expression darkened.

"Yes, the killers we fought on Onderon. The ones who slew our teacher."

"Bring them on! We've been waiting for this. We're strong enough now!" Battle-hunger shone in the Lannik's eyes.

"No, Taelo. Revenge isn't our duty. Even justice isn't our duty today. Preservation is. Our teacher died to protect us. And now we have someone to keep safe. At least until he understands what his power means." She gestured at the Whiphid, who was busy packing medical supplies into a large sack for the return journey.

"Him? He's... like us? Isn't he too old? Whiphids live a long time, and he isn't young. What can we teach him? He might have known real Jedi. You know, in person."

"All the more reason, then. Our task is clear." The Iktotchi set her gaze toward the cave entrance, but Taelo could tell that her friend's sight rested on something much more distant. A future far past Torosh village, beyond the billowing sands of the desert, under the light of some distant star. "We must leave before the storm arrives."



GUARDIANS OF THE FORCE

The Force binds together all the living things in the galaxy, linking their senses and their feelings with the world around them. Those lucky few who develop an extraordinary connection to the Force are capable of great things. They can perform superhuman feats of heroism, access mystical knowledge beyond the ken of most mortals, and even pull on the threads of fate to alter its weave. But they must also inevitably face the consequences of these powers. A Force user can feel the presence of comrades across incredible distances, but may also feel the anguish and suffering of strangers unbidden. The Force operates in mysterious ways, but Guardians work with it to accomplish goals that are far less strange and unknowable: the simple peace and security of all living beings.

Compared to Warriors, who use the Force to strike down their enemies, Guardians are more passive and reactionary; they wait for the enemy to approach, and rebuke it. To achieve this, a Guardian must possess patience and resilience. Compared to the schemes and prophecies of Consulars and Mystics, Guardian approach conflict in a simple way that requires honest practicality. Guardians cannot shy away from the public eye as Sentinels do, because their job is to not just to enact justice, but to embody it; nor can they be as pragmatic and unorthodox as Seekers, because they place great value on consistency and honor. Most of all, Guardians are agents of peace. Whether an individual Guardian works to maintain the safety of a small group of friends, leads a community to keep its members from harm, or seeks to maintain the delicate balance of the cosmos, such a character is deeply concerned with preservation.

This puts Guardians in a difficult place in the time of the Galactic Civil War. The established order, the Empire, is hopelessly corrupt and enforces a so-called “peace” of inequality and oppression. Its callous agents burn towns and shatter worlds in the name of maintaining the twisted status quo. In the wake of the obliteration of Alderaan, submitting to the Empire’s authority can hardly be considered just or rational. Yet the political opposition, the Rebel Alliance, is woven from a disorderly mess of constituents, and shifts unsteadily. Its agents can hardly be said to act with authority, and the organizations within the Alliance to Restore the Republic frequently bicker among themselves. Nevertheless, some Guardians see these challenges within the Rebellion as opportunities—chances to create a newer, stronger whole once the corrupt Empire has been brought to justice.

Guardians frequently interact with citizens under stressful circumstances. Thus they tend to approach problems thoughtfully, even conservatively, remaining considerate of local customs and politics even when these are in opposition to their own beliefs. Even so, the arrival of a justice-minded Guardian might seem an unwanted intrusion to a local populace, especially when the Guardian’s populist ideals clash with unfair laws and policies. Most Guardians learn to take note of these challenges and put the right foot forward.

A Guardian can take on many roles within a group of Force sensitives in hiding: this character could be the party’s main bulwark, enduring the foes’ attacks, or might appear an unassuming support until the moment comes to act. The Guardian could guide the party from behind the scenes, drawing upon defensive equipment and mental fortitude, or might undermine the group’s enemies with subtle cunning.

GUARDIANS IN STAR WARS

In the days of the Republic of old, many of the Jedi who common citizens encountered were Knights who walked the path of the Guardian, seeking to shield the people through direct action. While other types of Jedi hid themselves away to study the mysteries and philosophies of the Force or were preoccupied with matters of the vast bureaucracy that held the galaxy together, these champions made a point of traveling among the populace, seeking out trouble and resolving it themselves. Guided by premonitions or summoned by the unmistakable sense of mass suffering, Guardians undertook countless missions to serve the people. Their deeds were often enshrined in story and legend. Even in the benighted era of the Empire, tales of Jedi heroes toppling corrupt rulers on far-flung worlds, slaying monstrous beasts in single combat, and bringing justice down upon those who twisted the Force for evil still echo through the ages.

Of course, not all challenges that Jedi Guardians faced could be solved with martial heroism alone. In practice, most Guardians of the Republic often honed their skills of negotiation to resolve matters nonviolently. After all, the most laudable victory is one achieved without bloodshed. In the best cases, the mere appearance of a wandering protector was enough to make even hardened villains back down, though some foes needed more persuasion than words alone. However, the path of the dark side begets aggression, so its agents frequently pushed the Guardians to violence. Through strict training regimes and ceaseless campaigning throughout their careers, these Jedi mastered the art of defending themselves and others.

The highly visible nature of such martial Force users meant that many were among the first to fall to Emperor Palpatine's Order 66, his command for the extermination of the Jedi. Guardians' accomplishments were smeared as schemes to aggrandize themselves, their selfless interference repainted as oppression, and their failures cast as proof of their weakness. Like all Jedi, they were hunted to the brink of extinction. Virtually all of these heroes of the Jedi Order died in battle; the only means of opposing the rising Empire that they possessed was facing it head-on. Against such overwhelming odds, valor and skill met their final match. But the ideals of these honored fallen—justice, discipline, and peace—are not completely forgotten, and there are those who would see them restored across the galaxy.

HIDDEN PROTECTORS

No matter how the times might change, some people remain steadfast. They still live to uphold the oaths and protect the bonds they made in better days. Despite the trials and tribulations they face, there are always beings willing to risk retribution to do what is right. The Jedi Order is gone, but individuals continue to live by its ideals, defending those who cannot protect themselves. Some of these new Guardians are true believers in the ideals of the fallen Republic. Others who rise to the call are simply driven by a strong sense of right and wrong, and work to balance the scales in these days of tyranny, fear, and oppression.



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HEIRS TO THE OLD WAYS

During the days of the Jedi Order, many (though far from all) of the Jedi Knights who worked to protect the peace and people of the galaxy would likely have walked the path of the Guardian. Skilled at both mediating disputes and ending them with decisive—but not excessive—force, Guardians have abilities the Republic once needed to maintain order in the galaxy. The Clone Wars proved the greatest (and final) challenge that most Jedi Knights of that era faced. Some fell to darkness, while others died as heroes, upholding their oaths to the end. A few survived, clinging to the fringes of society and forgotten places to await the day when hope would return to the galaxy.

But even though the Jedi Order has been extinguished, the ideals that motivated Guardians in the days past cannot be killed so easily. The flames of justice will always burn within the hearts of sentient beings—and some of those who feel this fire are also gifted in the ways of the Force. While most of these individuals cannot become Jedi as they once might have, they can discover the legacy that the Jedi left behind, hidden away in holocrons, ancient archives, and mystical temples across the galaxy. Those touched by the Force can perceive these embers in the dark, and must seek them out. The secrets of the past may yet contain the salvation of the future...

Still, it is not wise to stand openly against the Empire, and so most remnants of the fallen Jedi Order have made themselves disappear. From politicians who firmly believe in the rights of sentient beings across the galaxy to martial champions who strive to protect the downtrodden, many people act covertly to assist and guard the weak from the Empire and other oppressive and predatory groups. While this approach can be frustrating, it has often been the only way to get results in an era of darkness.

As the fires of rebellion have begun to stir to life, some Guardians have decided that it is time to step out of the shadows. Others await their chance to reveal themselves yet, hoping to see some quiet mission through to its completion or in the belief that the time for open war has not yet arrived. Many of those touched by the Force sense intuitively that the day of reckoning is coming, however. Most Guardians wish to stand at the forefront when the Empire finally faces the justice it so richly deserves.

GUARDIANS RESURGENT

For nearly two decades, the Jedi have been consigned to myth and legend, but the tide is slowly turning as a new generation of Force sensitives takes the first steps into maturity. Although the protectors of the past are recalled only in distant memories and scattered tales, new Force-sensitive students find themselves rising to the tradition of the Guardians.

Rumors abound regarding Luke Skywalker, the ace pilot said to be the last of the Jedi. Elsewhere in the galaxy, those who haven't earned such titles are nonetheless discovering that they have mystical powers which can't be explained away. Many are idealists who are only beginning to grasp the implications and responsibilities their unprecedented abilities entail. The time is ripe for new heroes to rise.

It remains a mystery how members of this new generation will live up to the reputation of their forebears. Even among those who long for the revival of the Jedi Order, most believe that all has been lost. With no Jedi Knights left to take on Padawans, and what records there were scattered and lost, how will new Guardians learn the rules, techniques, and beliefs that have long defined their kind?

Even if more Force-sensitive students appear, what will keep them from falling to the dark side if they have no one to guide them? How will they know the nature of justice in a galaxy rife with ambiguity? While scattered holocrons and other repositories of lore provide guidance in rare cases, the vast majority of these new champions must find their own answers to these deep and troubling questions.

There are a few optimistic thinkers, though, who see the tragic destruction of the Jedi Order as an opportunity. After all, the old Jedi Order couldn't even stop the rise of the Emperor, so why not take this chance to forge a brand-new legacy? If emergent Force users aren't beholden to ancient ways, then perhaps they will create something new and original, taking the good parts that people remember from the Guardian traditions of old and bringing them into the modern day, further improved. These people believe that the Force will provide. They hold that the Force requires Guardians, or even that the Force creates Guardians by challenging those with potential to rise to new heights. Guardians, it is said, are a natural result of the influence of the Force.

Whatever the case, the time has come for action. In the Outer Rim, citizens are inspired to stand up against the tyranny of both the Empire and criminal syndicates—and some of them are wielding the Force to do it. Despite the suspicion surrounding Force users after years of oppression, these champions are called to heroism by a mystical energy they might not fully understand.

Opposing the Empire is no easy task, and doing it alone is even harder. Fortunately, there are many who see the Empire's tyranny as an evil that must be vanquished. Within the ranks of the Rebel Alliance and other organizations that resist Imperial rule, soldiers and politicians prepare to face the threat of the Empire head-on. While most members of the Alliance to Restore the Republic and similar resistance groups are too young to remember the days of the Jedi Order, a few old soldiers might once again welcome the hum of a lightsaber at their side. Those Rebels who served in the Clone Wars know that the lightsaber can be a tool of good and an inviolable symbol of justice. A new generation of Guardians stands ready to learn how the Jedi Knights earned their reputation in peace and in war.

GUARDIANS IN THE OUTER RIM

The Outer Rim is a wild and often lawless place, much in need of protectors. The haphazard policies of various planetary Governors installed by the Empire leave much to be desired, even when they refrain from simply crushing any resistance with stormtroopers and Star Destroyers. A Guardian under such rule might join the local opposition, but life as a rebel is far from easy. A lucky Guardian might find a well-trained resistance movement or cell, but someone seeking to bring justice to the Empire might just as easily end up falling into the company of outlaws, brigands, conspiracy theorists, and wide-eyed but inexperienced Rebel sympathizers. Forging a divided and morally ambiguous rabble into a real force for good is no small task, but Guardians are at least as well-equipped to do it as anyone else. The resistance against the Empire needs every capable fighter it can get, but it also needs leaders and tacticians, and Guardians can fill either or both of these roles.

Near to the Outer Rim is the region known as Hutt Space, which, although ostensibly loyal to the Empire, is ruled by Hutt crime lords and their competing cartels. In hives of iniquity such as Nal Hutta and Nar Shaddaa, a Guardian's work is never done, and there is very little help to be found. Still, there are gangs to be found that value a certain brand of loyalty and their own internal hierarchy. The strange powers of a Force-sensitive Guardian are just another technicality to overlook alongside the transgressions of the various outlaws in one's employ. A Guardian might well develop a sense of honor working as a criminal enforcer. Whether or not this code of conduct leads the Guardian to develop a conscience is, of course, another matter. Still, some of the galaxy's greatest champions of justice have risen from obscure and ignoble beginnings. Guilt over lives taken in the past could be a strong motivating factor that prompts a Guardian to seek redemption by protecting others. A Guardian might have acquired deadly skills doing unsavory deeds, but could eventually find solace by using that knack for violence to serve some greater good.

Still other realms within the Outer Rim are only sparsely or recently populated. There, almost completely disconnected from the exchanges of interplanetary civilization, a Guardian may find a place to fulfill this chosen role openly, without fear of discovery. Some settlements are so small that they lack any kind of justice system at all. In such places, a Guardian might assume the roles of peacekeeper, judge, and enforcer all at once. A Guardian who takes on such responsibilities must always be wary of the lust for more power, which might tempt the character to the dark side. Other defenders of the fringes might be itinerant, wandering from place to place as they are needed. On the edges of society, a Force-sensitive character can act more transparently, but staying in a single place for too long might endanger the very people one seeks to protect. Guardians in such circumstances must weigh the value their protection provides against the risks their presence entails. A small community that the Empire might simply obliterate out of convenience in its relentless hunt for the successors of the Jedi would be greatly endangered by the presence of a known Force sensitive.

GUARDIANS IN THE CORE WORLDS

In the densely populated Core Worlds, where the Empire's hold is strong, the need for Guardians has never been greater. However, Guardians of this era must make sacrifices to bring about any semblance of justice in this region. They cannot rely on the reputation or authority of the Jedi Order to empower them. On the contrary, to reveal oneself as a Force sensitive can be a death sentence. Some operate within the established order, hidden in plain sight. They take on positions as local law enforcement or even low-level military officers, seeking to fulfill the spirit of their duty while minimizing the harm brought on by unjust orders. Such Guardians frequently disguising their mystical powers as "hunches" and "good luck," if they are even consciously aware of these abilities. Of course, such a lifestyle is rife with moral conflict, and would-be Guardians are hard-pressed to maintain both their principles and their position if they work for corrupt masters. Hard choices await for anyone who tries to walk the razor path of upholding a wicked order and remaining true to one's own principles. Doing so as a Force sensitive in an era of persecution and fear is an even greater challenge.

The alternative, of course, is to become an outlaw, operating in secret and hiding one's identity. Some Guardians find that as long as they do not appear too much like a Force user, they are treated like a nuisance instead of as a threat. Sometimes the easiest path is to blend into the shadows cast by myths and legends, operating under the guise of local bogeymen or benevolent spirits, inflating such cover stories with rumors and red herrings so that no one in power can tell fact from fiction. By hiding behind superstition, a Guardian's work might only be taken seriously by the common folk who have seen it firsthand. While stalking the shadows is not most Guardians' first choice of methods, a little bit of subtlety can go a long way to protecting the people.

Some Guardians actually favor covert action, using the terror they incite in their enemies to intimidate them into submission. While such a path can lead to the dark side, some Guardians walk it willingly, putting their own moral feelings and spiritual needs aside for what they see as a greater cause. Whether or not somebody can truly serve justice by using questionable methods to produce results is a quandary that has sparked conflicts between Guardians since time immemorial.

Even in the civilizations that support the Rebel Alliance's effort to overthrow the Empire, there are always victims of cruel and unfair treatment. Some Guardians prefer to root out the corruption within their own ranks, but placing scrutiny upon one's own side is always unpopular. At best, the actions of such Guardians might be seen as distractions from the cause, squabbling over lesser evils when larger issues loom. At worst, such interventions could be considered attacks on the Alliance to Restore the Republic itself. Despite the difficulty inherent in bringing justice within an organization built around that very principle, some Guardians find that they cannot overlook corruption within their allies any more than they can the evil of their enemies. Of course, others are more focused on the big picture and let small transgressions slide in the name of a greater purpose.

GUARDIANS ASSEMBLED

Guardians prioritize life, peace, and justice, achieving these goals by whatever means lie at their disposal. Though a Guardian might well operate alone, the calls of those in need frequently require a greater response than one single champion can bring. Veteran Guardians know that proper coordination is the key to overcoming the greatest challenges, and so they work together when the time comes to collaborate. Further, with the good leadership that many Guardians can provide, a group working in harmony can prove far more effective than the sum of its parts.

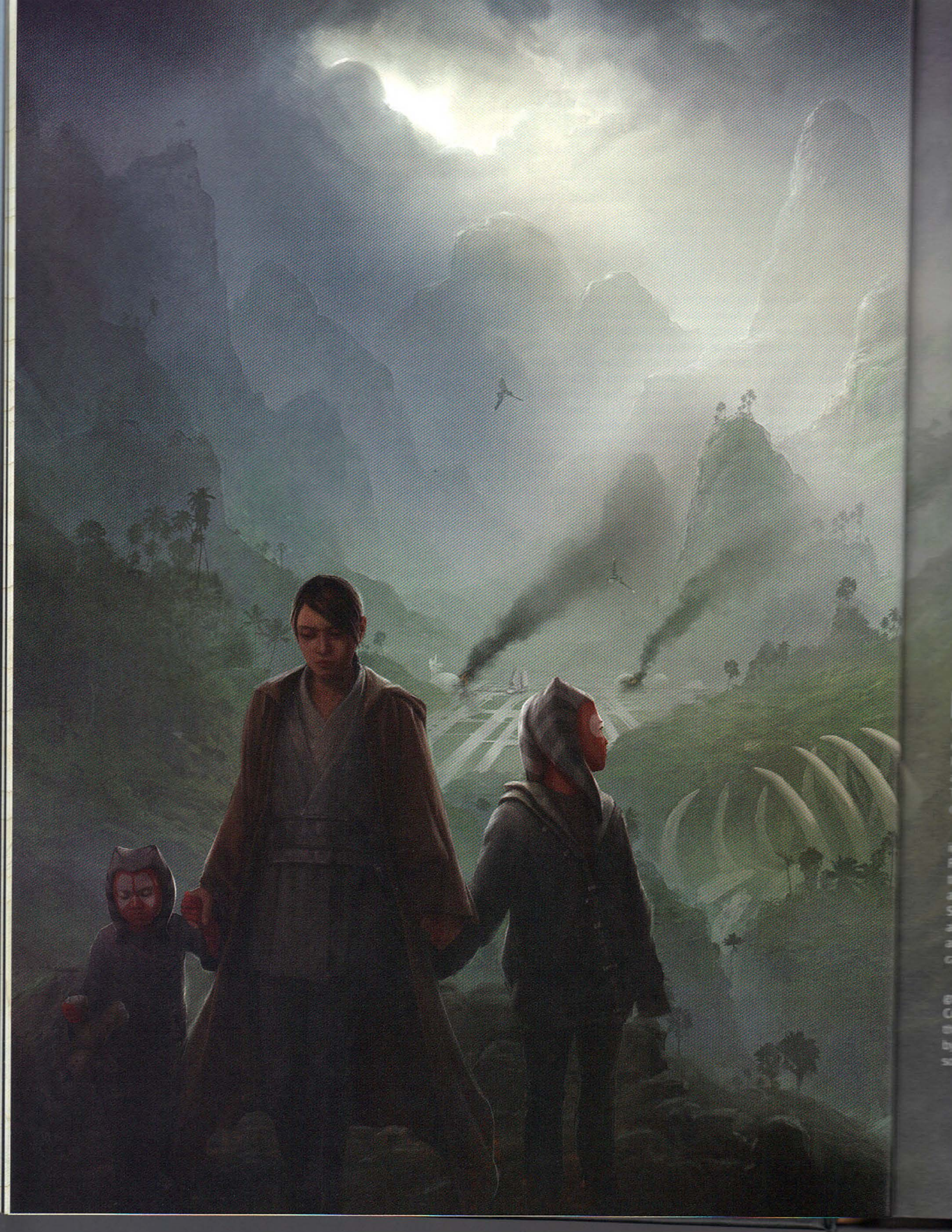
Some Guardians prefer to work alone much of the time, in part to maintain a low profile. Such Guardians sometimes operate upon pre-arranged agreements with their colleagues, which might stipulate that individual Guardians protect specific areas. Depending on the needs and capabilities of each Guardian, the territory an individual protects may be as tightly confined as a neighborhood or as expansive as a cluster of solar systems. Of course, exceptional circumstances might well warrant intrusions into neighboring areas. In the days of the Jedi Order, there were well-established guidelines and adjudication procedures for resolving such issues. Nowadays, things aren't so clear. Without any formal structure, conflicts between Guardians over jurisdiction—and whether that idea is even relevant to their self-appointed work—arise from time to time.

Still other Guardians see collaboration as the most effective way to protect the most people. They find like-minded allies who possess skills that they lack and organize them into a cohesive group capable of tackling problems no individual could face alone. Some Guardians prefer to take a leadership role in a group, guiding others on and off the battlefield. Peacekeepers and Warleaders can be especially adroit at motivating and directing colleagues. Other Guardians, especially Soresu Defenders, Armorers, and Wardens, often prefer to let their actions speak for themselves.

Obviously, working with members of different careers can help with give a Guardian access to a diverse array of abilities. A Sentinel's skills, a Seeker's acuity, and a Mystic's supernatural gifts can be incredibly valuable to a martially focused Guardian. While a Warrior and a Guardian might clash due to their natural inclinations (attack and defense, respectively), these two opposing forces can also make a very natural pair, thanks to their differences. Such a duo can also be extremely powerful, the Guardian shielding the Warrior from harm and creating openings for this ally to smite their shared foes.

Guardians of different specializations also complement one another, attacking a problem from different angles and combining their strengths. When dealing with a hostage situation, a Soresu Defender might keep the lesser foes at bay while the Warleader or the Warden faces down the ringleader; a Peacekeeper or Protector could defend the hostages, while wearing equipment prepared by an Armorer.







STAUNCH PROTECTORS

"For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Old Republic."

—Obi-Wan Kenobi

Force sensitives in the era of the Empire live in a state of constant peril. The Emperor would see all wielders of the Force subjugated to his will or destroyed. To this end, the Empire uses organizations such as the dreaded Inquisitorius to root out the last disciples of the Jedi Order and any Force users who seek to develop new traditions. To most citizens of the galaxy, resisting the terrible might of the Empire is unthinkable.

But some rise up nonetheless, rejecting tyranny and taking a stand for justice. Among these heroes are Guardians: Force sensitive champions, leaders, and exemplars who place themselves between the wicked and the downtrodden. Not all battles can be won with righteousness alone, however. Sometimes, a Guardian must make the hard choice between abandoning a cause—at least for long enough to escape—and dying for it. In this regard, and many others, Guardians cannot just be strong; they must be reflective and thoughtful.

Even in places like the Outer Rim, where the Empire's grip is most tenuous, there is injustice and oppression. Criminal syndicates and opportunistic pirates slowly crush the life from vulnerable communities. A Guardian pursued by the Empire might wander into a dusty little town on some far-flung world, only to find local trouble too cruel

to ignore. Other Guardians might spend their whole lives combatting such local problems, perhaps not realizing their connection to the Force for years or decades. Whether a Guardian wields the Force knowingly, as the Jedi Knights of old once did, or by instinct alone, it is the urge to protect others that defines this hero.

Whether driving bandits from small farming colonies or taking on the whole Empire, Guardians frequently fight alongside comrades-in-arms. Though different Guardians use varied tactics to achieve this end, all forms of Guardian excel at shielding allies from harm. Some intervene directly between foes and friends, deftly parrying or just shrugging off attacks that would fell less resilient fighters. Others guide their allies out of harm's way, helping them keep to cover and to avoid killing strikes in the first place. The presence of a Guardian can be crucial to survival, especially when a group faces foes who wield lightsabers. A Guardian's protection gives comrades a chance to put their own skills to use uninterrupted in combat. This might mean anything from uncovering a gap in a powerful foe's defenses while the Guardian distracts it to finding an escape route through dangerous terrain while the Guardian wards off attackers to exploiting an opportunity created by the Guardian's quick thinking and clever tactics.

SOMETHING TO DEFEND

At the most fundamental level, a Guardian lives to protect. Whether working to preserve a place, support a group of people, or champion an ideal, a Guardian acts on behalf of something—or someone—in need of its power. To most Guardians, power itself is not an end; even Guardians who seek to protect themselves first and foremost have a concrete purpose for acquiring strength, albeit a self-centered one.

Characters might become Guardians for any number of reasons. The memory of a personal loss could stir someone's empathy for the suffering of sentient beings, or the knowledge of one's own power might be enough to drive an individual to great lengths to assist others. Force sensitives in particular often find themselves called to action—not only because it is right, but because they are the only ones who can face many of the terrible threats that beset the galaxy. In pursuit of these motivations, heroes can rise from anywhere: from the blazing center of the galaxy to its farthest reaches.

But heroes would not be shining paragons if they were never tempted to misuse the power they possess. While Guardians can fall to darkness as surely as other sentient beings, there is generally a certain selflessness intrinsic in devoting oneself to preservation. Still, even the seemingly benevolent desire to save people can be destructive if it goes totally unchecked. Overzealous Guardians might put the needs of a chosen group before those of the many, or might go to brutal

lengths to see an ideal upheld regardless of the cost to the community. A subtler and more insidious danger lies in stunting the development of others by taking away their agency in the name of protecting them. Guardians must not just ensure the continued existence of their chosen charges, but also steward their growth. Those who are entirely inflexible in their enforcement are likely to eventually find themselves at odds with the people or things they sought out to protect. Because of their unique motive, Guardians should reflect on their goals frequently and deeply, so that they do not end up betraying their own principles in pursuit of them.

Guardians also run the risk of forgetting themselves in their relentless quest. On the most basic level, this might simply mean pushing themselves to the physical or mental breaking point for the sake of their charges. On a more existential level, it could mean losing sight of their own desires and even identities beyond the act of protecting others. Selflessness is a virtue, but Guardians who disregard themselves completely are likely to meet a bloody end on the battlefield, tormented by regrets.

In spite of challenges from without and from within, in spite of the darkness poised to swallow the galaxy, Guardians persevere. The Force itself calls true champions to its cause. These Guardians raise their swords for the sake of others no matter the odds.

GUARDIAN BACKGROUNDS

Speaking in broadest generalities, there are two types of Guardian. There are those who, when confronted with the great power they possess, realize innately that it brings a responsibility to do the best they can for others who are not so fortunate. To the members of this group, the spirit of the law trumps its letter; justice exists in doing the right thing in the moment rather than in upholding any specific set of laws, whether internal or external. However, maintaining consistency without a coherent moral philosophy can be difficult. While some sentient beings see nothing wrong with being capricious and acting based on whim, many Guardians find it intolerable, both in themselves and in others.

The second group consists of those who bind themselves to a specific code, believing that without strict personal adherence to a strong expression of their ideals, they cannot hope to bring justice to the galaxy. The Jedi of old tended to favor this second philosophy, following a rigid code of personal conduct and honor. Though some say that it helped to protect Jedi against the influence of the dark side of the Force, others claim that it left the Jedi Order blind to the realities of the Clone Wars, and ultimately brought about its downfall. While any absolute truth of the matter is obscured by time and subjective perspective, the Jedi code as it existed in the Republic had both strengths and weaknesses.

Of course, in reality, such a stark division between types of Guardians is a vast oversimplification of complex personal beliefs, goals, and circumstances. Most Guardians make many of their decisions in the moment, but also have hard lines they will never cross, regardless of the situation. Others shift from one pole to the other over time, creating a code after finding that they cannot tolerate hypocrisy in themselves, or softening rigid rules after discovering that unyielding honor can trap them in situations with no good options. The ways in which Guardians view moral obligations has a great deal to do with their upbringing, whether they conform to it or rebel against it.

ANCIENT ORDER

Some characters become Guardians because they are chosen to follow an order with a long history, which naturally prepares them for their eventual role. Such characters have likely known their intended destiny for a long time—indeed, many have been trained from birth. Their teachers may have also been Force-sensitive, or they might have been completely unaware of the mystical powers their students possessed. No matter how an individual Guardian reached this place, the PC's skills are a natural fit for the specific role that years of training entail. Guardians of this sort tend to be guided by a concrete code passed down by ancestors

or predecessors, though invariably, some rebel against even the most ironclad of laws and codes of honor.

Many of the greatest **Armorer**s are heirs to long traditions of crafting, which they rely upon to achieve their goals. A character could only have learned such artisan skill from another master Armorer. An Armorer's works are all the more practical when tempered with firsthand training and knowledge. An Armorer might be the foremost user of the fruits of these labors, or might strive to craft equipment that brings pride to the tradition. The accumulated experience of generations gives the PC's works an almost supernatural quality that can only be attained through the melding of experience and the calming power of Force techniques.

A **Peacekeeper** is usually a product of civilized society. Corrupt as the Empire may be, the fundamental mandate of law enforcement dates back to eras unremembered. The daily duties of one following that creed have much in common across the galaxy: preventing crime, resisting anarchy and chaos, and protecting the populace. Still, when unjust orders contravene the Peacekeeper's principles, this PC might be forced to choose between upholding the letter of the law and defying it in the name of some greater calling.

Some are trained to lead; some to serve. A **Protector** might be a little of both—the heir to a long line of bodyguards, raised from birth to be a guide, companion, and champion who takes charge in dangerous situations. Is this current mission an order from the Protector's charge? Or is it atonement for a broken oath or a past failure to save someone?

The Jedi Order, which once trained many of its students in the signature defensive sword style of the **Soresu Defender**, was lost in the carnage of Order 66. Yet, in isolated parts of the galaxy, some traditions derived from the Soresu

technique's legacy have survived. The character might have been trained in a peacekeeping art whose forms and techniques are drawn from ancient forms of Soresu style. Alternatively, the PC might have learned it under a swordmaster who trained with the Jedi long ago—or even fought against them. However this character came upon his signature technique, it is a cherished fragment of the past and represents a deep bond to the ancient Guardians of old.

Perhaps more than any other kind of Guardian, a **Warden** is often the manifestation of a code of conduct—not just its prime enforcer, but also a living testament to its power. If a Warden is an inheritor of a set of laws, the character might feel the need to apply them to the whole galaxy, dispensing justice upon any who violate the code. Of course, such a character can easily cross the line separating a protector of peace and order from a figure of dread and oppression. Those Wardens who wield their own absolute view of the law as a weapon are often drawn to the power of the dark side, and must ever be vigilant about slipping into tyranny.

A **Warleader** does not need to be a disciple of one specific ancient tradition to benefit from the wisdom of history. This character studies the techniques of a thousand conflicts and the tenets of a hundred fellowships. The Warleader can draw upon knowledge of the past to predict future events. This might mean studying the strategies and tactics of ancient leaders so that the Warleader can glean new tricks from the pages of history. Of course, such a character must still keep in mind the practical limits and applications of tactics. A Warleader needs a strong wit to adapt academic knowledge of the past into practical plans on the field of battle, and an even stronger bond with friends and allies to execute these tactics effectively.



BATTLEFIELD LEADER

Being the first to battle necessarily means putting oneself in harm's way. A Guardian who jumps into the fray first and leads every charge has likely taken a lifetime's worth of hits. Guardians of this sort often leap before they look, and consider risks to themselves to be acceptable as long as they can protect the ones they lead in battle. Characters of this sort also tend to make moral judgments on the fly, doing what they see as right in the moment rather than binding themselves to any specific code. Still, some—especially those who go on to command—develop a concrete philosophy of right and wrong over time, based on their own past experiences rather than ancient texts.

An **Armorer** of this background might primarily focus on self-protection rather than making gear for allies. After all, the Armorer intends to personally take on the deadliest foes, suffering any blow to keep allies safe. Such a philosophy of making oneself as indestructible as possible for the sake of others has merit on the battlefield, but it can also lead to a disregard for personal safety. Even clad in the perfect protections, an Armorer who always insists on being the one to take the heavy hits might need to address the roots of these self-sacrificing tendencies to find inner peace.

A **Peacekeeper** might have served in a very public office in law enforcement or the military and thus learned to lead by example. This character has always set the tone for those nearby with a palpable aura of calm, order, and dedication. No stranger to the weight of public expectation, the character faces down enemies and allies alike with steadfast conviction. As a leader, the PC succeeded at some great task and earned recognition for it. Did the Peacekeeper gain an epiphany about the Force in the course of accomplishing an act of heroism, or was it in the anguish of failure that uncovered newfound determination and power?

A **Protector** has likely taken a blaster bolt for someone else and lived to tell about it. As a bodyguard for high-profile targets, the character might have accrued notoriety, both by association and through courageous actions. Such a character might take pride in shrugging off hits that would fell lesser beings, or might humbly credit luck for such successes. Whatever the Protector's attitude, keeping others from harm is always a top priority. If getting the enemy's attention is the best way to do that, then so be it.

A character who became a **Soresu Defender** might have attracted attention through willful efforts. Perhaps a combination of natural talent and hubris incited the Soresu Defender to wantonly challenge anyone with a sword. Then, one day, the character met a swordmaster with even greater skill—someone who instructed the PC the roots of Soresu technique. The character might have developed a sense of humility during this training, but anyone who leaps willingly into the fray to fight often maintains a flair for the dramatic.

Wars take many forms, from vast naval conflicts that decide the fate of star systems to skirmishes between cartels and criminal syndicates over individual neighborhoods. A **Warden** might have been a leadership figure in a gang or criminal syndicate, the sort of dangerous figure whom others follow out of a mix of admiration and fear. A character with this background might need to learn to live as part of civil society or might turn these skills to an insurgency against the Empire.

A **Warleader** who comes from a noble background might have been raised to command, and thus expect obedience from comrades-in-arms. However, loyalty must be earned, especially among Force-sensitive fugitives in the era of the Empire. Few heroes will follow an arrogant or dismissive leader, even if that person is often correct about matters of strategy. Such a character would have to learn respect for others to earn comrades' esteem, and then their cooperation.

OUTLAW AGENT

Not all heroes are able to work exclusively for the forces of good. Sometimes, the only choice is between perpetuating the Empire's oppression and joining a criminal group in opposing it. Some beings are even conscripted forcefully into illegal operations. Still, working under the umbrella of a criminal empire does not mean that a character cannot help others. This sort of Guardian excels at making the best of a bad situation. Guardians such as these might have codes of personal honor adopted from the organizations they served, or they might see the idea of honor among criminals as a mere pretense that killers such as themselves use to play at being civilized.

Those who operate outside the law often find an **Armorer's** skills to be extremely useful, especially when dealing with the sort of esoteric, illegal equipment that does not come with a warranty. There is good money to be made selling weapons and armor to crime syndicates, pirates, and other outlaws. Some Armorers have strict scruples about who they will sell weapons to, testing the worthiness of prospective clients before handing over their wares. Of course, an Armorer in the underworld also has to be capable of watching out for number one, and so the character is likely well-protected by custom defensive gear.

A **Peacekeeper** might have been a negotiator or emissary for a hostile syndicate or pirate crew, who worked to convince a group's enemies to submit quietly rather than sparking all-out gang war. With a serious concern for life and the skills to stay alive in a fight, a Peacekeeper can be an ideal messenger for delivering bad news without starting a bloodbath. After all, criminal organizations benefit from peace as much as legal corporations do—even if this peace is maintained and enforced at great cost to the people.

True loyalty is even more valuable in the criminal underworld than in the galaxy at large. A **Protector** of this background might once have sworn to defend an outlaw, for money or out of a sense of obligation. This supposed criminal might have been innocent (or at least sympathetic), but this person might alternatively have been genuinely evil. Maybe the Protector saved the life of a true villain long ago and has come to regret it in the intervening years. Perhaps the Protector still serves a wicked master out of a sense of loyalty that supersedes personal opinions on right and wrong.

In the criminal underworld, a **Soresu Defender** could make for an incredibly deadly enforcer, wielding keen intellect to predict threats in advance and then making short work of them using incredible skills with the blade. The source of the character's skills also inform the story. Perhaps a Soresu Defender appeared mysteriously to the syndicate one day, already trained, or maybe the character learned from a secretive mentor who possessed some shard of lost Jedi lore.

A **Warden** might have been a bounty hunter or an enforcer charged with a similar set of tasks. In the name of earning a living, the character may have captured a veritable rogue's gallery of outlaws, insurgents, and enemy leaders. Naturally, crime bosses often want targets taken alive in order to send a message, so the character might have developed experience with methods of non-lethal capture. The character might have adhered closely to the bounty hunter's code in pursuits, or might have operated outside of the accepted rules of the chase—and made enemies because of these transgressions.

Perhaps a **Warleader** once worked as a scout for a criminal group who inhabited some trackless wilderness in the Outer Rim. On planets where the environment and the wildlife can be as dangerous as any enemy, it pays to know the terrain and to pit one threat against another. A Warleader with this background might even have become dedicated to preserving the region from exploitation and other threats.

WAYFARER

Some who follow the path of the Guardian are not content—or able—to stay in one place. The galaxy is a big place, with countless planets, all sorts of strange creatures and civilizations, and naturally, innumerable beings who need protection. Guardians who follow the winds—or the call of the Force—often find others counting on them. A wayfaring Guardian rises to the occasion, but neither allies nor accolades can keep this character rooted. After all, hyperspace is calling just as surely as the voices of the weak, the powerless, and the oppressed. Indeed, perhaps the need to protect others keeps this Guardian traveling—lingering too long in one place risks drawing the wrath of the Empire upon on the very people the Guardian sought to safeguard. Guardians of this sort often follow only the call of their own conscience, unbound by structured regulations or explicit codes. Still, there are always exceptions; some who wander do so to fulfill oaths, uphold obligations, or pursue more esoteric ends.

An **Armorer** might be a traveling merchant who specializes in restoring and reselling personal equipment. The character might have acquired antiques and relics from across the galaxy. Given the galaxy's long history of warfare, this would naturally include a number of weapons and suits of personal armor. From time to time, the Armorer might even encounter a piece that seems to almost call to be restored and worn again in battle. Guided by the Force, this character might even have collected one or more Jedi relics, to preserve them and see them used anew by future generations of Force sensitives.

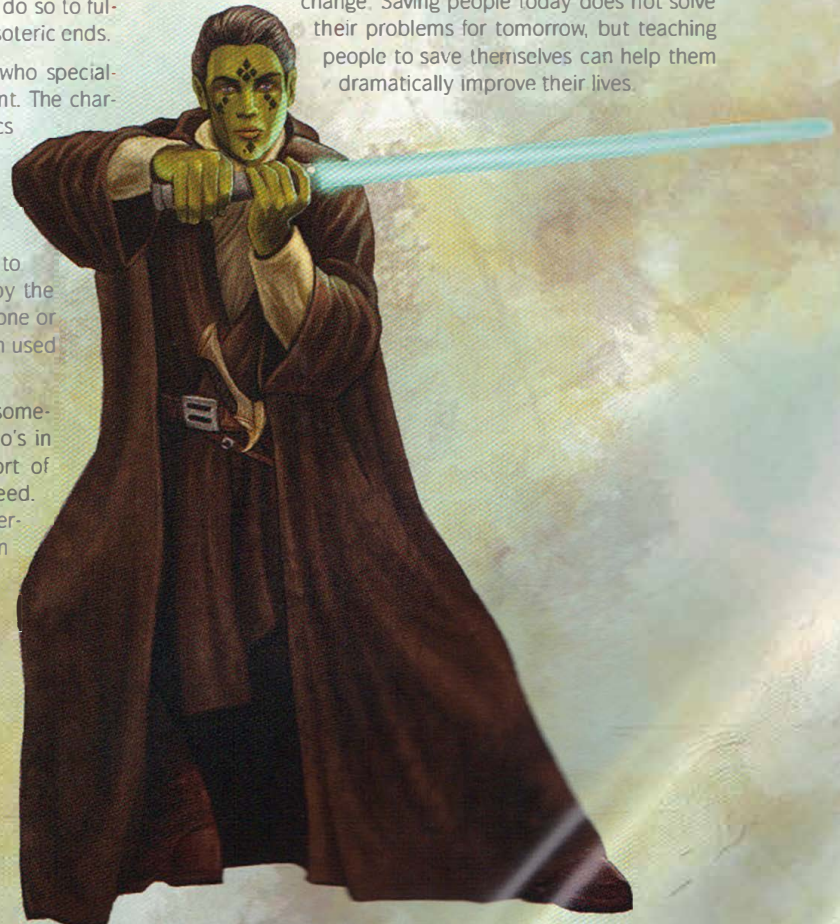
A **Peacekeeper** might firmly believe that sometimes justice has to be done, regardless of who's in charge. Heeding the call of the Force, this sort of character has followed the call of those in need. The Peacekeeper might have served as a wandering mediator, helping end local conflicts using an outside perspective and intuition. Over time, the Peacekeeper could have become a self-made hero who always departs from a place as soon the situation is resolved and others have greater need of aid.

A **Protector** is most likely to travel because keeping a charge safe requires the pair to stay on the move. If a Protector is shielding a fugitive targeted by powerful enemies, mobility would be a necessity, and trying not to leave deep footprints would be a top priority. A character so dedicated to a single person's safety might see everything as a threat, and relearn how to react appropriately to mundane situations.

All knowledge of the Force is repressed by the Empire's Inquisitorius and its deadly agents, but the Jedi spread their teachings far and wide before their fall. A **Soresu Defender** might have stumbled upon a holocron containing records of Jedi training routines for lightsaber combat. With this bit of knowledge in hand, the character might have launched a search for more Jedi lore, traveling to forgotten corners of the galaxy to find lost relics, forgotten sanctuaries. Above all, the character might seek rumors of Force-sensitive hermits who could help the developing Soresu Defender to achieve mastery of this powerful lightsaber style.

Even teams of itinerant smugglers, mercenaries, and scavengers need someone to keep their members in line, and a **Warden** is well-suited to that task. The character may have discovered an emergent sensitivity to the Force in the fear others display around the Warden, or through an extremely sharp ability to discern lies. A character of this sort kept the company of rough-and-tumble allies, and might be very suspicious of others, even after leaving that life behind. The Warden might need to learn the value of trust and opening up to others.

A **Warleader** could have set to wandering just to see the galaxy after a tour of military duty. Travel might have made the character more aware of the injustices the galaxy holds, and the Warleader may have decided to face these challenges head-on using skills acquired in the field. Warleaders have a knack for helping others help themselves, and this is an extremely valuable skill when one seeks to affect real change. Saving people today does not solve their problems for tomorrow, but teaching people to save themselves can help them dramatically improve their lives.





GUARDIAN MORALITIES

Guardians are, by their very nature, preservers and defenders. However, they can still cause harm, either by taking excessive action or by holding back when action is warranted. This balancing act between inaction and over-reaction is fundamental to a Guardian's mindset. Failing to find the balance leads to the path of the dark side.

In spite of this eternal challenge, or perhaps because of it, the archetypal Guardian is the very embodiment of the Force: forthright, serene, and compassionate. A Guardian does not spark aggression, but responds to it in kind. Undeterred by fear, a Guardian faces danger head-on. A Guardian might deceive out of necessity, but does not live for deception. Power is a Guardian's tool, and never the character's master. This sort of character protects others, and in doing so finds unity with the Force.

Guardians are constantly confronted with the worst that the galaxy has to offer, and their true strength lies in their ability to remain true even as they stare into the void. After facing down evil for so long, it can be difficult not to be twisted by the poison of malice. A Guardian's vaunted code of honor can become a yoke that prevents the character from achieving goals or adapting to new circumstances. With the haphazard and informal training that is often the best that a young Force sensitive can find, it can be difficult to maintain a composed, consistent, and just mindset. The Empire's cruelty is hard to accept as reality, but the universe's apparent apathy at such atrocities can be even more difficult for a Guardian to rationalize.

Morality assists the GM and the players as they work to give shape to the struggle between good and evil that takes place within every disciple of the Force. It also helps to differentiate the unique struggle that each character faces from all the others, for no two beings perceive the universe in exactly the same way, or undergo precisely the same tests of faith and prowess.

Even within a group of PCs who all go on the same adventures over course of a story, events affect different characters in very different ways. A former assassin looking to atone for a life of bloodshed will be much more tormented by the question of whether or not killing is ever justified than an oath-sworn champion whose only priority is the safety of a single being. In contrast, the ex-assassin might think nothing of acting dishonorably to preserve lives, while the sworn defender would never stoop to such questionable methods but might commit act of violence with far less hesitation. These two characters will thus have different Moralities to reflect their different struggles with the concepts of right, wrong, and inner peace.

Players may replace **Table 2-1: Morality** on page 50 of the **FORCE AND DESTINY** Core Rulebook with **Table 1-1: Guardian Moralities**. Players may choose to roll randomly on the table or select a Morality based on their background, core philosophy, or desired character arc. Each character starts play with a Morality value as described on page 49 of the **Force and Destiny** Core Rulebook.

TABLE 1-1: GUARDIAN MORALITIES

d100	Emotional Strength	Emotional Weakness
01-08	Bravery: The character places the well-being of others as his utmost priority. He faces incredible odds without a second thought and never backs down from a challenge.	Recklessness: The character's zeal for protecting others often comes at the cost of protecting himself. The character sometimes neglects to consider his own well-being as a priority, and suffers the consequences.
09-16	Love: The character has a deep, abiding affection for someone or something, and the passion and happiness it brings out in him is infectious.	Jealousy: At times, the character is so enamored that he cannot stand to see the object of his love rely upon anyone else.
17-24	Caution: The character is meticulously careful and ready for danger at all times. Nothing escapes his notice, and he always has an exit plan for every situation prepared in advance.	Indecision: The desire to be ready for anything means that the character's preparations are cumbersome. When faced with unknowns, he may become paralyzed with uncertainty at all the possibilities he must account for.
25-32	Consistency: The character can be counted on to do things the same way every time. Whether it's a morning cup of coffee or a routine security scan, he is punctual and dependable, and strange circumstances or bad luck do not weaken his commitment.	Obstinacy: The character is reluctant to make any change, even when necessary. The more his comrades entreat him to adapt, the more he finds himself clinging to his old ways, even when everyone else has moved on.
33-40	Compassion: The character is never blind to the needs of others, and actively volunteers his help whenever the opportunity arises. He keeps no privilege to himself, but gladly shares his every blessing with those less fortunate.	Hatred: The character gives no quarter to those who inflict suffering on others; he quickly adopts the bitterness of the tormented souls he helps, even to the point of clouding his vision as to the true severity of the offense.
41-48	Mercy: The character cannot help but give others a second chance. He never strikes first, and provides every opportunity for an opponent to back down.	Naïveté: Cunning foes take advantage of the character's generosity, trying his patience as they try to get away with as much as they can. The PC's inability to identify false contrition sometimes lets crafty villains off the hook.
49-56	Dedication: The character does not do things halfway. He takes every responsibility to its end and he commits his full power to everything he does.	Obsession: The character sometimes becomes oblivious to the larger picture, focusing on one thing at a time to the total exclusion of others. Those tasks he does not do fully he does not do at all.
57-64	Pride: The character sees his own legacy and impact on the world as paramount, so he takes care that his actions will have positive long-term effects.	Arrogance: The character is so preoccupied with his own accomplishments that he fails to acknowledge those of others. At his worst, he belittles their attempts as inferior to his own.
65-72	Independence: The character operates on his own internal sense of justice, without falling into a pack mentality or letting others make decisions for him. He always applies his principles as he sees fit, which leads him to find both good and bad where others might not.	Coldness: The character has such disdain for those who submit to the will of others that he cannot relate to them. When asked for his opinion, he rejects the opportunity to share, feeling that the other party should reach his own conclusion.
73-80	Ambition: The character has a vision for the future, and that goal drive him to tirelessly accomplish feats in the pursuit of his dream. Setbacks to his objectives are transitory, for he has the drive necessary to overcome any obstacle or trial.	Impatience: The many great things that the character wants to achieve are not all possible in one lifetime, so the character sometimes makes compromises in order to achieve more. His need for immediate achievement might even prove self-destructive, interfering with his long-term goals.
81-88	Justice: The character is confident in making the decisions that he knows are right, whether or not they are in line with society's moral values. He recognizes how appropriate rewards and punishments affect all sentient's behavior in the long term.	Cruelty: The character has a tendency to retaliate excessively, trying to make the perpetrators of evil get what they "deserve," even when vindictive justice merely creates more misery and feeds the ongoing cycle of retribution.
89-96	Discipline: The character has superb self-control and believes in principles and rules above all else. He is adept at removing his own biases from the decision-making process, and thus he very rarely acts rashly or in a selfish manner.	Intolerance: A strict adherence to the rules means that the character is unwilling to adapt even when extenuating circumstances should provide an exception. His code keeps him from pursuing his own desires, and perhaps even what he believes is just.
97-00	Roll twice on this chart. The PC has multiple emotional strengths and weaknesses.	



Iktotchi



Lannik



Whiphid

NEW SPECIES

The galaxy's size and scope defies the comprehension of most rational beings. On some heavily populated planets that lie on key hyperroutes, encountering species one has never seen before is a daily occurrence. Cantinas and cafes on such worlds bustle with unique species of all sorts. Every species, regardless of its inherent proclivities, produces individuals who achieve greatness and significantly affect the events of the wider galaxy. Below are three additional options for players and GMs to use when creating Player Characters and important NPCs in their campaigns.

IKTOTCHI

Hailing from the Expansion Region, Iktotchi are immediately recognizable by the downwards-curving horns that sprout from the sides of their heads. Despite their distinct and memorable physical appearance, their species is most renowned for a trait not visible to the naked eye: precognition. Their seemingly supernatural precognitive abilities once made the Iktotchi particularly interesting to both the old Jedi Order and to various organizations as top-tier pilots. Despite their potent gifts, few Iktotchi leave their world to interact with outsiders.

Physiology: On a basic level, Iktotchi follow what many consider to be a standard pattern for sentients in the galaxy: two legs, two arms, and a head, all connected by a torso. They stand approximately 1.8 meters high on average, and

typically have a brown, orange, or pink hue to their skin. In modern society, their twin horns serve no major practical purpose. The horns of male Iktotchi tend to grow larger than those of female Iktotchi, though this is by no means an exact indicator of any individual's sex or gender. Should an Iktotchi's horns become damaged, they grow back over time in most cases. Also notable are their hands, which are almost half again as large as those of most similarly sized species, with relatively thick fingers. Members of the species enjoy a ninety-year life expectancy, given ideal conditions.

Iktotchi possess precognitive abilities that they can hone through training, although these are considerably reduced in effectiveness away from their homeworld, the desolate moon called Iktotch. Some Iktotchi have also been reported to possess telepathic capabilities, but whether these Iktotchi actually have a gift for reading minds or can simply extrapolate others' thoughts by perceiving the future remains unclear to xenobiologists. To the Iktotchi themselves, for whom time does not appear as linear as it does to most other species, the practical distinction between clairvoyance and telepathy is often blurry or irrelevant. Most humans do not seek to understand the biological principles that allow their eyes to transform light into coherent images; to most Iktotchi, precognition is as important yet mundane as sight. Iktotchi who hone their gift of foresight can grow extremely skilled as seers, however, and often hold positions of prestige in society.

Society: Iktotchi society can be disconcerting to outsiders, especially if they come unprepared for its unique quirks. Although Iktotchi still use spoken language, the capacity to know what others will say before they say it means Iktotchi society is disturbingly quiet to members of most other species. Nonnatives used to livelier gatherings may find the hushed conversations of the Iktotchi offputting. Additionally, the gift of precognition makes direct confrontation far less prevalent in society. Interpersonal and military conflicts are resolved in the mind's eye rather than through force of arms, and most Iktotchi are cautious in action.

The Iktotchi have enjoyed a unified, representatively-democratic government for almost their entire history. Apart from appearing threatening and unapproachable to outsiders (and being banned from most gambling halls across the galaxy), the Iktotchi enjoy a positive reputation. Their world and society are known for their relative tranquility in a tumultuous galaxy. In fact, despite their fearsome appearance, most Iktotchi choose not to venture out into the wider, more dangerous galaxy when offered a chance to leave placid Iktotch.

With the (to the Iktotchi, unsurprising) advent of the Empire, almost all Iktotchi returned to their homeworld, where giant orbital stations were built to accommodate the sudden influx of returning citizens. Since then, the Iktotchi have developed an isolationist policy, and the Empire has been content to leave them to their own devices rather than deal with their strange abilities on the galactic stage.

Homeworld: The Iktotchi homeworld is a moon named Iktotch, which orbits around the gas giant Iktotchon. Located within the Narvath sector of the Expansion Region, the moon's days are twenty-two hours long, and an Iktotchian year comprises 418 days. Arid, rocky, and windy, the moon can seem a harsh environment to newcomers, but the Iktotchi themselves are well adapted to the climate and find it comfortable. The moon's gravity falls within a standard deviation of the norm, and the weather is reasonably fair, aside from the frequent windstorms. One surprising feature of the moon is a large Republic crest, visible from space. This massive symbol is preserved as a remnant from the days when the ancient Iktotchi foresaw the arrival of the Old Republic vessel that would offer them the chance to join the Republic. These forebears responded accordingly, carving the symbol to welcome the representatives of the Republic.

Language: Iktotchi speak Iktotchese to each other. In comparison to many other tongues, Iktotchese is a fairly straightforward language. It lacks the variance and complex double meanings found in most other tongues. Xenolinguists tend to assume this stems from the fact that the precognitive Iktotchi can see through most misdirections and duplicity. Despite its relative simplicity, the language is complete, though it often incorporates loan-words, especially after contact with the Old Republic. Iktotchi typically have no difficulty learning and communicating in Basic.

Perception of the Force: The Iktotchi have a long tradition of seers who hone their innate precognitive abilities, which the Jedi Order took a particular interest in when Iktotchi joined the Old Republic. The Jedi soon discovered that even rudimentary training in the Force increases the potency of an Iktotchi's innate precognitive abilities dramatically.

During the days of the Republic the Iktotchi produced their fair share of Jedi Knights (as well as other types of Force users) who used their natural talents to augment the already impressive powers granted by the Force. To beings who can intuitively grasp future events, the Force might not seem as mystical and unknowable as it does to other species, but thanks to their acquaintance with prophecy, the Iktotchi have a deep respect for the power of the Force. The Jedi the Iktotchi have produced are often viewed as heroes. Even in the era of the Empire, these champions are remembered fondly on Iktotch, if spoken of infrequently and in hushed words.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Iktotchi begin the game with one rank in Vigilance. They still may not train Vigilance above rank 2 during character creation.
- **Precognition:** Iktotchi occasionally see glimpses of the future, letting them predict certain events even before they occur. In addition to seeing flashes of the future at the GM's discretion, an Iktotchi may spend ϕ on a check to determine Initiative to perform a free maneuver before the encounter begins or to have an ally in short range perform a free maneuver before the encounter begins.

PROPHECY AND PROBABILITY

To the Iktotchi, many things that might seem random to others are actually very predictable. The concept of gambling, for instance, is strange to many Iktotchi, as the outcome of the roll of a chance cube hardly seems like "chance" at all. Though most Iktotchi cannot easily see far or accurately enough into the future to guarantee that they win at games of chance (or more important contests), Iktotchi are far less likely to be caught completely off guard by turns of fate than their compatriots. Thus, they are frequently surprised to find their companions flat-footed in the face of danger.

Iktotchi who spend years or decades away from their people grow far more accustomed to the company of sentients who rarely, if ever, foresee the outcomes of future events. Some intentionally delay their own reactions to harmless surprises for the benefit of their friends, while others revel in watching those around them stumble through unforeseen events. Though their ability is far from infallible and does not work in all cases, most Iktotchi can often foresee the outcomes of minor events that seem random to others. This ability tends to draw the suspicion of casino owners, whether or not an individual Iktotchi is actually cheating.

LANNIK

Though short in stature, Lanniks have done more than their fair share in shaping the galaxy and have produced heroes whose legends still resound from one end of known space to the other. Perhaps the most notable Lannik champion to be lauded across the galaxy in recent history was the Jedi Master Even Piell who served during the Clone Wars, but other Lanniks have also made their way into stories of valor. Their physical appearance makes them instantly recognizable, and although few members venture away from their home planet, those who do frequently accomplish noteworthy deeds. The Lannik species has earned a well-deserved reputation for hotheadedness and effectiveness in combat. As a result, the few members of the species who live off their homeworld are frequently in high demand for mercenary and enforcement work. However, while some Lanniks do fight for money or glory alone, many Lanniks live by strong ancient principles of honor and prefer to serve a righteous cause.

Physiology: Lanniks are relatively short compared to the majority of sentient species, with an average height of around 1.2 meters. Their most noticeable physical features are their large, droopy ears, which afford the Lanniks acute hearing. Their skin tone varies across a surprisingly broad spectrum, from pink to orange to dark red, and often features strong blue and purple tones. Theoretically, a Lannik's lifespan is considerably longer than a human's, but given the common living conditions and lifestyle, not enough data is available to predict a true average age in ideal conditions.

Society: To outsiders, Lannik society seems incredibly volatile and belligerent. Lanniks have a long history of violence against the large natural predators of their homeworld as well as each other. Many Lanniks follow warrior traditions or codes of honor that date back centuries, if not millennia, and the Lannik homeworld is constantly in turmoil. As a consequence, most Lanniks can expect a life full of strife and deprivation. Although the world's politics were already highly unstable, the arrival of galactic explorers, bringing with them technology unknown to the militant Lanniks, brought about a fresh wave of civil and internecine wars, hastily formed treaties, and localized skirmishes. The various clans and leaders tried to dictate how the new machinery would be integrated into their society planetwide, without success. The ripples of these early feuds can still be felt thousands of years later, as Lannik society seems no closer to peace.

Lanniks have traditionally been ruled by a monarchy, with a High Court sitting directly below the reigning ruler. As may be expected, the line of rulers is far from unbroken, and the ruling family must constantly fear assassins, terrorists, and rival factions striving for control by any means. Although a large majority of the population holds tactics such as hostage-taking and bombings to be dishonorable, some Lanniks desire power more to abide by what they view as archaic taboos.

The sudden introduction of advanced technology long ago created an opening for criminal elements, and many such organizations still operate on the Lannik homeworld, tracing their roots directly to that point in history. Although they expend most of their energy working against each other, these gangs still cause enough problems to thwart any efforts to

SIZE MATTERS NOT

Lanniks may be short compared to most other sentient species, but they generally do not view themselves as such (rather, they see other species as especially large targets). Lanniks who travel the rougher portions of the galaxy typically learn to compensate for the advantages others gain from greater height and reach. Lanniks tend to capitalize on their low center of mass, and often move inside of larger foes' guards to keep them off balance. Only experienced fighters know how to deal with an enemy who has moved in too close to strike; many novice brawlers learn of this vulnerability in their technique for the first time at the hands of a Lannik.

stabilize Lannik society. At this point, these institutions are so deeply entrenched that it seems unlikely they will ever be fully uprooted. It is unsurprising, then, that many Lanniks who venture into the galaxy do so out of frustration at the state of their tumultuous homeworld.

Warriors in Lannik culture tend to adopt a single topknot as a hairstyle. This leads many outsiders, having encountered only the more warlike members of the species, to falsely believe that the style is common species-wide. Lanniks tend not to give facial cues or expressions when conversing, and their default stance often makes them appear angry to other species. Individuals who befriend Lanniks quickly learn to pay more heed to vocal tone and other cues.

Homeworld: The planet Lannik lies within the Lannik Space sector in the Mid Rim, easily accessible by the Bothan Run trade route. The planet is rich in minerals, ores, and other natural resources that have been barely exploited due to the difficulty of establishing safe sites without offending a half-dozen Lannik factions, legitimate or criminal. The planet is well known for both its deserts and its deeply forested mountainous terrain, both of which contain an intimidating number of apex predators. Though Lannik features numerous large cities, on average the development level of these metropolises pales in comparison to that of similarly populated planets across the galaxy. Once again, the constant strife has made progress and organized expansion extremely slow. From a technical standpoint, the planet is quite livable, but the behavior of its citizens ensures that few outsiders ever voluntarily visit Lannik.

Language: The Lannik language (called simply "Lannik") is deliberately spoken in soft tones. This often surprises outsiders, who often expect such a warlike society to be full of loud proclamations and noisy arguments, but given the sensitive hearing that Lanniks possess, any increase in volume is considered both uncouth and highly insulting. Thus, their language contains a high proportion of soft and sibilant sounds. The Lanniks themselves find Basic to be relatively easy to learn and use, but they often speak at volumes so low that members of other species strain to understand them. Lanniks who spend enough time offworld usually overcome this tendency given time, but because it is a lifelong habit, it can be all too easy for them to slip back into this lower register. Similarly, Lanniks who have been offworld for years know not to be offended by the boisterous chatter of other species.

Perception of the Force: For a long period of time, the Jedi Order found it challenging to properly test for Force sensitivity among the Lanniks. The ongoing wars and feuds made it extremely difficult to perform any kind of survey of individuals. Eventually, the Jedi found ways to conduct their tests without overly offending the locals, leading to the emergence of several prominent Lannik Jedi over the years. During the era of the Republic, and even in the age of the Empire, most Lanniks are too concerned with issues on their homeworld to engage with what seems an intangible, unpredictable phenomenon. Jedi Master Even Piell's martial renown, however, did convince a number of Lanniks that the study of the Force was a worthwhile and noble pursuit.

SPECIES ABILITIES



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Lanniks begin the game with one rank in Streetwise. They still may not train Streetwise above rank 2 during character creation.
- **Indomitable:** A Lannik removes up to ■■ caused by Critical Injuries, the disoriented condition, and fear from all checks he makes.

WHIPHID

Large, imposing, and hairy, most Whiphids have the mental resolve and determination to back up their imposing physical appearance. Perfectly at home in cold climates and wild environs, many Whiphids have gained fame as bounty hunters, mercenaries, and bodyguards. However, Whiphids are not inherently violent or aggressive; rather, their way of life necessitates a level of physical prowess, especially when hunting big game native to their planet of Toola.

Physiology: Whiphids loom over most other sentients, averaging two meters in height. Most of a Whiphid's body is covered in long, shaggy fur, most typically brown in coloration. Whiphid genders are difficult for most outsiders to discern. All Whiphids are powerfully built and possess long, sharp tusks that extend upward from the massive bottom jaws of their hairless faces. Their hands contain two fingers and a thumb, all of which end in deadly claws. As an adaptation to their frozen world, Whiphids naturally develop thicker hair and a dense layer of blubber while living in cold temperatures. Many Whiphids living off-planet therefore appear slightly thinner and less shaggy than their homeworld counterparts, although given adequate exposure to a colder climate, Whiphids regain both the fat and hair. Barring death by illness, conflict, or accident, Whiphids live up to almost two and a half centuries. Given their considerable lifespans, elder Whiphids are sure to have amassed considerable wisdom and experience from their long years.

Society: Whiphids on their homeworld of Toola live in a nomadic hunting style. Whiphids are less invested in strict rules of familial or dynastic structure than many other species, and so Whiphids instead build small tribes of around six to twenty based around the specific needs of the individuals who comprise the group. These groups wander the planet hunting game during the winter and typically construct more stationary encampments during the summer. The leader of a tribe is referred to as a Spearmaster, and is chosen by the group, often based upon age and experience. A tribe only lasts as long as it is successful. Groups facing irreconcilable



ANCIENT WISDOM

Whiphids can live a very long time (two-and-a-half centuries, and perhaps longer for particularly hardy individuals). As such, even a middle-aged Whiphid has likely seen and done as much as a truly ancient human might have over the course of a lifetime. A Whiphid who has journeyed the galaxy for more than a century has likely met members of hundreds of species, fought countless battles, or worked on multiple generations of different starships.

This means that a Whiphid might be capable of offering advice other party members cannot, not just in the abstract but from firsthand experience dealing with the problem at hand. Players who create Whiphid characters should keep the long lifespan of the species in mind when considering the lives that their characters led before the campaign began, as well as the varied knowledge their characters might have acquired during this time.

differences between members or simple stagnation often voluntarily disband, with each individual or subgroup seeking to join a different tribe. Tribes frequently accept new members, as this slow and constant migration between groups is to be expected. Though Whiphids are familiar with the technology common across the galaxy at large, those who remain on their home planet are usually satisfied with the older tools and traditions that have served them well through the ages. Outsiders are often startled to discover Whiphids still using sledges instead of airspeeders and spears instead of blasters, but Whiphids see no need to fix what isn't broken.

Historically, Whiphid tribes tend to avoid conflict with each other. Indeed, tribes often cooperate for the purposes of particularly large hunts before going their separate ways. Sometimes, tribes gather around Toola's hot springs to trade. Otherwise, groups generally remain autonomous, rarely interacting with outsiders. While disagreements and even decades-long feuds are not unheard of between individuals, they rarely extend beyond the two Whiphids in question, and only periodically do they boil over into violence more harmful than scuffles or brawls. This pattern stems from a combination of natural behavior and the expectations enforced by Whiphid elders and Spearmasters. To waste energy fighting private conflicts endangers the tribe, and Toola's harsh environment does not permit such selfishness. Those who fail to adhere to these standards are often shunned. Some of those exiled make their way offworld and become entangled in criminal operations, but just as many Whiphids leave voluntarily to fulfill some desire or dream that simply cannot be attained by one living the rustic lifestyle found on Toola.

Homeworld: The planet Toola is located in the Kaelta system, in the Nilgaard sector of the Outer Rim. A standard day on Toola lasts about twenty-three standard hours, and the world's orbital rotation consists of 423 local days. For a majority of the year, the planet rarely exceeds freezing temperatures, and the very brief summer is the only respite from the constant cold. Besides the Whiphids themselves, Toola is home to many other large life forms, such as motmots and snow demons, both of which are hunted by Whiphids for food, furs, and other goods. Non-Whiphids can survive easily enough with the proper clothing and gear, although adjusting to the rudimentary transportation methods Whiphids employ can be off-setting to those accustomed to modern vehicles. Amongst the vast snow-covered expanses lie many hidden hot springs, the locations of which have been carefully mapped by Whiphid tribes. Ice, furs, and beast-tusks are Toola's principle exports to the rest of the galaxy.

Language: The Whiphid language is fairly straightforward, and it consisted of only around seven or eight thousand words before Whiphids were brought into the galactic fold. To an outsider, it sounds like a combination of feral noises, howls, and barks rather than a sentient language. However, it has a clear organizational structure and an elegance in its direct nature. Whiphids have little difficulty learning Basic, but their physiology makes it difficult for them to enunciate many of its words. For this reason, despite the introduction of hundreds of new concepts and ideas by travelers, the Whiphid language has adopted few loan words. Instead, Whiphids usually create new words or compounds of existing words to describe novel concepts and technologies.

Perception of the Force: In the days of the Republic, several Whiphids became Jedi Knights. Whiphids seemed as likely as members of most other species to display Force-sensitive characteristics. However, Whiphid culture had little conscious knowledge of the Force and its mysteries prior to the arrival of the Republic's representatives and the Jedi. For this reason, Whiphid folklore contains few elements that can be definitively linked to the Force, though some myths can be construed to contain hints of such mysticism. During past days, Whiphids were suitably impressed by the prowess of the legendary Jedi. In the current dark times, Whiphids practice the use of the Force as rarely as any other species. Given their long lives, however, many living Whiphids personally remember the days of the Jedi.

SPECIES ABILITIES



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Whiphids begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
- **Hardy Survivalist:** A Whiphid adds automatic ✨ to Survival checks and can survive for several weeks without food thanks to reserve blubber.
- **Tusks:** When a Whiphid makes a Brawl check to deal damage to an opponent, he deals +2 damage, has a Critical Rating of 4, and the Vicious 1 quality.

NEW SPECIALIZATIONS

The existing specializations for Guardians in the **FORCE AND DESTINY** Core Rulebook all explore the career's theme of shielding allies against all who would threaten them. The specializations in **KEEPING THE PEACE** offer new ways to protect comrades-in-arms, whether by direct intervention, control of the battlefield, or careful planning.

The Armorer brings practical solutions to the problem of defense, leveraging the Guardian career's focus on Intellect to build and customize protective gear that can weather the most brutal assaults. To this end, the Armorer borrows a few talents from the Artisan that let members of this specialization use the Force to help forge the toughest armor. Further, the Armorer has unique new talents that give it unparalleled resilience while wearing heavy-duty gear. The Warden has a suite of additional career skills and new talents that focus on synergy with a high Willpower characteristic. This specialization uses the Coercion skill and martial ability to end fights swiftly and decisively. To this end, the Warden draws on several talents from the Aggressor specialization of the Warrior career to intimidate would-be foes into submission. Finally, the Warleader is a natural extension of the leadership role given to the Guardian by the existing Peacekeeper specialization. However, while the Peacekeeper stirs allies to

victory with charisma and a high Presence, the Warleader focuses on Cunning and has the talents to back up any clever plan a player might concoct. Instead of focusing on standing between friends and foes, the Warleader's skills and talents center on finding key opportunities that can turn a battle and on helping allies use positioning and cover to stay alive.

Unsurprisingly, Guardians often need certain skills to help keep their allies safe on and off the battlefield. Though Guardians can fill a wide range of roles based on specialization, all characters who select this career have access to six core career skills: Brawl, Cool, Discipline, Melee, Resilience, and Vigilance. These skills represent the core area of competency that all Guardians are likely to possess (or develop). A Guardian character automatically gains one rank in any three of these skills of his choice without spending starting experience, and he receives a discount when he spends experience to purchase ranks in any of these skills.

Remember that a character cannot have more than two ranks in any one skill at the time of character creation, regardless of how many opportunities he has to receive free ranks of that skill (such as additional career skills and species bonus skills).



ARMORER

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To protect others, one must first learn to protect oneself. So goes the logic of Armorers, whose unique combination of aptitudes makes them some of the toughest characters in the galaxy. Equipped with a knack for mechanics and a preternatural intuition when it comes to machines, these characters often fight clad in advanced technology and always use available resources to the utmost. Armorers can go toe-to-toe with the greatest threats the galaxy can throw at them, confident that their customized gear and innate resilience will help them shrug off nearly any blow.

THE SMITH

Armorers are defined by their ability to survive through a combination of ingenuity and stubbornness. While Protectors draw directly on the Force to avoid harm and Soresu Defenders use lightsabers to deflect incoming strikes, Armorers build a better defense, reinforcing solidly built equipment with the inestimable power of the Force.

Armorers gain **Knowledge (Outer Rim)**, **Lightsaber**, **Mechanics**, and **Resilience** as additional career skills. These skills help Armorers in getting the tools they need for the job, maintaining and using those implements efficiently, and surviving to do it all again. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience.

Armorers wield a number of talents that enhance their own armor and defenses, letting them survive hits that would fell most of their allies. They are extremely skilled craftspeople, and not only can build and modify their own gear proficiently, but can also use the Force to bolster their handiwork. With sufficient training, Armorers can even imbue their armor with the power of the Force, allowing it to repel blows from lightsabers.

Thanks to their sturdy defenses, Armorers often favor close-quarters combat, trusting their protection to see them through to melee range. Though lightsabers are practically legendary in this era of oppression, some Armorers manage to acquire the kyber crystals necessary to forge these weapons. While Armorers are often practical, many hold a great reverence for their implements, and this allows them to commune with a blade in a unique way. The most skilled Armorers can even use their innate knowledge of the Force to unlock unseen potential in more mundane items, bringing out qualities that others have overlooked. This mystical ability, combined with an Armorer's natural resourcefulness, means that catching an Armorer unarmed and unready grants only a minimal advantage.

Though they certainly benefit from having a fully stocked machine shop available, Armorers can also do most of their work on the battlefield, scrounging and retrofitting the supplies they need. This flexibility can be a substantial advantage in **FORCE AND DESTINY**, for the Empire hounds every step that Force users take, and they must be able to adapt to shifting circumstances and surroundings. If a vessel needs repairing behind enemy lines or a hull breach must be sealed during a firefight, an Armorer is often the best sentient being for the job.

Outside of combat, Armorers can be extremely helpful to their allies. In addition to possessing considerable skill at modifying equipment, they can repair vehicles and other machines that the group needs kept in working order. While Artisans have the edge in refined skill with technology and deep research into matters involving machines, Armorers can get the job done, and do it while under enemy fire.



GUARDIAN: Armorer

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

Additional Career Skills: Knowledge (Outer Rim), Lightsaber, Mechanics, Resilience

ACTIVE

PASSIVE



FORCE TALENT

GRIT
Gain +1 strain threshold.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

GEARHEAD
Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
COST 5

INVENTOR
When constructing new items or modifying attachments, add □ or remove ■ per rank of Inventor.
COST 5

SABER THROW
Perform Saber Throw action, make Lightsaber combat check as ranged attack at target within medium range, adding ○ no greater than Force rating. Must spend 3 and succeed to hit target; spend 1 to have weapon return to hand.
COST 10

ARMOR MASTER
When wearing armor, increase total soak value by 1.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

GEARHEAD
Remove ■ per rank of Gearhead from Mechanics checks. Halve the credit cost to add mods to attachments.
COST 10

TOUGHENED
Gain +2 wound threshold.
COST 15

IMPROVED ARMOR MASTER
When wearing armor with a soak value of 2 or higher, increase defense by 1.
COST 15

INVENTOR
When constructing new items or modifying attachments, add □ or remove ■ per rank of Inventor.
COST 15

MENTAL TOOLS
Always count as having the right tools for the job when performing Mechanics checks.
COST 15

COMPREHEND TECHNOLOGY
Take Comprehend Technology action: make an Average (♦♦) Knowledge (Education) check to use Force rating as ranks in skills to use single item.
COST 20

TINKERER
May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.
COST 20

FALLING AVALANCHE
Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.
COST 20

SUPREME ARMOR MASTER
Once per round, may suffer 3 strain to take the Armor Master incidental: reduce the next Critical Injury suffered by 10 per point of soak, to a minimum of 1.
COST 20

FORCE RATING
Gain +1 Force rating.
COST 25

IMBUE ITEM
Take the Imbue Item maneuver; suffer 1 strain and commit ○ to grant one weapon, piece of armor, or item an improvement while ○ remains committed. Suffer 1 strain every round ○ remains committed.
COST 25

REINFORCE ITEM
Take the Reinforce Item maneuver: commit ○○ to grant one weapon or piece of armor the Cortosis quality while ○○ remains committed. Suffer 3 strain every round ○○ remain committed.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

WARDEN

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Whether they wield the power of the Force consciously or not, Wardens know that they have been gifted with power. But more importantly, they know that they must wield this might to perform a necessary duty, subduing those who would abuse that same power to harm the Warden's friends and allies. While Guardians of all stripes might be driven by a desire

to create a fairer world, the concept of justice is especially important to Wardens. The job of punishing the wicked is frequently a thankless one, especially in the era of the Empire, when the ruling regime is so deeply corrupt. Many Wardens see this burden as inevitable; after all, it is their role to make sure that evil is stripped of the means to threaten their chosen allies, not to be loved for these efforts.

THE DAUNTING DEFENDER

The Warden is unique among Guardian specializations in being focused specifically on weakening enemies rather than just bolstering allies. In some ways, this specialization is the mirror image of the Aggressor. Both wield fear as a weapon, but the Warden uses dread to weaken foes' strikes rather than make them more vulnerable to attacks, and relies on counterattacking instead of striking first. What a Warden lacks in raw toughness as compared to a Protector or Armorer, this unique Guardian makes up for with the ability to control foes' options by restricting their movement, inflicting strain upon them, and intimidating them into submission.

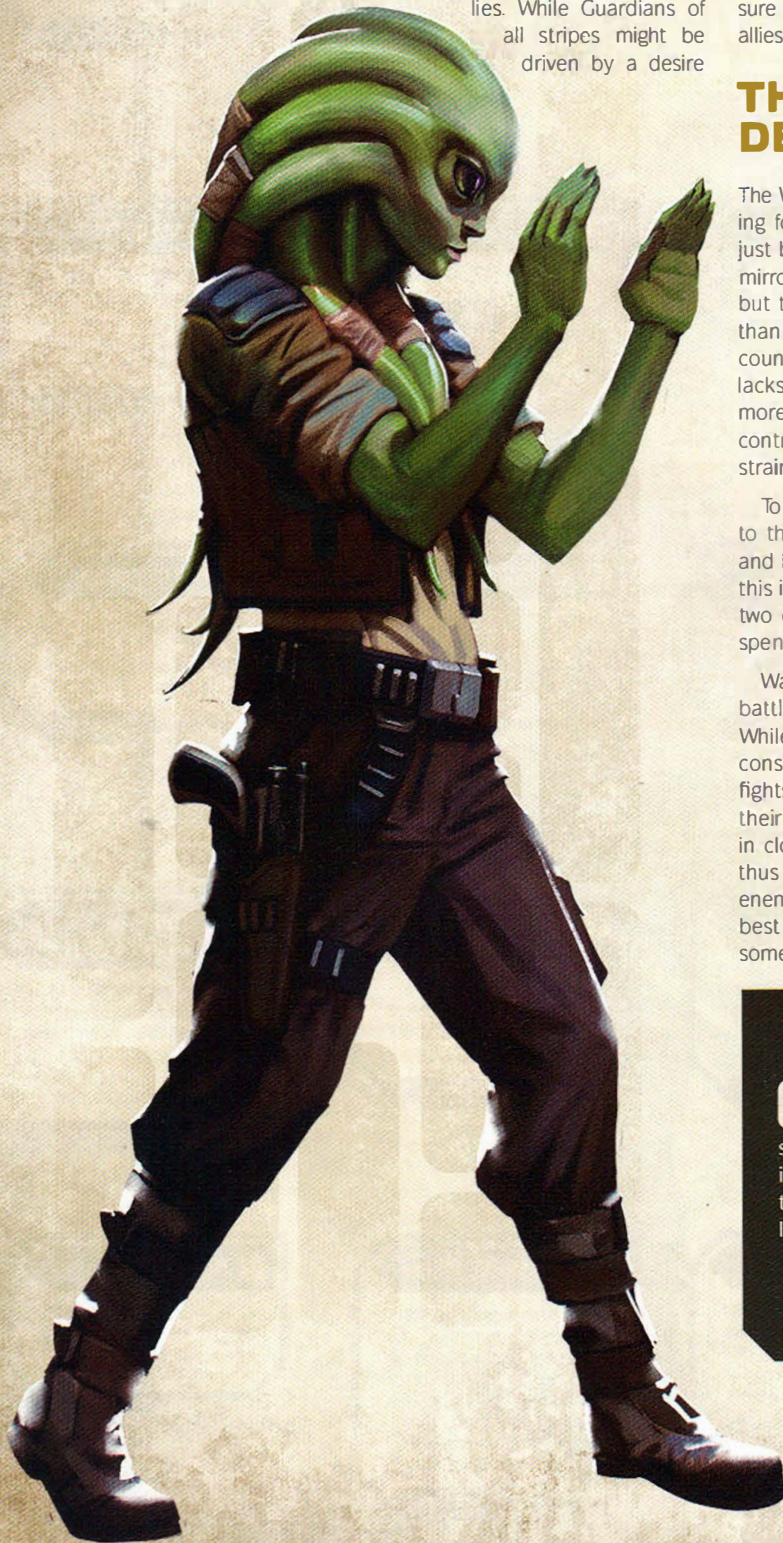
To assist in their task of identifying and subduing threats to their allies, Wardens have **Brawl**, **Coercion**, **Discipline**, and **Knowledge (Underworld)** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience.

Wardens are suited to taking major roles on and off the battlefield, thanks to their specialization's focus on Coercion. While using intimidation as a primary social tool can have consequences for a character's Morality, many unnecessary fights can be avoided if potential foes are too afraid to draw their weapons against a Warden. In battle, Wardens shine in close quarters, where foes must approach to attack and thus suffer the consequences of engaging such frightening enemies. Wardens do what is needed to give their allies the best chance of survival in a harsh galaxy, and if this includes some unsavory tasks, so be it.

TALENTS WITH CONFLICT COSTS

Certain talents give the Player Character who possess them Conflict at the beginning of each session. The knowledge associated with these talents is dark enough that simply understanding it can tempt a PC to the dark side. These talents are delineated with the following symbol in their header:

▶ TALENT NAME 



GUARDIAN: Warden

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

Additional Career Skills: Brawl, Coercion, Discipline, Knowledge (Underworld)

ACTIVE

PASSIVE



FORCE TALENT

GRIT
Gain +1 strain threshold.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

PRECISION STRIKE
When this character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, may suffer 1 strain to change the result to any Easy (E) Critical Injury result.
COST 10

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 10

SCATHING TIRADE
Take a Scathing Tirade action: make an Average (A) Coercion check. Each starburst causes one enemy in short range to suffer 1 strain. Spend 1 to cause 1 affected enemy to suffer 1 additional strain.
COST 10

BAD COP
May spend 2 from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.
COST 10

SENSE ADVANTAGE
Once per session, may add 2 to 1 NPC's skill check.
COST 15

CONFIDENCE
May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.
COST 15

FEARSOME
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.
COST 15

NO ESCAPE
May spend 2 from a Coercion check or 3 from a foe's Discipline check; that target cannot perform a free maneuver during his next turn.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 20

OVERBALANCE
When a combat check made by an engaged foe generates 1 or 2, may stagger attacker until the end of his next turn.
COST 20

BALEFUL GAZE
When targeted by combat check from within medium range, may spend a Destiny Point to upgrade the difficulty of the check a number of times equal to ranks in Coercion.
COST 20

BAD COP
May spend 2 from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.
COST 20

GRAPPLE
Once per round, may perform the Grapple maneuver. Until the beginning of character's next turn, foes must spend 2 maneuvers instead of 1 to move from engaged to short range.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

FORCE RATING
Gain +1 Force rating.
COST 25

FEARSOME
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.
COST 25

WARLEADER

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Not all Guardians solve their problems through feats of prowess with the lightsaber alone. The mind can be a deadlier weapon still, and a little foresight can do as much to win a battle as the greatest feat of heroism. The Warleader possesses a number of tricks and abilities that help to carry the day in battle, and more importantly, to keep friends and allies alive to fight another day.

THE SHREWD LEADER

Warleaders are calculating fighters who rely more on mental acuity and guile than on raw combat strength. While Warleaders are capable combatants in their own right, thanks to their ranged combat skills, their greatest edge comes when they have comrades-in-arms to guide in battle. Unlike Peacekeepers, Warleaders do not focus on inspiring others; while individual Warleaders might indeed be charismatic, their friends trust them with their lives not because of rousing speeches, but because of their reliability in the field.

Warleaders might not protect their allies by deftly deflecting blaster shots with a lightsaber or heroically taking blows meant for them, but their guidance can keep comrades safe just the same. Warleaders acquire **Leadership**, **Perception**, **Ranged (Light)**, and **Survival** as additional career skills, all of which assist them in negotiating the battlefield and guiding their allies across it. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience.

Whether through formal military training, practical combat experience, or simply having keen minds, PCs who take on this specialization are well-equipped to handle matters of strategy and tactics. Warleaders often have an intuitive grasp of the field of combat thanks to their connection to the Force, and combine this with shrewd tactics to concoct and execute forward-thinking plans that seem almost prescient

to their foes. Cover is an especially valuable resource for Warleaders. They can use it not only to grant their comrades additional defensive benefits, but also to gain the edge over enemies by guiding allies to strike from unexpected angles.

Trust is the foundation of any Warleader's command. More often than not in **FORCE AND DESTINY**, a party of Player Characters consists of a group of equals pursuing a common goal rather than a formally structured organization. Even if one PC is nominally in charge, that person might or might not be the Warleader. When battle breaks out, however, the Warleader keeps friends out of the line of fire, exposes weaknesses in enemy plans, and comes up with cunning strategies that catch foes off guard.

Outside of battle, the Warleader's acute problem-solving skills can also be very useful, as can the character's foresight. Regardless of the situation, the Warleader can look at challenges from an angle others might have neglected. In doing so, the Warleader can help lead the group to victory through unexpected solutions.



GUARDIAN: Warleader

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

Additional Career Skills: Leadership, Perception, Ranged (Light), Survival

ACTIVE

PASSIVE

FORCE TALENT

PRIME POSITIONS

When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

COST 5

SUPPRESSING FIRE

Character and allies in short range may spend 1 on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

UNCANNY SENSES

Add 1 per rank of Uncanny Senses to all Perception checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

CAREFUL PLANNING

Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.

COST 10

SENSE DANGER

Once per session, remove 1 from any 1 check.

COST 10

SWIFT

Do not suffer usual penalties for moving through difficult terrain.

COST 10

SUPPRESSING FIRE

Character and allies in short range may spend 1 on failed combat checks once per round to inflict 1 strain per rank of Suppressing Fire on the target.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

UNCANNY SENSES

Add 1 per rank of Uncanny Senses to all Perception checks.

COST 15

PRESCIENT SHOT

Add 1 to all Ranged (Light) checks unless the target is immune to Force powers.

COST 15

COORDINATED ASSAULT

Take the Coordinated Assault maneuver; a number of engaged allies equal to Leadership ranks add 1 to combat checks until beginning of next turn. Range increases per rank of Coordinated Assault.

COST 20

PRIME POSITIONS

When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

COST 20

BLIND SPOT

This character and allies within short range add 1 to combat checks while benefiting from cover.

COST 20

FOREWARNING

Perform the Forewarning action. All allies within medium range increase defense by character's Force rating until they act in the encounter.

COST 20

CLEVER SOLUTION

Once per session, make one skill check using Cunning rather than the characteristic linked to that skill.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

PROPHETIC AIM

While benefiting from an Aim maneuver, 1 from this character's Ranged (Heavy) and Ranged (Light) checks cannot cause attacks to hit allies engaged with the target.

COST 25

NEW TALENTS

The following pages describe each new talent introduced in **KEEPING THE PEACE**. Every entry includes the information required for gameplay. See page 135 of the **FORCE AND DESTINY** Core Rulebook for more information on talents.

ARMOR MASTER

Activation: Passive

Ranked: No

Trees: Armorer

When wearing armor, the character increases his total soak value by one.

ARMOR MASTER (IMPROVED)

Activation: Passive

Ranked: No

Trees: Armorer

When wearing armor with a soak value of two or higher, the character increases his defense by one.

ARMOR MASTER (SUPREME)

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Armorer



Once per round, when the character suffers a Critical Injury, he may suffer 3 strain to take the Armor Master incidental. If he does, he reduces the Critical Injury result that he suffers by 10 per point of his soak, to a minimum of 1.

BAD COP

Activation: Passive

Ranked: Yes

Trees: Warden

The character may spend   from a Deception or Coercion check to upgrade the ability of a single ally's subsequent Social Interaction skill check against the same target in the same encounter. Upgrade the ability a number of times equal to the character's ranks in Bad Cop. A single check may only benefit from one use of Bad Cop.

BALEFUL GAZE

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Warden


Force talent. When targeted by a combat check made by an enemy within medium range, the character may spend a Destiny Point to upgrade the difficulty of the check a number of times equal to his ranks of Coercion. A character who has purchased this talent automatically gains 1 Conflict at the beginning of each session.

BLIND SPOT

Activation: Passive

Ranked: No

Trees: Warleader

The character and allies within short range add automatic  to combat checks they make while benefiting from cover.

CAREFUL PLANNING

Activation: Active (Action)

Ranked: No

Trees: Warleader

Once per game session, the character can choose to introduce a "fact" or additional context directly into the narrative as if he had spent a Destiny Point.

CLEVER SOLUTION

Activation: Active (Incidental)

Ranked: No

Trees: Warleader


Once per game session, the character can choose to make one skill check using Cunning, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his cunning is helping him overcome this challenge.

COORDINATED ASSAULT

Activation: Active (Maneuver)

Ranked: Yes

Trees: Warleader


The character may make a Coordinated Assault maneuver. If he does so, a number of allies engaged with him equal to his ranks in Leadership gain  on combat checks they make until the beginning of the character's next turn. The range of this maneuver increases by one range band per additional rank of Coordinated Assault.

GEARHEAD

Activation: Passive

Ranked: Yes

Trees: Armorer

The character removes  per rank of Gearhead from his Mechanics checks. In addition, the credit cost to add mods to attachments decreases by 50% (this does not stack with additional ranks of Gearhead).

GRAPPLE

Activation: Active (Maneuver)

Ranked: No

Trees: Warden





Once per round, the character may perform the Grapple maneuver. Until the beginning of the character's next turn, enemies must spend two maneuvers instead of one maneuver to move from engaged range to short range of him.

NO ESCAPE

Activation: Passive

Ranked: No

Trees: Warden




Force talent. When making a Coercion check, the character may spend   to cause one enemy within short range to lose his free maneuver during his next turn. When a foe within short range makes a Fear check, the character may spend   from that check to cause that enemy to lose his free maneuver during his next turn.

OVERBALANCE

Activation: Passive

Ranked: No

Trees: Warden


Whenever an enemy engaged with the character makes a combat check, after the attack is resolved, the character may spend  or   to stagger the attacker until the end of the attacker's next turn.

PRECISION STRIKE

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Warden

When the character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, he may suffer 1 strain to change the result to any **Easy**  Critical Injury result.

Additionally, whenever the character defeats a minion or rival NPC, he may always choose to do so by nonlethal means, even if the environment or exceptional circumstances would normally make that very difficult or impossible.

PRIME POSITIONS

Activation: Passive

Ranked: Yes

Trees: Warleader


When the character or an ally within short range takes cover, that character increases his soak by one per rank of Prime Positions against ranged attacks until he leaves that cover.

PRESCIENT SHOT

Activation: Passive

Ranked: No

Trees: Warleader


Force talent. The character adds  to all Ranged (Light) combat checks unless the target is immune to Force powers.

PROPHETIC AIM

Activation: Passive

Ranked: No

Trees: Warleader





Force talent. While the character is benefiting from an Aim maneuver,  from his Ranged (Heavy) and Ranged (Light) checks cannot be spent to cause his attacks to hit any of his allies who are engaged with the target.

REINFORCE ITEM

Activation: Active (Maneuver)

Ranked: No

Trees: Armorer






Force talent. The character may take the Reinforce Item maneuver, committing  . He then grants one weapon or piece of armor he is engaged with the Cortosis quality while   remain committed. The character suffers 3 strain at the beginning of each of his turns in which he keeps these dice committed.

SCATHING TIRADE

Activation: Active (Action)

Ranked: No

Trees: Warden


The character may take the Scathing Tirade action by making an **Average**   **Coercion check**. For each , one enemy within short range suffers one strain. The character can also spend  for every  spent, one target already affected suffers 1 additional strain.

SUPPRESSING FIRE

Activation: Passive

Ranked: Yes

Trees: Warleader

The character and each ally within short range may spend  on their failed combat checks to inflict one strain on the target per rank of Suppressing Fire. Each character can only activate this effect once per round.

TINKERER

Activation: Passive

Ranked: Yes

Trees: Armorer

The character makes one piece of equipment more modifiable. He chooses one piece of equipment and increases its number of hard points by one. He can only do this once per piece of equipment, but can modify a number of pieces of equipment equal to his ranks in Tinkerer. If he loses a modified piece of equipment, he may apply Tinkerer to a new one.



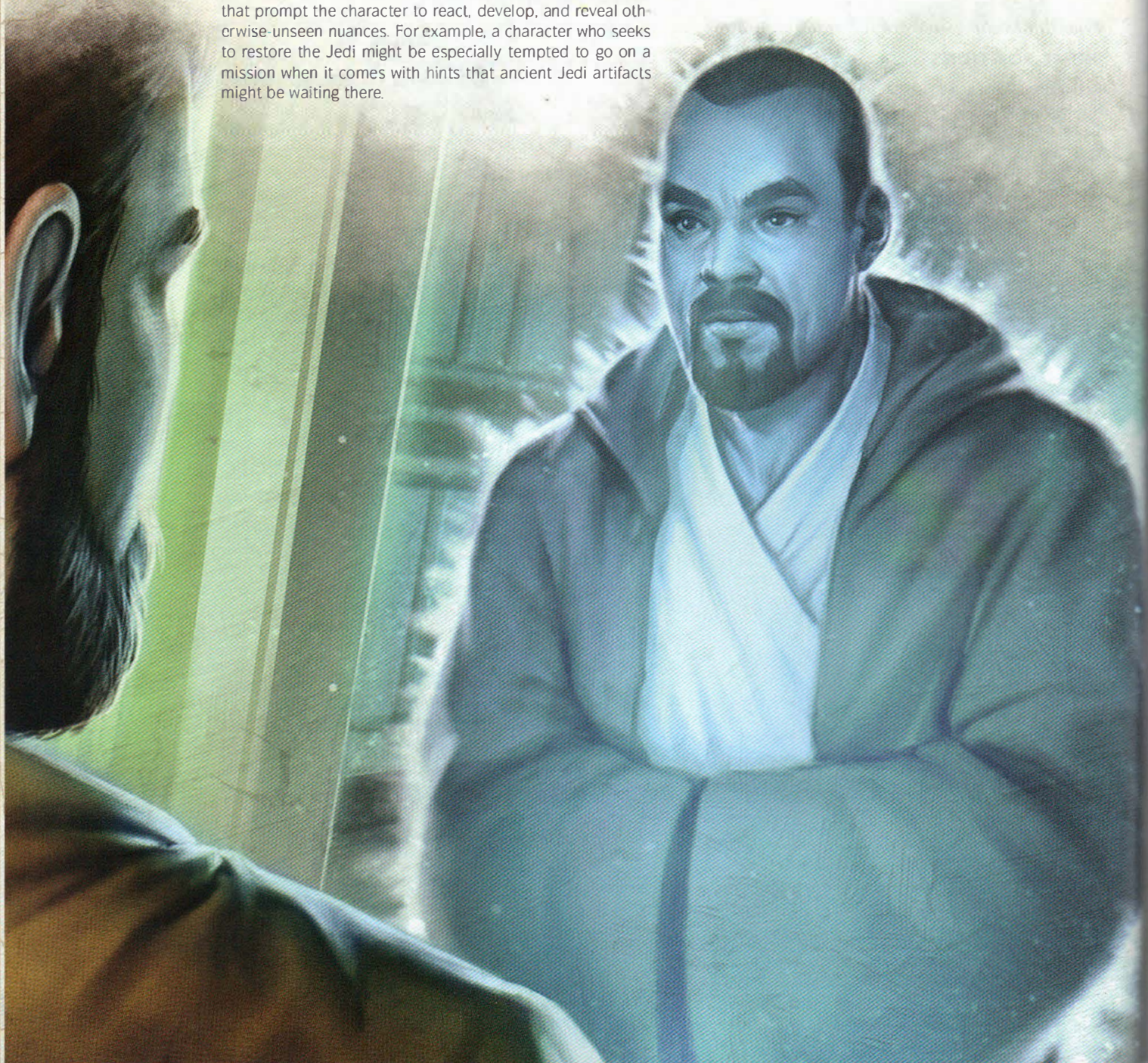
GUARDIAN MOTIVATIONS

Motivation might not have a strict mechanical impact on a character during most game sessions. However, because it is more focused on the narrative than the mechanical, Motivation can serve a crucial role in defining the character. A Guardian's motivation should connect to both the PC's past and future. It raises questions about how the character came to be this way, and offers insight into the PC's goals for the future. Well-developed characters with distinct Motivations are usually more fun to roleplay than aimless ones, because such characters have a reason to act on their own initiative and not just in response to the stimulus of the plot. Establishing these kinds of details helps the player tell a better story involving the character.

At the same time, when a PC has an interesting Motivation helps the Game Master to create scenarios and challenges that prompt the character to react, develop, and reveal otherwise-unseen nuances. For example, a character who seeks to restore the Jedi might be especially tempted to go on a mission when it comes with hints that ancient Jedi artifacts might be waiting there.

**TABLE 1-2: RANDOM
GUARDIAN MOTIVATIONS**

d10	Result
1-2	Ambition
3-4	Cause
5-6	Faith
7-9	Oath
10	Roll once on each of any two categories



GUARDIANS AND OATHS

The **FORCE AND DESTINY** Core Rulebook presents three primary categories of Motivation—Ambition, Cause, and Faith—each of which contains numerous examples. In addition to these, **KEEPING THE PEACE** offers an entirely new selection of Motivations created with Guardians in mind, under a new category: Oath. Naturally, characters of other Careers are also welcome to choose an Oath if one fits particularly well.

Any being can be motivated by a belief or desire, but a Guardian is a special kind of person—one who puts preservation first, and often acts in the interest of others. In this case, sometimes a Guardian's driving force is represented by a promise that the Guardian has made, an oath of allegiance or fealty to a specific person, institution, or concept.

A Guardian with an Oath always acts with this promise in mind, and defying or subverting it weighs heavily on the character's mind. In rare cases, a Guardian might even strive to uphold an oath against the express wishes of the person or organization the pledge represents.

Players can choose the Motivations that fit their characters during character creation, or they can roll randomly. To choose randomly from the expanded list, a player first rolls on **Table 1-2: Random Guardian Motivations** instead of using the corresponding **Table 2-3: Random Motivation** from the **FORCE AND DESTINY** Core Rulebook. A player who rolls Oath then rolls again on **Table 1-3: Specific Oaths** to determine which Oath to use as the character's Motivation. Otherwise, the player should consult the appropriate table in the **FORCE AND DESTINY** Core Rulebook for the category rolled.

TABLE 1-3: SPECIFIC OATHS

d100	Result
01–10	Love: Whether in a romantic, platonic, or filial sense, character loves another being and has pledged to champion that individual's causes. Above all else, the character seeks to assure the protection, approval, and well-being of this chosen love. Whether or not this person reciprocates the character's feelings is, of course, another matter. Conflicts in how the two view their relationship might be the source of considerable emotional turmoil for either or both of the characters.
11–20	Homeland: The character swore to protect a certain place or its people at any cost. Such a vow might be to a single family in that place or to a community at large. Perhaps the character left on a journey to find a way to save this place from a looming threat, or failed to uphold an oath and it was destroyed. The character might even have left to keep it safe, knowing that it could never be secure while a Force sensitive resided there. This home remains foremost in the character's thoughts, no matter the vast sea of stars that separates the two.
21–30	Departed: The character has lost someone, or perhaps one too many someones, and carries on in that person's honor. Perhaps the dead were family, friends, or comrades-in-arms. Regardless of the specifics of their lives and deaths, they persist in the principles that guide this character. Questions of what the departed would want weigh heavily on the character's mind and help to form the character's moral compass.
31–40	Species: The character has sworn to further the success of a given species among the many strange and mundane sentient beings in the galaxy. The character might believe in a future of this species' ascendancy, or might simply wish to see it protected from external threats. Whatever the case, the character's commitment is powerful.
41–50	Ward: The character is duty-bound to protect someone until a goal is fulfilled or until one of the two dies. This oath might stem from a cultural obligation, a childhood friendship, a blood relationship, or perhaps a life debt to this ward for past salvation—the kind that can never be repaid in full. The character will not rest in the defense of this chosen companion, and woe to anyone who threatens this person's safety.
51–60	The Republic: The Republic may be long dead in terms of its meaningful influence on the galaxy, but the character is loyal to the ideals it once embodied. Seeing the Empire for the illegitimate usurpation that it is, the character wishes to restore the Republic to its former glory, or at least let it rest in peace. Until the Empire lies in ash and rightful rule of the galaxy is restored to its people in the form of a reborn Republic, this character's oath is a compulsion to struggle on, no matter the enemies arrayed against the cause.
61–70	The Balance of the Force: It is said by some that the Force is out of balance, though the matter of what balance in the Force would look like has challenged its students since time immemorial. Still, a darkness festers at the heart of the Empire, and all who know its oppression can feel its wicked core. As great an effort as it might entail to restore and maintain the very energy of the cosmos, the character has taken an oath to see the cosmic balance of the galaxy set right.
71–80	Artistic Legacy: Somewhere out there is an art, philosophy, or collection of artifacts that the character holds in esteem without compare. The character has sworn to prioritize the collection (or dissemination) of that art, protecting its integrity and discovering new knowledge of it as a duty to civilization itself. While the art could vary from a form of swordsmanship to a mode of thought to an actual, physical collection of texts or relics, the importance it holds for the character is paramount.
81–90	Life Itself: The character believes that all life is sacred, and fights to prevent any unnecessary loss of life. Perhaps this character once slew enemies indiscriminately but has taken an oath to never kill again, or maybe the character is personally willing to shed blood, deeming it necessary to sacrifice the few to can save the many. Whether or not this character personally kills other sentient beings, preservation of life is always the top priority.
91–00	Justice: The character is dedicated to making sure no good deed goes unrewarded, and no bad one unpunished. Whether the character has a strict code of honor or simply uses an innate sense of right and wrong as a guide to the righteous path, the character is deeply committed to the very idea of justice and lets nothing stand in the way.

SIGNATURE ABILITIES

In addition to the specializations available within a given career, a character also has access to that career's signature abilities. These abilities are special, elite talents for only experienced characters of the specified career. They are feats only possible through skill and ability gained over a long and successful career.

SIGNATURE ABILITY BREAKDOWN

A signature ability is composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

NODES

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

ABILITY BASIC FORM

When a character acquires a signature ability, he must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree and is purchased with experience points. The experience cost of each signature ability is listed in its box.

UPGRADES

After the character has purchased the basic form of the signature ability, he can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form of the ability or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

ACQUIRING SIGNATURE ABILITIES

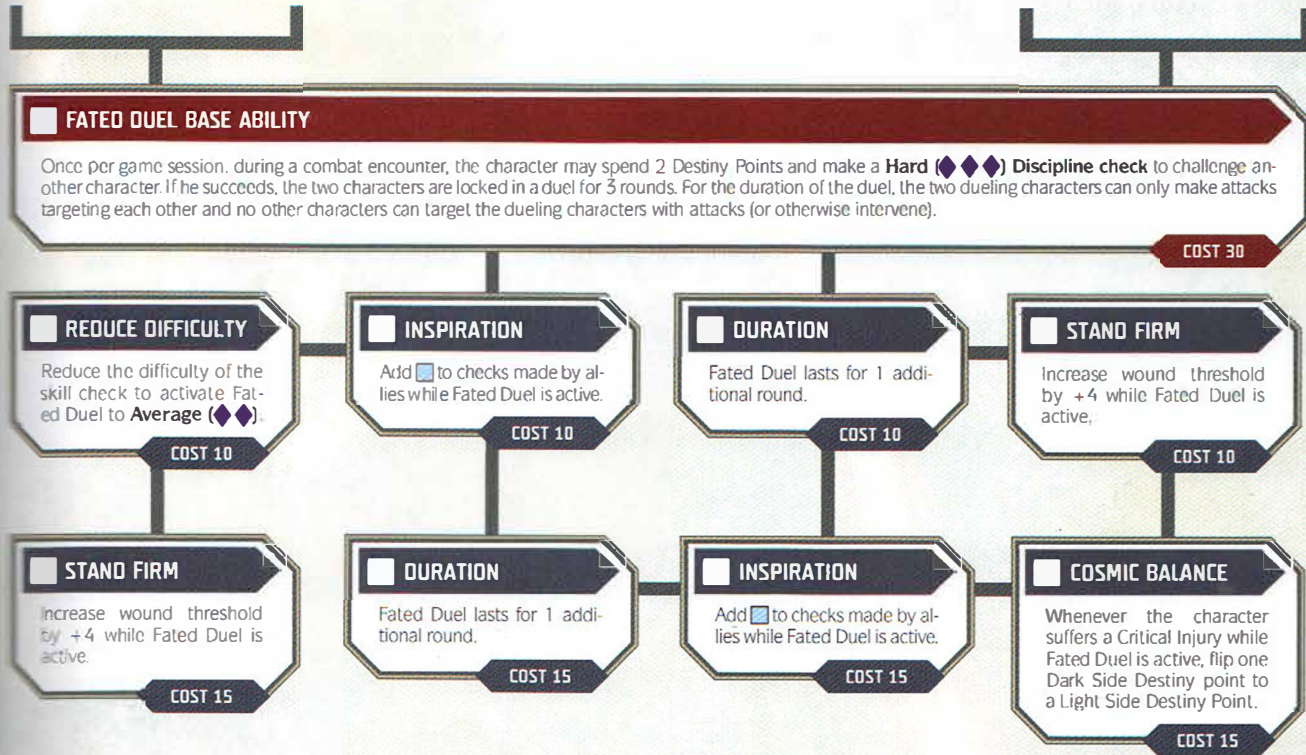
Before a character can purchase a signature ability or any of its upgrades, the character must "attach" that ability to the bottom of one of his current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed or switched to a different tree. A character can only acquire a signature ability from his career and can only attach that ability to in-career talent trees.

To attach a signature ability to one of his talent trees, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.

The Guardian career has access to two signature abilities: Fated Duel and Unmatched Heroism.



Guardian Signature Ability Tree: Fated Duel



SIGNATURE ABILITY: FATED DUEL

Many of the most iconic scenes in stories of heroism and sacrifice begin with two combatants drawing (or igniting) their blades to fight a duel to the death. This signature ability allows a Guardian to force a single foe into a duel, preventing both participants from attacking others for several rounds. Guardians can use this signature ability to give allies a chance to recover and regroup, to distract a powerful

foe while comrades clear out weaker enemies, or even to stave off a single deadly combatant while allies make their escape. Characters who have mastered this signature ability can provide substantial boons to their allies while they fight the duel, giving them the best chance to complete important tasks without interruption. Of course, any use of this signature ability represents a considerable risk on the part of the Guardian, for it means bearing the entire burden of fighting a particular foe, if only for a short time. Such duels have been the finest moments of many Guardians, but also their last.

ENTERTAINING EVERYBODY ELSE

Signature abilities can pose a number of challenges to the GM, first and foremost because they allow one of the PCs to grab the spotlight, albeit briefly. While the narrative influence they allow the players is a good thing in moderation (and indeed, the purpose of signature abilities), it does mean that the GM has to account for the rest of the PCs during these scenes. Sometimes, it is obvious what the other PCs should be doing while a character uses Fated Duel or a similar narrative signature ability. If the PC who activated Fated Duel is holding off a Sith Lord while the rest of the characters outrun stormtroopers, retake their ship, and make an escape, then the other PCs will have plenty of activities and checks to keep them busy.

If, however, a PC uses Fated Duel during a battle against a single powerful foe intended for the whole party, it might not be as obvious what everyone else should do while the duel plays out. Sometimes, other players might not mind watching a friend play out a one-on-one battle, especially if the duel is with a personal foe of that PC in particular. Usually, though, the GM should come up with something to occupy the other PCs. This could be a parallel crisis to address, but it could also be an opportunity created by the duel. For instance, the other PCs might be able to use the distraction of a major NPC to accomplish goals they couldn't if the villain weren't busy—rescuing guarded prisoners, “liberating” relics from a vault, or slicing the enemy's computer for key information.



BASE ABILITY

Once per game session, when in combat with one or more enemies, the character may spend 2 Destiny Points and make a **Hard** (◆◆◆) **Discipline** check to challenge a single chosen foe to a duel. For the duration of the duel, the two characters can only make attacks targeting each other, and no other characters can target the dueling characters with attacks (or otherwise interfere). Fated Duel and its effects also end if either combatant is incapacitated.

UPGRADES

Fated Duel has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Fated Duel's tree multiple times have their effects stack.

Cosmic Balance Upgrade: Whenever the character suffers a Critical Injury while Fated Duel is active, flip one Dark Side Destiny Point to a Light Side Destiny Point.

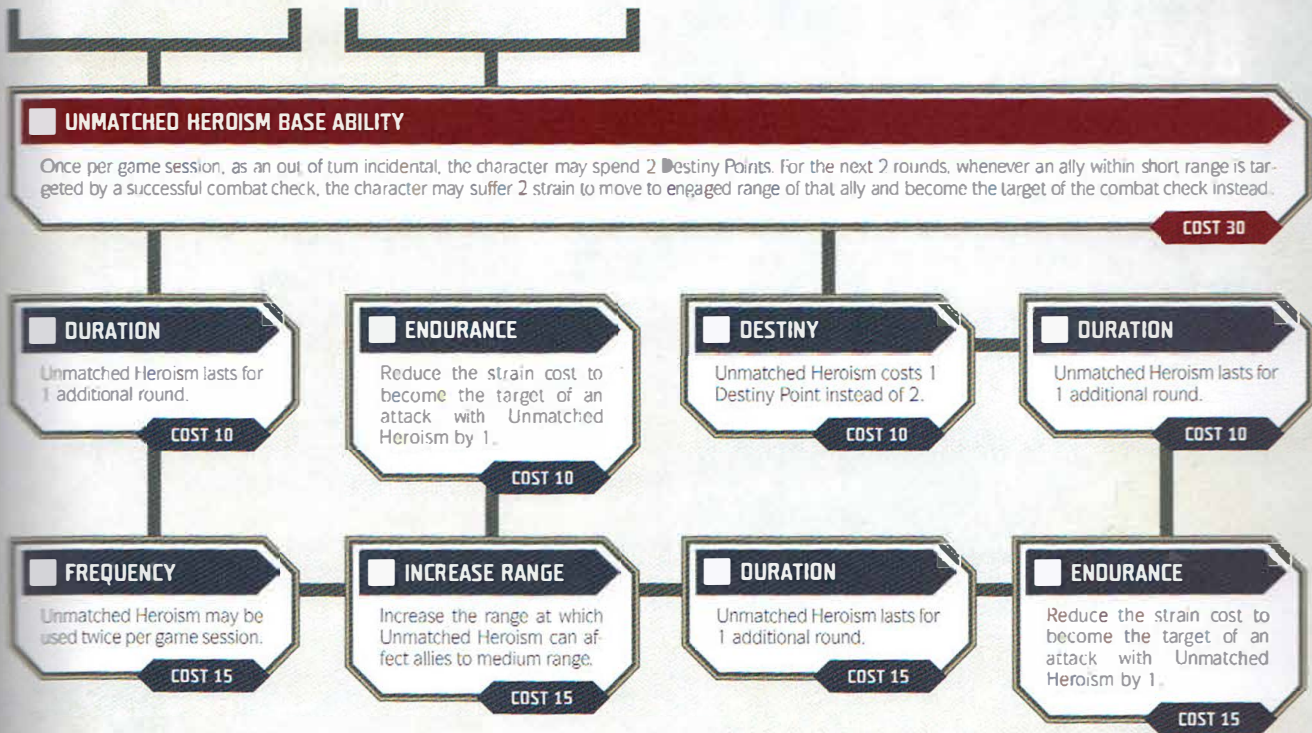
Duration Upgrade: Fated Duel lasts for 1 additional round per Duration Upgrade.

Inspiration Upgrade: Each of the character's allies adds ■ per Inspiration Upgrade to checks made while Fated Duel is active.

Reduce Difficulty Upgrade: The skill check to activate Fated Duel is **Average** (◆◆) instead of **Hard** (◆◆◆). The GM may still add ■ or □ as the situation warrants.

Stand Firm Upgrade: While Fated Duel is active, increase the character's wound threshold by +4 per Stand Firm Upgrade. (Note that if the character's wounds exceed his wound threshold when Fated Duel ends and his wound threshold resets to normal, he is incapacitated and suffers one Critical Injury, as described on page 222 of the **FORCE AND DESTINY** Core Rulebook).

Guardian Signature Ability Tree: Unmatched Heroism



SIGNATURE ABILITY: UNMATCHED HEROISM

The act of sheltering allies is frequently a literal one for Guardians. This signature ability allows Guardians to intercept attacks meant for friends, taking mighty strikes in their allies' place. Since Guardians often have means of mitigating incoming attacks, from deft sword skills to resilient armor to Force-enhanced toughness, they can often resist strikes that would incapacitate or even slay their comrades. Some Guardians can even capitalize on being hit, launching counterstrikes or otherwise smiting foes who strike at them. Armed with this signature ability, a Guardian can safeguard a whole party against numerous foes for several rounds.

BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points. For the next 2 rounds, whenever an ally within short range is targeted by a successful combat check, the character may suffer 2 strain as an out of turn incidental to move to engaged range of that ally and become the target of the combat check instead.

UPGRADES

Unmatched Heroism has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Heroism's tree multiple times have their effects stack.

Destiny Upgrade: To activate Unmatched Heroism, the character only needs to spend 1 Destiny Point instead of the normal 2.

Duration Upgrade: Unmatched Heroism lasts for 1 additional round per Duration Upgrade.

Endurance Upgrade: Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1 (to a minimum of 0) per Endurance Upgrade.

Frequency Upgrade: Unmatched Heroism can be used twice per game session instead of once.

Increase Range Upgrade: Increases the maximum range at which allies can be affected to medium range.

FORCE POWER: SUPPRESS

By feeling the flow of the Force and seizing hostile currents in a mental grip, a Force sensitive can directly grapple with supernatural attacks, preventing harm and shielding allies from their strikes. Masters of this ability can even negate Force-based attacks completely, shrugging off goutts of supernatural energy or shattering mental assaults with strength of will and the power of the Force.

Some Force users punctuate this mental defense with physical motions or even weave it into their fighting style, while others stand perfectly still amid the chaos, twisting invisible currents with their minds to keep those around them safe from malign powers. By projecting force of will outward, the Force user can diminish the effects of enemies' Force powers or even cause their Force-based attacks to sputter out entirely before they strike.

BASIC POWER

The basic power of Suppress can be used in one way: to create a protective bubble around the Force user that dampens the effects of other Force powers meant to harm the user and nearby allies. The basic power has one way to spend Force points:

- The user may spend 1 to extend a dampening field around himself that shields him and all allies in short range. Until the end of the user's next turn, any hostile Force user who makes a skill check as part of a Force power check against the user or any affected ally adds automatic 1 to the results. The user may not activate this multiple times.

FORCE RESISTANCE

Remember that hostile Force power checks targeting PCs and sufficiently important NPCs should be opposed, as described on page 283 of the **FORCE AND DESTINY** Core Rulebook.

UPGRADES

The upgrades for Suppress exist in two general categories: those that increase the potency of the core ability to counteract enemy Force powers and those that give the Force user new ways to diminish Force-based attacks and even break through sustained powers.

Control Upgrade: The power gains the ongoing effect: Commit one or more 1. When an opponent targets the user with a Force power, after the opponent generates 1, reduce the total 1 generated by 1 per 1 committed, to a minimum of 0.

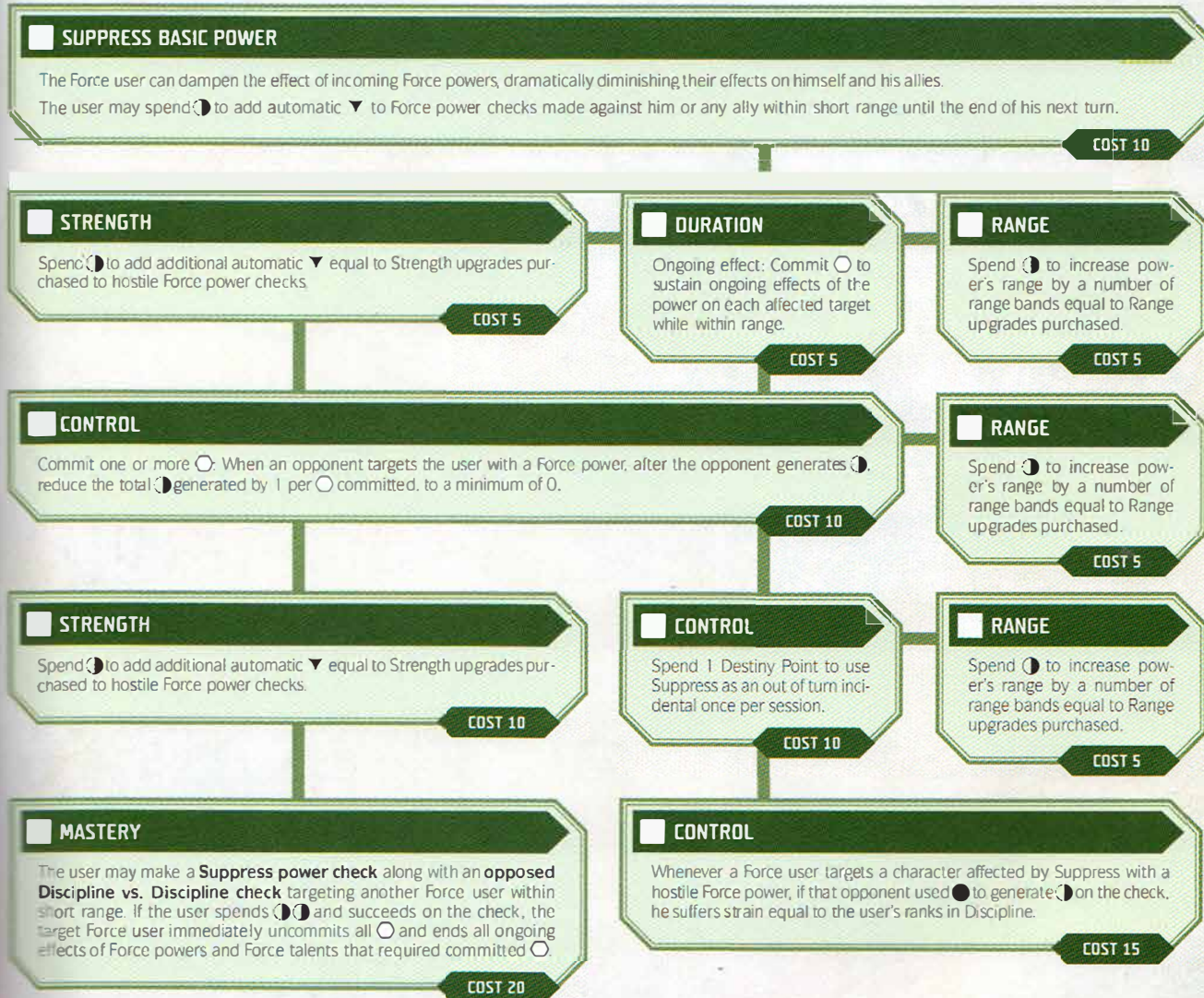
Control Upgrade: Once per game session, the Force user may spend a Destiny Point to use Suppress as an out of turn incidental.



Force Power Tree: Suppress

Prerequisites: Force Rating 1 +

Force Ability



Control Upgrade: Whenever an enemy targets a character affected by Suppress with a hostile Force power, if that enemy used any 1 to generate 1 on the check, the enemy suffers strain equal to the user's ranks of Discipline.

Duration Upgrade: The power gains the ongoing effect: Commit 1 after successfully activating the basic power. This power remains in effect on each affected target as long as the target stays within range of the power. If the target moves beyond the range of the power, the effects end for him but not for any other targets affected by the power. The user may not activate this multiple times.

Mastery Upgrade: The user may choose an enemy within short range and attempt to disrupt that foe's use of the Force. The user makes an **Suppress power check** and rolls an **opposed Discipline vs. Discipline check** as part of the pool. If the user spends 1 and succeeds on the opposed Discipline check, the user causes the target Force user to im-

mediately uncommit all committed 1 and immediately end all ongoing effects of Force powers, Force talents, and any other effects that required committed 1. The user may not activate this multiple times.

Range Upgrade: Spend 1 to increase the maximum range at which the Force user can affect targets with this power by a number of range bands equal to Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.

Strength Upgrade: Spend 1 to add additional automatic 1 equal to the number of Strength upgrades purchased to hostile Force power checks targeting characters affected by Suppress. The user may not activate this multiple times.





SWORDS OF JUSTICE

"When I was your age, there were around ten thousand Jedi Knights defending the galaxy. Now we are few. But in those days, we had small outposts, temples spread through the stars. The Empire sought out and destroyed many of these temples, but not all."

—Kanan Jarrus

In days long past, those Guardians who served the Jedi Order enjoyed access to a wide variety of equipment designed to make the job of defending the Republic easier. Everyday items from across the galaxy constituted the majority of the tools that Guardians used for their work, but a few specialized devices were, at one time or another, manufactured by the Jedi Order for use by its champions.

In the modern era, Jedi-made equipment is rare. The vast majority of the already uncommon gear unique to the Jedi Order was long ago appropriated or destroyed by the Empire in its attempt to wipe out all traces of Jedi influence in the galaxy. Other Force-sensitive orders throughout history also created unique items which exist in certain museums and archives. Though most of these relics—and the knowledge of them—are lost, a few scholars and practitioners of the mechanical arts still possess the knowledge and skill to craft items used by the Force wielders of old.

Weapons and defensive items, as well as modifications to such equipment, are a mainstay of a Guardian's armory. Whether protecting innocents from the depredations of their enemies, or merely looking to stay alive, a Guardian benefits greatly from having the right gear on hand.

Weapons and armor common to Jedi in the days prior to the dissolution of the Republic mark their users as unusual, often attracting unwanted attention from agents of the Empire. As such, many Guardians find alternatives that do not draw the wrath of the empire. Further, many Force wielders in this era are simply not fully aware of the implements the Jedi Knights once used. Though rare individuals might be so lucky as to uncover a Jedi cache, ancient tomb, or other location with relics of the past, most Force users must make their way with the tools they have at their disposal when they discover their Force sensitivity.

In addition to armor and weapons, many Guardians also find use in other types of equipment. Security gear and medical equipment are especially helpful, allowing Guardians to better monitor their surroundings and keep others safe from harm. Droids can also be extremely valuable, often providing Guardians with an extra set of eyes or a stalwart companion to keep the enemy at arm's length. While the true power of a Force sensitive comes from inner oneness with the universe and the power that guides it, weapons and tools can be extremely important parts of any Guardian story.

WEAPONS AND ARMOR

The majority of the tools and equipment used by Guardians are readily available across the galaxy, either as products of mass production or as elements of specific cultures. Use of such items is of obvious benefit when a Force sensitive prefers to remain inconspicuous. After all, nothing announces the presence of a Force adept quite like the brilliance and drone of a lightsaber. In this New Order, under which Force users are hunted like animals and distrusted by the populace at large, anonymity is often the best defense against the Emperor's agents.

Despite such practical concerns, many Guardians continue to wield equipment crafted by Force sensitives prior to the rise of the Empire. Some of these rare items are examples of their predecessors' ingenuity. They provide a bridge to the past that many Force sensitives are unwilling—or unable—to set aside. In other cases, these sorts of devices are indispensable, with no equivalent available anywhere else in the universe.

NEW WEAPONS

Combat is an essential pillar of a Guardian's training. In order to defend the weak from oppression, aggressive negotiations are often the only choice available. The weapon of choice of a Jedi Knight was the lightsaber, and during the former Republic, it was considered the pinnacle of arms. Of course, this elegant weapon was not the only one used by Force sensitives, then or in later days. From specialized blasters recreated by antiquarians to traditional blades and shields common on less technologically advanced worlds, a Guardian must sometimes be flexible in choosing the right weapon for the task at hand.

RANGED WEAPONS

Tales of the Jedi Knights are replete with lightsaber duels, but not every Force user wielded one exclusively, even before the end of the Jedi Order. Though blasters and their ilk were often considered to be clumsy weapons lacking in precision when compared to lightsabers, many Force sensitives trained in their use. Some Jedi of old even used them on occasion, for the rigors of their missions in the field often required them to develop a wide variety of combat skills. In this era, it is not uncommon for Force users wield them instead of or alongside lightsabers.

BLASTECH DLS-12 HEAVY BLASTER CARBINE

The DLS-12 is a specialized version of the larger DLT-19 heavy blaster rifle. While it possesses many of the same features as the DLT-19, the DLS-12's barrel has been shortened to reduce its bulk. Obviously, the shorter barrel results in reduced range, but given that it is designed for close assault, this is not considered a major drawback.

Designed during the last few months of the Clone Wars, the DLS-12 saw limited use by Republic forces. Republic (and, later, Imperial) troops tended to eschew it in favor of heavy blaster rifles, though some specialized units prefer its shorter range and lighter weight. As a result, surplus heavy blaster carbines have found their way into arsenals across the galaxy.

PALANDRIX KO-2 HEAVY STUN PISTOL

Known colloquially as a "coma pistol," the Palandrix KO-2 stands head and shoulders above other stun pistols in both power and range. Though as large as a typical heavy blaster

JEDI CACHES

As they operated across the galaxy prior to the destruction of their Order, the Jedi sought out places to hide weapons and equipment for future use. Many Jedi caches, some of them hundreds of years old, remain undisturbed in remote parts of the galaxy. Most of these caches were logged in the Jedi Temple on Coruscant, but some of them went unreported for one reason or another. Some Jedi died before reporting their secret stores, while others might even have foreseen a dark day when repositories of Jedi lore would be vitally important to restoring balance to the Force.

The contents of Jedi caches are usually practical—food stores, survival equipment, clothing, medical supplies, and basic weapons. A few of the most well-hidden caches contain Jedi artifacts. Ancient relics such as suits of

armor, functional lightsabers, kyber crystals, and even holocrons might be found in such places. Quests to locate the caches of legendary Jedi are certain to be worth the effort, if these troves of lore can be found.

Jedi caches represent valuable opportunities for any hero, especially during the years of the Galactic Civil War. They are also important discoveries for the Empire, for they provide valuable places to set up ambushes for unwary Jedi and their friends. The caches logged in the Jedi Temple have already been raided by the Empire, their contents destroyed or returned to the Emperor on Coruscant. Still, many caches remain, and to Force sensitives in an era of oppression, these storehouses of ancient weapons and mystical lore represent small seeds of hope for the future.

TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Blastech DLS-12 Heavy Blaster Carbine	Ranged (Heavy)	10	3	Medium	4	3	1,350	7	Auto-fire, Cumbersome 2
Palandrix KO-2 Heavy Stun Pistol	Ranged (Light)	8	N/A	Short	2	3	650	5	Stun Damage
Security S-5 Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	3	1	1,250	7	Stun setting
Site-145 Replica Blaster Pistol	Ranged (Light)	6	3	Medium	1	0	(R) 1,750	8	Stun setting

pistol, the KO-2 is streamlined and lightweight due to the use of orbital alloys and high-density plastics in its construction. Given its size, the weapon is an intimidating sight in the hands of a trained professional.

Primarily used by law enforcement organizations requiring an effective, non-lethal alternative to traditional blaster weapons, the KO-2 is generally seen only in the Core Worlds. The weapon has only recently seen use in the Outer Rim, and it is generally harder to find the farther one gets from the galactic center. Despite its relative obscurity, the KO-2 continues to gain high marks for effectiveness and reliability.

SECURITY S-5 HEAVY BLASTER PISTOL

A pistol designed and manufactured by Theed Arms on Naboo, the Security S-5 is a reliable, versatile weapon. During the Clone Wars, it was a preferred weapon of the Royal Naboo Security Forces, and it remains a popular choice for private security groups, bodyguards, and other blaster connoisseurs. Its under-barrel dart launcher can be configured to launch solid projectiles of various sorts; one particularly common choice is a grappling hook attached to a cable, which wielders can use to anchor themselves to nearby objects, swing across gaps, and safely descend into drops.

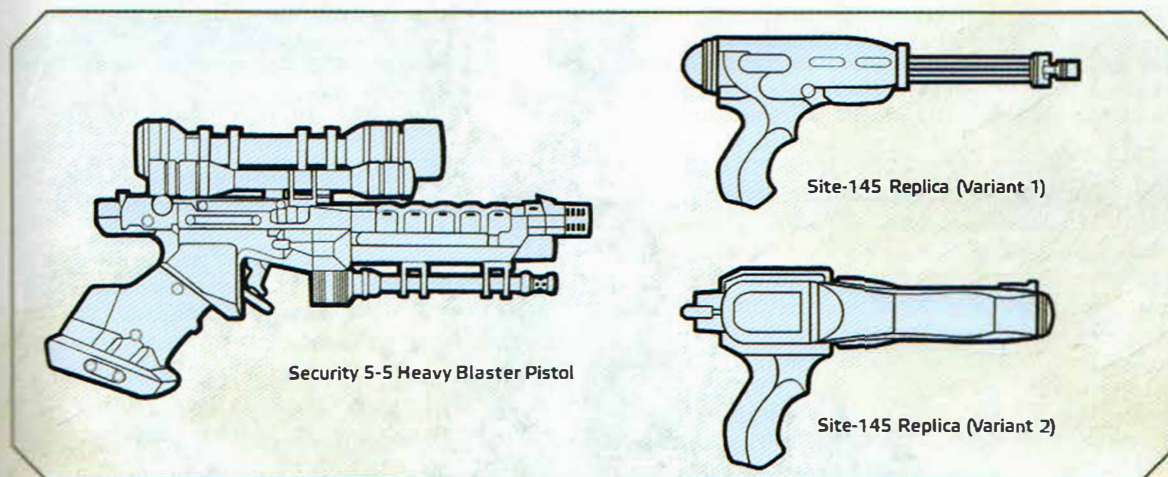
As an action, a character may make an **Average (◆◆) Ranged (Light) check** to secure the grappling hook to an object within medium range. On success, as an action, he may reel in the cord, pulling himself to the object (or, if the object is unsecured and lighter than he is, pulling it to him).

A character may use the grappling hook to pull another character aloft with him; if he does, he must make an **Average (◆◆) Athletics check** to avoid losing his grip on either his partner or the gun.

SITE-145 REPLICA BLASTER PISTOL

Though the Jedi Order was primarily known for its use of lightsabers, there have been countless other Force traditions throughout the galaxy's long and murky history, and many fought with other weapons. One such ancient culture used blasters with Force-attuned triggers, and examples of these weapons have been found in archaeological sites across the galaxy. The best preserved relics were non-functional when discovered at so-called "Site-145" on the third moon of Filata, but not all members of the expedition were content to study this history purely in the abstract. Sokiyo Terebin, an artificer and antiquarian of the Jedi Order who lived just prior to the Clone Wars, constructed a number of replicas as museum pieces, and her notes and blueprints were recorded in various archives. Though fully functional as weapons (in the hands of Force sensitives, anyway), these armaments were largely viewed as historical curiosities during the days of the Republic and were rarely (if ever) used. Since the rise of the Empire, these pieces (and the blueprints to build them) have disappeared onto the black market, where they command a reasonably high price as contraband items related to the Jedi.

The Site-145 replica blaster pistol automatically features the Force-attuned resonator weapon attachment (see page 54).



BRAWL WEAPONS

Some weapons are designed to work particularly well with fighting styles that traditionally rely more on punches, kicks, and grappling than on complex armaments. Even more than most, such weapons tend to act as natural extensions of the wielder's body, working in concert with the strikes the style already employs in combat.

SHIELD GAUNTLET

Shield gauntlets are specialized defensive items popularized by the Kilian Rangers of Kilia IV. Appearing to be little more than a high-tech gauntlet, a shield gauntlet projects a protective, concave energy field of indistinct coloration. Though these unique items are used primarily by members of the Kilian Rangers, both as a defensive item and as a reminder of their oath to defend themselves and their families, a handful of shield gauntlets have found their way into the hands of collectors, black marketeers, and Force sensitives.

A shield gauntlet counts as a Lightsaber weapon for the purposes of the Reflect talent (see page 150 of the **FORCE AND DESTINY** Core Rulebook).

MELEE WEAPONS

The lightsaber is most often identified as the Jedi's weapon of choice, and it is also incredibly distinctive. Prior to the rise of the Empire, the Jedi carried lightsabers with impunity, both as effective weapons and as symbols of their status as galactic peacekeepers. In the Imperial era, however, the use of a lightsaber constitutes a blatant statement of the wielder's connection to the Jedi Order of old. Those who acquire lightsabers rarely use them for fear of Imperial scrutiny.

As a result, many Force sensitives resort to other, more mundane, melee weapons in order to avert suspicion. The galaxy is a large place, and countless variations on hand-to-hand weapons are available. Such weapons also include physical shields and their variants. While cumbersome, shields are excellent weapons, both for defense and for attack. Other low-tech weapons, such as parrying blades, provide excellent defensive options in close quarters.

ELECTRONET

Electronets were once preferred by the Republic Scout Service when capturing newly discovered animals on alien worlds. They have since become popular with bounty hunters and law enforcers the galaxy over. Constructed of duracord with interwoven stun threads or beads, electronets

TABLE 2-2: BRAWL AND MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Brawl Weapons									
Shield Gauntlet	Brawl	+1	5	Engaged	1	0	1,500	8	Deflection 2, Stun Damage
Melee Weapons									
Electronet	Melee	6	6	Engaged	2	0	350	6	Ensnare 5, Knockdown, Limited Ammo 1, Stun Damage
Energy Buckler	Melee	+0	5	Engaged	2	1	1,000	7	Concussive 1, Defensive 1, Deflection 1
Parrying Dagger	Melee	+1	3	Engaged	1	0	150	5	Defensive 1
Parrying Vibroblade	Melee	+1	2	Engaged	1	2	400	6	Defensive 1, Pierce 2, Vicious 1
Rodian Cryogen Whip	Melee	+2	3	Short	1	1	1,550	7	Ensnare 1, Vicious 2, Unwieldy 3
Sith Shield	Melee	+1	4	Engaged	5	2	(R)10,000	10	Cortosis, Defensive 1, Deflection 2, Vicious 1
Snap Baton	Melee	+1	4	Engaged	1	1	50	4	Disorient 2

can be manually draped over targets to ensnare them. They are also capable of being loaded into net guns for ranged applications, or used as ground traps by canny hunters. Traditional activation of an electronet is accomplished with a handheld transmitter to avoid unintentionally stunning the user. Alternately, a user might wear insulated gloves to protect against the net's incapacitating charge.

ENERGY BUCKLER

An energy buckler consists of a metallic disk worn on the wielder's wrist. Once active, the disk projects a small, circular shield that can be used to block melee attacks. Given the nature of the energy shield, it can also be used as a melee weapon to bash targets with a stunning blow. Though an active energy buckler projects of a relatively nondescript circular energy field, the projector disks themselves are often decorated to appear as mundane jewelry. An energy buckler has steep power requirements and can only be used for a short period of time before it must be recharged.

When the wielder is using an energy buckler, the GM can spend any \heartsuit the wielder generates on a Combat check to have the energy buckler run out of power; it ceases to function until the end of the encounter or until recharged.

PARRYING DAGGER

Typically used in the off hand, the traditional parrying dagger consists of a slim, double-edged blade with a wide (sometimes forked) guard or a basket hilt for hand protection. In addition to possessing defensive utility, a parrying dagger can be used offensively, often as part of a feint or riposte. Traditional on many worlds where advanced technology is rare or melee duels are part of the culture, such blades can be found across the galaxy.

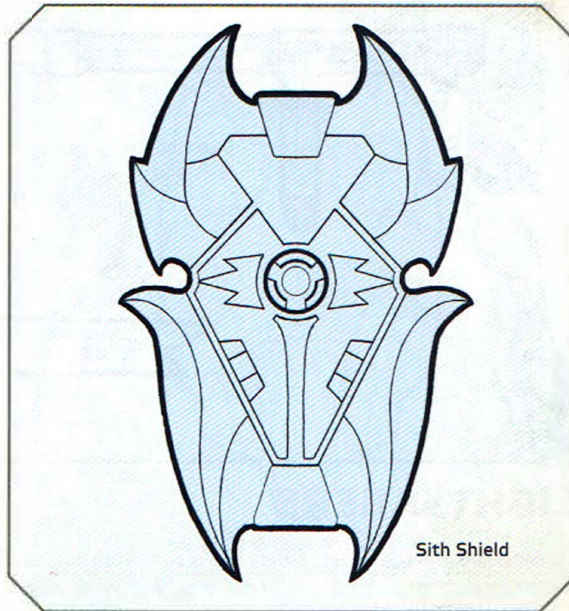
PARRYING VIBROBLADE

The parrying vibroblade is a high-tech version of the parrying dagger. Pairing a high-frequency vibroblade with the wide crossguard or basket hilt of a parrying dagger, a parrying vibroblade is a deadly addition to any duelist's arsenal. Even against weapons not easily deflected directly, such as lightsabers, an off-hand vibroblade can force attackers to consider strikes cautiously, lest they leave themselves vulnerable to counterattacks with the short blade.

RODIAN CRYOGEN WHIP

Developed by Rodian hunters as an offensive weapon, the cryogen whip appears to be little more than a simple whip with an outer coating of metal rungs. The cryogen whip's relatively mundane outer appearance belies the fact that supercooled cryogen circulates at its core, chilling the outer panels. When properly used, the whip generates a stunning blast and a loud, earsplitting crack. The whip's coils also conduct the cryogen's frigid temperature, leaving targets covered in frostbitten welts and cuts.

This weapon can be used to make melee attacks against targets at up to short range (the difficulty remains **Average** $\heartsuit\heartsuit$).



SITH SHIELD

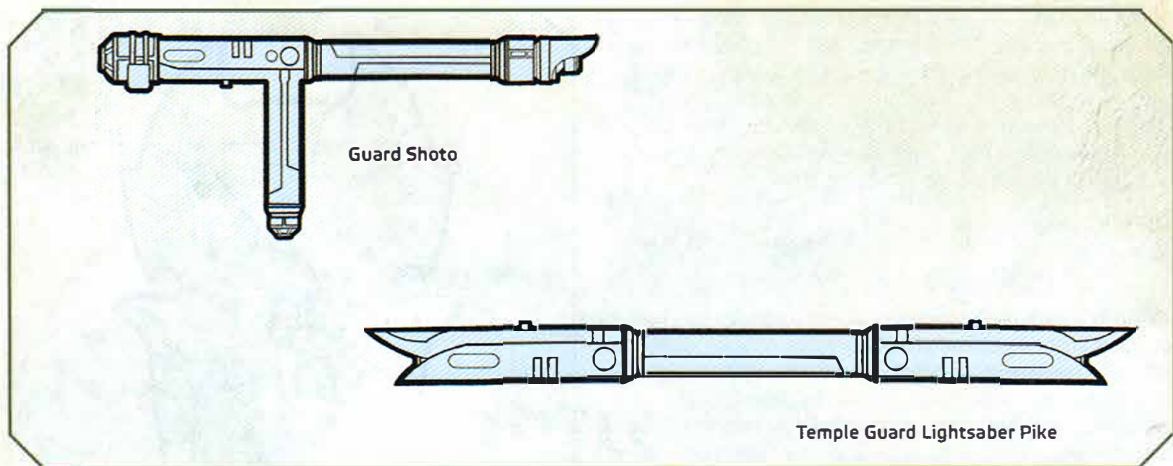
The shields used by Sith warriors in ages past can still be found, though they are rare in the extreme. Resembling ordinary shields at first glance, Sith shields are crafted from an alchemical alloy and are often decorated with unsettling carvings, reliefs, and runes. They are virtually impenetrable, even to lightsabers, and these shields are incredibly deadly in the hands of a trained dark side adept. When used in combat by a Force user, Sith shields absorb the hate of combatants around them, drawing upon the building fury of their users and any foes engaged in the struggle.

Whenever a Force-sensitive wielder of a Sith shield suffers a hit in combat, he may commit \diamond to channel his fury into the shield as an out of turn incidental. Over multiple attacks, he may commit multiple \diamond this way, up to a total number of \diamond no greater than his Force rating.

As an action, the wielder may uncommit all \diamond committed to the Sith shield to unleash the stored power in a torrent of hate. When he does so, he gains Conflict equal to the number of \diamond he had committed to the shield and then makes a Force power check with that many \diamond . He may spend \heartsuit to inflict 1 wound and 1 strain (these ignore soak) on each other character within short range of him; he may activate this multiple times, inflicting 1 additional wound and 1 additional strain each time.

SNAP BATON

Snap batons are light, collapsible truncheons often employed by law enforcers and bounty hunters. With little more than a flick of the wrist, the baton can be extended to its full one-meter length. Once extended, the baton's weighted end can be used to inflict serious injury on opponents. Due to the nature of the baton's construction, it provides a solid and punishing weapon in a very small package. Collapsing a snap baton requires that a stud be depressed while the wielder pushes it back into the handle.



LIGHTSABERS

By necessity, the use of lightsabers by Force sensitives under Imperial rule must be judicious. These deadly, glowing blades are a symbol of a bygone era, and the Empire works very hard to see to it that the Jedi remain a thing of the past. Despite the challenges an aspiring lightsaber wielder must overcome, these blades remain the favored weapons of many Guardians.

GUARD SHOTO

Similar to the shoto lightsaber, the guard shoto, or lightsaber tonfa, is a lightsaber with its grip set perpendicular to the blade, allowing the wielder to rapidly switch between attack and defense, deflecting bolts and blows one moment and lashing out with circular attacks of blinding speed the next. While these versatile weapons are extremely difficult to master, they can be startlingly effective, especially when paired with cortosis gauntlets to protect against slips of the blade.

The lightsaber is a guard shoto hilt containing an unmodded Ilum lightsaber crystal (see page 197 of the **FORCE AND DESTINY** Core Rulebook). This crystal occupies two of the weapon's hard points.

When installing a lightsaber crystal into a guard shoto, decrease the damage of that lightsaber crystal by 1.

Models Include: None; each of these weapons is individually constructed.

TEMPLE GUARD LIGHTSABER PIKE

The Jedi Temple Guard were the elite defenders of the Jedi Temple in the days of old, tasked with maintaining order and protecting those who resided within. Traditionally, these guardians wielded special double-bladed lightsabers with a long handle and could fight with one or both ends ignited. Though few of the weapons of these legendary protectors survived the fall of the Jedi Temple, rumors say that some of these weapons might have survived the destruction of their wielders. The Force might well lead one still believes in the honorable ideals of the Jedi Temple Guard to one of their ancient symbols of dedication and honor.

For the purposes of gameplay, this weapon is treated as having a single crystal. This lightsaber is a double-bladed lightsaber hilt containing an unmodded Ilum crystal (see page 197 of the **FORCE AND DESTINY** Core Rulebook). This crystal occupies two of the weapon's hard points.

When purchasing attachments for this weapon (including crystals), each attachment costs double the listed price. This represents the fact that the double-bladed lightsaber generally requires two of each attachment (one for each end). However, when installing and modding these attachments, follow all normal rules.

A Temple Guard lightsaber pike requires two hands to wield.

Models Include: None; each of these weapons was individually constructed by a member of the Jedi Temple Guard.

TABLE 2-3: LIGHTSABERS


Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Lightsabers									
Guard Shoto	Lightsaber	5	2	Engaged	1	3	(R) 9,700	10	Breach 1, Defensive 1, Deflection 2, Sunder, Unwieldy 4
Temple Guard Lightsaber Pike	Lightsaber	6	2	Engaged	2	4	(R) 20,000	10	Breach 1, Defensive 1, Linked 1, Sunder, Stun 4, Unwieldy 3
Lightsaber Hilts									
Guard Shoto Hilt	Lightsaber	0	—	Engaged	1	3	700	7	Defensive 1, Deflection 2, Unwieldy 4
Temple Guard Lightsaber Pike Hilt	Lightsaber	0	—	Engaged	2	4	2,000	9	Defensive 1, Linked 1, Stun 4, Unwieldy 3

NEW ARMOR

To protect others, a Guardian must be able to stay alive in dangerous situations. A dead Jedi can hardly perform this duty, and many Guardians take this adage to heart when choosing their own protective equipment. Certain forms of Jedi armor are too conspicuous for day-to-day use, but some Guardians continue to keep and maintain such gear for a day in the future when they reveal themselves. For regular use, more mundane armor has the advantage of both availability and subtlety.

CRESH "LUCK" ARMOR

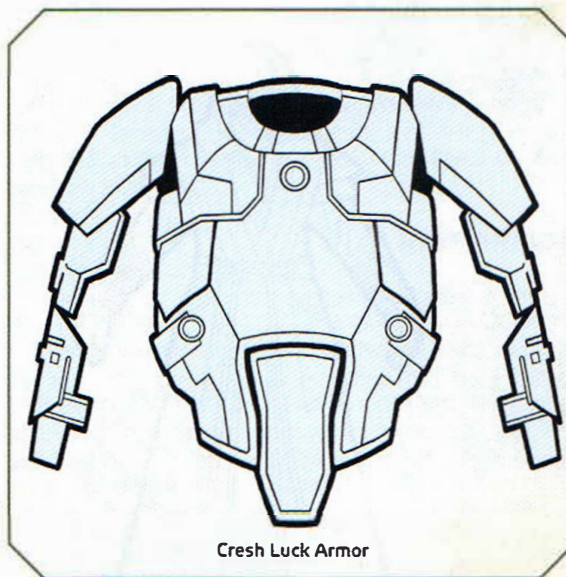
Creshaldyne riot armor is a popular choice among police and paramilitary units across the galaxy. It consists of an armored chest piece and accompanying helmet with a flip-down face shield. With the addition of a short-range infrared sensor system, it can also warn of nearby threats within thirty meters, allowing the wearer an additional split second to respond to them. It is this feature that gives Cresh "luck" armor its name. When active, the infrared sensor array detects any mass greater than ten kilograms that is moving faster than one meter per second, as well as various other hazards defined by its programming.

The wearer of Cresh luck armor adds automatic  to Vigilance checks.

HEAVY BATTLE ARMOR

Heavy battle armor isn't necessarily the domain of commandos, bounty hunters, and assassin droids alone. Guardians, too, occasionally have need of the best protection they can find short of powered armor. Though bulky and cumbersome, heavy battle armor can often mean the difference between a serious wound and a near miss.

Heavy battle armor can be eligible to be fully sealed, or it can take the form of a heavy vest and blast helmet.



Cresh Luck Armor

JEDI BATTLE ARMOR

When the Jedi battled Sith warriors in ancient days, many wore suits of armor to protect themselves from the weapons of their enemies. Crafted by some of the best armorsmiths in the galaxy, these suits of battle armor were extremely resistant to cutting edges and blaster fire alike. They were also quite cumbersome, and each one was custom forged for its wearer. Though hundreds of such suits were made, only a handful have survived to the present day in anything resembling usable condition, and all specimens are still fitted to their wearers of old.



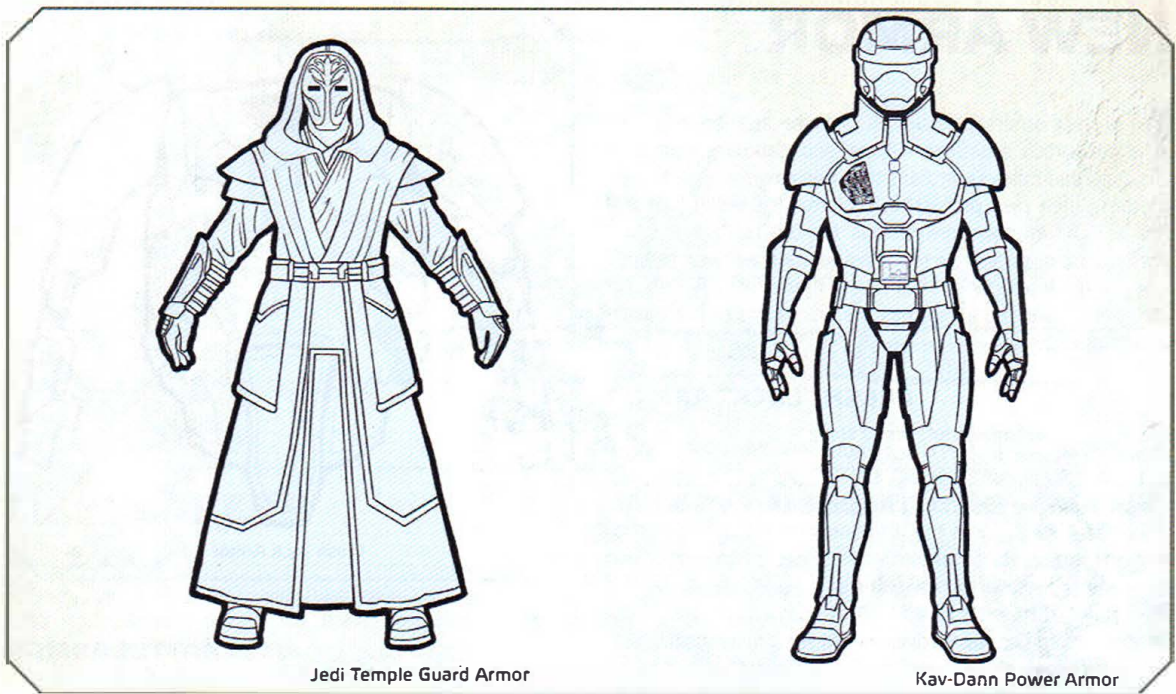
A character wearing Jedi battle armor fitted for somebody else adds  to all Combat checks. A suit of Jedi battle armor can be fitted to a new wearer with a **Hard**  **Mechanics check** that takes an hour to complete. Jedi battle armor is eligible to be sealed against the vacuum and other hazardous environments.

TABLE 2-4: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Cresh Luck Armor	0	2	1,000	4	1	5
Heavy Battle Armor	1	2	(R) 5,000	6	4	7
Jedi Battle Armor	1	2	(R) 7,500	5	5	9
Jedi Temple Guard Armor	2	1	(R) 12,000	4	3	10
Jedi Training Suit	0	2	(R) 400	4/6	0	9
Kaiv-Dann Power Armor	2	2	(R) 13,500	4	6	7
Koromondain Half-Vest	1	1	500	3	0	5
Riot Armor	0	2	950	3	2	4



Jedi Temple Guard Armor

Kav-Dann Power Armor

JEDI TEMPLE GUARD ARMOR

The Jedi Temple Guard were some of the best fighters the Jedi Order had to offer, sworn to protect the temple to the end. The armor they wore was as imposing as it was effective. Temple Guard armor consists of brown armored robes, a helmet, and an impassive, emotionless mask. Anonymity was as important to a Jedi Temple Guard as combat skill, and they were sworn to be completely impartial in the execution of their duty. Though the records state that all members of the Jedi Temple Guard were slain by Darth Vader and the 501st Legion troops he lead, some of their battlegear survives in private collections and lost corners of the galaxy.

The armored mask contains a helmet comlink and an helmet scanner.

JEDI TRAINING SUIT

The armor utilized by Jedi Padawans in training was far from functional, but it still shows up occasionally, especially in the possession of lone students who have lost their masters. The typical training suit features bulky, heavily padded chest, leg, and arm pieces designed to absorb the stunning blows of training lightsabers. Training suits also incorporate weights in their major components so that learners can get used to the effects armor has on their mobility.

Jedi training suits were a common sight in the Jedi temple, often accompanied by WJ-880 blinding helmets. Padawans in the early phases of their training were made to wear their suits on a daily basis. The constant weight of the suit helped physically strengthen the Jedi-to-be. Most training suits incorporated bright colors so that their purpose as a training tool was obvious. These colors were also used to differentiate teams of Padawans during group training.

Unless the integrated weights are removed, a Jedi training suit has an encumbrance of 6. Removal of these weights, which requires an **Easy** (♦) **Mechanics check**, reduces the suit's encumbrance to 4. At the GM's discretion, training while wearing the weights might help a character develop physical fitness or adapt to high-gravity environments.

KAV-DANN POWER ARMOR

Developed by various interests and groups in secret on Nubia following the Empire's rise to prominence, Kav-Dann series power armor is named after a reptilian predator native to that world. Though intended for sale to the Rebel Alliance, the Imperial presence on Nubia has prevented meaningful distribution of the experimental suit. Available at a premium price, especially considering its clandestine status, Kav-Dann power armor presents a highly customizable canvas for individuals involved in high-risk combat situations.

Bulky and intimidating, Kav-Dann power armor presents a fully sealed chassis that is impervious to most adverse environments, including open space. The suit comes equipped with few amenities by default. The Nubian engineers who created the Kav-Dann power armor intended for major modifications and upgrades to be made by the buyer, which both reduces the expense of the suit and decreases manufacturing time.

Like many other varieties of powered armor, a Kav-Dann suit is spaceworthy and includes a full life-support suite that can be modified for most alien physiologies. A wearer can survive for four hours in a vacuum or unbreathable atmosphere, and gains to checks to resist the effects of radiation. The helmet incorporates a long-range comlink and a basic visual package that allows the wearer to remove caused by darkness, smoke, or other environmental factors that might affect vision from all Perception, Vigilance, and Combat checks.

Kav-Dann power armor increases the wearer's Brawn by 1 so long as it remains powered. though this bonus does not increase the user's soak or wound threshold. The listed encumbrance of 4 reflects the bulk of the armor when powered. If the suit loses power for any reason, the encumbrance increases to 12, defense is reduced to 0, and the bonus to Brawn is lost. Donning a suit of Kav-Dann power armor takes ten minutes, though this time can halved if the wearer is assisted.

KOROMONDAIN HALF-VEST

Referred to snidely as "bounty hunter insurance" by cynics across the galaxy, the Koromondain half-vest is a common variation of the Mk 45 protective vest produced by Koromondain PDS, Inc. The vest is designed to protect the wearer from ambushes and sudden attacks from unexpected directions. However, its durability is such that it quickly loses its protective qualities as it absorbs damage. Despite this draw-

back, its low cost endears it to bounty hunters, paramilitary forces, security firms, and anyone else short on credits.

Whenever a character wearing a Koromondain half-vest suffers a Critical Injury, the armor suffers minor damage (or becomes damaged by one additional step if it is already damaged, as described on page 166 of the **FORCE AND DESTINY** Core Rulebook).

RIOT ARMOR

Produced by countless manufacturers throughout the galaxy, riot armor is a general term for light combat armor designed for personal protection in high-intensity conflicts. Though designs vary, riot armor often includes a helmet with an integrated face shield and padded vest and greaves interwoven with ballistic cloth. Given its ubiquity and customizability, riot armor remains a popular choice for anyone interested in self-defense on a budget.

NEW GEAR AND EQUIPMENT

A Guardian's choice of equipment goes well beyond weapons and armor, and includes all manner of tools, technological devices, and droids. After all, sometimes keeping friends alive means winning battles, but more often, it simply means keeping the ship from crashing or the crew from running out of clean water to drink.

DROIDS

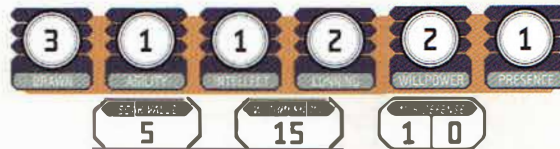
Despite the fact that droids cannot perceive the Force as living beings can, some Guardians find them to be useful companions. Droids, being immune to illusions of the Force, are oftentimes more dependable than their organic counterparts. Further, some Guardians (such as Armorers) are quite skilled at tinkering, and can more easily repair a droid companion if it is hurt in battle than they can a flesh-and-blood ally.

GV/3-SERIES GUARDIAN DROID [RIVAL]

The GV/3 guardian droid, manufactured by Cybot Galactica, is one of the most advanced security droids on the market. Designed to resemble a four-legged canine, the GV/3 is broad and powerful in appearance. The droid's sturdy construction is further reinforced with plasteel plates, and integrated solar panels guarantee that it rarely needs recharging.

The droid's programming emulates that of a very intelligent beast, and it communicates with its master in a series of yips, yelps, barks, and growls. GV/3 guardian droids come standard with strong loyalty imprint software that can be keyed to any number of subjects. As long as a specific individual is imprinted in the droid's memory, it follows that being's commands and, to the best of its ability, prevents that person from being injured, whether by deliberate action or by accident. Despite the GV/3's physical strength, it is capable of being gentle and even playful, especially around children.

The GV/3 is popularly used for home security and by law enforcement agencies. It has also been adapted to search and rescue operations with much success. Though it is considered a benign droid in most areas, some models have been modified by unscrupulous individuals for criminal applications.



Skills: Brawl 3, Perception 3, Ranged (Light) 2, Vigilance 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater; immune to poisons or toxins), Loyalty Imprint (add to all checks made to defend its designated master), Olfactory Sensor Suite (reduces the difficulty of scent-based Perception checks by 1).

Equipment: Retractable blade incisors (Brawl; Damage 5; Critical 3; Range [Engaged]; Ensnare 1), retractable light blaster (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

MARKSMAN-H COMBAT REMOTE [MINION]

Also referred to as a "seeker droid" or "training remote," the Marksman-H by Industrial Automaton is a versatile little droid that has found many niches, some of them unintended. This model of droid is employed variously as a basic security unit, a training tool, a pest controller, and even as a tiny assassin. Individuals the galaxy over continue to find new and innovative uses for this versatile droid.

Some Jedi once preferred the Marksman-H as a training tool when teaching Padawans to reflect blaster bolts with their lightsabers. Even after the fall of the Jedi Order, some of these same droids remain active. A Marksman-H can be a tenacious opponent. It responds to a handheld signaler that transmits high-pitched bursts of coded data, and can be programmed to receive verbal commands.

The Marksman-H is a small, spherical droid only fifteen centimeters in diameter. Its tiny repulsorlift unit propels it in seemingly random directions without warning, making it hard to track. Studded with a number of emitter nozzles which are factory-equipped with micro stun blasters, these droids are commonly programmed for use as security drones.



Skills (group only): Perception, Ranged (Light).

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater; immune to poisons or toxins), Hoverer (does not need to spend extra maneuvers to navigate difficult terrain), Silhouette 0.

Equipment: Micro stun blaster (Ranged [Light]: Damage 1; Critical —; Range [Short]; Stun Damage).

RMD-20 "EYE IN THE SKY" [MINION]

Designed for the civilian market, the RMD-20 "Eye in the Sky" is a small, spherical remote intended to record footage while staying on the move. The RMD-20's sensitive audio and video sensors can be fed to a host computer or datapad, allowing for 24-hour surveillance. The remote itself is equipped with a repulsorlift generator, allowing it to hover.



Skills (group only): Perception, Vigilance.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater; immune to poisons or toxins), Hoverer (does not need to spend extra maneuvers to navigate difficult terrain), Silhouette 0.

Equipment: Recording holocam.

SCANNING AND SURVEILLANCE EQUIPMENT

While the Force is a guide to everyone who can feel its flow, Guardians cannot always rely on it to give them the information they require from day to day or minute to minute. As such, most Guardians keep scanning and surveillance gear on hand to monitor their charges, as well as their enemies.

TABLE 2-5: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
Droids			
CV/3-series Guardian Droid	8,000	10	7
Marksman-H Combat Training Remote	350	1	5
RMD-20 "Eye in the Sky"	500	1	4
Scanning and Surveillance Equipment			
PX-7 Heat Sensor	250	3	7
Veridicator 200	4,000	1	8
Medical Equipment			
Blood Scanner	400	1	5
Med-Aid Patch	20	1	4
Security Equipment			
AL-DR8 Grav-Binders	300	1	7
Personal Transponder	100	0	4
Stun Cuffs	100	0	5
Survival Gear			
A99 Aquata Breather	100	0	7
InstaMist Generator	150	5	4
Jedi Utility Belt	(R) 1,000	0	8
Luma Flare	50	1	4
Tools and Electronics			
Jedi Multi-Tool	(R) 700	2	9
WJ-880 Blinding Helmet	(R) 10	3	8

PX-7 HEAT SENSOR





The ChandrilTech PX-7 heat sensor used to detect anomalous variations in temperature nearby. This is useful for finding heat-emitting life forms and isolating certain kinds of damage in machines. These devices are especially helpful for any task that combines the two, such as locating vermin infestations in the hull of a starship. Many ships have had critical hardware failures at inopportune times due to the presence of mynocks or other invasive lifeforms that damage wiring, power cells, and more, and so veteran spacers know the value of running a heat sensor sweep over their ship from time to time, just to be sure that nothing has taken up residence within the craft's hull.

A PX-7 heat sensor adds to Perception checks to find heat-emitting objects within short range and adds to Mechanics checks to remove Critical Hits from starships and Critical Injuries from droids.

VERIDICATOR 200

Designed and distributed by Saldalith Manufacturing, the Veridicator is billed as a personal lie-detection device. The user of the device can discreetly monitor changes in the physiological functions of a specified target nearby. It tracks metrics that include pulse, blood pressure, rate of respiration, eye activity, and body temperature. Such changes are conveyed to the user by a series of discreet pressure nodes that pulsate against the wearer's skin.

Veridicators are most often disguised as pieces of jewelry, such as bracelets or pendants, inset with a tasteful Falasian liquid crystal. The crystal is actually the Veridicator's sensor receptor, and it can only monitor targets within a sixty-degree scanning arc. Popular with security forces and corporate recruiters during interviews, the Veridicator has also been used by undercover operatives on both sides of the galactic rebellion. Though useful under the proper circumstances, the devices are only as effective as the individuals who employ them. Only one target can be scanned and monitored at a time, and they must be relatively nearby. Both the user and the target must remain relatively still, though small movements are unlikely to affect the device's readings.



A character wearing a Veridicator 200 adds   to checks to discern whether another character is lying or omitting significant information and adds   to checks to ascertain another character's mental state.

MEDICAL EQUIPMENT

Guardians, especially Protectors, should always be ready to treat the injuries of those they are sworn to preserve. To this end, many Guardians learn proper use of medical devices and implements. Whether a Guardian needs to treat a virulent poison or merely apply rudimentary first aid to a wounded friend, having the right tools on hand can mean the difference between life and death.



BLOOD SCANNER

Utilized for medical diagnostics, blood scanners are sensitive devices capable of scanning blood samples from nearly any species. In addition to providing an analysis of a being's general well-being, blood scanners excel at isolating diseases, chemicals, and poisons present in a subject's bloodstream. Once such an agent has been identified, the device provides detailed medical advice and treatment options, including suggested antidotes and effective remedies.

As an action, a character with a blood scanner may make an **Easy (◆) Medicine check** to identify foreign elements (including poisons) in a blood sample. In addition to allowing the character to treat any present toxins with the proper antidote, the extensive information about the patient's health adds automatic   to the next Medicine check the character makes to treat the patient.

MED-AID PATCH

"Med-aid" is a general term applied to single-use bandages and compresses that have been infused with bacta, antibiotics, coagulants, and other healing agents. Such supplies are especially valued by field medics treating cases of minor injuries that do not call for the expenditure of stimpacks, as they are relatively less costly.

When making a Medicine check to heal wounds from a character, a character can expend up to one med-aid patch to add automatic   to the results of the check. A character cannot use more than one med-aid patch per check.

SECURITY EQUIPMENT

Given the nature of their operations, many Guardians tend to stay abreast of developments in modern security equipment. Whether to ensure their own security or to compromise the security of enemies, Guardians find a use for nearly every piece of equipment on the market (legal or otherwise).

AL-DR8 GRAV-BINDERS

Designed to restrain the particularly slippery individuals, grav-binders use microrepulsor technology to artificially apply the effects of extreme gravity to a captive. Unlike magnacuffs, heavy-duty binders that employ a magnetic field to be too strong to break, AL-DR8 grav-binders are fitted snugly across the body and use the power of gravity itself to restrict any movement. This makes them favorable for species that have especially flexible or even amorphous bodies, as they must be able to muster the strength to resist the artificial gravity created by the grav-binders before they can even attempt to slip free.

Breaking free from grav-binders requires a **Formidable (◆◆◆◆◆) Athletics check** (due to the restrictive effects of the artificially raised gravity on the whole body, a character cannot slip free of grav-binders using flexibility alone).

PERSONAL TRANSPONDER

Personal transponders are low-powered tracking devices used to locate individuals. While bare-bones transponders are available at relatively low prices, many individuals choose to personalize theirs for use as jewelry, such as rings, pendants, cuff links, or other affectations. Though the transmission range for personal transponders is hardly infinite, they can be easily located with standard hand scanners as long as the transponder's unique frequency is known.

Picking up a personal transponder's signal accurately enough to find its exact location within close range on planetary scale requires an **Average (◆◆) Computers check**. Increase the difficulty of this check by two for each planetary scale range band beyond close, to a maximum of extreme range at the planetary scale.

STUN CUFFS

Similar in appearance to traditional binders, stun cuffs punish a prisoner's attempts at escape with stunning jolts of electricity. The power of the cuffs' jolt is consistent with the force the prisoner uses in any efforts to break free of them. Stun cuffs remain popular with bounty hunters, law enforcers, and slavers despite horror stories about the brutality of these devices.

Breaking free from stun cuffs requires a **Daunting** (◆◆◆◆) **Athletics** or **Coordination** check. The GM may spend ☉☉ or ☉ on the check to have the character suffer 4 strain (this ignores soak).

SURVIVAL GEAR

Survival is the highest priority for many Force sensitives in the era of the Empire, especially Guardians. Whether a character is acting in the field on some desolate planet or hiding from Imperial forces, having the right equipment is essential.

A99 AQUATA BREATHER

The aquata breather is a small device consisting of two small tanks connected to a mouthpiece. It provides its user with up to two hours of breathable air, and it is especially useful in subaquatic environments. Most Jedi Knights who could not naturally breath water took aquata breathers with them on their missions, even if they did not predict aquatic travel.

While the aquata breather is an incredibly useful survival tool, it is also designed to be completely disposable. Once the two-hour air supply is depleted, the unit cannot be recharged.

INSTAMIST GENERATOR

Though designed for firefighting and agricultural use, Agried Intergalactics' InstaMist generator has found a place in the arsenals of some combatants who use it to create ambushes or make quick escapes. When loaded with a specially designed high-pressure mist cartridge and triggered, the InstaMist generator creates clouds of dense vapor. The vapor conceals the user (and anyone else nearby), providing an edge in both offensive and defensive situations. Other cartridges designed for use with the InstaMist generator create mists that can extinguish fires, generate humidity, or dispense pest control agents, but these tend to be separate, specialized products.

As an action, a character may activate an InstaMist generator to fill an area out to short range of the generator with a heavy fog. As described on page 219 of the **FORCE AND DESTINY** Core Rulebook, heavy fog adds ■■■ to Ranged (Light), Ranged (Heavy), Gunnery, and Perception checks against targets obscured by it, and adds ☐☐☐ to Stealth checks made by characters concealed by it. The heavy fog lasts for three rounds. At the GM's discretion, windy conditions can cause it to become fog or mist (see page 219 of the **FORCE AND DESTINY** Core Rulebook) or reduce the time it takes for the vapor to disperse entirely.

The generator comes with five vapor cartridges. Additional vapor cartridges cost 10 credits each, and other cartridges vary in price based on their function.

JEDI UTILITY BELT

Skilled artisans in the employ of the Jedi Order designed a utility belt for the use of Jedi Knights in the field centuries ago, incorporating a number of useful tools and items of fine manufacture. Jedi utility belts are visually nondescript, and the pouches worn on them, as well as the compartments within them, contain a number of useful items and tools. These utility belts were not worn by every Jedi Knight in the field, but many found them to be useful, so various iterations and models remained in circulation through the ages.

While Jedi utility belts found in circulation or on abandoned battlefields are typically empty, having long ago been picked over, Jedi caches have been known to contain Jedi utility belts that are still supplied. A Jedi utility belt contains a three-day supply of food capsules, an emergency medpac, a Jedi multi-tool, a slim glow rod, a comlink, and an aquata breather. A number of empty pouches are concealed along the belt's interior side, allowing the wearer to hide small items. In addition, a standard lightsaber can be securely hung from the belt for easy access.

In addition to potentially containing the supplies listed above, a Jedi utility belt increases the wearer's encumbrance threshold by 1.

LUMA FLARE

Luma flares are rocket-propelled illumination devices commonly used by both militaries and survivalists. Luma flares excel at illuminating dark areas, as their detonation spreads a luminous compound over a wide blast area. They are also popular as signaling devices, especially when used to attract the attention of search and rescue teams.

Each luma flare is a self-contained device with limited guidance capability. The flare's simple controls allow the user to guide its rough trajectory, as well as to adjust the blast's detonation point based on the desired altitude. A safety is included, which generally prevents the flare from igniting before the rocket reaches its destination.

As an action, a character may make an **Easy** (◆) **Gunnery** check to launch a luma flare into the air to provide light. If he succeeds and the flare has room to travel into the air, the flare completely illuminates an area out to long range from the location it was fired. If he fails or does not have room to fire it, the flare still ignites, but it does not travel into the air. Instead, it remains at ground level, illuminating an area out to short range. Whether he succeeds or fails, the flare's illumination continues for five rounds, after which time it burns out.


Though luma flares are not designed as weapons, creative characters can nonetheless use them as such. They are extremely hard to aim, but the mere prospect of being struck with one will cause many foes to reconsider attacking. They have the following profile as a weapon: luma flare (Gunnery; Damage 6; Critical 3; Range [Long]; Blast 4, Burn 4, Disorient 2, Inaccurate 2, Prepare 2, Limited Ammo 1).

TOOLS AND ELECTRONICS

Though most Force sensitives simply employ standard tools that are familiar throughout the galaxy, there are some esoteric implements that Force users alone can put to full effect.

LIGHTSABER MAINTENANCE KIT

Designed and manufactured by and for the Jedi Order, the lightsaber maintenance kit is a compact device containing several useful mechanical implements. Though designed primarily to assist in lightsaber maintenance and repair, many of the included tools can also be employed to conduct minor repairs on small mechanical and electronic items.

In addition to counting as a tool kit for the purposes of being able to perform most Mechanics checks (see page 189 of the **FORCE AND DESTINY** Core Rulebook), a Jedi multi-tool adds automatic  to checks to build, modify, or repair lightsabers.

WJ-880 BLINDING HELMET

In the days of the former Republic and the Jedi Order, the WJ-880 blinding helmet was a common training aid for a Jedi Padawan, helping the aspirant to learn to sense the Force flowing through all things by cutting out sensory distractions. The helmet's opaque shield prevents the wearers from relying on sight; instead, they must use their instincts. Of course, these devices are not particularly practical for combat, but they can be exceptionally useful to anyone trying to train in the ways of the Force. As artifacts of the Jedi Order, these devices are contraband, but they are hardly so obvious as a lightsaber, and so a number of them have passed into civilian hands. Force sensitives in this era can acquire them with far less difficulty than most other Jedi relics, or they can even make their own facsimiles using basic supplies.

A character wearing a WJ-880 blinding helmet adds ■ ■ to Combat checks (and any other checks that rely on sight). At the GM's discretion, training while wearing such a helmet might help a character to develop his perception of the Force that shapes and guides the universe around him.



WJ-880 Blinding Helmet

WEAPON ATTACHMENTS

Most Guardians have a favored weapon, and this blade, gun, or lightsaber is tailored to its wielder's unique needs and preferences. For this reason, no two Guardians use precisely the same tactics or equipment. Some of the modifications Guardians choose for their weapons become their proverbial signatures on the battlefield.

CYCLIC CRYSTAL ARRAY

Lightsabers rely on kyber crystals attuned to the wielder to create energy blades of different types. Under normal circumstances, swapping out one crystal for another is an arduous process requiring the lightsaber to be disassembled first. Unsatisfied with this situation, a handful of enterprising (if unorthodox) Force users have created attachments that allow two (or more) crystals to be installed in a single lightsaber. With the press of a button, one crystal is swapped for another, granting unprecedented versatility to lightsaber wielders looking for additional functionality from their otherwise traditional weapon. This attachment can only be applied to lightsabers.

Models Include: Custom variants.

Base Modifiers: Allows installation of a second lightsaber crystal at no additional hard point cost. Whenever the wielder ignites the lightsaber, he chooses one of the crystals to be the active crystal that produces the blade; any other crystals installed have no effect. As a maneuver, while the lightsaber is not ignited, the wielder may switch any one lightsaber crystal in the hilt to be the active crystal that produces the blade.

Modification Options: 1 Install a third lightsaber crystal at no additional hard point cost Mod.





Hard Points Required: 2.


Price: (R) 1,500 credits.

ENERGY OVERCLOCK SETTING

As deadly and dangerous as they are, vibroweapons can be even deadlier with the inclusion of an overclock setting. By replacing several internal components with precision analogs, a qualified technician can exponentially increase the speed and frequency of a vibroweapon's blade action. The result is a vibroweapon that can be charged for amplified cutting power, but at the expense of causing unpredictable power fluctuations. This attachment can be applied to any vibroweapon and any other powered Melee or Brawl weapon.

Models Include: SoroSuub Hyperblade.

Base Modifiers: Once per turn as a maneuver, the wielder may activate the overclock setting to grant the weapon Vicious 3 (or increase the value of its Vicious quality by +3) until the end of the round. If the wielder generates    or  on a combat check with the weapon before the end of the next round, the weapon overheats or shorts out, and ceases to function entirely until the end of the encounter.

Modification Options: 1 Add automatic  to Combat checks with this weapon Mod, 1 Activate attachment as an incidental Mod.

Hard Points Required: 3.

Price: 500.

FORCE-ATTUNED RESONATOR

When the Jedi artificer Sokiro Terebin set about reproducing the crystalline, Force-attuned resonators from the blasters she had unearthed at Site-145 on Filata, she first had to solve numerous technical challenges. During this time, she created a number of internal resonators that could be housed within a weapon to test the effectiveness of different technologies the ancients might have used. Though she meticulously recorded all of her efforts to create resonators that could be activated only by Force sensitives, the Empire's tumultuous rise to power led to the destruction of many repositories of Jedi lore. During Terebin's lifetime, few Jedi considered these weapons to be serious armaments, but in the dark times of Imperial rule, some Force sensitives might find having a that blaster most people can't operate to be practical. The blueprints persist in certain scholastic records, and aspiring Force sensitives might be able to make use of them. This attachment can be applied to any Ranged (Light) or Ranged (Heavy) weapon that has a trigger.

Models Include: Terebin's Site-145 replica.

Base Modifiers: A character must possess a Force rating of 1 or higher and knowledge of how the resonator mechanism works in order to operate this weapon.

Modification Options: 1 Innate Talent (Prescient Shot) Mod.

Hard Points Required: 1.

Price: (R) 1,000.

INTEGRATED ILLUMINATOR

Operating in darkness is never ideal, but there are several ways to compensate for one's lack of night vision. The simplest, perhaps, is to integrate a simple spotlight, similar in most respects to a high-powered glow rod, along the length of a ranged weapon's barrel. In addition to providing illumination in dark conditions, high-powered spotlights have the potential to blind enemies. This attachment can be applied to any ranged weapon that could logically benefit from a spotlight.

Models Include: CSA "Nightfighter" Weapon Lamp, Loronar L09 Lamp.

Base Modifiers: Removes up to ■■ due to darkness on any checks to use this weapon against targets within short range.

Modification Options: 1 Increase spotlight range to medium Mod, 2 Item Quality (Disorient + 1) Mods.

Hard Points Required: 1.

Price: 200 credits.

MAGNETIC WEAPON TETHER

A magnetic weapon tether is a relatively simple modification that consists of a small magnetic device built into the weapon. The magnetic weapon tether allows the wielder to snap the weapon back to a readied position with a press of a button, rather than having to scramble to retrieve it. While many Force users might scoff at this ability—after all, why use a device for what they can do with the Force anyway?—others prefer to have the extra layer of safety, or wish to avoid using their Force powers openly in places where the Empire's influence is strong. This attachment can be applied to any weapon wielded in one hand that could logically benefit from a weapon tether.

Models Include: Czerka "At Hand" Mag-Tether.

Base Modifiers: During his turn, the wielder may recover the weapon as an incidental so long as he is engaged with it.

Modification Options: 1 Innate Talent (Quick Draw) Mod.

Hard Points Required: 1.

Price: 250 credits.

SHIELD DISCHARGE PACK

Despite being nearly as ancient as warfare, shields continue to be popular weapons, serving as trusted defenders of warriors on low-tech planets and protecting life and limb of security forces in densely populated areas. While shields are useful weapons already, adding discharge packs to them can allow the wielder to deliver a debilitating shock when deflecting a hit. Further, just the sight of a crackling arc of energy wreathing a shield can disturb many would-be attackers, making their strikes far more timid—and far less lethal—than they would be otherwise. This attachment can only be applied to a shield or buckler.

Models Include: Koromondain "Deterrent" Shield Pack.

Base Modifiers: When the wielder of the shield suffers a hit from a Melee, Brawl, or Lightsaber Combat check, after the attack is resolved, the character may spend ☉ ☉ or ☉ to cause the attacker to suffer 3 strain (this ignores soak).

Modification Options: 2 Item Quality (Disorient + 1) Mods, 1 Innate Talent (Defensive Stance) Mod.

Hard Points Required: 1.

Price: 800 credits.

TABLE 2-6: WEAPON ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Cyclic Crystal Array	(R) 1,500	0	2	8
Energy Overclock Setting	500	0	3	5
Force-Attuned Resonator	(R) 1,000	0	2	8
Integrated Illuminator	200	1	1	4
Magnetic Weapon Tether	250	0	1	2
Shield Discharge Pack	800	1	1	5

LIGHTSABER CRYSTALS

Kyber crystals are extremely rare and, as a result, most people do not recognize them as anything more than shiny rocks. These gems are far more than their appearances suggest, for they share a strange and mystical connection to the Force—and to those who can perceive its mysteries.

KIMBER STONE

Kimber stones are a type of kyber crystal produced by violent volcanic activity on the moon of Y'ness in the N'zoth system. They were once considered unsuitable for use in lightsabers due to the non-lethal nature of the blades they create. Certain Jedi Knights saw potential in kimber stones, and so a number were acquired from Y'ness prior to the destruction of the Jedi Order. Today, kimber stones are occasionally sold at auction on the black market, usually as mere trinkets by those who do not understand their true value as kyber crystals. A kimber stone is a lightsaber crystal.

Base Modifiers: Installing a kimber stone changes a lightsaber's base damage to 9 and its critical rating to -. The lightsaber gains the Stun Damage quality. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.


Modification Options: 2 Damage + 1 Mods, 1 Item Quality (Concussive + 1) Mod, 2 Item Quality (Disorient + 1) Mods.

Hard Points Required: 2.

Price: (R) 6,500 credits.

SORIAN CRYSTAL

Though none can confirm accurately from which planet these stones mysterious stones originate, many traders recognize these gems by their radiance. Sorian crystals are said to reflect light in swirling, intricate patterns reminiscent of dancing flames. Because of these gems' relative scarcity, few realize that they are in fact kyber crystals. The energy blade formed by a sorian crystal surges briefly with power whenever it comes into contact with another object moving at high speed—such as another lightsaber. The slight but sudden jolt that emanates from the blade is often enough to throw an attacker off balance, giving the wielder a chance for a counterstrike. While this added resistance also makes it harder to slice apart an opponent in a single stroke, over the course of a long duel between skilled fighters, the unique edge it provides can make the difference between life and death. A sorian crystal is a lightsaber crystal.

Base Modifiers: Installing a sorian crystal changes a lightsaber's base damage to 6 and its critical rating to 3, and the lightsaber gains the Breach 1 and Sunder weapon qualities. Whenever the lightsaber is used with the Parry talent, add  to the next Combat check made against the attacker before the end of the next round. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.

Modification Options: 3 Damage + 1 Mods, 1 Innate Talent (Parry) Mod, 1 Item Quality (Disorient + 1) Mods.

Hard Points Required: 4.

Price: (R) 16,000 credits.

TABLE 2-7: LIGHTSABER CRYSTALS

Attachment	Price	Encumbrance	HP Required	Rarity
Kimber Stone	(R) 6,500	0	2	8
Sorian Crystal	(R) 16,000	0	4	9

FRAGMENTARY EXCERPT FROM FORM III: UNRAVELLING THE CONTRADICTION OF POWER AND PROTECTION (BY JEDI KNIGHT AURILAN)

The acquisition of a kyber crystal is an important trial on the path of the Jedi, and it is not a challenge that all aspirants pass. However, it is fitting that Padawans should have to face a taste of the darkness in themselves before acquiring the symbolic weapon of the Jedi Order. After all, the most important test is not whether one can acquire a lightsaber, but how one wields that implement afterward. Power itself is the greatest trial we Jedi face, and it is a challenge we must overcome each and every day.

Still, I believe it is no coincidence that for many Jedi, the act of gaining a kyber crystal with which to forge a lightsaber is a mystical experience, marked by visions that guide us and illusions that would lead us astray. While the exact nature of kyber crystals is debated by scholars far more sage than a humble warrior such as I, it is evident that the bond between weapon and wielder is not merely symbolic. We need look no further than the way kyber crystals behave to see the proof of this—before becoming attuned, a kyber crystal is colorless, but once a Jedi has made a mark on it, it takes on a hue particular to that individual.

If the quest for the blade is both a physical and mystical pursuit, I believe that its practice must also be both a physical art and a mystical endeavor. While some Jedi ignore the spiritual side of lightsaber technique, believing that martial skill alone is sufficient for mastery, I cannot untangle the two. For if practice teaches us *how* to use the blade, reflection teaches us *why*. The unexamined sword is the path to unexamined violence. A Jedi Knight must sometimes commit acts of violence in the course of duty, but must never strike thoughtlessly. Form III reveals this truth to us in its impeccable defense. Each stroke is considered, its consequences known, understood, and accepted by the one who delivers it. Only through the Force can—"

[End of Text Fragment]

TABLE 2-8: ARMOR ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Armor Spikes	500	2	3	2
Hardened	900	2	2	4
Kiirium Coating	2,500	1	2	7
Low-Friction Coating	750	0	1	5
Quick Shed	650	0	1	4
Reactive Plating	2,000	4	4	6
Reflec Shadowskin	(R) 1,200	0	1	6
Stun Matrix	1,750	1	1	3
Vacuum Sealed	1,750	1	1	3

ARMOR ATTACHMENTS

Given that Jedi Guardians employ all manner of armor in the pursuit of their duties, it stands to reason that they might also wish to modify their armor in some way. Whether such a modification is purely defensive in nature or adds an extra kick to a Guardian's arsenal, nearly any option is on the table.

ARMOR SPIKES

While armor serves a largely defensive role for its wearers, that needn't be the rule. With the addition of spikes, blades, and other protrusions on areas covering shoulders, knuckles, feet, knees, or elbows, armor can be turned into a deadly weapon of last resort. The majority of such modifications are scratch-built, though a handful of armor manufacturers mass-produce kits for the armor sets they sell. Largely popular with criminals, mercenaries, and bounty hunters, armor spikes lend an intimidating mien to anyone equipped with them. Some professionals prefer to keep such deadly modifications concealed and retractable, and these are perhaps the most dangerous of all. This attachment can be applied to any armor that covers the arms or legs.

Models Include: Creshaldyne Industries SO-9 Razor-Spines, LaserHone "Last Defense" Armor Hacks.

Base Modifiers: Increase the armor's encumbrance by 2. When the wearer suffers a hit from a Melee, Brawl, or Lightsaber Combat check, after the attack is resolved, the character may spend ☉ ☉ ☉ or ☉ to automatically inflict one hit for 6 damage on the attacker.

Modification Options: 3 Increase the damage attackers suffer by +1 Mods, 1 Innate Talent (Intimidating) Mod.

Hard Points Required: 3.

Price: 500 credits.

HARDENED

Power armor relies on its energy source to maintain functionality. If this flow of energy is interrupted by a powerful electromagnetic burst or exposure to ion weapons, the armor loses both its mobility and its ability to enhance the

wearer. With the armor's vital systems "hardened" against such effects, power armor becomes immune to these tactics. Such hardening modifications are weighty, however. Adjustments must be made to nearly every subsystem to prevent even partial shutdowns from taking place. This attachment can only be applied to power armor.

Models Include: SoroSuub Ion Shielding.

Base Modifiers: Prevents deactivation of power armor by electromagnetic or ion weapons.

Modification Options: None.

Hard Points Required: 2.

Price: 900 credits.

KIIRIUM COATING

An obsolete shielding material once processed in abundance in the Si'klaata Cluster, kiirium was at one time vital to the manufacture of heavy weapons and starships. While largely supplanted by cheaper, more durable modern alloys, kiirium has properties that make it useful to armorsmiths, who can apply a coating of kiirium to armored plating as a relatively effective thermal shielding. This attachment can only be applied to armor that has hard or solid parts around which the alloy can be coated, such as with laminate armor, heavy battle armor, and similar types of armor at the GM's discretion.

Models Include: Numerous variants.

Base Modifiers: Adds +1 soak to armor against blaster and flame attacks.

Modification Options: 2 Decreases the difficulty of Resilience checks made to resist the effects of fire and extreme heat by 1 Mods.

Hard Points Required: 2.

Price: 2,500.

LOW-FRICTION COATING

Low-friction coatings work by lowering the coefficient of friction against solid armor plates. With the addition of such a coating, the surface of armor becomes almost impossible to grip or seize. In addition, glancing blows from melee weapons are often unable to find purchase, which diminishes the damage they cause as they slide off. The only downside to the

coating is that it can make working on the armor more difficult, as tools must scramble for a grip on its slick surface. This attachment can only be applied to armor with hard surfaces such as heavy battle armor, powered armor.

Models Include: Creshaldyne Industries SL-17 Armor Coating, Brennkeyes Syndicate Serpentskin.

Base Modifiers: Increases the armor's melee defense by +1. Adds ■■ to Mechanics checks to modify or maintain the armor.

Modification Options: 1 Skill (Coordination +1) Mod.

Hard Points Required: 1.

Price: 750 credits.

QUICK SHED

Armor, especially heavy armor, takes time to put on and take off. Though putting armor on remains a chore, taking it off—especially in an emergency situation—is expedited with the quick-shed attachment. By installing several quick-release latches at strategic locations, suits of armor can be quickly removed by the wearer. This attachment can only be applied to armor with an encumbrance of 3 or higher.

Models Include: Mitrinomon QR-Escape Retrofit.

Base Modifiers: As a maneuver, the wearer may shed the armor. Armor removed in this fashion must be reassembled before the wearer can don it again. Reassembly requires several minutes and an **Average** (◆◆) **Mechanics** check.

Modification Options: None.

Hard Points Required: 1.

Price: 650 credits.

REACTIVE PLATING

Reactive plating is a modification that attaches small explosive panels to the armor's exterior plates. When hit by an attack, the explosives are designed to detonate outward, absorbing some of the attack's kinetic energy with the counter-explosion. It is not typically used on the personal scale, but microrepulsors and other, similar technologies allow it to be integrated into certain heavier varieties of personal armor and to function at considerable effectiveness without harming the wearer in the process. Employed properly, reactive armor can even deflect or dampen blows from weapons that would cleave through any other defenses, such as lightsabers. Besides the considerable weight it adds to any set of armor, an unfortunate side effect of reactive armor is that it destroys itself as it protects the individual inside. It causes the armor to degrade far more rapidly than it otherwise would, which means that the wearer must repair it far more often. This attachment can only be applied to armor with a soak of 2 or higher.

Models Include: Koromondain Reactive Plates, Pacnorval Defense Systems XII Fittings.

Base Modifiers: Increase the armor's encumbrance by 4. The first time the wearer of this armor is hit by an attack each encounter, reduce the damage he suffers by 10; the armor suffers minor damage (see page 166 of the **FORCE AND DESTINY** Core Rulebook) and loses this benefit until fully repaired.

Modification Options: 3 Reduce the armor's encumbrance by 1 Mods.

Hard Points Required: 2.

Price: 2,000 credits.

REFLEC SHADOWSKIN

An advanced, light-absorbing polymer that can be applied to armor, reflec shadowskin coating can enhance the stealth abilities of its wearer—anyone wearing armor covered in this substance can easily blend into the shadows. While this coating does not make the armor's wearer invisible, it does mean that observers who only catch a glimpse are far less likely to register what they saw or believe it to be anything more than a trick of the light. This attachment can only be applied to armor with a soak of 2 or lower.

Models Include: Creshaldyne Industries Reflec Shadowskin.

Base Modifiers: Adds automatic ☹ to Stealth checks.

Modification Options: 1 Innate Talent (Stalker) Mod, 2 Add ■ to Perception checks to see wearer Mods.

Hard Points Required: 1.

Price: (R)1,200.

STUN MATRIX

A stun matrix is an additional defensive option for armor. Instead of enhancing the wearer's defenses directly, it unleashes a punishing pulse of energy that weakens the attacker in the hope of preventing a second strike. Installing this attachment requires the addition of insulation to protect the wearer from the effects of the stun matrix on top of the setup of the self-charging battery and of the stun matrix itself. While the device is relatively bulky, it can be concealed if integrated subtly into a heavy armor frame, the better to surprise would-be attackers. This attachment can be applied to any armor that could logically benefit from having a stun matrix added.

Models Include: Locris "Hands Off" Non-Lethal Defense Package, Pacnorval Defense Systems Stun Matrix.

Base Modifiers: Increase the armor's encumbrance by 1. When the wearer suffers a hit from a Melee, Brawl, or Lightsaber Combat check, after the attack is resolved, the character may spend ☹☹ or ☹ to disorient the attacker for 2 rounds.

Modification Options: 1 wearer may spend ☹☹☹ or ☹ from the Combat check to immobilize the attacker for 1 round Mod, 1 wearer may spend ☹ from the Combat check to stagger the attacker for 1 round Mod.

Hard Points Required: 3.

Price: 1,750 credits.

VACUUM SEALED

While making one's armor void-compatible is hardly standard, it can be extremely useful. Many prefer to be safe rather than sorry, given the risks of space travel. This attachment can only be applied to laminate armor, battle armor, and armor that explicitly states its compatibility with this attachment.

Models Include: Numerous variants.

Base Modifiers: Allows the user to ignore the effects of vacuum or poisonous atmospheric environments for up to 10 minutes.

Modification Options: None.

Hard Points Required: 1.

Price: 1,000 credits.

NEW VEHICLES AND STARSHIPS

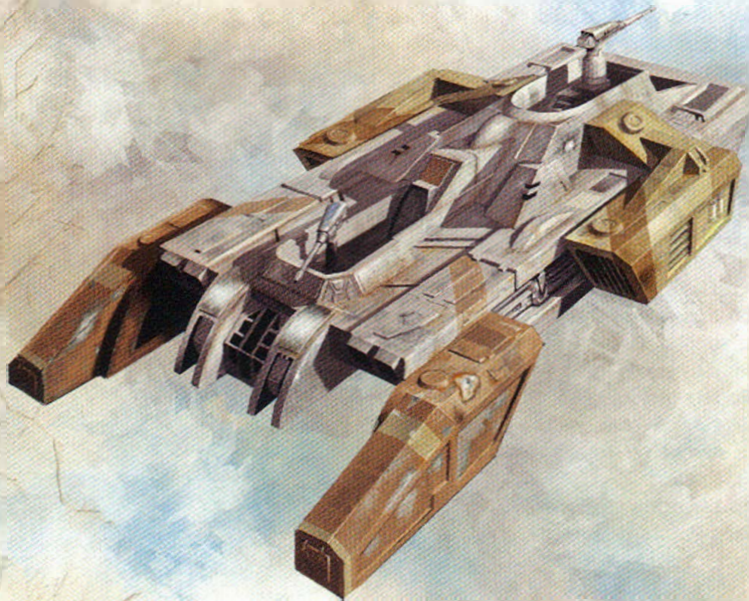
The galaxy's vast span and diverse population means a buyer exists for almost any imaginable product. As such, many companies specialize in fulfilling niche interests, and compete to create unique products that stand out in a crowded marketplace. This is certainly true for makers of starships and vehicles; a company's standard frames can often be adjusted to produce limited-run, task-specific craft for only a moderate increase in cost. Given this wide range of products, a discerning Guardian can usually find a craft suited to the task of keeping friends, allies, and charges safe.

LANDSPEEDERS

Selecting the right vehicle for transport on a planet can be as important as choosing a craft for space travel, and many Guardians have learned that the proper choice of speeder can decide planetside battles, or even prevent them from happening in the first place.

D-4 MOBILE DEFENSE PLATFORM

Incom developed this heavy landspeeder as a heavy response defense vehicle for urban crisis zones, and many militaries have adopted it for rescue operations. The vehicle can quickly deliver a squad of troops to a combat zone, and then provide cover and light fire support without the necessity of setting up a dedicated defense perimeter. In fierce combat zones, a D-4 can be rapidly redeployed across the front lines during the course of a battle to provide its shields and firepower wherever they are most needed. The sight of a D-4 zooming toward a zone of heavy engagement has often been a more than welcome sight for beleaguered forces, and a massive frustration for attackers hoping to finally make a breakthrough.



4	2	-2	3	-	-	3	1
SILHOUETTE	SPEED	HANDLING	10				12

Vehicle Type/Model: Heavy Landspeeder/D-4.

Manufacturer: Incom Corporation.

Maximum Altitude: 5 meters.

Sensor Range: Short.

Crew: One driver, one operator, one gunner.

Encumbrance Capacity: 20.

Passenger Capacity: 10.

Price/Rarity: 20,000/6.

Customization Hard Points: 4.

Weapons: Two turret-mounted heavy repeating blasters—these weapons' entire profile uses personal scale, not planetary scale. (Fire Arc All; Damage 15; Critical 2; Range Long; Auto-fire, Cumbersome 2; Pierce 2, Vicious 1).

ADDITIONAL RULES

Defensive Platform: As a maneuver, the driver of the D-4 may use the craft's shields to create a defensive dome (or withdraw them to return the craft to normal); reduce the D-4's defense in all hull zones to 0, but the D-4, each other vehicle, and each character in short range on personal scale counts as having Defense 3 against attacks made from outside the shield.

D-4S PROJECTION PLATFORM

After the success of the D-4, Incom realized that the large generator necessary for the shield system could be used to power other devices. The craft is marketed as a way to keep building facades "intact" while under repairs, but many underworld elements quickly realized that a portable, large scale hologram could be used to mask illicit activities.

4	2	-2	0	-	-	0	0
SILHOUETTE	SPEED	HANDLING	9				10

Vehicle Type/Model: Heavy Landspeeder/D-4s.

Manufacturer: Incom Corporation.

Maximum Altitude: 5 meters.

Sensor Range: Short.

Crew: One driver, one operator, one gunner.

Encumbrance Capacity: 20.

Passenger Capacity: 10.

Price/Rarity: 10,000/6.

Customization Hard Points: 4.

Weapons: None.

ADDITIONAL RULES

Holographic Camouflage: As a maneuver, the driver of the D-4s may extend the craft's holographic field to display a preprogrammed building, structure, or other object of silhouette 4. If the vehicle moves, the illusory facade persists, but it is obvious to any onlookers that it is a hologram.

WALKERS

Unlike swift, gliding landspeeders, walkers are slow, lumbering things, suitable to rough or dense terrain where a speeder might crash. Walkers are famous for their use as military vehicles, but they are also frequently used for industrial purposes, as they can function as loaders, operate in harsh environments, and move with a measured stability and precision that speeders and even wheeled vehicles are hard-pressed to match.

RUFESCENT CARGO HAULER

A widely produced bipedal heavy loader, TaggeCo's *Rufescent*-class cargo hauler has achieved popularity due to its modular nature and ease of modification. Its large number of anchor points and sturdy construction have made it a particular favorite of certain criminal groups and desperate vigilantes, who employ it as a mobile heavy weapons platform by attaching ranged armaments to the cargo arms. Though offering minimal protection to the rider, the *Rufescent* has proven an effective makeshift support vehicle in urban combat especially for those who cannot afford military-grade walkers. While it is no match for Imperial armor on a traditional battlefield, its small profile makes it extremely useful in environments where heavier walkers cannot easily operate.



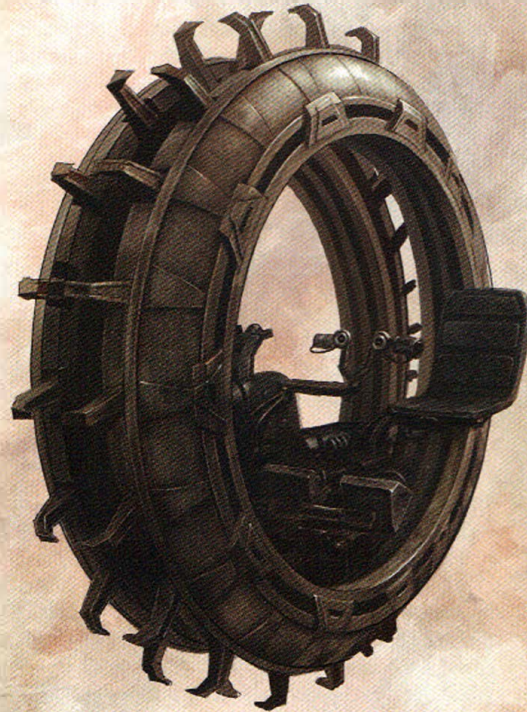
Vehicle Type/Model: Heavy cargo loader/*Rufescent*-class.
Manufacturer: TaggeCo.
Sensor Range: Short.
Crew: One operator.
Encumbrance Capacity: 50 (if not fitted with weapons).
Passenger Capacity: None.
Price/Rarity: 4,000 credits/3.
Customization Hard Points: 6.
Weapons: None.

WHEELED VEHICLES

While wheeled vehicles might seem primitive when compared to speeders or even walkers, their simplicity is in fact an advantage in and of itself, for they can often be repaired and maintained with less effort than more complex craft.

TSMEU-6 PERSONAL WHEEL BIKE

This large, single-wheel bike allows a lone rider to quickly scope out an area, with its four additional legs deploying for continued movement over rough terrain, albeit at a reduced speed, when needed. While not fast enough for true speed enthusiasts, the bike has seen widespread use as a military reconnaissance vehicle. Though often armed with a light laser cannon, its deadliest weapon is the wheel itself, which can crush soldiers when moving at full velocity. Those who have seen a Tsmeu-6 bearing down on them at maximum velocity do not doubt its effectiveness.



Vehicle Type/Model: Wheel Bike/Tsmeu-6.
Manufacturer: Z-Gomot Ternbuell Guppat Corporation.
Maximum Altitude: 0.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: None.
Price/Rarity: 15,000/7.
Customization Hard Points: 2.
Weapons: Nd-53 double laser cannon (Fire Arc Forward; Damage 2; Critical 4; Range [Close]; Linked 1, Inaccurate 1).

Crushing wheel—this weapon's entire profile uses personal scale, not planetary scale; checks to operate this weapon are made with the Piloting (Planetary) skill instead of the Gunnery skill. (Fire Arc Forward, Damage 12; Critical 2; Range [Engaged]; Concussive 1).

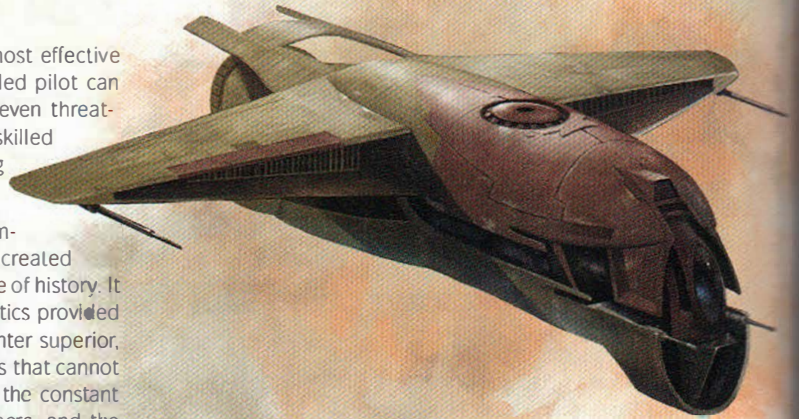
ADDITIONAL RULES

All-Terrain Mode: The Tsmeu-6's legs can take over the vehicle's locomotion to allow it to cross over rough terrain. As long as it is moving at speed 2 or lower, the Tsmeu-6 removes ■■■ applied to Piloting (Planetary) checks by navigational hazards (see page 246 of the *FORCE AND DESTINY* Core Rulebook).

STARFIGHTERS

Terrors of the sky, starfighters are one of the most effective means of projecting force across space. A skilled pilot can fight entire armies with a starfighter, and can even threaten large capital ships. Many Jedi of old were skilled starfighter pilots, thanks to their militant training and the power of the Force.

Starfighters in general share certain core components, but there are countless configurations created by corporations and militaries through the course of history. It can be tempting to directly compare base statistics provided by the manufacturer and declare a given starfighter superior, but oftentimes these craft have technical aspects that cannot be directly likened to one another. Add to this the constant modifications implemented by enthusiastic owners, and the result is a staggering variety of starfighters across the galaxy.



BLADE-32 SUPERIORITY FIGHTER

The latest version of the most common starfighter produced on the little-known planet of Adumar, the Blade-32 is known to a few pilots in the Outer Rim as one of the most demanding machines in production. Featuring an impressively large missile capacity for its size and an unusual configuration of two laser cannons fore and aft, this craft often carries a dedicated aft gunner to take full advantage of its armaments. While the local version lacks a hyperdrive and functions best in an atmosphere, models sold offworld always contain this feature. Some have suggested using the base model as a starting point for a mass-production fighter-bomber, but no major corporations have made serious efforts in this regard.

3	4	-2	0	-	-	0	4
SILHOUETTE	SPEED	HANDLING	ARC FORWARD	ARC AFT	ARC MISC	ARC MISSILE	ARC TORPEDO
			12		8		

Hull Type/Class: Starfighter/Blade-32.
Manufacturer: Tarrvin-on-Kallik.
Hyperdrive: Primary: Class 3, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot, one aft gunner.
Encumbrance Capacity: 10.
Passenger Capacity: 1 (if no gunner).
Consumables: One week.
Price/Rarity: 60,000/7.
Customization Hard Points: 1.

Weapons: Forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Aft-mounted twin light laser cannons (Fire Arc Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 10, Linked 1, Slow-Firing 1).

M12-L KIMOGILA HEAVY STARFIGHTER

A long-range, multipurpose starfighter more durable than most craft used by the cartels, the Kimogila is the product of a contract between the Hutts and MandalMotors to design and build a ship to meet the kajidics' needs. The result was the M12-L Kimogila, a robust, heavily armed and armored starfighter able to fill the role of patrol ship, space superiority fighter, or attack craft. Though not as compact or nimble as earlier vessels built by MandalMotors for the Hutt kajidics, the Kimogila's strength, flexibility, and sheer firepower make it a match for virtually any other starfighter in the galaxy and a favorite of many freelance mercenaries, privateers, and wandering blades for hire.

4	4	-1	2	-	-	0	3
SILHOUETTE	COOLER	HANDLING	ARC FORWARD	ARC AFT	ARC MISC	ARC MISSILE	ARC TORPEDO
			16		14		

Hull Type/Class: Starfighter/M12-L Kimogila.
Manufacturer: MandalMotors.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 20.
Passenger Capacity: 0.
Consumables: Two weeks.
Price/Rarity: 150,000 credits/5.
Customization Hard Points: 2.

Weapons: Forward-mounted triple heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 2).

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 8, Slow-Firing 1) or

Forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 12, Slow-Firing 1).

MIY'TIL STARFIGHTER

The Miy'til serves as the primary multi-role starfighter in the Hapes Consortium. Its relatively smaller size necessitates many miniaturized components but the craft nonetheless boasts firepower and maneuverability comparable to its Rebel Alliance and Imperial counterparts. A more advanced "command" version of the fighter has been seen occasionally, but its increased firepower came at a proportionally steeper cost. Usually employed only in light border skirmishes, several more intense engagements have shown the ship can withstand longer deployments if necessary.



Hull Type/Class: Starfighter/Miy'til.

Manufacturer: Olanji/Charubah.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Astromech droid.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 5.

Passenger Capacity: 0.

Consumables: One day.

Price/Rarity: 210,000 credits/8.

Customization Hard Points: 1.

Weapons: Forward-mounted twin medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 1, Slow-Firing 1).

FREIGHTERS

On the surface, freighters are usually cargo haulers, utilitarian and functional. Though some are designed for aesthetic appeal, most freighters are built blocky and dependable. Most freighters are not particularly fast, nor are they armed as heavily as most military vessels. To those who do not deal with them regularly, many freighters seem interchangeable—useful, perhaps, but not particularly interesting.

However, to many bands on the fringes of society—including Force sensitives trying to stay clear of the Empire's attention—freighters are more than just vehicles. These ships are not just a means of getting from one place to another, but take on personalities of their own based on the perceptions of their inhabitants. Some groups decorate their freighters extensively, covering the inside and outside with paintings or interior furnishings to make them homier. For those who cannot set down roots in any one place, whether because of past losses or because of the threat posed by the Empire, a freighter can be home.

BARLOZ-CLASS MEDIUM FREIGHTER

One of the most popular freighters produced in the decades prior to the Clone Wars, the *Barloz*-class is a basic, no-frills cargo transport that still sees use in many parts of the galaxy. Designated as a medium freighter while still in production, the *Barloz*-class was the predecessor of Corellian Engineering Corporation's YT-series light freighters, introducing many of the features that would make the YT-series so successful. Though not particularly maneuverable and poorly armed, the *Barloz*-class possesses decent cargo capacity, reliable ion drives, and a durable hull. Pilots have found it relatively customizable, which has sustained the venerable freighter's continued use by smugglers and free traders operating throughout the Mid Rim and Outer Rim Territories. These features also make it appealing to anyone who wants to stay under the radar while traveling on the fringes of society. After all, discretion is often better part of valor, and this vessel lets Guardians hide in plain sight, obscured only by the veneer of unremarkability.



Hull Type/Class: Freighter/*Barloz*-class.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/navigator.

Encumbrance Capacity: 170.

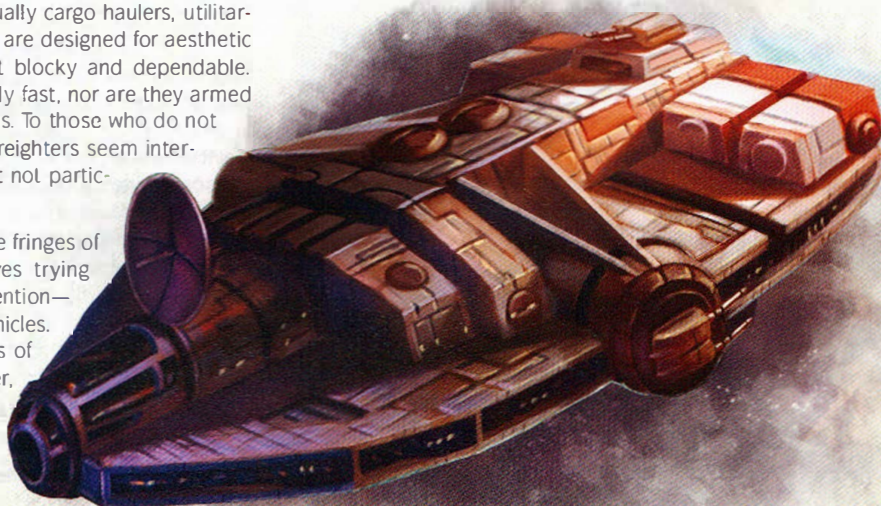
Passenger Capacity: 4.

Consumables: Two months.

Price/Rarity: 70,000 credits/5.

Customization Hard Points: 4.

Weapons: Dorsal-mounted light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]).



ND-47 STALWART BULK FREIGHTER

Originally designed as an escort freighter for military naval groups, the ND-47 *Stalwart's* flat, thin design allows it to act as a makeshift shield for larger, more important vessels should their shields or armor become damaged. Its strong shields and tough armor plating also make it ideal for storing and transporting explosives and other military supplies, although this comes at the cost of offensive capabilities—of which the standard build has none. The freighter has also grown popular with captains who value toughness and durability over any other features in their ship. When not serving as an intentional shield, its design gives it a very narrow profile when either approaching or fleeing a target, making the vessel surprisingly hard to hit in such circumstances.



Hull Type/Class: Bulk Freighter/*Stalwart*-class.
Manufacturer: Nova-Drive.
Hyperdrive: Primary: Class 3, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot, one co-pilot, one engineer, one loadmaster.
Encumbrance Capacity: 200 (without passengers).
Passenger Capacity: 10.
Consumables: Two months.
Price/Rarity: 70,000 credits/6.
Customization Hard Points: 2.
Weapons: None.

BARRAGE GUNSHIP

The *Barrage*-class gunship was designed to provide long-distance, overwhelming missile barrages against key enemy starships. While its design maximizes full broadside potential, this comes at the cost of a relatively fragile frame. Thus, this gunship must be closely protected by more durable craft. Certain tacticians have learned that a carefully placed *Barrage* gunship can utterly incapacitate a key enemy vessel before the foe realizes that the first volley is away. Many buyers shy away from the vessel due to its high maintenance costs (and the high cost of ammunition). However, owners of *Barrage* gunships always speak highly of these vessels, and perhaps more tellingly, so do those who have faced them.



Hull Type/Class: Gunship/*Barrage*-class.
Manufacturer: Alto Systems.
Hyperdrive: Primary: Class 3, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: One pilot, one co-pilot, one mechanic, four gunners.
Encumbrance Capacity: 90.

Passenger Capacity: 5.
Consumables: One month.
Price/Rarity: 145,000 credits/8.
Customization Hard Points: 3.
Weapons: Two forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Linked 1, Limited Ammo 4, Slow-Firing 1).

Two starboard and two port-mounted proton torpedo launchers (Fire Arc Starboard or Port; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 1, Linked 1, Slow-Firing 1).

ADDITIONAL RULES

Interior Ordnance: Unlike most ship-mounted weapons, a *Barrage's* torpedo tubes can be manually reloaded from internal reserves. As an action, anyone aboard may make an **Average** (◆◆) **Athletics** check to reload one proton torpedo launcher.

PENUMBRA STEALTH FREIGHTER

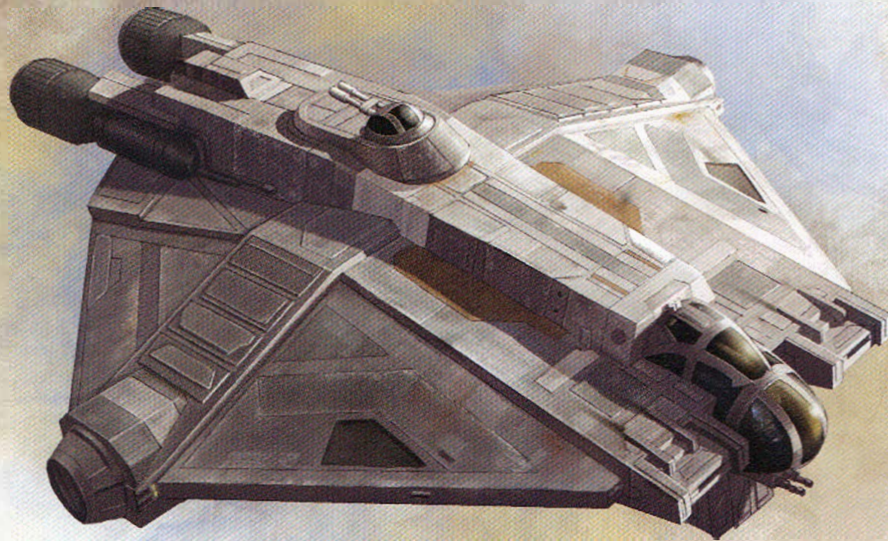
Made in an extremely limited run, the *Penumbra* remains practically peerless if one wishes to get a small amount of cargo somewhere covertly and quickly. The ship offers limited defenses and offensive power, but if no one ever knows you're there, these points are rendered moot. This freighter requires near-constant maintenance, as even the slightest scratch on its stealth coating can severely undermine the capabilities of the vessel. For the same reason, the craft cannot be significantly customized. However, several captains boast that they have been making regular runs to restricted locations for years using a *Penumbra* without ever having a close call with the authorities. The veracity of these tales is difficult to ascertain, but given the ship's design such claims can certainly not be ruled out altogether.



Hull Type/Class: Freighter/*Penumbra*-class.
Manufacturer: Brenkeyes Syndicate.
Hyperdrive: Primary: Class 4, Backup: Class 20.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one gunner.
Encumbrance Capacity: 90 (without passengers).
Passenger Capacity: 4.
Consumables: One month.
Price/Rarity: 100,000 credits/9.
Customization Hard Points: 0.
Weapons: Forward-mounted twin light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

ADDITIONAL RULES

Fragile Stealth Systems: The *Penumbra* benefits from stealth systems that render it difficult to detect. Reduce the range band of enemy ships' passive sensors by one (to a minimum of close range) for detecting this vessel. Increase the difficulty of checks to detect this vessel with active scanners by one while it is traveling at speed 2 or lower. These benefits are lost if the *Penumbra's* current hull trauma is 5 or higher.



VCX-100 LIGHT FREIGHTER

Corellian Engineering Corporation boasts a wide array of freighters that have proven tremendously popular, and the VCX-100 is yet another solid entry into the line. Even more so than the majority of Corellian freighters, the ship is easily and extensively modifiable, and can easily be configured to an individual crew's needs, whether it be combat, mass transport, or even sneaking past Imperial sensors. It is quite rare to see a stock VCX-100, and certain crews are identifiable merely by the changes they have made to the base model—frequently the addition of more firepower. While the ship is not as common as some of the more widespread freighter models, such as the YT-1300, many spaceports have at least one VCX-100 among their more regular visitors.

5	3	-3	1	1	1	1	3	
SILHOUETTE	SPEED	HANDLING	DIR	FOR	PORT	STARBOARD	AFT	AGILITY
FIT THRESHOLD						SE THRESHOLD		
32						28		

- Hull Type/Class:** Light Freighter/VCX-100.
- Manufacturer:** Corellian Engineering Corporation.
- Hyperdrive:** Primary: Class 2, Backup: Class 14.
- Navicomputer:** Yes.
- Sensor Range:** Short.
- Ship's Complement:** One pilot, one co-pilot/engineer, one turret gunner, one aft gunner, two crew.
- Encumbrance Capacity:** 200.
- Passenger Capacity:** 6.
- Consumables:** One month.
- Price/Rarity:** 155,000/8.
- Customization Hard Points:** 5.
- Weapons:** Turret-mounted twin light laser cannon (Fire Arc All; Damage 5, Critical 3, Range [Close]; Linked 1).
Aft-mounted twin light laser cannon (Fire Arc Aft; Damage 5; Critical 3; Range [Close]; Linked 1).
Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

GHOST STORIES

Heard of it? 'Course I've heard of it. A modded VCX-100 isn't too rare—most of them are custom jobs, especially these days—but after what happened over on Lothal a couple years back? Who hasn't heard a tale or two about the infamous *Ghost*? Of course, if you're asking officially, it's just cantina talk. I don't know anything solid. I doubt it came all the way out here. Seems pretty unlikely, huh?

Say, with all these questions, you're not looking to buy a VCX-100, are you? Back then, the stories about that ship got so common that I knew people who put their ships on the market as soon as things went down. Didn't want to own a VCX anymore, not with the Empire sniffing around everywhere rumors of one popped up. A lot of, uh, legitimate businessfolks decided it wasn't worth the extra trouble. I still have one or two I picked up on the cheap back then. And it's been years now. Things have probably cooled down enough now that you wouldn't have any undue trouble with the Imperials, so long as your business is on the up and up. Might still steer clear of Lothal, though...

—*Transcript of interview with starship dealer on Station ORS-134, regarding a lead.*





NO MATTER THE ODDS

"I'll protect everyone. Before I met Kanan, I only ever thought of myself. But Kanan and the rest? They don't think like that. They help people. They give everything away and I see it. I see how it makes people feel."

—Ezra Bridger

For thousands of years, Guardian Jedi and similarly minded Force users formed a stalwart defense against evil, injustice, criminals, and warlords across the galaxy. They personally fought the battles that those under their protection could not. Guardians ranged from personal bodyguards and champions to charismatic and capable leaders directing forces up to and including massive armies or fleets of warships.

With the fall of the Jedi Order, the Empire all but destroyed this important line of defense, and the galaxy is much worse for it. Local conflicts explode into larger confrontations; small-time criminals or would-be conquerors who would once have been easily defeated by agents of the Republic or the Jedi Order now sow widespread anarchy.

The absence of the Guardians prompted the Empire to fill the void, but it wasn't long before galactic citizens feared Imperial solutions more than the criminals themselves. While the Empire claims to uphold order, the truth

is that it only takes an interest in its own holdings and affairs. When pirates and raiders strike at small, vulnerable communities, the forces of the Empire rarely lift a hand to intervene—and when they do enforce their twisted vision of "justice," it is with extreme prejudice and without regard for civilian losses. No one understood the extent to which the Guardians of old protected the innocent from the depredations of the unscrupulous until they were all but gone.

Though the formal order that created and supported the ancient Guardians is gone, many people still rise to the defense of others, and some of them wield the Force to protect, whether or not they themselves realize it. Powerful Force-sensitive Guardians are less numerous than they once were, but this makes them all the more driven to protect individuals and societies from all of the old threats—and from new ones posed by the oppression of the Empire. Some work in the shadows, others in full view, forced to conceal their true powers from allies and the Empire alike. Now, they are needed more than ever before.

CHAPTER OVERVIEW

This chapter presents ways of including Guardian characters in the party. It breaks down possible roles for each specialization, including ideas for stories that players might pursue while playing a Guardian character. It covers how each specialization might work within the group.

This chapter also provides ideas and examples of appropriate Guardian encounters. These include common encounter types that can stand alone or be made part of a larger Guardian-centric adventure or campaign. Such encounters range from learning a key skill to vanquishing powerful and terrifying beasts to battling deadly foes and impossible odds. Guardian stories are frequently defined by acts of great heroism, in which characters put their lives on the line for their ideals, their principles, and their loved ones.

Guardian campaigns feature some of the most iconic story types and tropes seen in movies, books, and storytelling. The campaign section includes discussions of protecting the weak and maintaining order. It also covers one of the most iconic *Star Wars* campaign archetypes—the hero's journey.

Chapter III: No Matter the Odds also provides two specific rewards for Guardians. First, it features mechanics for the effects of building a legend, for Guardians might be helped or hindered by a growing reputation. Further, it offers guidance on an unusual reward that might come at the end of a Guardian PC's story: the option to exit the game with a dramatic hero's death. It discusses possible adventure ideas, and presents ways a character can continue to impact the story after death, including guidance on using Force ghosts in such tales.

GUARDIAN CHARACTERS IN THE PARTY

The specific roles that Guardian characters perform within a party usually depend on their specialization, and on what kind of defender they hope to become. The Guardian's preference for direct action often conflicts with the priorities and philosophies of party members who wish to keep a low profile, especially other Force users trying to avoid the Empire at all costs. For parties with an openly acknowledged or formal leader, a Guardian might be in charge of the party, but could just as well be a confidant, mentor, or even uneasy ally of the party's nominal leader, depending on the personalities, backstories, and individual ideals involved.

At its core, the Guardian archetype needs something to guard or protect. It might be an individual, a society, a group, or even an item or location of sufficient importance. Working out who or what the Guardian character is trying to preserve goes a long way in determining how the character fits in with the group. It also gives the GM hints as to the type of stories and specific details to include in adventures.

PEACEKEEPER


Even among Guardians, Peacekeepers are renowned for their eagerness to take direct action, meeting serious threats head-on in order to protect people or populations. They counter oppressive regimes and unjust rulers, fighting to end wars large and small. While some operate independently, most prefer to inspire or lead larger forces or groups to take action. Peacekeepers lead by example rather than simply participating in operations. A Guardian PC with this specialization should be given the opportunity to contend with a specific threat and take a leadership position for the duration of that crisis, if the character's player desires.

The Peacekeeper's leadership roles and actions are in direct opposition to most Force users' standard operating procedures under the Empire. The merest hint of Force powers at work risks revealing the Peacekeeper's true nature to the Empire. With Imperial informants, undercover security agents, and even bounty hunters prevalent throughout the galaxy, most Peacekeepers hide their abilities even from their allies.

The revelation of a Peacekeeper's Force abilities should serve as a dramatic moment in the story. Imperial forces might change tactics or flee in terror, but they also might call in heavier forces as a result of the revelation, making the Peacekeeper's job much more difficult, if not impossible. Allies may welcome and be emboldened by the revelation, but some may rightly fear the attention it brings, or might even still believe Imperial propaganda about Jedi betrayal at the end of the Clone Wars.

CONCEALING FORCE USE

To protect themselves and their allies, some Guardians develop tricks to disguise or mask their Force use. Subtle boosts to personal movement, such as Force-boosted jumps and speed, are usually accomplished without much risk of detection so long as they are kept within the bounds of believability. The character can be good, but not too good. If the PC knows about the observation ahead of time, the character might stage the event so as to conceal this Force use.

If the character is inexperienced in using a Force power (or just uses it in an especially flagrant fashion), the GM may require that the character follow up with a Deception check. The check is opposed by the observer's relevant skill, usually Perception. If the character fails, the observer notices that something is amiss, while each  makes the observer sus-

picious, but still open to explanations. If the character fails and also used ● to generate ○, even an untrained observer knows that something fundamentally twisted and wrong has transpired, and thus reacts with fear or anger. Force users more concretely understand the use of the dark side, and react to those who succumb to its allure based on their own respective Moralities.

Example concealment methods and explanations include:

- **Technical Deception:** The PC makes a fake piece of equipment or technology that mimics the Force power used. For example, perhaps the PC attaches something that looks like a repulsorlift guided by remote control to something the character must lift while being observed. The GM might require Mechanics or related Knowledge skill checks during preparations for unusual technology; failure on these checks might tip off observers that they are seeing something that is technically impossible, adding ■ to the PC's Deception check.
- **Superior Reputation:** The PC's reputation is such that someone observing the character writes it off to superior skills at piloting, running, climbing, shooting, or any other relevant activity. An expert might detect something amiss in the PC's performance.
- **Misdirection:** The PC employs tactics, distractions, or even other Force powers that divert observers' attention away from the Force user, enabling the other to act while momentarily unseen. This typically requires the PC to make a Deception check (or relevant Force power check) against the target, and works best against individuals or small, concentrated groups.

SMALL OPERATION, SIGNIFICANT IMPACT

Peacekeepers working with an adventuring party are typically trying to make a significant impact using, or with the help of, a small group. If the campaign is centered on the Peacekeeper's mission, that character might lead the entire operation. GMs can also intersperse Peacekeeper missions within a larger campaign. These encounters or adventures should give the Peacekeeper the opportunity to take charge of NPCs, give rousing speeches, and use social skills to defuse conflicts.

PROTECTOR

Protectors tend to focus their efforts on smaller groups, individuals, or important locations and items. While Protectors might join Peacekeepers in larger operations, Protectors more often have a single person or thing to preserve. It is not unusual for a Protector's ward to be unaware of the character's efforts, especially after the rise of the Empire. While some Protectors operate from the shadows, others take positions that allow direct access to those they protect, such as becoming a bodyguard or security team member.

Protectors usually know what threats to expect against those they are protecting—hence the Protector's presence in the first place. This enables the GM to build adventures around those threats and to weave them in as the campaign progresses. This is especially useful when the threat is coming from an individual or group that the PCs regularly encounter.

GMs should remember that protection includes more than just combat. The Protector has access to healing and supporting abilities, and the GM should expand Protector encounters and adventures beyond that of personal security to encourage the character use these skills. Building on these other abilities adds variety to adventures and provides more ways to integrate the Protector into a group of PCs.

GUARDING INDIVIDUALS

Within the group, the Protector might be guarding a PC or an NPC traveling with the party. The Protector's efforts might only be required for a limited number of adventures or for a particular campaign. Afterward, the Protector is free to move on to another assignment or to remain with the party for other purposes.

When the Protector is guarding an individual, the GM and player should work together to develop the threats that call for the Protector's aid. This can be broken down by answering a few questions (presented below in no particular order). An number of questions can



be a starting point to build story and encounter ideas. Such queries might apply to NPCs or PCs, but if the Guardian is protecting another PC, that character's player should also contribute to the discussion about the threats that the party faces based on that PC's own story. The following questions can be useful when drafting a story about acting as a body guard to an individual.

- What is the primary threat? Is it a single adversary, an organization, a group, a creature, or even a hazardous and hostile environment?
- What are the likely secondary threats that stem from the primary threat, and how can the GM use them to vary and advance the story?
- What is the threat's relationship with the protected character? Is the threat a personal enemy, a political rival, an estranged family member, or something else?
- What is the character's current location? Is the location amplifying the danger or shielding the character?
- What possible allies and other sources of aid exist to help the character? How loyal and reliable are the sources of this additional aid? Are these sources related to the Protector's or ward's backstory?
- Does the character want the Protector's help? How does this PC personally feel about the Protector, and vice versa? What might the two disagree about?
- How is the Protector expected to help? Through combat? Healing? Leadership? Even if the focus is on one specific role, the other characters should also contribute at times throughout the adventure.
- How is the Force involved? Does the character know about the Protector's mystical abilities?
- What do the character and the Protector expect to happen when the threat is eliminated? For the GM, is that truly the end of the threat in a permanent sense, or is it merely a temporary respite?

PROTECTING GROUPS

The questions above also apply when the Protector is guarding a particular group or populace. One advantage for the GM when using a larger group is that the Protector's success doesn't necessarily hinge on the survival or freedom of a single individual. In essence, it allows the Protector to fail in some encounters, but still have a chance to succeed in the overall goal of keeping others safe.

Groups bring along their own complications. Among the biggest is that there are few places in the Empire where a large population can openly support a Force-using character. While a few may be trusted with this secret, the more who know the Protector is a Force user, the more likely it is that someone will tip off the Empire, even by accident. The Empire punishes anyone who aids Force users, putting the group in danger.

Helping groups can have long-term repercussions for the group and the Protector alike. The Protector's success or failure should dictate how this PC is regarded by the group and the threat. The results of a Protector's past actions might also be included in the Protector's starting backstory and provide a central motivating factor or theme the character can build on for the next adventure.

SORESU DEFENDER

The Soresu Defender is an expert at swordplay, highly skilled at self-defense and the protection of those nearby, usually by way of lightsaber maneuvers from Jedi Form III techniques. The Soresu Defender's focus on lightsaber combat can present a challenge to the GM, as it limits what the PC can do in encounters in which the party might be observed by Imperial or other anti-Jedi forces. The GM must bear this in mind when creating encounters and adventures for the Soresu Defender, and provide ways in which combat expertise can be used subtly. After all, a Soresu Defender's true weapon is the mind, and the GM should encourage creativity in tackling problems that can't be solved with a few swings of the lightsaber. A Soresu Defender might need to use clever tactics to isolate foes away from the prying eyes of the Empire, or end a battle before it even begins with keen swordmaster's insight.

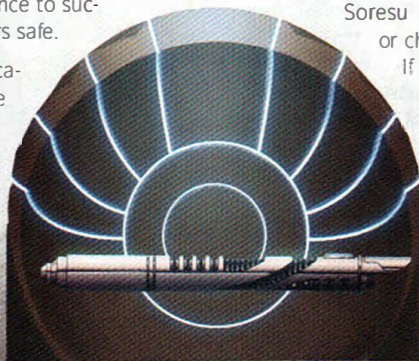
Of course, sometimes the Soresu Defender (and other lightsaber-wielders) should just be allowed to cut loose with their laser swords. As such, if the characters are operating in Imperial space, the GM should regularly stage encounters in isolated or unseen areas. This allows the Soresu Defender to fight without fear of discovery, except by the foes engaged in the battle. Such secrecy can be achieved through the use of concealed alleyways, rooms without security devices, encounters aboard starships in flight, or covert actions on the PC's part to disable local security systems before combat occurs.

Within the adventuring party, the Soresu Defender can play a similar role to that of the Protector, with an even greater focus on combat. Where the Protector might make sure that the group evades an ambush, the Soresu Defender usually leaps between the entire party and their attackers, acting as a lightsaber-wielding shield. The GM should give the Soresu Defender regular opportunities to display martial prowess.

LIGHTSABER QUEST

Obtaining a lightsaber is supremely important to Soresu Defenders—whether they are new PCs or characters taking on a new specialization.

If the GM intends to run a game in which lightsabers are difficult to obtain, the player should be made aware of that before selecting this specialization. Just because the character doesn't start with a lightsaber doesn't mean that the Soresu Defender is not a viable specialization, as long as the PC can obtain a suitable weapon early in the campaign, such as an ancient sword (see page 172 of the **FORCE AND DESTINY** Core Rulebook).



The GM should manage the player's expectations about available weapons from the start, so the player isn't unduly disappointed or frustrated in the early stages of the quest, and knows that it leading to something greater.

Searching out and gaining a lightsaber should be exciting and challenging, and a worthy reward for a difficult adventure. A quest for a kyber crystal should be an undertaking that is both physical and spiritual. The GM should also keep in mind ideas for ways that a character might go about repairing or replacing a damaged or lost lightsaber. The loss of a lightsaber will almost certainly cause the character to seek out a new one as soon as possible. The GM should plan for the possibility of such side-adventures in longer campaigns.

LIGHTSABER SPECIALIST

As a lightsaber specialist, the Soresu Defender is likely to attract the attention of other Force users and would-be Jedi as a source of lightsaber combat instruction. Even within the adventuring party, the Soresu Defender is likely to be one of the most proficient with the blade, and other PCs might ask the Soresu Defender for help or guidance with lightsaber combat skills. If this character does become an instructor for other PCs, the GM should remember to have the Soresu Defender learn from the act of teaching, as well. The GM could also use the idea of a student seeking out a teacher to set up adventures in which an NPC Force user might approach the Soresu Defender as part of a search for a swordmaster.

ARMORER

The Armorer is part technician, part fighter. Resourceful and resilient in equal measure, this character relies on reinforced personal armor to deflect hits and the guidance of the Force to craft, repair, and maintain weapons and equipment. This means that an Armorer can be very versatile, boosting the group's combat potential with crafting and battlefield skills.

An Armorer can easily fit into most adventuring parties thanks to the specialization's considerable technical skills. An individual Armorer might appear nothing more than a common mechanic or tech at first glance, and can use this to hide in plain sight. The character's expertise at armor crafting is useful for mercenary groups, security organizations, and even military research and design teams. The openness with which many societies allow people to wear armor gives the Armorer the ability to retain some of the best defenses in all settings, even those where it would be dangerous to reveal one's full abilities as a Force sensitive.

GROUP ARMORER

The inclusion of an Armorer in the party might lead other members of the group to consider their own gear more carefully, especially if the Armorer can help them fine-tune it. Force users are best suited to take full advantage of the enhancements an Armorer can imbue into armor. If the party opts to use armor, the care, upkeep, and maintenance of the gear should come into play more often than might occur in most campaigns. The Armorer should be allowed to tinker and propose upgrades throughout the campaign.

FRONT-LINE COMBATANT

The Armorer is a tough and potent combatant, with an ability to withstand attacks that makes this character extremely useful to any party. The Armorer's access to the Lightsaber skill and several related talents mean that a character with this specialization can not only take the hits, but also dish them out. For a small group—such as the typical party of PCs—an Armorer provides a significant boost to the PCs' combat potential. Such combat prowess requires experience, and that experience could be a source of drama and trouble should it come back to haunt an Armorer during an adventure. Past employers might not always be on the right side of the law or the will of the Force.

RESOURCEFUL

The Armorer's ability to patch machinery and technology together with few supplies or tools provides another avenue for adventures and background stories. If the PCs are operating in the Outer Rim or another remote area, the Armorer can keep their gear functioning even without the right parts or specialized tools. The GM can work this into the story, putting the Armorer into the position of being able to craft and repair items when others cannot, and to solve problems in creative ways.

WARDEN

Wardens are champions of justice, although their concepts of justice may not always align with local laws and beliefs. They willingly work alone and travel either to distant worlds or central systems as the need arises. As such, the party might encounter a Warden almost anywhere in the galaxy. Wardens may choose to travel or work with a group to achieve a given goal, but may need a good reason to stay once justice is served to their satisfaction.

UNREALIZED POTENTIAL

Since the Warden does not rely on lightsaber combat, it is possible for this character to maximize combat effectiveness in any arena or situation, including those in public venues where open use of a Lightsaber would endanger the party. In fact, it is possible to play the Warden as a character who is unaware of the power of the Force entirely, since the specialization usually wields this mystical, all-uniting energy field in subtle ways rather than flashy, overt ones. This opens new story and roleplaying opportunities for GMs and players.

A Warden who doesn't initially realize the power of the Force provides the player and GM with an opportunity for character development as the Warden comes to understand the potential and the dangers that go along with wielding the Force. Wardens who let their pursuit of justice deteriorate into a form of vengeance might be particularly tempted by whispers of the dark side. Warden characters who don't understand their connection to the Force could be shocked or skeptical to learn the truth when an Imperial Inquisitor, another Force-using PC, or an unrelated Force user reveals it for the first time.

PURSUIT OF JUSTICE

A Warden can provide the spark for a campaign or adventure focused on a long-term pursuit for an elusive or well-guarded foe. Even if such a chase is not the main objective of a larger campaign, it could still be a major personal goal for the Warden. The PC should get frequent opportunities to make incremental advances in the investigation or pursuit of their enemy, and the Warden's player should feel a sense of progress toward the target over the course of the campaign.

JUSTICE FOR ALL

A Warden's desire to stop wrongdoing can serve as a foil or point of drama within a party. Diligent Wardens might try to apply their ideas about justice to other PCs as the story develops. A Warden might serve as the party's moral compass, though it may not always point directly to the better nature of sentient species. Stubbornness or vengeance can blind some Wardens, leading them down a slippery slope toward the dark side, especially if the pursuit is going poorly or justice has been obstructed by oppression, bureaucracy, or corruption. If a Warden begins down this dark path, the other PCs might have to pull the vengeance-bound character back from the edge of compromising the ideals that very PC set out to protect. Of course, GMs should make sure that conflicts between characters are enjoyable for all players, and do not lead to friction that spills out of the game.

WARLEADER

Warleaders are adept at leading larger-scale actions, such as commanding units on a battlefield. While the typical party in **FORCE AND DESTINY** is rarely a squad of soldiers, such groups can still benefit greatly from the Warleader's leadership abilities. Warleader characters might be recruited by the party to provide planning and tactical advantages, especially when the party has no formal combat training. A Warleader is not automatically the party leader, though some Warleaders might assume that role when the fighting starts.

LOOKING TO LEAD

PCs with the Warleader specialization likely expect opportunities to use their leadership skills within the party and beyond. A Warleader is best suited to serve directly on the battlefield. This character can provide oversight from command centers, but shines brightest in the personal direction of allies in the thick of the action. A Warleader's leadership skills and strong resolve also make this character useful when the group becomes embroiled in political or corporate maneuvering, negotiations, or complex actions.

Some Warleaders are friendly and rely on charisma and charm. Some are rough and brusque, and might bully their underlings to fall in line. How the PCs and their allies respond to the Warleader's personality quirks can be a source of drama and tension. The PCs might find themselves defending or making excuses for a harsh Warleader to allies unfamiliar with the character. On the other hand, the Warleader might be more familiar than the rest of the group with a given region or culture. This character's foibles and quirks might be more familiar to the locals than to the rest of the party, creating dramatic tension between the two groups.

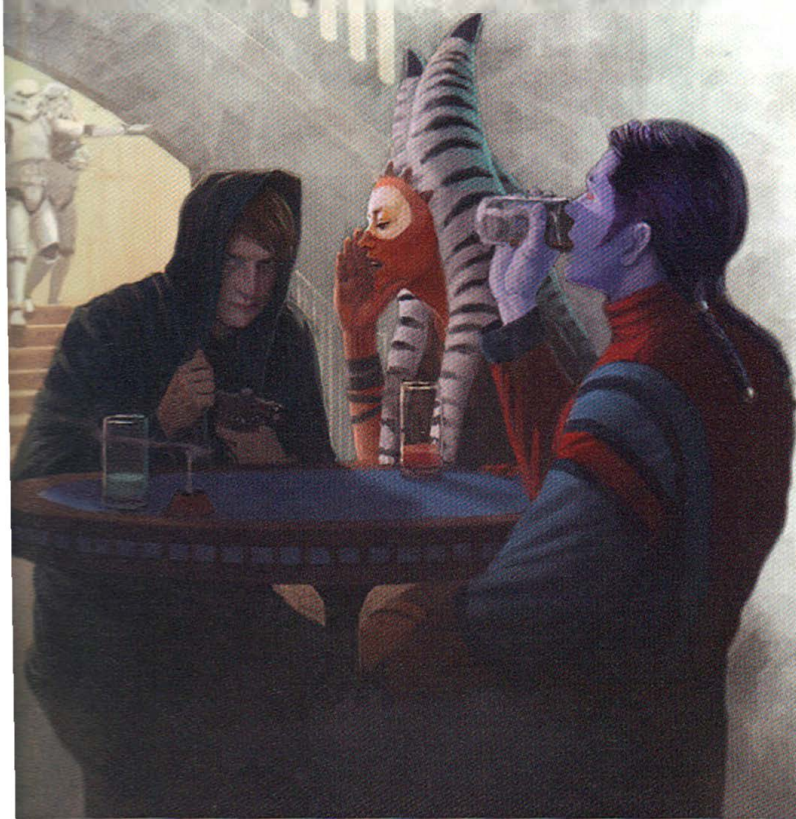
BATTLE TESTED

Warleaders usually either have formal military training and experience or gained their abilities by way of extraordinary circumstances and personal involvement in significant combat situations. Whatever the case, the transition from a character's previous life to the current situation is likely a transformative one that is significant to the character's background. Prior experience, combined with what caused the PC's shift to a new role, can go a long way toward establishing the Warleader's motivations and foreshadowing future decisions. Starting characters have likely had much more limited experience and fewer chances to practice their tactics. That isn't to say that these characters haven't been trained, but that they are continuing to learn on the job. Most organizations are highly political, so a character might also have been promoted despite being relatively inexperienced.

MILITARY CONFLICT

As one of the most militant Force-using specializations, a Warleader must often rely on aggressive tactics to ensure the group's survival. This also presents temptations to tap into the dark side to achieve immediate goals in the name of keeping allies safe on the battlefield. A Warleader engaged in an open war is likely to have to make decisions that result either in Conflict or in danger to allies' lives. In fact, a Warleader might have abandoned a military position in the hopes of leaving such impossible decisions in the past.

The character's willingness to take on Conflict points to win in combat could be a point of tension within the party. Other Force users might serve as mentors, trying to convince the Warleader to use less aggressive tactics and avoid actions fuelled by hate, especially when the Warleader calls upon the dark side to win. Alternatively, the Warleader might counsel peace whenever possible to comrades-in-arms, having already seen enough violence for a lifetime.



GUARDIAN ENCOUNTERS AND ADVENTURES

Regardless of their exact specialization, Guardians of all stripes excel in certain iconic encounters. By their nature, Guardians are defenders of those who cannot adequately protect themselves. The core of Guardian adventures and encounters is the opportunity to guard or defend someone or something against a dangerous foe.

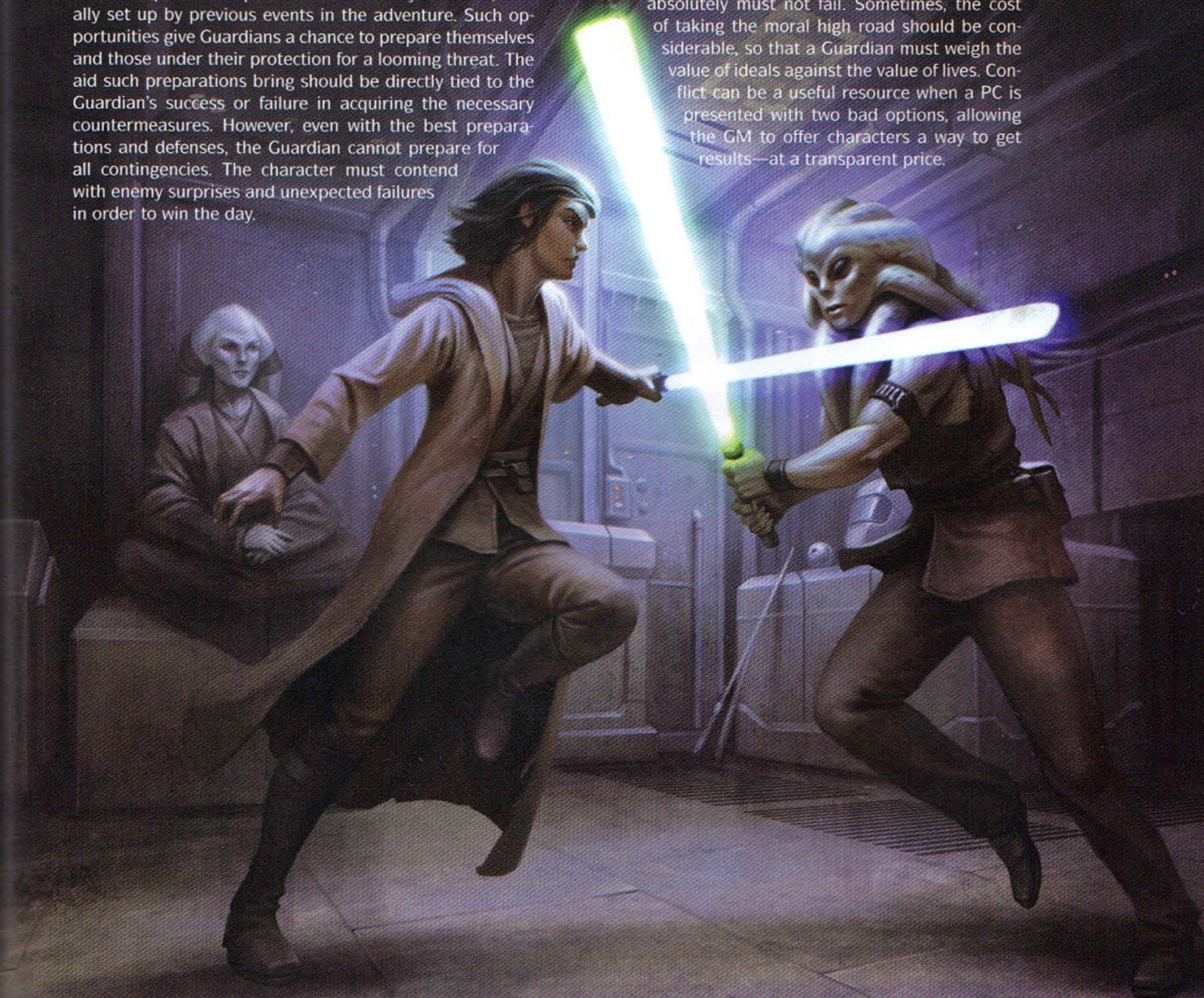
For a Guardian encounter to be more than just another fight, negotiation, or political battle, it must feature a higher-stakes conflict for which failure results in a tangible and negative change to the current situation. A life-or-death struggle is not the only dramatic option, nor even necessarily the best one. Failure could lead to imprisonment, exile, loss of crucial resources, conquest of lands, devastation of homes, theft of a Force-related artifact, destruction of a treasured starship, or another harsh but survivable setback.

Crucially, the Guardian must have the opportunity to prevent the worst from happening. The character needs to be in a position to provide the necessary defenses, usually set up by previous events in the adventure. Such opportunities give Guardians a chance to prepare themselves and those under their protection for a looming threat. The aid such preparations bring should be directly tied to the Guardian's success or failure in acquiring the necessary countermeasures. However, even with the best preparations and defenses, the Guardian cannot prepare for all contingencies. The character must contend with enemy surprises and unexpected failures in order to win the day.

CONFLICT AND MORALITY

At times, circumstances and high stakes should push a Guardian in ways that test the character's intended Morality. This is especially true when the character has very close ties or personal connections to the people or object that the party is protecting. The GM can build upon the PC's emotional weakness and sensitivities, staging the encounter so the Guardian is tempted to take actions the character might later regret. If a Guardian acts rashly in the face of catastrophe, the GM should inform the Guardian's player of the risks of doing so, which frequently include accruing Conflict.

Character emotions should run high when the group's plans falling apart, especially during high-stakes encounters. Desperate situations should push the characters even further, so they might choose a less savory option when they think their backs are against the wall or when they absolutely must not fail. Sometimes, the cost of taking the moral high road should be considerable, so that a Guardian must weigh the value of ideals against the value of lives. Conflict can be a useful resource when a PC is presented with two bad options, allowing the GM to offer characters a way to get results—at a transparent price.



ICONIC GUARDIAN STORIES

Characters who might be considered Guardians are prominently featured in many classic tales of adventure. Using one or more iconic storylines gives the players an opportunity to play through recognizable story archetypes as well as to introduce their own unique ideas and takes on familiar scenarios. The following sections discuss how to use some of these elements as starting points for Guardian encounters and adventures. Depending on the scope of the story, the GM might wish to use any one of these ideas for a single dramatic encounter or game session, but these concepts can also be fleshed out to form complete adventures and campaigns.

MASTERING A TECHNIQUE

Despite a Guardian's many strengths, no single character can be the best at everything. Throughout a Guardian's career, there will no doubt be situations where the character's experience or training is lacking in the areas needed to succeed. Players should not be overly surprised when their characters' abilities are not equal to a new task set before them at first—though this might come as quite a shock to the characters themselves, especially if they have won most battles so far. The dramatic revelation of a disparity in power or skill between two combatants is an excellent story beat for the middle of a narrative, but should rarely occur during the climax of a story arc. After all, the PCs need time to grow and develop their abilities to surpass those of their foes.

IMPORTANT STORY ELEMENTS

Countless stories center on the journey a character must undergo to master a new technique. The same arc can be used for a single encounter or for an entire campaign. It can be part of the archetypal **Hero's Journey** (see page 84), but also works as a stand-alone anecdote. The GM should consider the following important elements and narrative beats when constructing a story of this kind.

THE CHALLENGE

The character faces a threat and learns the hard way that it is genuine, often via a defeat at the hands of a more powerful foe or a failure to overcome a new situation. Currently, the character doesn't have the skill or sufficient expertise to overcome this challenge. There are concrete reasons as to why the specific character must be the one to stop the threat—necessity or pride can be a good explanation. This prevents the character from simply locating someone else who can overcome the challenge.

SOURCES OF KNOWLEDGE

After discovering the threat, the character must find a way to gain the necessary strength to overcome it—in this case, some technique or ability. The GM should have a solution in mind, but should also be willing to listen to the player's suggestions for where the PC might acquire the requisite knowledge. The character typically travels to a person who can impart the information or proper training.

Finding the teacher is not always the hard part, however. The character might have to prove personal worth, demonstrate unique abilities, or come up with another method to convince the mentor to help.

TRAINING

The character begins training. This could happen in a single encounter. However, if the training takes a significant amount of time, the GM might opt to use a series of encounters with days or weeks (and perhaps entire unrelated game sessions) in the interim. At least one of these should feature the Guardian having to use this new, untested ability. Partial success at using the technique can serve as an indicator of the PC's competence, while failure or shortcomings in the character's form might demonstrate the work the PC must still do to achieve true mastery. See **Learning As You Go** on page 74 for suggestions on handling this from a mechanical standpoint.

RENEWED URGENCY

After completing the training, the character must be spurred forth to meet the challenge head-on. This often includes a dramatic element: for instance, a mentor might reveal some dramatic truth that changes the character's perception of the coming encounter, or the character might discover a hidden cost of the recently acquired knowledge and power.

The character travels to the appointed place before time runs out. Depending on the travel time and difficulty between the training site and the final encounter location, the trip could include several encounters. With hyperspace travel and speedy vehicles, long distances are quickly and easily traversed when needed. If the task requires the elimination of a particular enemy, the character might have to battle or avoid the foe's allies and underlings along the way.

THE FINAL SHOWDOWN

The climactic encounter should be an epic, memorable one in which the character finally puts the training to the ultimate test. The GM should put a lot of thought and detail into the encounter, adversaries, location, and tactics. The environment should reflect the importance of the task at hand, and should influence or add to the difficulty of achieving the final goal.

Success or failure in the climactic conflict should produce a result that dramatically affects the characters for an extended period of time. The Player Characters should have a personal stake in the outcome, for good or for ill. Additionally, the GM might give rewards beyond the normally recommended XP at the end of the endeavor. For instance, the PC might receive a keepsake from the time spent training in the form of a weapon or equipment, to create a concrete story element that reminds the players of the PC's growth and development during future adventures.

ACTIVITIES FOR OTHER CHARACTERS

While this storyline focuses on a single Player Characters, the GM must keep in mind the other PCs and be aware

of their part in the story. It is okay for a character to take center stage for a time, as long as the other players understand that they will get opportunities to shine later in the story. While the other characters might be more or less directly engaged with the specifics of the training, their efforts should be critical in the character's success or failure in one way or another, and they should all feel that they have a stake in the outcome.

Further, the spotlight character should not be the focus of every single encounter during this part of the story. Other encounters most certainly can and should feature the other Player Characters, allowing them to step into the limelight for specific tasks that relate to their skills and storylines.

EXAMPLE: MASTERING A LIGHTSABER TECHNIQUE

In the days of the Jedi Order, lightsaber training started at a young age, which meant that students usually had years of practice before ever drawing a blade in a life-and-death battle. While some Guardian specializations gain Lightsaber as a career skill, others do not. In either case, mastering the lightsaber is the task of a lifetime, but learning enough to win a duel is something that a PC can reasonably expect to be able to achieve in a concrete span of time.

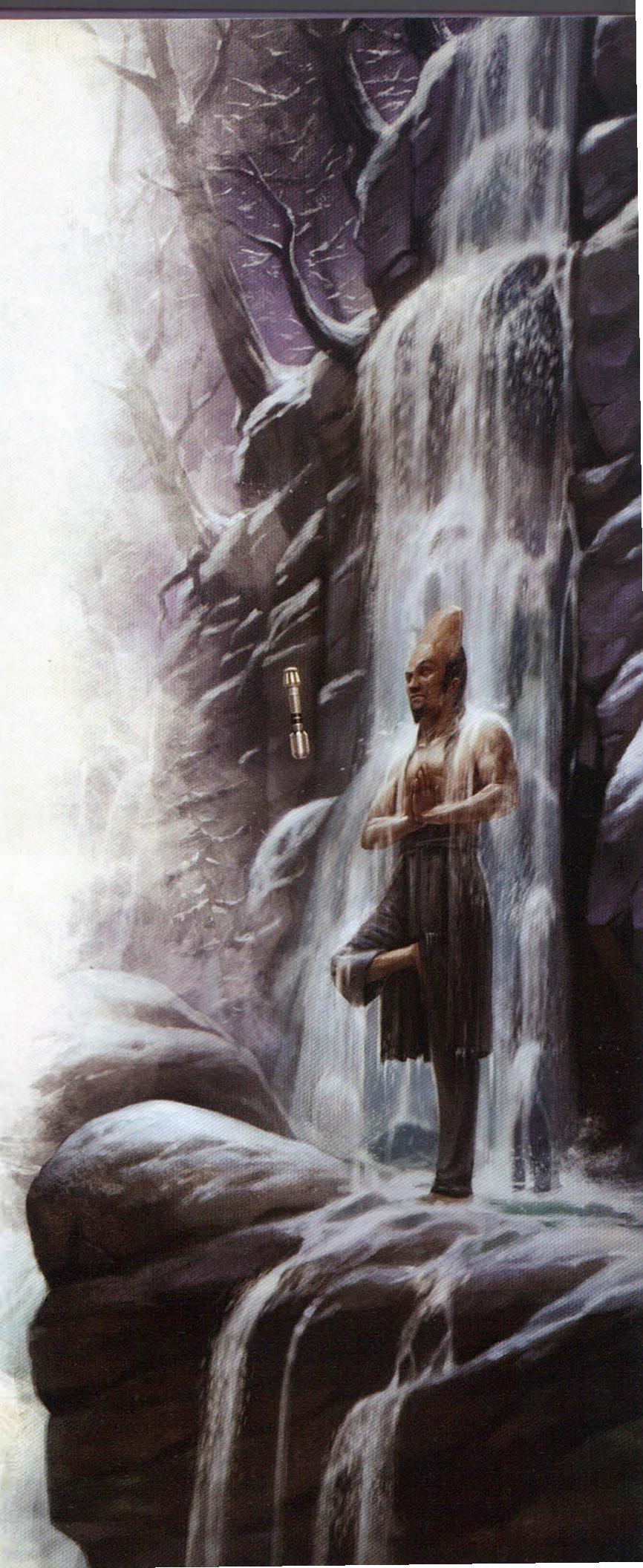
SINGLE ENCOUNTER

A Guardian is unlikely to master any technique over the course of a single encounter. However, the rules from **Learning As You Go** (see page 74) allow the use of a partially trained skill or talent, and the GM can employ these rules if it seems appropriate. When mastering the lightsaber, PCs who are trying to acquire a rank of the skill for the first time or add a lightsaber-related Force talent should have a number of encounters in which they must use their partial knowledge.

The GM should be ready with the bonuses and complications listed in **Learning As You Go** (see page 74), but should also look for opportunities to use the dice pool results to enhance the narrative. ☪ might represent a surge in the Force, enabling the PC to act on instinct alone. The PC might surprisingly block a deadly blaster shot with an unbelievably quick flourish. ☹ might mean that poor technique leaves the PC in a difficult situation, perhaps to the point that the opponent realizes the character's inexperience. The opponent might try to bait the PC into making more mistakes or might try to intimidate by criticizing the PC with criticism of the technique.

ADVENTURE

A character's need to learn to use or improve upon skill with the lightsaber is often lent urgency when the PC expects to battle another lightsaber-armed combatant in the near future. Alternatively, it might be that the PC has finally acquired a lightsaber after much searching. This adventure idea is meant for a PC acquiring ranks of the Lightsaber skill for the first time, but an experienced combatant could replace this task with acquiring one (or multiple) lightsaber-related talents. In fact, depending on the length of the adventure, a novice lightsaber student might move on to learning related talents after becoming proficient with the weapon (having achieved one or more ranks in the Lightsaber skill).



LEARNING AS YOU GO

Typically, when a player spends Experience Points, that player decide which skills and talents the character acquires, no matter the actions that the XP ostensibly came from. In the case of **Mastering a Technique**, the GM may opt to use the following rules to dictate how the PC spends XP during this storyline. Generally, the GM should offer this to the player as a thematic option rather than as an ultimatum.

Under this model, the GM can allow a player to pay a portion of the cost of a skill rank, talent, or Force power basic power or upgrade, even if the PC has insufficient XP to buy it fully. This represents the PC taking the first steps to gaining this ability, and can even occur mid-session, at the GM's discretion.











Depending on how long the GM wants it to take for the character to acquire the ability in full, the GM should either require that the player pay the deficit XP as soon as the PC has it available or restrict when the PC can purchase the ability in full based on certain narrative events. Especially for more esoteric or mystical abilities, the GM might rule that the PC must spend several sessions working toward competence before allowing the player to purchase the full ability. For the sake of simplicity, however, no PC should have more than one partially purchased ability at a time.

At the GM's discretion, the PC can use an incomplete ability despite not having fully mastered it, but doing so carries various risks. The GM ultimately decides what risks are appropriate for whatever element and stage of training the PC has achieved. This sidebar contains several suggestions for such risks.

First, the character is confronted with a challenge. This foe or obstacle surpasses the PC's current abilities. Perhaps the character is threatened by a lightsaber wielding foe in the first encounter or receives word that such a foe is searching for the PCs. Once sufficiently motivated, typically through a demonstration of power, the PC must figure out how to acquire the abilities needed to overcome this challenge.

In the context of an adventure, this framing encounter should come early on, and then the GM should intersperse reminders of the foe's existence throughout the rest of the story. The GM should also make sure that the PC understands the stakes at this point, and the consequences that failing to rise to the occasion could have.

Training could be as simple as having a lightsaber-wielding ally to teach the character the basics. If none can or will do so, seeking out a source of training could become the early focus. Though it is unlikely that the PC can find a holocron, the group might search out old Jedi texts or data chips with at least partial information that provides somewhere to start. The PC might learn techniques from a master of more mundane swords that nonetheless apply to combat with a lightsaber. The search for either sort of teacher could take a long time, or it could be a relatively quick process, depending on how important this arc is within the greater context of the narrative.

- When the character makes a skill check using a partially trained ability, the GM upgrade ones  to a . This ensures the possibility of a dramatic failure should the  be rolled.  represent difficulties caused by improper execution of the technique or incomplete knowledge.
- The PC must spend 1 Destiny Point to attempt to use the partially trained ability. This is considered the single allowed use of a Destiny Point for any associated checks.
- The PC gains double the Conflict from spending  and double the strain from spending  (or , for dark side Force users) when using a partially trained Force power.
- The PC suffers a 2 strain for failing the check, and 2 strain for each  on the check.
- The PC must spend a Destiny Point to commit , and spend one additional Destiny Point at the end of each round  is committed.

Note that for Force powers, these complications only come into play for the portion of the Force power the PC has partially purchased. For example, if the PC has partially purchased the basic power, these penalties are in effect. However, if the PC has the basic power and has partially purchased an upgrade, the penalty only applies when the PC tries to use the upgrade. The PC can use the basic power without extra risk.

The GM should continue crafting the adventure using the steps outlined in the first part of this section. Note that this activity could take place as a subplot in the midst of an adventure or campaign of a different focus. Several encounters should give the PC the chance to try out the new skill, with dramatic opportunities for success, failure, introspection, and progress. Additionally, sometime during the training, the PC should address the emotional side of matters, and why the character desires to become strong enough to defeat the foe in question. Conversations with the mentor or teammates could draw this out, as could an intermediate challenge.

After completing the training, the PC should get the opportunity to face off with the expected opponent. The opponent could wield a lightsaber, but the GM could also substitute other dangerous weapons that cause unique complications for the PC, such as a cortosis-infused blade, a force pike, or even a Sith shield (see page 45). The PC should get the chance to square off in single combat against this foe. At this point, the PC should have been able to fully purchase the ability in question, and thus should not be subject to the suggested rules described in **Learning As You Go**, above. It should be a very challenging encounter for the PC, and it should both demonstrate the need for the character's hard work and also reward it.

MONSTER SLAYING

There are innumerable monsters in the galaxy, from violent, hulking beasts to vile individuals who hold and wield power to the detriment of others. Monster slaying is central to the Guardian's reason for being. Guardians expect to defend others against the worst the galaxy has to offer.

"Monster slaying" is a convenient term for defeating a known foe, preventing a looming disaster, or otherwise eliminating an imminent threat, even if it is not an actual creature. Monster slaying comes down to defending citizens by killing the creature, eliminating the evildoer, or saving people from an environmental catastrophe. Sometimes the monster is real, and sometimes it is a useful metaphor for a similar threat.

The story archetype presented here used here focuses on an encounter with a single, powerful foe. It is essential that whatever the threat is, its destruction, defeat, or death eliminates it completely. If the enemy has minions, these lesser foes immediately flee upon the primary threat's defeat. For guidance on combats with armies of meaningful foes, see **Impossible Odds** on page 78.

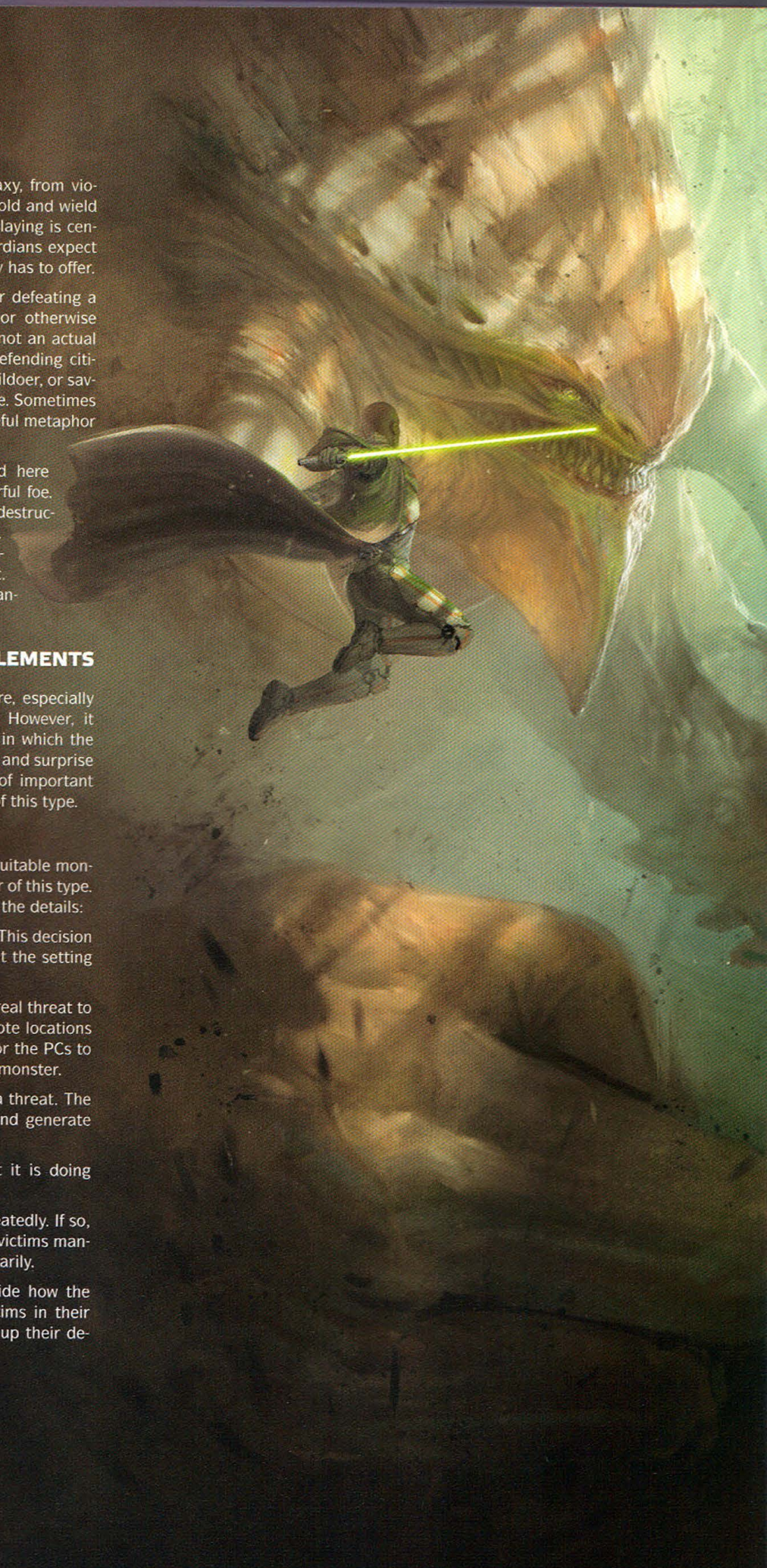
IMPORTANT STORY ELEMENTS

Monster slaying can be a complete adventure, especially when significant preparations are required. However, it can also be as simple as a single encounter in which the Player Characters happen upon an immediate and surprise threat. The GM should consider a number of important narrative elements when structuring a story of this type.

MONSTER AND ENVIRONMENT

The GM should make sure to choose both a suitable monster and a memorable setting for an encounter of this type. The following steps can help a GM determine the details:

- Select the creature or monstrous threat. This decision informs all others, including details about the setting and location.
- Select a location where the monster is a real threat to a group, settlement, town, or ship. Remote locations often work best, making it more viable for the PCs to be the only realistic option to defeat the monster.
- Decide how long the monster has been a threat. The monster should have time to settle in and generate fear within the group or populace.
- Decide where the monster is and what it is doing when not attacking the victims.
- Decide whether the monster attacks repeatedly. If so, establish why it is successful, or how the victims manage to drive it away or appease it temporarily.
- If the monster hasn't attacked yet, decide how the looming threat affects the potential victims in their daily lives. They might live in fear, build up their defenses, or find their commerce disrupted.



- Decide how the PCs learn of the crisis. Do the victims call for help? Do they hire the PCs? Do the PCs tackle the problem because of an altruistic Guardian's nature? Do the PCs learn about the monster incidentally?
- Once the PCs are aware of the situation, how long do they think they have before the next attack? What drives the monster to attack, and how does that establish the time between attacks?
- How can the monster be defeated? It is best if there are several possibilities, because the PCs are likely to come up with an unexpected or unorthodox plan of attack.
- What happens when the monster is gone?
- What happens if the monster wins?
- What rewards beyond XP are appropriate for the PCs?

MEANINGFUL OUTCOMES

It is important to have meaningful outcomes for monster slaying, whether the characters are gloriously successful or vanquished decisively. If the PCs are going to go out of their way to protect someone or something, they must feel the cause is worth risking their lives. They should know going in, or learn along the way, the benefits of victory and the consequences of defeat. The outcome of the struggle should be meaningful to the PCs as well as to those they are protecting.

EXAMPLE: SLAYER OF DRAGONS

The traditional battle between the warrior hero and a powerful and dangerous beast is a strong and dramatic adventure archetype. In *Star Wars*, any large and menacing creature can serve as a monstrous opponent, from a massive krayt dragon to a savage acklay, a ravenous rancor, a vicious terentatek, or even a towering, building-sized Zillo Beast. In this encounter and adventure outline, the PCs' assumed foe is a legendary krayt dragon; after all, the image of a noble champion squaring off against a ferocious dragon is an extremely iconic one in mythology. However, the GM can substitute any other appropriate creature (such as the acklay on page 414 of the **Force and Destiny** Core Rulebook) based on the location of the conflict, the PCs' experience level, and the GM's preference. The GM could even create an entirely new monster, to maintain an air of mystery around the creature menacing the PCs!

Selecting the monster also helps establish the likely location and other elements of the scene. Most creatures have a native habitat where the PCs are most likely to encounter them. Thanks to interstellar shipping and smuggling by powerful and shady characters, however, it isn't too difficult for a GM to come up with plausible reasons that a given creature could unexpectedly appear outside its native habitat.

On worlds with dangerous megafauna, most inhabitants have enough sense to stay away from these creatures' territories, and even large creatures rarely endanger larger communities. However, isolated farms, small villages, nomad camps, and other outposts occasionally must contend with one or more creatures that live in nearby. Slaying or driving away one of these beasts is never a simple task.

SINGLE ENCOUNTER

If the GM uses the krayt dragon or other monster for a single encounter, its arrival can completely surprise the PCs. The creature becomes an immediate and deadly threat that cannot be avoided or ignored without serious consequences. To qualify as a monster-slaying encounter, instead of merely being a skirmish with a large beast, the stakes must be sufficiently high. When the predator shows up, there must be numerous lives at risk. The Guardian's party must have someone to protect, so threatening only the PCs is not usually enough. If the PCs are actively seeking out the beast, they must at least know about it ahead of time, which requires additional scenes, as described under the **Adventure** setup on page 77.

While visiting a canyon village, the PCs must deal with the unexpected appearance of a large krayt dragon that suddenly emerges from around a canyon bend. The massive predator is chasing a small group of scavengers, who are running for their lives and just barely keeping ahead of it. As they enter the crowded market area of the village, the runners and dragon crash through open-air produce stands, canopies, parked speeders, and anything else in the way. It is not immediately apparent how the scavengers angered the dragon, or why the creature was so close to the village.

The battle takes place in a small village built partially into the steep walls of a winding, labyrinth-like canyon. Caves along the walls serve as dwellings and places of business. Some have attached huts, garages, and similar structures. A series of platforms and precarious bridges provides a variety of points for the PCs to use creatively. An outdoor market of about thirty vendors lines the canyon at one end of the village. The canyon turns and branches off not far from the market. Most of the inhabitants are human, though there is an assortment of other species, including Rodians, Duros, Zabrak, and the occasional Jawa.

The PCs might be passing through, stopping to get supplies, taking a detour to repair a speeder, seeking healing, or meeting someone. Whatever the reason, they should be at the market when the creature arrives. The feral but devilishly cunning predator is intent on chasing down the scavengers, who try to hide or run through the market. However, when it becomes apparent that the PCs pose the biggest threat, the dragon shifts its focus to them. When its wounds exceed half of its wound threshold or suffers a Critical Injury, the beast makes a hasty retreat. If it escapes the market, returns the direction it from which it arrived.

If the creature is killed, the shopkeepers demand to know what the scavengers did to provoke the attack. Either group might request that the PCs' help determining the cause. If the PCs damaged sales stands, market stalls, or expensive wares while fighting the beast, some irate traders might demand they help or else pay for the damage.

The scavengers claim they were searching some nearby caves for a rumored old smuggler's hideout. They didn't know the creature was even in the area, and neither did anyone else. The beast surprised them in the cave and pursued them to the village. If the GM prefers, an alternate explanation is that they were attempting to steal krayt dragon eggs, which can be lucrative on the black market.

If the creature gets away and the PCs don't pursue it, or if they lose it during the chase, the dragon becomes a regular regional problem. The beast menaces travelers, farmers, and other isolated individuals. It doesn't come back to town without great cause, and moves to other caves as needed, so finding it again could turn into a search expedition.

ADVENTURE

A more traditional "knight versus dragon" adventure could feature the krayt dragon as a menace that has preyed on the local populace for too long. The PCs would most likely be hired by the locals, though they could certainly have a personal reason to hunt down the dragon. Krayt dragons won't purposefully kidnap anyone like the dragons of mythology, though people could become trapped in their lairs for other reasons, or they might have lost access to important treasures that were hidden there when the beast moved in.

Once the PCs have reason to participate, they must investigate the situation. They need to discover what area the dragon seems to roam, when and where was the last attack, and what have the local inhabitants learned already. The investigation is a primary interactive roleplaying experience, giving the PCs the opportunity to talk with a variety of the local characters. The local personalities should shine through during this time. Some are simply fearful of the krayt dragon, while others burn for revenge after losing a loved one or suffering a grievous injury.

The PCs might hire a local guide to take them to previous attack locations. The guide can speed up the search process tremendously. If they forego the guide, the PCs might encounter more environmental hazards (sun, sandstorms, or wind), or accidentally enter Tusken Raider territory, provoking an attack. There are far more dangers in the desert than just dragons.

Once the PCs find the dragon (or its lair), they must devise a plan of attack. They should get the opportunity to survey the area and prepare an ambush or assault. The battle should

be in a suitably dramatic location. Perhaps the creature's lair is a cave far up in the wall of a bluff, and it climbs the rock face for access. The lair might alternatively be in the base of a towering stone formation that causes the wind to whip through the area at great speed. The constant gale doesn't bother the krayt dragon, but the PCs find that the blowing sand makes fighting much more challenging. Some other striking locales for the nest include the central courtyard of an abandoned moisture farm, the hollowed-out wreck of a sandcrawler, or the cargo bay of a crashed starship.

Unexpected developments should raise the tension. Instead of one creature, the PCs may find a lair full of them, forcing the PCs to retreat and work out a new plan. They could discover that a starship crashed very recently, and find the monster trying to rip it apart to get to people still inside. When fighting the beast, the PCs may get surprise reinforcements in the form of a squad or two of sandtroopers. However, if the PCs are openly using Force powers or lightsabers, the troopers fire on them in addition to shooting at the dragon. For a possibly less lethal encounter for the PCs, mercenaries or smugglers might arrive instead of the sandtroopers. This gives the PCs at least a chance to get away or avoid Imperial attention, though they might have to buy off the witnesses to avoid future Imperial scrutiny.

After the battle, the PCs should get a chance to see the results of their handiwork. They should be rewarded with gratitude from those who they saved from the krayt dragon menace. They likely receive material rewards for their success, as well, such as medical care, parts, repair services, and some credits. The body of the creature might also be valuable, if the PCs can harvest any of it.

If the PCs fail, the threat remains. The PCs might plan a second attack with reinforcements or larger weapons. In the meantime, the creature more attacks before the PCs are ready to try again, forcing them to decide between rushing in unprepared and letting it cause more harm.

THE REAL MONSTERS: SENTIENT BEINGS

Few who discover their Force abilities also have the knowledge or means to navigate the dangers of the dark side. With the Jedi long gone, more Force users are on their own now than for the past millennia, and not all can find their way to balance within. The dark side can drive beings of any species into a murderous fury, turning them into veritable monsters themselves.

Since all that is needed is a suitable fallen Force user, this encounter or adventure type can occur in most any environment the GM likes. Of course, it is one thing to battle a frenzied dark side killer on the city streets with many escape routes, and quite another if the PCs are trapped on board a starship with nowhere to go.

The dark side berserker is not just a fallen Force user. He is the embodiment of the terrors of the dark side that lurk in all Force sensitives. There is no reasoning with him, for this figure follows the path of death and destruction that the dark side sets before him. He has discovered a few Force powers that he can use devastatingly well. Killing doesn't concern him. He is

a frightful creature, and he carries the mark of the dark side, whether within or without. His actions are unpredictable, and his goals transient.

The dark side berserker serves as a narrative device to warn the PCs as to the dangers of the dark side. The PCs should make fear checks when this character first appears and upon any atrocity the character commits. They may see the raw and dreadful power the dark side provides, but also its devastating effects on the individual and everyone around him. The dark side berserker provides the GM with one way to introduce a dark side force user that is unconnected to the Empire or anybody else into the storyline.

Alternatively, the dark side berserker also provides the PCs with a chance to guide someone on a path of redemption. Perhaps this person isn't completely incoherent and responds to offers of help. It would take a long campaign, but this character's moral strides and relapses could be the basis of a very interesting story for the GM and PCs alike.

IMPOSSIBLE ODDS

The struggle for survival (let alone victory) against an overwhelming number of enemies or a catastrophic natural disaster is a regular theme for Guardian stories. Among the most common is the idea of the last stand, where a small group of defenders holds a fortified position against a significantly superior force. However, combat is only one way of beating the odds. Violent and dangerous natural disasters provide a variety of desperate situations—evacuating a town threatened by an erupting volcano can be equally challenging but requires a very different skill set and tactical approach.

While there can be insurmountable challenges when facing epic individual monsters, the feel of the encounter for the players can be very different when they are facing multiple foes and wide-ranging effects. An encounter that highlight overwhelming odds should put the PCs on the defensive, keeping them there until they overcome the danger or it destroys them. Even if the PCs go on the attack in a bid to overcome the odds, in the grand scheme of things they are ultimately defending someone or something that will suffer greatly should they lose.

IMPORTANT STORY ELEMENTS

Impossible Odds encounters and adventures are by definition extremely dangerous. Death, for one side or another, is the most probable outcome, though those defeated might be imprisoned or suffer some other terrible fate or permanent injury. In any case, the GM should not introduce a true last stand unless the party and the GM alike are prepared to risk losing all of the characters in a single encounter or adventure. The GM should make sure to set up and consider a number of important elements in advance, to make sure that the PCs are invested in the battle and know the potential consequences of fighting.

SETTING THE STAKES

Critically high-stakes events create tension as well as opportunities for highly dramatic scenes. Even if the PCs do not argue among themselves, the GM can and should provide antagonists among those the PCs are trying to defend. These characters should question the PCs' ideas, have varying levels of faith in the PCs' abilities to succeed, and berate the PCs when things go poorly, especially if the PCs' idea led to the setback. Some of these characters might actually act against the PCs. It is usually best when the antagonists are clearly acting in their own interest of self-preservation or take matters into their own hands by personally protecting the potential victims that they most care about. Some might panic and act rashly out of fear, forcing the PCs to make hard choices about who they can save and who they must let go.

NO ESCAPE

For an authentic desperate last stand, beating the odds is the only way to survive. The encounter must be set up to place the characters into a situation in which the only means of escape or victory comes through facing the numerically or martially superior enemy head-on. There is only one way out. For example, the characters are surrounded and must defeat all the attackers, or at least enough to clear a path. In a natural disaster scenario, the only way to escape the island volcano is to get to the starship parked on the beach. The only way out of a quarantine before the plague infects everyone inside might be to discover and create the antidote before time runs out.



"MUCH FEAR, I SENSE IN YOU"

Impossible Odds encounters and adventures are primed for recurring use of fear checks. Different characters can have very different reactions to making a last stand. Knowing a large force is coming and actually seeing it are two different things. No matter how brave the characters might want to be, sometimes their bodies or unconscious minds simply don't cooperate. Either of these might give out at the most critical moments, and while the characters might refrain from fleeing, their skill checks can suffer greatly.

In most circumstances, there is no need for NPCs to make environmental fear checks; the GM can simply narrate their terror. However, if the PCs have close allies working with them, the GM can certainly roll fear checks for those allies (or let the players make the

rolls). This gives the PCs the opportunity to extend personal abilities and countermeasures against fear to their most important compatriots. As with the PCs, NPCs have differing reactions that could alter the outcome of the scene, or at least the next few rounds.

It is up to the GM when to call for fear checks, and what their severity should be. Typically, the GM should save the hardest checks for the final encounters, for which the stakes are highest. The PCs might gain bonuses to such checks if they have already endured earlier effects or have learned what to expect, but the difficulty of the checks should remain as planned. In addition, as circumstances change during critical encounters, surprising events can and should cause new fear checks to reflect the worsening situation.

ONLY BAD OPTIONS

If the GM wants to give the PCs a dramatic choice, one good option is to provide an escape route by which they can survive but cannot actually win or save the people or things they sought to protect. Thus, taking advantage of such an escape should not go without consequences. In addition to suffering Conflict for letting others die for them, the PCs might find their reputation tarnished. They might be loathed by relatives of the lost, or hunted down by a few unfortunate survivors bent on revenge. Even the enemies they avoided might use their actions against them, calling them cowards and worse as they banter with the PCs when they next meet.

Escape without victory is best used when the GM surprises the players with a do-or-die situation. That way, the players can choose to risk their characters or save their skins. The reward for self-sacrifice should be great, while penalties for avoiding it likely cause immediate harm to the PCs' current goals, as well as long-term effects as discussed above.

CONDITIONS OF SUCCESS

In the most desperate last stands, success is narrowly defined to the point there is only one true way to win an escape. For example, no one escapes a surrounded fort without utterly defeating the attackers. More often, there are different levels of success that lead to partial victories. The GM can scatter opportunities for partial victories in the encounters leading up to the final scenes. For example, instead of everyone using a single ship to escape from a volcanic island, there should be enough ships to enable some to escape early, but no single ship with sufficient room to carry everybody. Eventually, someone still has to make a run for the last ship just as the volcano explodes and destroys the island, but everyone's survival doesn't ride on one final success.

SURPRISE DEVELOPMENTS

As the story builds to the final climactic encounter, the GM should spring new events and information on the PCs that ratchet up the obstacles to ultimate success. Essentially, each new event or revelation puts pressure on the PCs. It might alter their plans, negate preparations, increase fear, or cause despair in those they are defending. Whenever

the GM blocks or sets back the PCs' efforts, the GM should take care to avoid negating too much, so as not to frustrate players and make them think they wasted their time playing when setting up an elaborate scheme. Negating a small portion of their efforts or slowing them down is usually enough to illustrate the difficult situation they are in. Sometimes it is best to give the players the opportunity to solve the resulting problem in a different way than the original, so as to avoid repeating the exact same actions, scenes, or skill checks.

Not all surprise developments have to be negative. If the players are clever or frustrated beyond the point of having fun, the GM can certainly reveal items or information that gives the PCs hope. The players can use Destiny Points to gather the right equipment and improve their situation as normal. Generally speaking, the GM should allow this sort of player request when accompanied by Destiny Point usage. This mechanic should not provide an automatic way to save themselves, but could improve the PCs' chances. If the item the PCs request seems to tip the balance a little too far in their favor, but the GM wants to allow it due to their cleverness or in the name of fun, the GM could stop spending dark side Destiny Points quite so regularly as usual for the duration of the encounter, to create a sense of mounting desperation.

A LAST HOPE

Sometimes, the GM might want to just put a big scare into the players. The GM sets up what seems to be an Impossible Odds encounter as normal, but then provides a last-gasp rescue or escape route for the PCs and the people they are trying to protect. The PCs might suffer losses or even a humbling defeat, but they are able to escape without compromising their ideals (or dying to uphold them).

This last stand fake-out usually only works once in a given narrative arc. If used more often, the players might become jaded to risks, plunging their PCs into last stands without the fear of losing them, and thereby defeating the dramatic purpose of the Impossible Odds scenario.

Last-minute respites could come in many different forms and should be adapted to the specific encounter. Military reinforcements could arrive just as the PCs are finally defeated. If the GM wants to include the drama of apparent PC

deaths, they might awaken in bacta tanks after being found and revived by rescuers who intervened in the nick of time. Alternatively, the PCs could find themselves locked in the adversary's prison or medical center, or stunned and captured at the last minute.

SETTING THE DIFFICULTY

Impossible Odds encounters should be much more difficult than the average encounter in order to underscore the feel of the uphill battle to overcome powerful opposition. The skill checks that apply to the most critical events should be the hardest to resolve. The PCs are fighting the toughest combatants, climbing a sheer cliff face out of a flooding canyon, and so on. However, not every single skill check in the encounter or adventure needs to be as hard as the most crucial ones are. In fact, the PCs might make more minor checks while preparing for the final encounter in order to add bonuses to their later checks thanks having procured the right equipment, made clever plans, and so forth.

EXAMPLE: DISCOVERED BY THE EMPIRE

The PCs learn that the Empire has discovered an enclave of 200 Wookiee refugees who escaped an Imperial work camp several years ago. The PCs are the only ones who can reach the secret deep forest village in time to warn them before the Empire arrives in force, and even then there is barely enough time to do so. The Empire attacks with an overwhelming number of stormtroopers and Imperial Army troopers. Even if the Wookiees escape, they're bound to be pursued by scout troopers on bikes and TIE fighters.

SINGLE ENCOUNTER

For a single encounter of this sort, surprise and speed are key elements. The PCs should already be in the Wookiee enclave, perhaps delivering goods, trading, or providing medical care. The village is in an extremely dense section of forest that hides their huts from view and prevents large ships and vehicles from landing. Suddenly, Imperial assault shuttles zoom overhead, aiming for a clearing several kilometers away. It should be clear that stormtroopers are coming. The PCs have only five minutes to make plans before the first scout troopers reach the village on speeder bikes. The Wookiees have planned escape routes, but must flee with only what they can carry while running. They have a few old landspeeders that can fit through the trees, but they are no match for speeder bikes and don't have enough room to carry everyone.

The PCs can escape on their own, but if they do, the Wookiees are all captured or killed. This fact should be abundantly clear to the PCs at the time, and thus they should suffer Conflict for choosing to abandon their allies in a time of greatest need. If they choose to leave the Wookiees anyway, those captured eventually get the word out that the PCs left them behind when the Imperials attacked.

If the PCs hold the line, they buy the time needed for some Wookiees to escape, but many do not, and the PCs probably do not, either. Alternatively, the PCs might come up with a crazy plan, such as commandeering some Imperial gear and faking an order to return to base, or something else that buys time. Even if they succeed, the enclave must be abandoned.

FULL ADVENTURE

Sometime before the adventure, the PCs visit the Wookiee enclave. This visit might have played out in previous adventures or established by the narrative. When in a town on the same world, an information broker lets the PCs know that the Imperials have discovered the enclave and a major attack is imminent. The PCs are the only ones around who know exactly where the enclave is, and it is up to them to warn the Wookiees. The PCs must race there, as the Wookiees don't use comlinks for fear of discovery.

The PCs arrive fifteen minutes before the attack. They must convince the Wookiees that the threat is real. They can rally the Wookiee defenders while others load up the old speeders to escape. The rest try to walk out using unmarked paths through the forest. The PCs must decide how to help.

Just as their plans are put into action, the Imperials arrive. Assault shuttles land in nearby clearings, and scout troopers are deployed. They find and blast the PCs' starship or vehicle, trapping the PCs to face the same fate as the Wookiees, and increasing stakes and stress. The defenders are soon overwhelmed. The PCs might be captured (if not killed) if they don't escape. Those fleeing the village are chased relentlessly by troopers on speeder bikes. The PCs might survive, but only at great cost to the Wookiees, and to themselves.

ARMING THE TOWNSFOLK

With invaders at the gates, everyone take part in the defense. When widespread threats to a populace are beyond the Player Characters' powers or numbers, it is time to arm the townsfolk. This usually means the Player Characters are outnumbered and outgunned to the point that there is no single weakness or solution they can use to defeat the enemy beforehand. Even Player Characters cannot be everywhere at once.

THE INQUISITOR'S TRAP

The GM can raise the stakes by placing an Imperial Inquisitor in charge of the attack. The Inquisitor knows something about the PCs' Force abilities and has set a trap he knows they can't refuse by attacking the Wookiee enclave. The PCs might detect his presence in the Force before he appears on the battlefield. The Inquisitor and a special cadre of stormtroopers focus on the PCs. This character is very dangerous and likely to injure or kill the PCs. The Inquisitor would like to capture at least one for questioning, but won't hesitate to destroy them. If they escape, they'll continue to be hunted, unless they slay the Inquisitor, which is a tall order. See page 419 of the *FORCE AND DESTINY* Core Rulebook for guidance on constructing an Imperial Inquisitor.

Arming the townsfolk is a classic trope of heroic fiction, and consists of scenarios in which everyday citizens must fight for themselves and their homes. Fleeing or escaping is usually not possible, or the alternative is so bad that the characters prefer to fight for their lives instead of living with whatever end an escape might provide. It is a plan of last resort, for few settlements are filled with experienced combatants, but do contain some of their people's greatest treasures—family, friends, businesses, and homes. Usually, the townsfolk are the defenders, but they might seize the initiative as the battle progresses and their newly acquired confidence and skills have a chance to shine.

Adventures about empowering the downtrodden to fight for themselves can share some of the same features as Impossible Odds encounters. While both often feature a large attacking force against a seemingly lesser defender, the odds of survival are usually better when the PCs are backed up by a small army. It is perfectly possible to combine the two, should the Game Master want to create an epic challenge. Adventures centered around helping others to help themselves almost always provide allies for the PCs, while heroic last stands are often made without external aid.

IMPORTANT STORY ELEMENTS

The three main elements needed to plan an adventure of this sort are location, who are the townsfolk, and who is the threat. Answering these three questions usually provides the reason for the attack, but the GM can also develop that separately. The location, the people, or the threat can serve as a starting point when the GM sets out to craft the scenario. The GM might already have one or more good candidates to fill these roles in an ongoing campaign.

THE LOCATION

Location is the primary reason why the townsfolk need to be armed. Whatever the setting, resorting to getting non-combatants ready for a fight means that neither the PCs nor those they protect have allies who can intervene to save the day. The simplest reason for this is physical isolation. Settlements that are on distant worlds or in remote areas of inhabited planets are difficult for reinforcements to reach in a timely manner. The settlement may be so remote that there are no local allies, though hyperdrives expand the idea of what is local to include distant systems, in some cases. A starship or space station can serve the same function as an isolated settlement.

There are also other kinds of isolation that a GM can use to set the adventure or encounter in or near a relatively civilized area. Settlements might be shunned by their neighbors, who are unwilling to help even if they are able. For example, one of the lower levels of Coruscant or Nar Shaddaa can seem as distant from allies or legal authorities as the most remote planet, since the authorities are often unwilling to become involved. Areas may have physical hazards perceived to be so dangerous that allies refuse to approach. Active volcanos, radiation, and unbreathable atmosphere are examples of such hazards. Fear can also keep help away; potential reinforcements might fear an ongoing virulent disease outbreak, retribution from the Empire, or angering a powerful syndicate.

Once the general location is known, the GM needs a detailed description or, ideally, a map of the specific area the townsfolk must defend or attack. While arming the townsfolk could happen at the spur of the moment, it is more common for the townsfolk to have time to prepare for a specific threat. A map helps the players envision the area, arrange the defenders, and understand exactly where the threat is coming from when the time arrives. The GM should also consider smaller area maps if encounter will take place across multiple specific locations.

The location should be interesting, if not exotic. It should feature unique and interesting locations for the characters to fight. A battle could occur on the city streets, but those streets should have an element of interest—they might be lined with arcades, or have large features like monumental fountains or series of holoprojectors. There could be canals or crevasses with bridges critical to defending the town. Some may have physical town walls or shield generators. The GM should utilize and highlight the local environment wherever possible to reinforce a sense of place. For example, Tatooine has brutal sunlight, clogging sand, and blistering hot sand and rocky surfaces.

The location also needs a good reason for the enemy to attack (or defend). It must hold some value not available elsewhere, or at least locally. This value could be the settlement itself for strategic military or economic reasons. Alternatively, the thing in the value in the village could be an important person or group within the settlement, or it could be something the settlement produces or guards.



THE TOWNSFOLK

The townsfolk may be of any species and group that is logical to the location and situation. If the GM has a particular species or story in mind, the townsfolk can serve as a starting point, and the GM can let their identity dictate location and possibly the enemy. The townsfolk usually number from a few dozen to a few hundred, and occasionally several thousand or more. If the population gets too large, the settlement is less likely to be isolated, and more likely to be able to call upon help beyond the PCs' aid.

Individual townsfolk should have a wide range of personalities, but they typically share a number of common bonds that are sufficient to keep the majority together under times of stress. At the very least, they live and work in the same location, and are therefore dependent on each other. Other bonds include political, economic, corporate, and species. In remote locations, the simple act of survival in a harsh environment might be sufficient to keep them on the same side.

If the GM wants to add drama to the scenario, the townsfolk might be divided into factions. Each of these factions should have its own goals. The GM should work out in advance how much of an obstacle this division is to townsfolk cooperating with the PCs and amongst themselves. In some cases, one or more factions might even side with the enemy.

The GM should establish how the settlement is run and defended. Is there a town government and local law enforcement of some kind? Is it a corporate town, with an administrator and corporate security? Is there a powerful individual who rules by default? Whatever the answers, the GM should create the major players—town leaders, security chiefs, economic leaders, faction bosses, and other personalities. The GM should also determine these characters' resolve. What are the NPCs willing to risk in defending the settlement?

The PCs' interactions with various personalities amongst the townsfolk are great roleplaying possibilities for characters with social skills, and the GM should make sure that such characters get a chance to shine here. Eventually, the PCs probably need most of the townsfolk on their side, but the adventure may require the PCs to earn the town's trust first. Negotiating with certain individuals or convincing factions to go along with the PCs' plan can (and should) be major points in the adventure.

THE ENEMY

First and foremost, the enemy must be a group or individual that the townsfolk fear, but are (eventually) willing to fight against. The enemy must be powerful enough to carry out its threats against the settlement. If sufficiently potent, the hostile forces do not have to outnumber the townsfolk.

The enemy requires a reason to attack the townsfolk, and that reason should usually be transparent enough that the PCs and townsfolk alike see it coming in advance. To keep the adventure moving, the PCs should be able to get a decent estimate of the time before the coming attack, either because their foes declared them or because there are clear signs. Because of the stakes involved, the GM might not want to have the attackers attempt to actually wipe out the town; instead, the GM could have a small raiding party engage the PCs in a skirmish. If the PCs are defeated, they do not lose the ongoing conflict—perhaps they fail in an objective, are captured, or narrowly escape to fight again.

The enemy force needs a leader and underlings with whom the PCs can fight, negotiate, and banter (ideally in a witty fashion). The leader could be a recurring character or one specific to this adventure or encounter. The GM should consider in advance how the enemy force reacts to adversity or the loss of its leaders.

The GM also needs to determine how the enemy attacks the townsfolk. This is partially dictated by the location involved. For example, spaceships are needed to attack a space station, but are not likely helpful when attacking an underground village. However, the point of the adventure is to rally the townsfolk to fight the enemy. Whatever method the attackers use, the townsfolk should have at least a small chance to damage the enemy while defending themselves. For example, if the attackers use speeders, perhaps they are open-top speeders or speeder bikes, exposing the pilots and passengers to the townsfolk's often inferior weaponry.

EXAMPLE: WOMP RAT RAIDS

Tatooine towns are few and far between. A large swoop gang called the Womp Rats terrorizes farms and towns along the remote Reokon Ridge. The ridge is a long, snake-like mountain formation winding in a roughly north-south direction, forming a boundary between the Rocky Plains and the Scorched Dunes, a sandy desert. The towns and settlements are sheltered by the ridge, while meager farms dot the Rocky Plains. Neither the Empire nor the Hutts have much use for the area, leaving the settlers to fend for themselves. One town, called Overlook, has resisted the raiders for so long that the Womp Rats have declared they plan to capture it as a warning to the others. The Womp Rats don't outnumber the population of Overlook, but they are much better armed.

SINGLE ENCOUNTER

Running a story of rallying the people in a single encounter requires a speedy way for the PCs to realize the seriousness of the situation and quickly distribute arms or other means

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of defending themselves to the townsfolk. The PCs should already be in Overlook, or very close by. They should also already know the Womp Rats, at least by reputation.

The town's high position on the ridge gives its inhabitants a few minutes warning; sentries spot dozens of swoops and speeder bikes kicking up dust as they approach quickly. As the population begins to panic, the PCs get the opportunity to talk them down and rally the defenders. Shopkeepers offer up what they can, which results in a small stockpile of weapons and equipment for creative defenses. The PCs can help hastily organize the defense and the distribution of arms. Their success in doing so should directly influence the outcome of the battle. While the PCs' own actions are important to the results, emphasis should be placed on their success at empowering the townsfolk in addition to the PCs' personal heroics. If the Womp Rats take serious casualties, or are somehow intimidated, they retreat and avoid Outlook for the near future.

FULL ADVENTURE

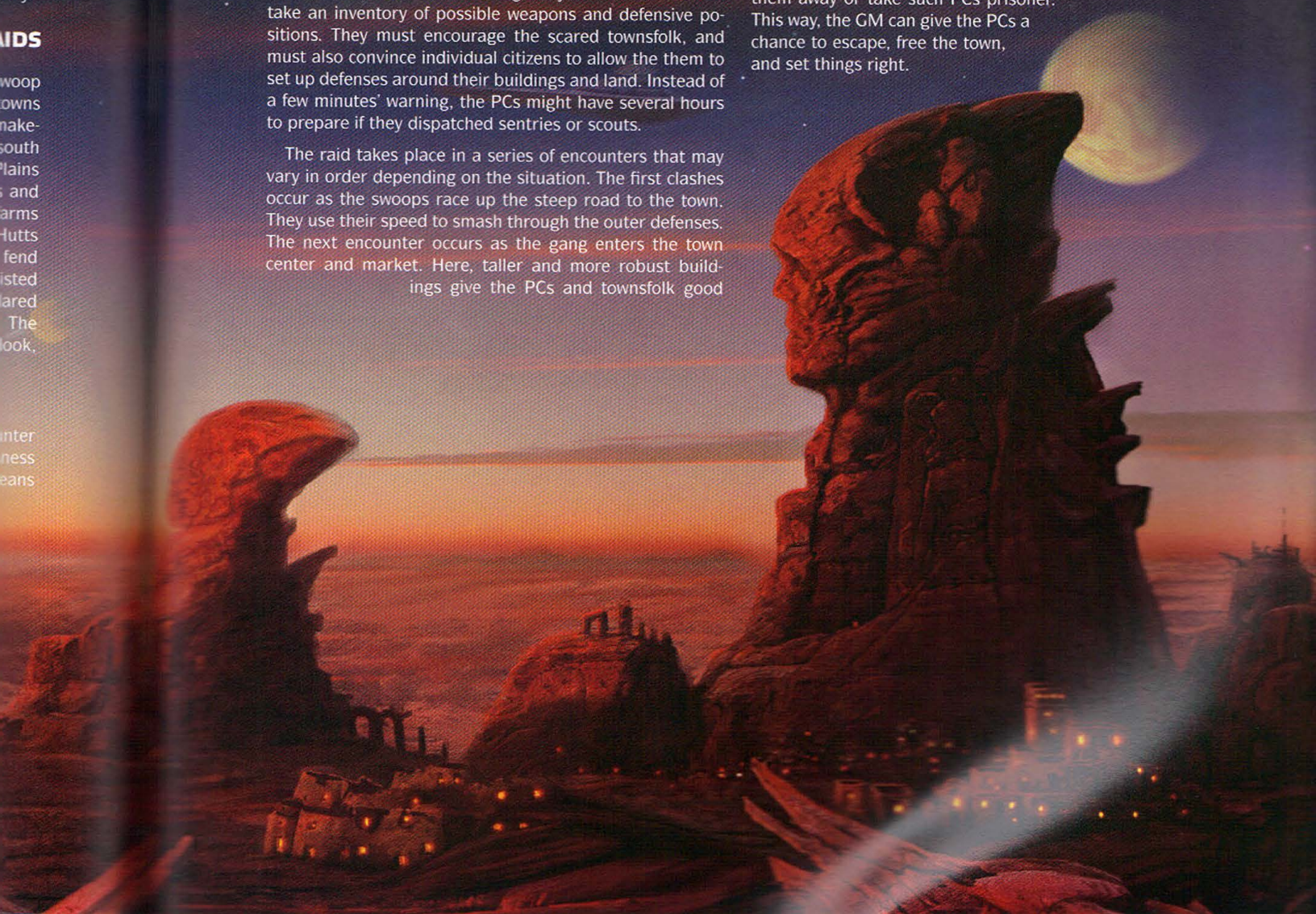
Running this kind of story as a full adventure allows the PCs to get to know the town, play out roleplaying encounters, and better plan its defenses. In this case, the PCs might be in town for their own reasons, or Overlook might hire them ahead of time. The PCs might do it for money, but Guardians should primarily be motivated by the desire to protect the innocent. Whatever their reasons for helping, the PCs learn about the Womp Rats' threat and speak with the town leaders, who are greatly concerned. The PCs take an inventory of possible weapons and defensive positions. They must encourage the scared townsfolk, and must also convince individual citizens to allow the them to set up defenses around their buildings and land. Instead of a few minutes' warning, the PCs might have several hours to prepare if they dispatched sentries or scouts.

The raid takes place in a series of encounters that may vary in order depending on the situation. The first clashes occur as the swoops race up the steep road to the town. They use their speed to smash through the outer defenses. The next encounter occurs as the gang enters the town center and market. Here, taller and more robust buildings give the PCs and townsfolk good

THE DARK SIDE'S INFLUENCE

The leader of the Womp Rats might be a dark side Force user. While capable of using Force powers, the leader normally uses the Force to his secret advantage—listening in on people at a distance, flipping a critical switch across a room, and playing mind tricks on lesser allies and enemies. While Force-sensitive PCs might notice these supernatural powers—and vice versa—the leader refrains from using overt powers until the final encounter, preferably out of sight of too many others.

defensive positions. The Womp Rats' leader attempts to intimidate the townsfolk into surrendering (an effort that is more effective if the town is ill-prepared). When it becomes clear the market is defended, the gang spreads out through town, attacking anyone they see, and trying to destroy or set fire to buildings. If over half of the Womp Rats are injured, or if their leader is spectacularly defeated, they flee the town and likely don't return. If over half of the townsfolk are injured, or all of the PCs are killed or incapacitated, some citizens flee, while others surrender. The Womp Rats take over the town for several days, taking anything of value back to their lair in the desert. These brigands likely do not kill any PCs they defeat; they either allow the escaping citizens to carry them away or take such PCs prisoner. This way, the GM can give the PCs a chance to escape, free the town, and set things right.



GUARDIAN CAMPAIGNS

Guardians are first and foremost defenders of those who cannot defend themselves. An individual Guardian's personal code of conduct regarding fairness and justice can and often does run afoul of local law enforcement and authorities—especially in Imperial space. Generally speaking, Guardians view law as a means to protect the people rather than to control them. During the time of the Old Republic, Guardians often represented the face of Senate law enforcement efforts. Under Imperial law, Guardian characters frequently feel much less beholden to the letter of the law, choosing instead to act upon their own definitions of right and wrong. Indeed, due to their Force powers, Guardians themselves live on the wrong side of Imperial law by definition.

Guardian-centric campaigns focus on the longer-term goals and efforts of the Guardian career. When planning a Guardian-centric campaign, it is important for the GM to discuss the Guardian's philosophy and goals with the player. This allows the GM to create a campaign that is relevant to those desires. Not every adventure or encounter must align with the PCs' wishes, but the character should have opportunities to make a difference in areas that interest the player.

For example, a campaign with an overall goal to protect the weak might be very broad in scope and location as the Guardian moves regularly to protect the next person or persons. However, the Guardian might also choose to protect a specific area or population, which reduces the amount of wandering. This might also increase the risk of detection by unfriendly authorities.

It is also possible to weave Guardian campaign goals within a campaign that has a different focus or storyline. In this fashion, the Guardian player can still enjoy their own efforts to make the galaxy a safer and more just place while also helping to accomplish the goals of their allies. In this case, the GM should make specific encounters and adventures that highlight the Guardian, which may or may not apply directly to the other goals of the campaign.

This section includes several examples of Guardian-centric story arcs. Two of these structures for campaigns are built on Guardian ideals that many characters hold, such as protecting the weak or maintaining order. The third has a much tighter focus that makes the Guardian the character upon whom the story arc centers. It is based around the mythic archetype of the hero's journey, one of the main narrative underpinnings of *Star Wars*.

THE HERO'S JOURNEY

One of the most iconic of story arcs is the hero's journey. Identified as a common theme dating back to the most ancient of myths, the hero's journey forms the framework for the dramatic rise and ultimate success of a legendary character. Many of these tales have similar elements that move the story along: provide aid to the hero, establish goals, create allies, and introduce worthy foes. The original *Star Wars* trilogy uses these elements as the building blocks of Luke Skywalker's journey from farmboy to Jedi Knight. It is an influential example of the hero's journey in modern storytelling form. This section provides guidance on how the GM can use the hero's journey framework as the building blocks of a Guardian campaign—or any story arc that explores the themes of traditional heroism.

The hero's journey typically has several distinct stages, and GMs can use these to help structure their own campaigns. The archetypal steps follow a particular order, though individual stories often deviate from this pattern in specifics.

- **The Ordinary World:** The hero lives in a relatively mundane and ordinary society, but a special ability or remarkable trait makes him feel he is different from everyone else. In *Star Wars*, Luke begins on the isolated world of Tatooine, far from any adventure—or so he believes.
- **The Call to Adventure:** The journey begins by separating the hero from his world. Usually, a specific event triggers a reason to go to unknown lands, often providing the hero with new knowledge that drives him forward. The event might be accidental, or destiny could play a role. The hero encounters a new world significantly different from what he has known. For example, Luke sees Princess Leia's message begging Obi-Wan Kenobi for help.
- **Refusing the Call:** Despite obvious reasons to go, the hero lets perceived responsibilities or a sense of obligation prevent his participation in the quest. Luke's sense of obligation to Uncle Owen and Aunt Beru causes him to reject Ben Kenobi's request to go with him to Alderaan.
- **Accepting the Call:** An event or revelation alters the hero's situation to enable or force him to pursue the adventure. Luke returns to the farm to find Owen and Beru dead and the farm burning.
- **Enter the Unknown:** The hero enters a new world very different from the one he has known. It is full of wonder, unusual creatures, and danger. For Luke, it is Tatooine vs. the galaxy, though his visit to the cantina in Mos Eisley serves as a microcosm of this idea.
- **Supernatural Aid or the Wise Guide:** Someone familiar with the unknown world guides the hero on his journey, providing knowledge and insight. The guide may also hold the key for the hero's eventual success, but he cannot complete the hero's quest. The guide usually has some kind of supernatural power or other aid. The guide might also be a supernatural object. Ben Kenobi is Luke's wise guide into the galaxy and the Force.

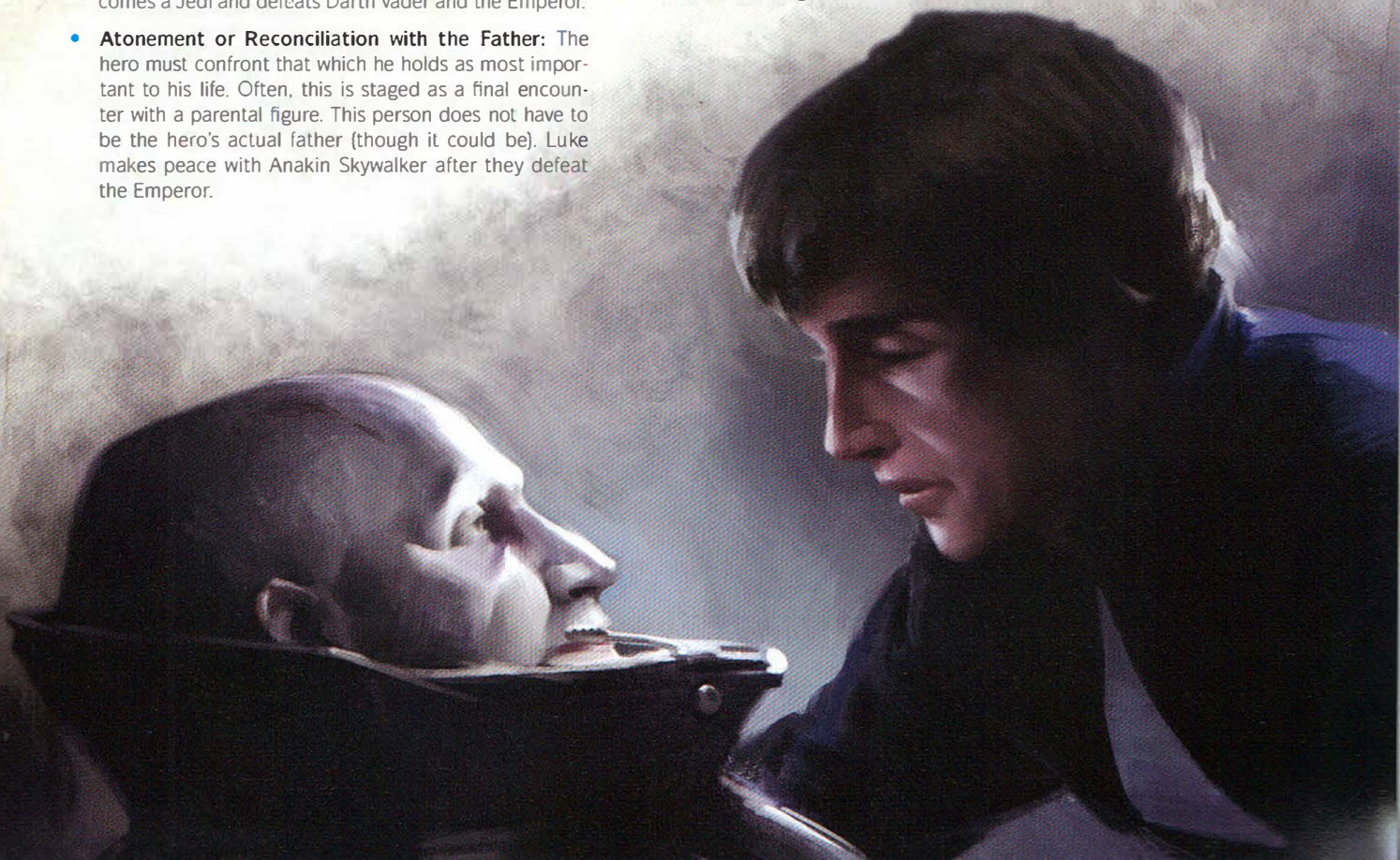


JOSEPH CAMPBELL AND THE MONOMYTH

Writer and lecturer Joseph Campbell is one famous scholar to identify and study the idea of the monomyth. This literary theory posits that classical mythic stories from around the world share similar elements and development. This idea can be an extremely useful lens for examining narrative arcs in both traditional mythology and modern fiction. The concept is better known to modern writers and storytellers as the hero's journey. George Lucas credits Campbell's book *The Hero With a Thousand Faces* with influencing the development of *Star Wars*, after he noted similarities in his early drafts and Campbell's hero's journey concept.

The ties between *Star Wars* and the hero's journey have been studied and discussed in great detail in books and other media, and other writers have defined the stages of Campbell's monomyth in various terms. If the GM decides to use the hero's journey as a driving element for a campaign, *The Hero With a Thousand Faces* and other writing references can be excellent places to start looking for ideas about story structure and more. Myths from across the real world can also provide excellent inspiration for individual sessions or whole campaigns, and going back to these foundational texts can help to bring the mythic feel of *Star Wars* to the tabletop.

- **Talisman:** The hero finds or receives a powerful and often unique object to help on the journey. Luke receives his father's lightsaber.
- **Allies, Helpers, and Partners:** The hero usually needs help to complete his quest. Han Solo, Princess Leia, Chewbacca, R2-D2, and C-3PO serve in this role for Luke.
- **Trials, Tasks, and Ordeals:** The hero must overcome a series of obstacles that also educate and transform him. The wise guide, allies, or talisman help him ultimately succeed, though he may fail at times along the way. Luke convinces Han to help rescue Princess Leia aboard the Death Star; R2-D2 and C-3PO free them from the trash compactor; Ben Kenobi shuts down the tractor beam and duels Darth Vader; and TIE fighters pursue the Millennium Falcon as it escapes.
- **The Final Trial:** The hero must use what he has learned to overcome and survive a difficult, life-threatening ordeal. Luke learns to trust his connection to the Force, enabling him to destroy the Death Star. Eventually, he becomes a Jedi and defeats Darth Vader and the Emperor.
- **Atonement or Reconciliation with the Father:** The hero must confront that which he holds as most important to his life. Often, this is staged as a final encounter with a parental figure. This person does not have to be the hero's actual father (though it could be). Luke makes peace with Anakin Skywalker after they defeat the Emperor.
- **Ultimate Reward:** The hero receives a great reward for succeeding in the journey. It may be a physical object, but it is more often related to life and death for the hero and others. Luke is rewarded for destroying the Death Star with the survival of the Rebel Alliance. He is rewarded for defeating Darth Vader and the Emperor with the freedom of the galaxy.
- **Return Home:** The hero returns home, though he may have lesser trials along the way. Luke returns to his friends and family on Endor after the destruction of the second Death Star.
- **Master of Two Worlds:** The hero returns a changed individual, able to succeed in his original world, as well as having mastered a second world over the course of the journey. Luke returns to Tatooine earlier, using the Force to help defeat Jabba the Hutt. By the end, Luke masters the Force and uses it to aid in restoring freedom to the galaxy. He has become the champion of the Force, realizing both his own potential and the prophecies surrounding him.



PROTECTING THE WEAK

While the idea of protecting the weak is central to Guardian characters, a campaign that focuses on the premise highlights the difficulties of upholding this ideal while achieving the long-term goal. Not all threats can be defeated in a single encounter or adventure. Often, it isn't possible for a wandering Guardian to fly in, save the day, and move on to those next in need. Whether the Guardian is just passing through or a resident fighting the good fight, protecting the weak becomes a series of stories of defending a group or population against a powerful and persistent foe.

A campaign of this sort can focus on a small group of people or cover a larger area like a neighborhood or city that must fend off ongoing or institutional threats. The campaign might start with the protection of one group and grow to cover a wider area or population as the PCs discover the extent of the problem. It is also possible for those protected to change with the circumstances, as more victims seek aid, or those protected decide they must pursue their own goals no matter the danger.

Whatever its scope, the story arc benefits from having a discernible ending in sight. Protecting the weak from the Empire is a noble goal, but it is difficult to succeed given its overwhelming size and reach. The GM needs to focus the goal to create an achievable conclusion. While protecting

against the entire Empire is noble, protecting a single settlement from a remote Imperial garrison or outpost is a more attainable goal. The campaign might end with an Imperial retreat offworld, once they decide that returning isn't worth the effort or resources. Alternatively, if the Imperials cannot be dislodged, perhaps the Guardian oversees the secret evacuation of the group to a world beyond Imperial reach.

THE ENDANGERED

When establishing a campaign about shielding the weak from harm, the GM first determines who the endangered characters are and what makes them targets of their enemies or oppressors. What makes these characters weaker than their opponents? Can that disparity be overcome by the Player Characters, or will they need outside aid to win? Can they win or be saved with outside help, or must they flee or be removed from the area to escape the situation?

The number of endangered beings is also important. It can range from a few people to large groups or populations. The GM should have an idea of how many are ultimately involved, even if they are not all present or known to the PCs at the beginning of the campaign. Knowing the number involved also helps the GM plan what the ultimate resolution may be. It is one thing to smuggle a few people out of danger aboard a starship, but quite another if there are hundreds in need.

Endangered beings who are not travelers or nomadic are normally tied to a particular location. The location may grant them some temporary advantages over their enemies, but these prove to be momentary respites in the long run. In most cases, escaping the location is not easy. The endangered characters probably don't have the means, either in transportation or funds. In extreme cases, they may be under guard, with their movements restricted. The location is also indicative of the enemy and usually grants this foe various advantages.

THE AGGRESSORS

The threat menacing the individuals who the PCs want to protect is rarely a single character. It is usually a group, gang, syndicate, government, corporation, or the Empire itself. The poor treatment of the weak is usually the fault of several people, whether the enemy is a handful of brigands or a galactic-scale government. The aggressors maintain control over the endangered characters with cruel treatment and the threat of violence. On a larger scale, abuse could be ingrained in the institutions of governance or corporate control, oppressing certain groups in particular.

The GM should create one or more characters to serve as the face of the aggressors at various levels of importance. This gives the PCs known enemies and targets who can be eliminated or outmaneuvered through the course of the campaign. Each success gives the endangered tangible relief, while failures result in new troubles for the downtrodden.



ROLEPLAYING ENDANGERED CHARACTERS

One of the keys to a dramatic and immersive **Protecting the Weak** campaign is to establish strong ties between the Non-Player Characters and the PCs. The GM should create characters with strong backgrounds that, where possible, tie into the PCs' Morality. This doesn't mean that the NPCs require a personal tie to every PC, but that some PCs should be able to relate to one or more of the main endangered characters.

The GM needs to establish the main characters with whom the PCs will deal. These characters should have backgrounds that include a history of conflict and other interaction with their enemies or oppressors. The GM can include surprises and twists to be revealed in various stages of the campaign. Perhaps one of the endangered NPCs actually a double agent, or another one had previous romantic ties with an enemy leader that still impacts that NPC's decisions. Such ties can provide complications and twists in the PCs' plans for resolving the situation.

CAMPAIGN: COLD CORPORATE CONTROL

The PCs visit the planet Rinagom, a world that is wholly owned and operated by the Corporate Sector Authority. It is located at the Rimward fringe of the Corporate Sector. Rinagom is a major agricultural producer for CSA operations in this region of the sector. The planet's main continent holds tens of thousands of acres of farmland, from which produce is delivered to foodstuff refineries and packaging plants at the coastal regions. While the CSA is not known as a caring organization, the local lead administrator, Viceroy Cray Linlok, is particularly harsh. Linlok takes full advantage of the isolated world to abuse the employees and effectively indentured servants to maximize production.

Episode 1: The PCs arrive on Rinagom, delivering technical supplies, machinery, or vehicles not produced on this planet. Corporate control instructs them to fly their cargo directly to the Dulan Field Harvesting Center. Upon arrival, they must deal with an abusive administrator and see employee treatment firsthand. When the PCs leave, loaders try to stow away, informing the PCs as to the actual conditions on the world. The PCs are urged to try to save the stowaways' friends or family. The PCs either secretly move from farm to town and see all manner of poor treatment, or they make a deal with the administrator to deliver the machinery.

Episode 2: The PCs are drawn further in. If they fled with the stowaways, CSA patrols search for them. The stowaways can show them hiding places. They try to convince the PCs to help stage a small revolt. The harvesting center is small enough that if the PCs do something about the administrators, the employees can overcome security to get to hyperspace capable shuttles to contact CSA senior management for relief. The PCs help plan and stage the attack.

Episode 3: The stowaways want the PCs to stay behind and keep the viceroy busy until they come back with help. The PCs must evade CSA fighters and ground patrols. Captured PCs are taken to the viceroy. Otherwise, the PCs concoct a plan to stage a series of disruptions. They travel from center to farm to city, staging labor strikes, freeing the oppressed workers, and sabotaging equipment.

Episode 4: The unrest draws the viceroy's attention, and Linlok comes to where the PCs are causing problems. The PCs learn of the viceroy's location while battling CSA security and make plans to capture or otherwise deal with the viceroy. They receive word from the stowaways from the previous episode that CSA management is on the way, but is demanding to see evidence of wrongdoing. The PCs must obtain the evidence before they arrive. Finally, there is a showdown, with the employees and CSA management arguing with the viceroy. The PCs play a major part in the outcome through their own successes and failures obtaining evidence and causing trouble. If the viceroy is removed, the CSA replaces all administrative staff and conditions greatly improve. If the viceroy wins, things get much worse for the employees, and Linlok tries to arrest or expel the PCs from Rinagom.



MAINTAINING ORDER

Life cannot flourish without order. Successful civilizations require at least a modicum of authority and stability. Even the Force has an order to it, as simple as the two sides may appear. Some Guardians believe that maintaining order is paramount for defending civilizations and people from anarchy.

Guardians driven to maintain order each have their own ideas of what constitutes order and what level of legal control they seek. This attitude is absolutely required in Imperial space, as the concept of justice and the Empire's approach to order are rarely aligned. The Empire places the idea of order over justice. People who can live within that ideal usually end up working for the Empire. If they are Force users, they may end up working for or becoming Inquisitors, assuming they survive long enough to do so.

However, there are many of worlds outside of Imperial control, ignored by the Empire or too isolated to be helped or reinforced quickly. In such places, Guardians may find room to work and more agreeable allies. An isolated settlement that needs order restored may appreciate the Guardian's efforts over that of the authorities, if there are any.

MAGNITUDES OF ORDER

When establishing a campaign focused on maintaining order, the GM and player should spend time discussing how the PC wants to aid or intercede upon discovering a situation that is spiralling out of control. Does the PC prefer to act at a very personal level, helping individuals and groups by setting them on the right path or by eliminating immediate threats? Does the PC want to restore a settlement, outpost, or space station that is socially or civically falling apart? Does the PC want to take on a specific powerful and far-reaching enemy, like a crime syndicate, planetary government, or the Empire itself? The answers to these questions lead to very different campaigns, though specific encounters may use elements of several levels of threat and scale. A long campaign might build up through the different magnitudes of order. The PC might start by aiding a small group, but soon find out that the problem isn't just an immediate threat, but a symptom of a large, overarching one. Repeating or ongoing threats from a much bigger source appear as the PC tries to remedy the original issue.

Whatever the scale, at a minimum, the PC needs the resources to make an impact. Help comes in many forms. Large numbers of allies might be useful in some situations. Alternatively, there are many stories in which a small group makes a huge impact on a large area or population by doing something in the right place at the right time against the right people. While the PCs are focused on a particular mission, it is likely that partially related threats or outside problems introduce new elements to the story, enabling the GM to vary the opponents and enemies' goals within the same campaign.

THREATS TO ORDER

Breakdowns of order come from natural causes and conflicts within a society. Great storms, groundquakes, floods, meteorite impacts, plagues, and frequent clashes with violent creatures are examples of natural causes that can disrupt and break down society. War, violent crime, trade conflicts, engineered viruses, tyranny, and exploitation represent the many possible civil failures leading to societal collapse. The GM can use different causes to set up different encounters and adventure storylines.

With natural causes, there is no enemy to vanquish. PCs often cannot prevent a natural disaster. The main enemy is the disaster itself. Survival is first and foremost, followed by temporary reorganization and ultimately, the restoration of civil society. Sources of drama and conflict come from those caught up in the disaster and how they interact with each other. Fear combined with the drive for personal survival can cause many to act in their own interests. Such people are not necessarily evil in the traditional sense, but they place their own needs above the value of helping others. Adversaries and friends alike may find themselves on opposite sides of a plan of survival. Opposing beliefs in their leaders can also be sources of great friction. Further, natural disasters do not occur in a political vacuum. Ongoing disagreements, battles, and criminal actions naturally carry over during a disaster, creating layers of problems for the Guardian to navigate



Societal issues can, but do not always, create an enemy for the Guardian to oppose and fight directly. Brokering a peace deal or eliminating a warlord might bring a devastating war to an abrupt end. The Guardian might disrupt or destroy a planetary slave trade by defeating a Hutt kajidic.

CAMPAIGN OUTLINE: THE NUROSK PLAGUE

Distributing medical supplies to treat the symptoms of a biological agent might help slow the spread of an artificial plague, but locating the persons responsible for creating and distributing the agent could provide a vaccine or cure. The Guardian learns of the terrible plague afflicting the Rodian An'yettu Clan city of Nurosk. This city is located on the island of Iminbar in the An'yettu Islands. Infection rates and Rodian clan conflicts disrupt local help, and the city's law enforcement has completely fallen apart.

The PCs are brought in to deliver medical supplies and treat the infected Rodians. While researching the plague and conferring with local medical experts, the PCs discover it is not a natural outbreak, as initially thought. They suspect another Rodian clan of releasing the agent, and so they trace the possible infection vectors. They discover rare materials are needed to create the plague and trace them to Rodian bioengineer Olon, of the Chattza Clan (the clan currently ruling Rodia). The PCs locate and confront Olon or steal a cure from his lab. Finally, they distribute the cure throughout the city and expose Olon and the Chattza Clan's deeds to the rest of the planet Rodia.

Episode 1: The PCs are hired by an offworld medical supply firm to shuttle important medical supplies to Nurosk on Rodia. They are paid well due to the dangers, and they are given isolation suits. When the PCs arrive at Rodia, the authorities demand they land at the capital city of Iskaayuma prior to going to Nurosk. Upon landing, the PCs are questioned. Their ship is impounded due to behind-the-scenes maneuvering by the Chattza Clan. The PCs are told they cannot go due to citizens' fears of spreading the plague. However, they soon discover not everyone feels this way and they gain political aid from competing clans to free their ship and obtain permission to proceed. The PCs also become familiar with the intensity of Rodian clan dynamics in the process.

Episode 2: The PCs travel to Nurosk. On the way, they are ambushed by pirates intent on stealing the supplies and disrupting the delivery. The PCs fight them off with unexpected help from An'yettu Clan fighters. The city leaders are relieved to receive the supplies. For security reasons, they request the PCs distribute them to several aid stations around the city, and return with sealed samples of tissue prepared at the stations for analysis. At the first drop off, the PCs are attacked by a mob of desperate victims trying to get the supplies. The PCs discover some aid stations are overrun but others are intact. They also learn that the plague has jumped species from Rodians to humans and others, and so the PCs should fear infection at some point in the adventure. The PCs must return with at least some samples to progress.

Episode 3: If the PCs have medical staff, they are asked to consult with the Rodian researchers to provide a first-hand account of the symptoms seen in other species. The PCs may help with the research if capable of doing so. The

researchers determine the part of down in which the plague started, and they want the PCs to investigate why the local hospital did not transmit medical records to the central researchers. The PCs arrive to find the hospital ransacked and its computer system badly damaged. Plague victims attack while the PCs retrieve the data. The PCs also learn that a doctor named Olon, secretly a member of the Chattza Clan, worked in the facility but is now missing. Searching his office, they find no information but discover blaster scorch marks on the walls and find the body of a Rodian doctor stuffed in a closet: a colleague shot by Olon for threatening to expose his misdeeds. The PCs take the data back to the researchers.

Episode 4: The Rodians report Olon's actions to the authorities, but the Chattza Clan denies involvement if accused. They don't know where he is and assumed he was still in town or dead. Eventually, the PCs discover records of a reported airspeeder crash on an uninhabited island several hours away, just after the outbreak started. The authorities had more immediate issues at the time, and then forgot about it altogether. The PCs search the island, finding the wrecked speeder and encountering Chattza Clan bounty hunters searching for the doctor. The two groups compete for clues and clash along the way. The PCs want the doctor alive; the bounty hunters want him alive (but might settle for him dead to prevent the PCs from capturing him). They eventually find the doctor holed up in a cave above a lagoon, where the PCs and bounty hunters likely have their final showdown. If the doctor survives, he is too injured and exhausted from the crash and elements to flee any further. If successful, the PCs retrieve the doctor's datachips containing a cure, along with a dozen doses ready to go. If the PCs fail, the bounty hunters retrieve the information instead. The PCs should get a chance to hunt them down in Chattza territory. Once the cure is in Nurosk, distribution and recovery takes ten days.

THE NUROSK PLAGUE SYMPTOMS

The plague's symptoms increase in severity over two days and then remain at that level for several more until the victim succumbs to respiratory failure or dies of exhaustion. The following facts are known about the Nurosk Plague, though the PCs might discover other details if they conduct deeper research.

- The plague has an airborne infection vector, but can be spread other ways as well.
- The plague infects many (but not all) species that breath oxygen.
- Early symptoms include coughing, agonizing headache, and fever.
- Mid-stage symptoms include skin discoloration, trouble breathing, wheezing, and increased anger and paranoia.
- Late-stage symptoms include blood in the respiratory tract and mouth, loss of consciousness after exertion, delirium, and death.

ARMOR CRAFTING

Forging a new set of armor can be a meaningful step in a Guardian's story, signifying a new stage of life, an advancement in knowledge, a renewed resolve to protect others, or even a new philosophy. Many soldiers choose to purchase or acquire armor via other means, but for a craftsman, there is no substitute for creating one's own gear.

Armor crafting follows three simple steps. In **Step 1: Select Template**, the PC chooses what kind of armor to make. In **Step 2: Acquire Materials**, the PC acquires the supplies to build that armor. In **Step 3: Construction**, the PC actually crafts the armor.

STEP 1: SELECT TEMPLATE

When a craftsman sets about forging a piece of armor, the character first chooses a template from **Table 3-1: Armor Templates**. The template dictates the materials required (Material Price/Rarity), the difficulty of building it (Check), an estimate of how long construction takes (Time), and the base mechanical statistics of the armor should the character succeed on the check (Profile).

Each template represents an incredibly vast number of specific models and designs of armor that provide roughly equal protection. Players and GMs should feel free to be creative in coming up with their own unique types of armor that a given template can represent. Inspired GMs are even encouraged to create their own new templates—all a template needs is a Name, Material Price/Rarity, Check, Time, and Profile, which GMs can furnish as they see fit.

This step takes as much or as little time as the character spends planning, drafting, and designing. After selecting a template, a character moves on to **Step 2: Acquire Materials**.

STEP 2: ACQUIRE MATERIALS

To attempt to build armor based on a particular template, the PC must acquire appropriate materials for that template. These are listed under Material Price/Rarity on **Table 3-1: Armor Templates**, and for acquisition purposes count as a single item with the listed price and rarity. As always, at the GM's discretion, certain supplies might not always be available for the listed price at a given market (see page 158 of the **FORCE AND DESTINY** Core Rulebook).

Because Material Price/Rarity for a template is defined only in terms of price in credits and abstracted rarity, the particular nature of the materials a character uses can vary wildly, and depends on the specifics of the armor the character is crafting. A chestpiece made of krayt dragon scales would obviously look and feel very different from a tempered durasteel carapace, but both could follow the template for segmented armor. Thus, to make either of these armors, the crafter would have to acquire the same value's worth of an appropriate material (which is considered an item that has a price of 2,500 credits, is restricted, and has rarity of 6). Similarly, the materials used should have narrative impacts on the end result.

At the GM's discretion, PCs can acquire materials for a template via means other than paying for them (such as salvaging them, stealing them, or being gifted with them).









This step requires as much time as it takes for the PC to actually obtain the materials. This endeavor could be as short as a trip to a scrapyards or market, or as long as an epic quest to find a rare ore or crystal, depending on the situation. After successfully acquiring materials, a character moves on to **Step 3: Construction** (see page 91).

TABLE 3-1: ARMOR TEMPLATES

Name	Material Price/Rarity	Check	Time	Profile
Reinforced Clothing	25 credits/0	Average (◆◆) Mechanics or Survival check	6 hours	+1 soak, +0 defense, 1 encumbrance, 0 hard points
Light Armor	250 credits/0	Average (◆◆) Mechanics or Survival check	12 hours	+2 soak, +0 defense, 2 encumbrance, 0 hard points
Customizable Armor	500 credits/4	Average (◆◆) Mechanics check	16 hours	+1 soak, +0 defense, 4 encumbrance, 4 hard points
Deflective Armor	500 credits/5	Average (◆◆) Mechanics check	24 hours	+1 soak, +1 defense, 2 encumbrance, 1 hard point
Combat Armor	1,250 credits/4	Hard (◆◆◆) Mechanics check	48 hours	+2 soak, +0 defense, 4 encumbrance, 3 hard points
Segmented Armor	(R) 2,500 credits/6	Daunting (◆◆◆◆) Mechanics check	72 hours	+2 soak, +1 defense, 6 encumbrance, 4 hard points
Augmentative Armor	(R) 4,500 credits/8	Formidable (◆◆◆◆◆) Mechanics check	120 hours	+2 soak, +2 defense, 6 encumbrance, 6 hard points

STEP 3: CONSTRUCTION

After acquiring the materials to make the armor, the character **must** make the associated check listed under Check on **Table 3-1: Armor Templates** (see page 90) to actually build the armor. If the character succeeds, the armor is fully functional and has the profile listed in its template (see **Table 3-1: Armor Templates** on page 90). If the character fails on the check, the product that comes out of the attempt is unusable, and the materials are lost.

See **Table 3-2: Spending** , , , and  when **Crafting Armor** for suggestions on how to integrate other results into construction. First, crafters can use  and  results to make improvements to the armor. Then, the GM can spend  and  to add flaws.





































The amount of time **Step 3: Construction** takes is determined by the estimate of working hours listed in the template under Time. Every  the character scores on the check beyond the first reduces this time by 2 hours (to the minimum of 1 hour). Other factors can also affect the time required at the GM's discretion.

TABLE 3-2: SPENDING , , , **AND**  **WHEN CRAFTING ARMOR**

Symbols	Effect
 or 	<p>Practice Makes Perfect: The character learns something valuable, and gains  on the next check he makes with the same skill before the end of the session.</p> <p>Lightweight: Reduce the armor's encumbrance by 1 (to a minimum of 1).</p> <p>Sealable: The armor covers the entire body, and is eligible to have the Vacuum Sealed attachment (see page 57) applied to it (this can only be selected once).</p>
  or 	<p>Lessons Learned: Reduce the difficulty of the character's next crafting check by 1.</p> <p>Extra Melee Defense: Add +1 melee defense to the armor (this can only be selected once).</p> <p>Special Embellishment: The wearer of this armor adds automatic  to checks for one of the following skills: Charm, Coercion, Negotiation, Leadership, Resilience, or Stealth (this can only be selected once).</p>
   or 	<p>Efficient Construction: A sizeable portion of the material is unused or can be reclaimed from the process; the character retains supplies worth 50% of the Material Price needed to craft the item (this can only be selected once).</p> <p>Extra Ranged Defense: Add +1 ranged defense to the armor (this can only be selected once).</p> <p>Extra Hard Point: Add 1 hard point to the armor (to a maximum of 2 additional hard points).</p>
    or 	<p>Extra Soak: Add +1 soak to the armor (this can only be selected once).</p> <p>Duplicate: Create one additional, identical set of armor (with all of the qualities, improvements, and flaws that the first possesses) at no extra cost.</p> <p>Armor Schematic: Create a schematic that permanently reduces the difficulty of checks to create armor of this template by 1, to a minimum of Simple (-) (this can only be selected once).</p>
 	<p>Integral Attachment: Add +1 hard point to the armor, then install one applicable armor attachment that requires 1 hard point. No check is required to obtain this attachment, and it costs 0 credits.</p>
 or 	<p>Exhausting Effort: Upon completing Step 3: Construction, the character suffers 3 strain.</p> <p>Heavy: Increase the armor's encumbrance by +1.</p> <p>Poor Fit: Donning and removing this armor requires 1 additional action (this can only be selected once).</p>
  or 	<p>Complex: The armor is difficult to maintain. Increase the difficulty of checks to repair this item by 1 (see page 166 of the FORCE AND DESTINY Core Rulebook).</p> <p>Difficult to Customize: Increase the difficulty of checks to modify attachments on this armor by 1.</p> <p>Restrictive: The wearer of this armor adds automatic  to checks for one of the following skills: Athletics, Coordination, Perception, Skulduggery, or Vigilance (this can only be selected once).</p>
   or 	<p>Wear and Tear: The tools the character was using to craft the armor are worn down or destroyed, and are damaged one step (minor damage if undamaged, from minor to moderate, or moderate to major).</p> <p>Fragile: The armor has a substantial vulnerability that can be exploited; whenever the armor becomes damaged, the damage always counts as moderate damage unless it would be worse (see page 166 of the FORCE AND DESTINY Core Rulebook) (this can only be selected once).</p>
    or 	<p>Expensive: The armor has intricate mechanisms that can only be replaced at substantial cost. Whenever it becomes damaged, the cost to repair the armor is doubled (see page 166 of the FORCE AND DESTINY Core Rulebook) (this can only be selected once).</p> <p>Supply Shortage: The character runs out of equipment midway through constructing the armor. The crafter cannot finish it until he has a chance to acquire more supplies and spends credits equal to 25% of the Material Price on these additional supplies (this can only be selected once).</p>
 	<p>Unexpected Flaw: The armor has a serious problem the crafter does not detect. At some point in the future, the GM may spend a Destiny Point to cause the armor to fail. When he does so, the armor counts as suffering major damage, and thus becomes unusable (see page 166 of the FORCE AND DESTINY Core Rulebook). Once the armor has been repaired, this flaw is removed and cannot be exploited this way again (this can only be selected once).</p>

GUARDIAN REWARDS

Guardian rewards beyond the typical experience points credits, and equipment should be tied directly to story outcomes whenever possible. If a Guardian succeeds in protecting a specific person or place, the Guardian should rest assured that this effort is effective for a time. While wiping away such successes can be very dramatic at times, it is important that Guardians feel that they are making a difference. Additionally, upon success, Guardians might gain allies or contacts that are helpful in future adventures. Material rewards should noticeably improve the Guardian's capacity to protect others.

In addition to the typical narrative rewards, this section includes two new rewards that go well beyond the ones for a Guardian's everyday efforts. These rewards can significantly impact the campaign and should be used with careful planning. The first is **Building a Legend**, which features the pros, cons, and possible dangers for a Guardian who begins to build a public or underground reputation. The second is **A Hero's Death** on page 94, and it is exactly what it sounds like—a narrative arc that features the character's death as a planned story event. This reward is generally more for the benefit of the player than that of the PC, though the death of a Force user in *Star Wars* isn't always the last others hear from that character.



























BUILDING A LEGEND

Guardians who are regularly successful over time are likely to gain a reputation—whether they like it or not. In the days of the Republic, such reputations were usually substantial aids for Jedi Knights. The arrival of a well-known and dangerous Jedi could deter lesser foes and nudge bigger enemies into making mistakes while trying to avoid the Jedi.

Times have changed. Guardians may still enjoy some advantages from a reputation, but becoming too famous draws unwanted Imperial attention. Becoming known for using the Force guarantees eventual Imperial pursuit. Still, those who remember the Jedi as allies—and especially those who have seen or heard of the Force user directly protecting the downtrodden—might respond positively and provide aid when needed.

Managing a reputation isn't always easy, or even under the Guardian's control. At the end of a plot arc or adventure, if the Guardian has been publicly associated with a major positive event (freeing Wookiee slaves, driving away pirates, saving a city from falling apart), the GM can increase the level of the Guardian's Reputation by 1 (see **Table 3-3: Guardian Reputation Effects**, below) in relevant spheres of influence.

TABLE 3-3: GUARDIAN REPUTATION EFFECTS

Level	Effect
3	Beloved: Add    to Charm and Negotiation checks. Add    to Coercion checks. The PC may spend a Destiny Point to follow the will of the Force to a person or place in need of defense. Unfamiliar NPCs frequently come to the Guardian with requests for help, usually related to the Guardian's specialization or most famous abilities. The Guardian occasionally detects secret Force-using individuals, though they do not always detect the Guardian's abilities. If the Guardian displays Force powers in public, the ISB or cabals of other Force users investigate immediately. Imperial Inquisitors might seek to find and vanquish the Guardian, having heard whispers of the character's prowess and virtue.
2	Renowned: Add   to Charm and Negotiation checks. Add   to Coercion checks. The PC may spend a Destiny Point to follow the will of the Force to a where the PC is most needed. Unfamiliar NPCs occasionally come to the PC with requests for help. The ISB or cabals of other Force users occasionally investigate stories of the PC. If the PC displays Force powers in public, ISB agents might seek to capture the Guardian based on resulting reports of the character's mystical abilities.
1	Respected: Add  to Charm and Negotiation checks. Add  to Coercion checks.
0	Neutral: Whether due to anonymity or a conflicted past marked by great deeds both cruel and kind, people are not inclined to either fear or trust the reputation of the Guardian (as always, add  and  as usual based on individual interactions and histories between the PC and other characters).
-1	Feared: Add  to Coercion checks. Add  to Charm and Negotiation checks.
-2	Notorious: Add   to Coercion checks. Add   to Charm and Negotiation checks. The PC may spend a Destiny Point to have an uninvolved individual overlook one of his misdeeds out of fear of his dark reputation. The ISB or cabals of other Force users occasionally investigate stories of the PC. If the PC displays Force powers in public, ISB agents might seek to capture the Guardian based on resulting reports of the character's mystical abilities.
-3	Dreaded: Add    to Coercion checks. Add    to Charm and Negotiation checks. The PC may spend a Destiny Point to have an uninvolved individual overlook one of his misdeeds or to cause a single minion NPC to flee in terror from an encounter with him because of the dark deeds the Guardian is rumored to have carried out. If the Guardian displays Force powers in public, the ISB or cabals of other Force users investigate immediately. Imperial Inquisitors might seek to find and vanquish (or recruit) the Guardian, having heard whispers of the character's terrible power.

STORIED PROTECTORS

A Guardian's reputation might well grow beyond the character's control—or even the character's knowledge! One way that the GM can narratively introduce the idea of a Guardian's growing legend is by having the character encounter it somewhere unexpected. A Beloved or Dreaded character might discover that word of these mighty deeds has spread planet to planet, and even to places the character has not visited in person. These tales might have come to encompass various embellishments, exaggerations, or deeds attributed to other, previously distinct folk heroes.

The character might have difficulty demonstrating ownership of the legend, especially if it has grown wildly beyond reality. Those who have not met the Heroes of Promise might think that the PCs look altogether too ragtag to be these illustrious individuals, while far-flung moisture farmers who have only heard rumors of the character might have trouble believing that the head of the Searing Shadow Gang isn't covered in scars like the stories say, or at least a bit taller.

Many Guardians care little for fortune and fame, and some might take steps to hide their identities even when they might receive a hero's welcome. After all, the Empire works to crush any and all traces of

Force sensitives in this era of fear, and any civilian who knows too much is in great peril. Those who aid the inheritors of the Jedi tradition risk everything, and so there are many Guardians who believe that recognition only jeopardizes their sworn task.

Other Guardians are natural leaders, and might step forth at the right moment to rally the common people against the Galactic Empire's callous reign. While vanquishing the entire Empire is a vast task, Imperial rule can be broken in small, remote places without always drawing retribution. Further, the Rebel Alliance has begun open resistance, and some Guardians have stepped forward to join its ranks. These Guardians are far more likely to use their legends as tools to serve some ultimate end, such as the destruction of the Empire and the restoration of the Republic.

Whatever the case, ambushing a character with a runaway legend—whether good, ill, or a bit of both—can help the GM demonstrate to the players that their characters' actions have persistent consequences that shape the world around them. It also gives the characters a taste of power, and forces the players to consider how their characters will leverage the fact that they are widely respected (or feared).

If the Guardian is publicly associated with a major negative event (such as failing to save sentient beings from slavers, leaving a town under attack by hostile raiders, only partially succeeding in evacuating civilians during the course of a life-threatening event, or using extraordinarily harsh methods to dispatch foes), the GM could decrease the level of the Reputation by 1 in the affected sphere of influence.

SPHERES OF INFLUENCE

Reputation operates within spheres of influence, which reflect the physical and social regions through which a character's deeds resound. A sphere of influence can be geographical or specific to certain professions or organizations. Some possible examples of groups to which a Reputation might extend include:

- The Imperial Navy
- The Imperial Army
- The Imperial Security Bureau (ISB)
- The Inquisitorius
- The Rebel Alliance
- Specific Rebel units
- A specific planet
- A specific profession
- Specific criminal gangs, syndicates, or Hutt kajidics
- Victims of the Empire or other evil organizations
- Hidden Force users

BENEFITS AND DRAWBACKS

PCs gain certain benefits (and suffer certain drawbacks) when acting within a sphere of influence where they have a Reputation. The effects are listed on **Table 3–3: Guardian Reputation Effects** on page 92. These effects generally apply to the PC who has developed the Reputation, but at the GM's discretion, they can apply to other PCs closely associated with that character. These effects apply in addition to any bonuses or penalties the PCs might receive due to personal relationships and other relevant circumstances.

At the GM's discretion, Reputation's effects can be ignored if the character in question is personally familiar with the PC, even if that character would normally be within the sphere of influence to which the Reputation pertains. True friends know better than to trust every rumor about one another, and some foes cannot be swayed from their hatred, regardless of the community's feelings. Conversely, Characters acting anonymously neither benefit from their Reputation, nor do unobserved actions affect it (positively or negatively).

Certain actions might increase the value of the character's Reputation in one sphere of influence while decreasing its value in another. For instance, a PC who rescues a group of hidden Force users from an ISB agent would likely become Respected by hidden Force users but Feared by the Imperial Security Bureau. After all, whether a Guardian is a hero who protects the weak from oppression or a violent outlaw who threatens to disrupt the order of society depends a great deal on one's point of view.

A HERO'S DEATH

While a PC's death hardly seems a reward, it can be a unique and meaningful capstone to a character's tale. A story planned to include a hero's death is dramatic and memorable. It can provide a meaningful exit for the character of a player who must leave the game before the end of a campaign. Of course, death in *Star Wars* doesn't necessarily mean the final appearance or interaction with a Force-using character. A very select few return as ghostly apparitions to provide guidance and advice to the living. The character could return periodically, run by the player or GM, when needed for the story.

PREMEDITATING A HERO'S END

Death can occur unexpectedly in **FORCE AND DESTINY**, but if the player and the GM decide that it is a character's time to die, they should confer beforehand about the specifics to make sure that it is impactful for all involved. Whether as part of the finale to a campaign or as a highly dramatic moment during an adventure, they should discuss the circumstances of the PC's impending doom and its possible impact on the storyline. The pair could stage the scene in advance, coming up with the exact way in which the PC will perish and then executing this plan during the session. Alternatively, the player and GM could simply agree that the PC will die in some way, and then the GM could present opportunities for a heroic sacrifice as they arise organically in play, which the player can act on if they seem a fitting end for the character.

Whatever route the GM and player take, the GM needs to make sure it feels like a reward to the player. What does the player see as heroic? What qualities of the PC does the player want to highlight in the character's final moments? Does the player want the death to be in battle or prefer an equally dramatic departure in a skill-based or even fully narrative scene? Should the death be sudden and without warning, or should it be drawn out, with time for final farewells? Asking the player such questions beforehand can help the GM craft a doom both parties find satisfying.

Most heroes' deaths in books and movies involve some kind of self-sacrifice. The hero dies in a manner that allows friends, family, or allies to succeed, escape, or live on. The



A SURPRISE DEPARTURE?

One possible way to increase the drama of a hero's death is to keep the other players in the dark until it actually happens. In this case, the hero's player and the GM can secretly plan the specifics of the PC's exit from the game ahead of time. The GM should be mindful of how the other players might react to such a revelation. Many may appreciate the drama, but others might dislike the scene, or even be upset by the unexpected dramatic turn,

Hopefully, the GM understands the group's dynamics and the individual players well enough to know how well they might handle a surprise death and departure scene. If the other players don't tend to like surprise twists, it is probably better to plan the generalities with the group. At the very least, the GM should clue such groups in to the possibility, even if the GM and player still keep the details to themselves.

hero might be the last, lone defender holding back an overwhelming enemy. The character might go to plant an explosive but fail to clear the blast radius, or might bravely go into an area of great need, but where death is certain.

However, not all death scenes need to be action-driven. Deathbed scenes are a staple of dramatic storytelling. Granted, the cause of the hero's injuries or bad health might have been a violent action, but a deathbed scene usually occurs at a quiet time afterward. Deathbed scenes usually involve a hero's dramatic revelation that directly impacts those present and either solves or creates a mystery in the process. In *Return of the Jedi*, Yoda reveals two such pieces of hidden knowledge. First, he reluctantly confirms that Darth Vader is indeed Luke's father, finally resolving this mystery for the farmboy-turned-Jedi. Second, he unexpectedly reveals that there is another Skywalker. This answers one question for the audience (if not for Luke), who had been left to wonder what Yoda meant in an earlier scene, when he said "No. There is another," as Luke abandoned his training to intervene for his friends at Cloud City. For both Luke and the audience, this revelation also sets up an admittedly short-lived mystery as to the identity of the other Skywalker.

The GM and player should work out any revelations ahead of time. The surprises should have an impact on the campaign. The GM might give the player information ahead of time regarding upcoming events in the campaign that the PC can reveal to the group. Given enough time prior to the hero's death, the GM can work new mysteries into the campaign to lead up to the revelation. Some possible disclosures include:

- The existence of an unknown or missing friend or relative.
- Admission of guilt for a death, affair, or criminal act.
- Bequeathing a starship, organization, or title of nobility.
- The existence and location of a relic or heirloom.
- A surprise betrayal that seemingly clashes with established motives, creating a mystery for the PCs to unravel.

A GHOSTLY SURPRISE

Instead of a carefully orchestrated death scene, the GM could hold this reward as a surprise revealed after a PC's unexpected death. Upon the PC's demise, the GM describes the character's body mysteriously fading away, leaving behind nothing but empty

clothes. Immediately thereafter, the PC might be able to say a few short phrases to push the scene along. Though it is up to the GM, the character probably should wait a period of days or weeks in game time before manifesting in spiritual form.

The process of becoming a Force spirit was known to just a few Jedi, almost all deceased by the time of **FORCE AND DESTINY**. Qui-Gon Jinn discovered the rudiments of this method, but he did not master it sufficiently before his death to manifest as a visible entity after his mortal end. Yoda and Obi-Wan Kenobi learned from him over an extended period of time. It appears that only the most powerful Jedi can achieve this goal. It is no easy feat for a Player Character to discover a way to become a Force spirit after death, or even realize it is possible to do so. Perhaps such knowledge could be contained on an ancient holocron, but such an important artifact should be extremely difficult to obtain and use.

It is up to the GM to decide if the Force user has so adhered to the will of the Force during life that the character is worthy of becoming a spirit. Given those who have gone before, the standard is quite high. It is unlikely a starting character could do this, but one with a Morality score of over 85 for an extended period of time is a possible candidate. Of course, there can always be exceptions when it suits the story, and the GM should decide what is best for the campaign first and foremost.

DARK SIDE PHANTASMS

Dark side phantasms are malevolent manifestations of the dark side of the Force, filled with anger and hate. They are not true entities in their own right, but rather are illusory constructs stirred into being by Force sensitives, especially near powerful vergences. Force sensitives who visit dreaded worlds such as Moraband often come face-to-face with these phantasms, which can appear in myriad forms: as translucent ghosts, as monstrous versions of fallen friends and foes, or even as twisted visions of those whose presence calls them forth. However, for all they might seem real—and for all that they pose a genuine danger to those who encounter them—these phantasms are nothing but reflections of the darkness within those who behold them.

Thus, while PCs cannot become dark side phantasms, the dark side of the Force might cause a deceased PC to appear in illusory form before an old friend (or enemy). This phantasm might possess the abilities of the departed, and having it appear to a character could be an excellent way to demonstrate that the dead character still weighs heavily on the mind of the living. Such an illusion of the dark side could provide for an excellent moment in a character's arc, allowing a PC to accept and begin to heal from an unresolved conflict with an old enemy or even a long-lasting dispute with a deceased friend. Ultimately, however, any conflict between someone and a dark side phantasm is a battle with that character's own inner demons rather than a struggle with an external being.

FORCE SPIRITS

Wondrous are the ways of the Force, and none more powerful than the ability to return from the dead in a ghostly form able to dispense advice and extend mentoring beyond one's own lifetime. Extremely few Force users ever attain this level of unity with the Force. Only a handful have achieved it, and very few people have ever encountered a Force spirit in the many generations of Jedi and Sith practitioners. Most were apprentices or would-be-apprentices of the person they once knew. The extent of their abilities to influence the living is not fully known, but at the very least, Force spirits can offer insight, guidance, wisdom, and support to friends and allies of old, albeit often in esoteric or indirect ways. Using Force spirits can move a campaign beyond physical trials and into a metaphysical discussion that focuses attention on the mystical nature of the Force.

FORCE GHOSTS

Force spirits of particularly great champions are known to return in the form of a translucent blue ghost that is able to converse at length. These beings can also send psychic messages, such as short sentences or phrases without physically appearing. They appear subject to certain rules and limitations, but the extent and nature of these metaphysical laws are unknown (and perhaps unknowable) to living observers.

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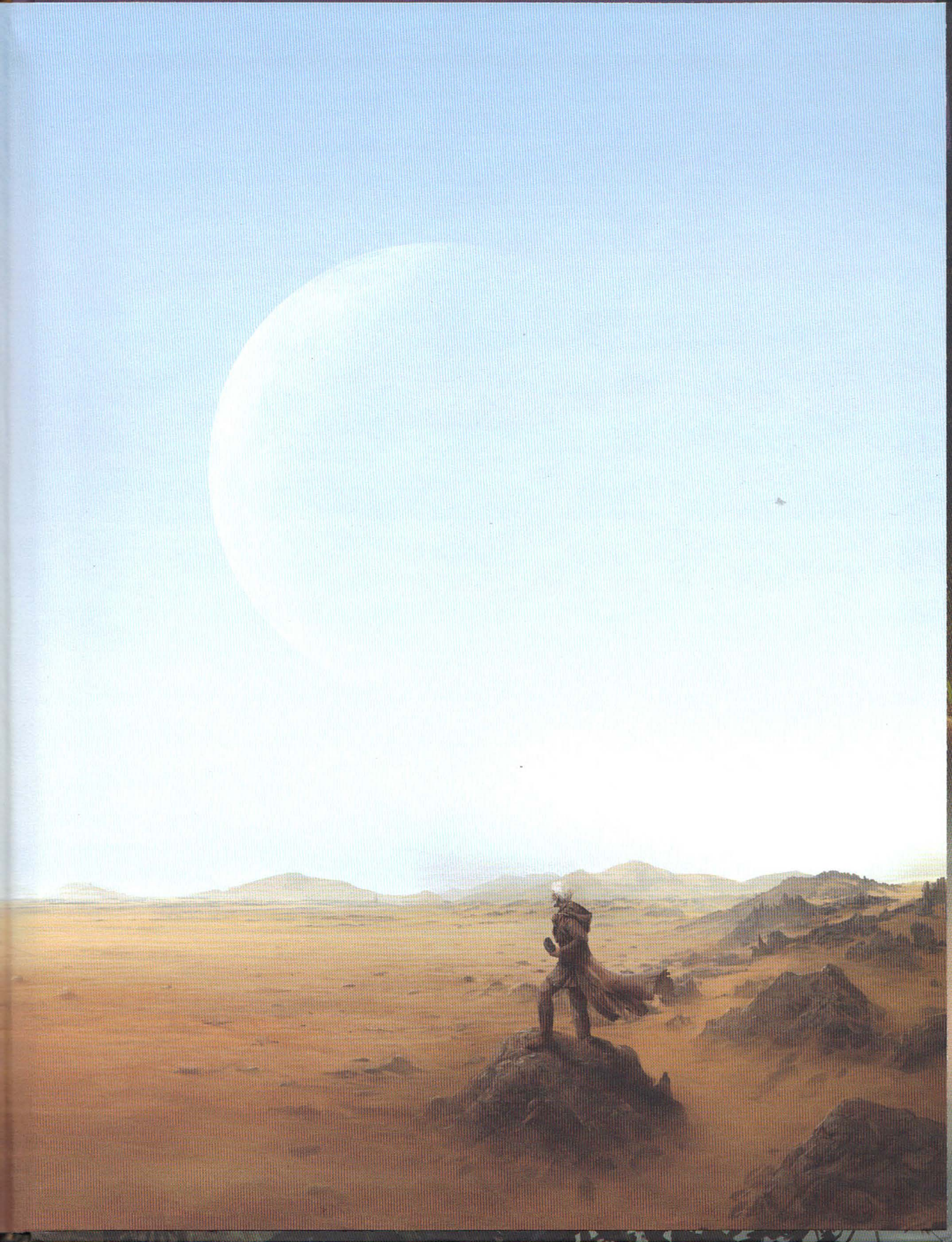
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