

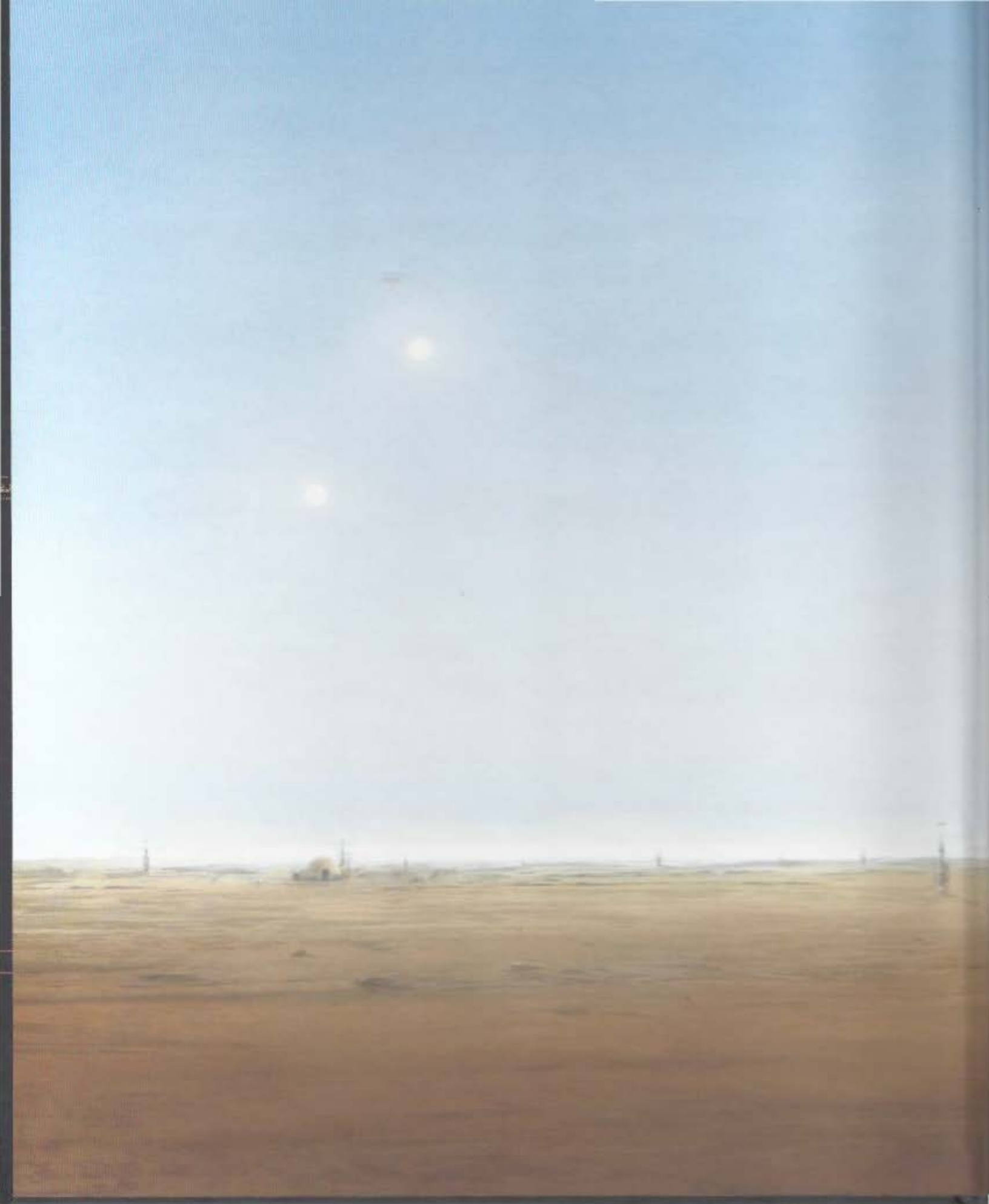
STAR WARS
**FORCE
AND DESTINY**

SAVAGE SPIRITS



A Sourcebook for Seekers

**STAR
WARS**
ROLEPLAYING





STAR WARS
FORCE[™]
AND DESTINY
ROLEPLAYING GAME

SAVAGE SPIRITS

The galaxy has grown dark under the oppressive rule of the Empire. Regimented duty leaves no room for discovery, and exploration is conducted only to find new resources to exploit.

There are still those who venture into the unknown, charting new passages, discovering new systems, and eliminating threats wherever they find them. Using the Force to guide their actions, Seekers roam the galaxy to push back the darkness wherever they go....

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It had been at least two days before she noticed she was being watched, near as she could tell. Whoever was after her was good, much better than the last one at least. There was something different about this one, though. Perhaps it would call for a different response than simple violence and death, leaving yet another body to help fill the surrounding marshes.

She pattered around her hut, clearing away the remnants of the evening meal and tossing another swamp eel to Hassi. Eager tearing sounds ensued, and she stretched out her long neck to sit and contemplate the matter. This could require cleverness, as well as the Force...

Harlon Gier wiped the dripping sweat from his brow with an already sodden sleeve but kept his gaze steady through the scope of his modified long rifle. Even as the sun set, the humidity was hellish in the wetlands, and his armored jumpsuit didn't help. Days of careful study would be paying off shortly, though, and then he could move on to another planet. It often seemed an endless pursuit, but one by one he was cleaning up the galaxy. Wherever he went, there was always a target to seek out: slavers, Imperial lackeys, despots, murderers, and more.

And this one seemed worse than most. From the moment he landed on Karalle, he had heard tales of the evil in the swamps. He could even feel some sort of residue of cruelty in the air, permeating the surroundings even as the stories of terrible acts grew each time he heard them. This was what he sought out wherever he went, what had driven him ever since he had returned from hunting to find his township burned for "harboring Rebel sympathizers."

There was movement in the torchlight around the hovel, and his target emerged. Harlon leaned farther out onto the branch suspending him above the soft ground, finger tightening. The Quermian, tall with heavy robes and her typical wide hat of woven vines, walked out to kneel in a meditative pose. Her head might be obscured, but he'd watched her enough to know exactly where to aim.

A growl emerged somewhere near him; Harlon reflexively tore his eyes away but saw nothing. Thankfully, the witch remained in the sight when he turned back. A moment later there was a soft crack, and the hat burst apart.

Satisfied, he disassembled and stowed his weapon, careful not to get any muck on it, and made his way to the body. That's when it started going bad.

Even before he got to the hut, it became clear the robed form was a substituted mannequin, the head a bag of animal meat. He pulled out his heavy blaster pistol, but she was already behind him with her laser sword humming.

"I am Jarea Kaela, young human," she said calmly, expertly deflecting his first shot into the trees. "Why do you seek my death?" There was a grumbling sound to one side, and a nexu padded into the area. "And this is Hassi, who is also disturbed by your actions." The huge, feline creature pawed at the ground, gouging long furrows with its claws.

Harlon fired his blaster again as he moved back to gain some distance from them both. "Witch," he spat. "Everyone knows of your crimes, and they end today!"

He was about to try another shot when he noticed her eyes. Or rather, where her eyes would have been. There were only ruins, skin burnt deep into the sockets. Yet somehow she could react to his blaster shots, know exactly where he was, even in the low fires lighting the area. He had seen worse, had caused worse, but he hesitated before squeezing off another round. She was certainly not helpless, given her unfathomable abilities, but still...

"You would judge me by my eyes?" Jarea asked, still somehow seeing his actions. "For shame, young human."

She lowered her blade slightly as her voice grew in strength. "I was hunted, so I withdrew for the safety of those around me, but that was not enough. The first one to come took me unaware, and I paid for that. Removed from outside distractions, though, I learned more of the Force and now can see more than you can imagine. Many have come since, and many have fallen to my blade. Bounty hunters, scum, fanatics—whatever the Empire can find to send against me. All have seen how 'weak' I am with the Force at my side."

Harlon no longer saw her empty sockets; instead, he sensed the truth that swept over him. He could always feel certainty in his kills, but not now. Whatever evil he had sensed earlier was not within her. Even the huge nexu seemed to purr with her words.

"I can feel the Force in you. I can teach you how to call on it, have it aid you," Jarea said. "Your mission is a good one, but you need greater vision to truly know your foes."

She stared closely at Harlon. "But what led you to single me out for your lethal attentions?"

"That would be me." A hooded figure walked out of the shadows at the edge of the clearing, but seemed to pull the darkness along with him. Thick robes shifted, not quite hiding a tall, athletic shape, and the hood was pulled back.

"You," Harlon snarled, "Who are you?" That same vile impression that had launched his mission was back, now concentrated before him. The nexu's mouth grew wide.

Jarea shifted her stance and softly said, "That is an Inquisitor, young human. Be at your guard."

The figure continued, ignoring the Quermian. "I would have been quite content for you to dispatch her, or her-you. Or even more amusing, kill each other. No matter which, a threat is to the Empire is ended, with little effort expended other than planting stories." He moved forward. "Sadly, you've proven that good help is indeed hard to find. Luckily, I always plan for the failures of others."

A line of camouflaged stormtroopers marched from the dense foliage, blasters at the ready.

The tail man ignited his own lightsaber, its angry blade throwing a crimson glow across the area. His face twisted, any pretense of civility lost as he strode forward. "And killing you both myself will be even more enjoyable!"

Jarea cocked her head slightly and Harlon gave a nod back; with a quick movement she raised her blade even as he readied his blaster. Hassi roared at the stormtroopers, then all three leapt at their foes.



SEEKERS OF THE FORCE

For the thousand-some generations of the Jedi Order's existence, Seekers were always the ones on the outside looking in. More comfortable digging for artifacts on a freezing mountainside or charting a newly discovered star system than, say, attending court or meditating in the temple at Coruscant, they were seen as odd even by their most understanding and charitable brethren. Their calling took them to the far reaches of the galaxy. The Force guided them along strange, winding paths and led them to both wondrous discoveries and untold dangers. These individuals were hard to read, hard to understand, and hard to know, as much of their lives were dedicated not to study and introspection, but to exploration, adventure, and travel in service to others. They were also, in their unique way, among the most important members of the Jedi Order.

The galaxy is vast and largely unexplored—a place of mystery and wonder, at least according to Seekers. Due to their predilection for exploration and the fact that they were largely unsuited for more scholarly or martial duties, Seekers were dispatched by the Jedi Council—or wandered off of their own volition in some cases—to uncover the galaxy's secrets. Many stellar discoveries in the galaxy's long history can be linked directly to the endeavors of Seekers.

They were among the first to plot the hyperspace lanes, using the Force as their guide instead of the notoriously unreliable early navicomputers. It was likely Seekers who, through their connection to the Force and prodigious skills in stellar navigation, discovered the priceless Crystal Caves of Ilum. Seekers uncovered ancient Jedi outposts and abandoned Sith Temples alike. Many used their abilities to stitch together a relatively comprehensive history of the Jedi Order and the galaxy at large by unearthing ancient settlements and tracing old population migrations.

In the time of the Republic, as the Jedi Order matured and became more organized and bureaucratic, its members structured themselves depending on their disciplines and schools of thought. Some of the Jedi dedicated themselves to martial pursuits, others to scholarship or to investigating the Force in detail. Seekers, true to their nature, founded the Exploration Corps. Called the ExplorCorps by those within and without the organization, it was initially founded to survey and chart the myriad stars and planets in the galaxy. Using their connection to the Force; the skills in navigation, surveying, and survival they had developed over previous generations; and a small fleet of second-hand survey vessels, the Seekers of the ExplorCorps set out to map the galaxy.



THE JEDI EXPLORATION CORPS

The Jedi Exploration Corps, or ExplorCorps for short, was founded early on during the Jedi Order's relationship with the Galactic Republic. Organized under the auspices of the Jedi Service Corps, and officially designated the JSC's Archaeological and Research Division, ExplorCorps was instrumental in the discovery of many of the galaxy's ancient, forgotten secrets. While its members were Jedi in name, and many were powerful in the Force, they existed outside of the normal Jedi Order chain of command. They had no headquarters or temple to call home, and were spread far and wide throughout the galaxy. This made them hard to fit into the increasingly rigid class and rank system within the Jedi Order, a state of affairs that suited them just fine.

Thanks to the nature of its mission, ExplorCorps was composed primarily of Seekers, with a few Warriors, Consulars, and Sentinels mixed in. As members' missions often took them into the wild parts of the galaxy and exposed them to tremendous danger on a regular basis, they had a reputation as the hardest, most courageous, and most battle-hardened members of the Jedi Service Corps. This reputation attracted those Jedi from across the order who had a taste for adventure or who desired to hone their skills in combat and survival.

Instead of a main headquarters on Coruscant, ExplorCorps operated from a disparate fleet of scout, survey, and transport ships spread across the galaxy. From these vessels, it organized many system and planetary mapping efforts, archeological expeditions, and other missions of discovery. Aboard the larger

vessels in the ExplorCorps fleet, Jedi researchers pored over the seemingly endless stream of data, records, and artifacts brought to them by their far-flung colleagues. It was these dedicated researchers who interpreted historical data, translated ancient texts, and studied mysterious artifacts in an attempt to make sense of both Jedi and galactic history at large.

In addition to its research fleet, the ExplorCorps maintained a fleet of praxeum ships—special vessels outfitted as space-going Jedi Temples and training academies. These ships not only served the needs of the ExplorCorps itself, but also provided services to Jedi of other branches such as additional training, meditation guidance, and medical care. These vessels were indispensable to the Jedi, and in fact, many of them helped Jedi escape into the Outer Rim and Unknown Regions during the fall of the order.

Today, the ExplorCorps, like most of the Jedi Order and the Jedi themselves, is a distant and mythical memory. Despite a decentralized structure and the fact that the majority of its membership lived out on the fringes of society, the majority of ExplorCorps' membership and assets were destroyed during the time of Order 66 and the years following the rise of the Galactic Empire. It is rumored, though, that at least one of ExplorCorps' large research vessels survived the purge and is anchored in an unnamed system in the Unknown Regions, far beyond the Empire's reach. If this is true, the ship's memory banks and crew, if any survived, could be powerful assets to both the Alliance and those Force users searching for answers in the void.

Over time, their remit grew until ExplorCorps' operations encompassed numerous exploration and survey-related missions. Seekers roamed the galaxy digging up ancient secrets, discovering worlds, mapping systems, studying stellar phenomena, and categorizing and organizing the galaxy's spacielines. During this time they also began their education mission, using their myriad skills and Force abilities to actively improve the lives of galactic citizens. Whether directly involved in the affairs of common people, or off measuring mountains on a nameless planet in the Outer Rim, Seekers strove to improve themselves and the galaxy at large.

The Exploration Corps' great undertaking lasted until the execution of Order 66 and the fall of the Jedi Order. Of all the Jedi, Seekers were the best situated to weather the purges of Darth Sidious and the rise of the Empire, as many were away on missions in the outer reaches of the galaxy, far from roving bands of killer clones and turncoat Jedi. Seekers returned only to be slaughtered, wholly unaware of the fall of their order. Word spread throughout the galaxy, though, and tales spread of Force users who went to ground to escape the Jedi purge. These Seekers relied on their survival skills, their natural gifts, and their broad network of contacts to eke out a living as their order crumbled and the evil Empire rose to prominence.

LIGHTS IN THE WILDERNESS

Among the galaxy's optimists, of which there are still surprisingly many considering the current troubles plaguing it, there is a belief that the acts of even one dedicated individual can create powerful positive change on a massive scale. Many point to the destruction of the Empire's terrifying Death Star mobile battle station at Yavin as a case in point. Rumor has it that the actions of a single talented starfighter pilot destroyed the Death Star and saved countless lives. One individual, in the right place at the right time with the right skills, changed history, and many in the galaxy believe that every sentient being has the potential to be a similar force for change. That is a difficult ideal to live up to at the best of times, and one that seems ludicrously naive in this age of war, despair, oppression, and fear.

Those rare, gifted Force adepts who follow the path of the Seeker strive to live by this ideal every day of their lives. Seekers see potential for change in their actions and words, in their skills and Force-given abilities, and they act to create this change by working directly with the citizens of the galaxy. For some, that work takes the form of active service. These selfless individuals travel the distant fringe worlds of

the galaxy, rendering aid to those in need. This aid can take the form of providing medical or veterinary treatment, gathering and distributing food, teaching survival skills, or simply helping dig a new well for an isolated village. Seekers view the care of their fellow galactic citizens as a righteous and important responsibility, one they pursue with great zeal.

Seekers also serve the needs of the galactic citizenry in less obvious, but no less important, roles. Pathfinders plunge into the wilderness to study the land and the flora, fauna, and people who make their homes there. Navigators aboard survey vessels prowl the edges of Known Space looking for new stars, new worlds, and new homes for people displaced by war, political upheaval, and natural disasters throughout the galaxy. Hunters cull herds, remove dangerous invasive species, and tend to the health and well-being of a world's environment. In these ways Seekers work to improve the lot of the average galactic citizen steadily and with long-lasting, sustainable results that can support a population for generations, rather than provide a quick solution to an immediate problem.

There are other Seekers who are more idiosyncratic and difficult to pin down, even for Seekers, and who tread a path dangerously close to the dark side. These Seekers are loners, fighters, and hired killers, and represent two distinct sides of a Jedi's nature. Swift and righteous Ataru Strikers are quick to start or end an argument with a lightsaber and their strong belief in the Force. Cold Executioners eradicate threats with lethal precision, using their Force abilities to rid the galaxy of the enemies of peace one target at a time. The help these Seekers render is more immediate than what might be rendered from others, but it is more turbulent as well. These are often the lone, wandering warriors who appear in a backwater settlement only to become embroiled in a struggle between right and wrong that ends in fire, blasters, and blood. They are the killers to whom the desperate turn when no one else will help. They are folk heroes and legends, quick to use violence to solve a problem, but often disregarded by the very people they helped once the danger has passed. Even if they are heralded, most never stay for long once their enemies are vanquished; they disappear into the horizon in search of new foes to oppose and threats to quell.

The flip side of these blood-soaked heroes are the reclusive Hermits. These Force adepts abandon family and friends to live in self-imposed exile on the fringes of civilization. Some are running, some are frightened, but many simply believe that by removing themselves from society they are protecting it. Those who follow the ancient ways of the Jedi have a way of attracting the eye of the Empire. When Imperial agents take an interest in someone, especially someone suspected of being a Jedi in hiding, those agents turn their attention to everyone and

everything around that individual, typically with disastrous results. Force adepts who live alone in the middle of a trackless desert or in the depths of a steaming, fecund swamp are a threat to no one, for example, and their presence puts no one else at risk. While some might argue that this is a selfish, perhaps cowardly act, Hermits have a firm belief in their righteousness and it often takes an exceptional event to bring them back to civilization.



SEARCHING IN THE CORE

Looking at the Core Worlds from the outside, it seems that there is little work for an individual walking the path of the Seeker. These worlds are old and well trod, their peoples and histories exhaustively studied and recorded, and their stellar positions set down in the galactic record millennia ago. Ancient, well-established hyperspace routes stitch these various worlds together in a tight net of travel and trade, and there are few surprises to be had or new discoveries to be found among their thronging masses. In addition, the Core is the home of the Galactic Empire, and showing too much curiosity about or interest in galactic history or culture draws the eyes of Imperial agents very quickly. Obviously, the attentions of Imperial agents are to be avoided at all costs by those who follow the ways of the Force, so it seems that the Core is a dangerous, unwelcome place for Seekers. This could not be further from the truth, however. There is still much to do for Force users in the Core, even for Seekers. Some would say especially for Seekers.

The worlds of the Galactic Core are home to the oldest and longest-lasting civilizations in the galaxy. They have been the sites of numerous critically important, galaxy-altering events throughout history. Many of them, especially worlds like densely populated Coruscant, are built on the bones of even more ancient civilizations. These ancient societies rose, peaked, and fell well before the Galactic Republic was formed—some even before the beginnings of the galactic record. There are worlds in the Core where one cannot turn over a shovel of dirt or kick over a pile of stones without discovering the remains of some ancient people. These discoveries are incredibly important to the people of the galaxy, whether they know it or not.

Most of the time, these historic sites in the Core contain mundane archaeological items, things like simple tools and records of a civilization's laws and day-to-day life. While they might be interesting or educational, such items are of little importance to the galaxy at large. Sometimes, however, these locations offer up priceless caches of technology, long-lost secrets, wondrous artifacts, or other important fragments of galactic history. These findings are priceless, for they can contain answers to long-asked questions, provide the keys to sought-after medical innovations, or serve as catalysts for new technological marvels.

The data and artifacts discovered throughout the Core are jealously guarded by the Empire, especially if they are of Jedi origin or otherwise contradict the Empire's official history of the galaxy and its place within it. The Empire, too, has its own versions of the ancient Jedi ExplorCorps: two military groups known as the Imperial Exploration Corps (IEC) and the Imperial Survey Corps (ISC), both branches of the Imperial Navy. Using much of the data and many of the assets left behind when ExplorCorps was purged during Order 66, these organizations travel about the Galactic Core scouting for planetary systems to exploit for personnel and resources, securing archaeological sites, suppressing 'dangerous' finds, and generally making sure that the Empire's version of history, both recent and ancient, is the only version being brought.

In their roles as scouts, surveyors, and warriors, those Seekers operating in the Core fight a constant, often losing battle against IEC and ISC personnel and their suppression and misinformation efforts. These Seekers work tirelessly to beat the Imperial explorers at their own game, disseminating information before the Imperials can suppress it and sabotaging ISC digs and survey teams to hinder their operations. It is dangerous work that, in the short term, gains the Seekers and their allies no recognition or praise. It is, however, highly necessary. The work Seekers do in the Core discovering and protecting the history of the galaxy is crucial to the eventual overthrow of the Empire, as a well-educated, well-prepared citizenry is very difficult to control.

PATHS LESS TRAVELED

As old and well-traveled as the galaxy is, there is still much in it to be discovered. There are still countless stars out in the wild places that are only entered into the galactic catalog as strings of numbers and coordinates, if they are recorded at all. Around each of these nondescript stars is a cloud of planets, moons, asteroids, and assorted stellar phenomena that might be home to a long-lost civilization or hold the key to unlocking some universal secret. Unknown and uncharted systems are legion in the Outer Rim and the Unknown Regions, and it is in these places that those who follow the ways of the Seeker find their calling.

The open spaces and low population density of the galactic fringe make it the perfect home for most Seekers. In the Outer Rim and the Unknown Regions, dedicated Seekers can follow their callings with little to no interference from Imperial agents and their quisling allies among the various planetary governments. There is a great deal of need on the fringes of galactic society that goes unmet. Far-flung colonies require support and resupply. New hyperspace lanes need plotting, and new star systems require survey to determine if they are suitable for sentient life. The various peoples of the fringes need help in a thousand different ways, much of it out of their reach, and Seekers are often perfectly situated to provide it. Through a simple, generous act, even a single Seeker can prevent the slow death of a colony or save the lives of countless galactic citizens. In these areas Seekers blaze new trails, explore new worlds, provide food and shelter to those in need, and even defend the living and avenge the dead if need be.

Along with the aid they bring to the weak and needy at the fringes of society, Seekers provide another service: direct opposition to the Imperial Exploration Corps and the Imperial Survey Corps. These branches seek out new planets to exploit for the Empire's direct gain. Whether scouting for worlds rich in ores and chemicals to feed the Imperial war machine, or identifying beleaguered populations ripe for oppression and slavery, the IEC and ISC pave the way for Imperial oppression. Planetary governments rarely have the resources or will to resist even the smallest Imperial mission; many places are brought into the Imperial fold having offered no resistance at all. Seekers and their allies are instrumental in stymieing these missions. They are uniquely situated to strike against ships, bases, and other Imperial resources, scattering their personnel and destroying their assets in an effort to protect citizens and deny their foes much-needed support.

Seekers who work in the wild spaces of the galaxy today are, perhaps, as close or closer in spirit and mission to their pre-Imperial forebears as any Guardian, Warrior, or Sentinel. These hardy individuals embody the teachings of the ancient Seekers and the long-defunct ExplorCorps by their simple existence. Their insatiable curiosity, their drive to serve others less fortunate, and their ability to survive in even the most hostile environments harken back to some of the core beliefs of the Jedi Order of old. Using their skills, their wit, and their deep connection to the Force, these individuals seek out those in need and render what aid they can for little or no reward. Sacrifice, service, and constant vigilance were among the backbone tenets of the Jedi Order, and modern Seekers embody these traits almost perfectly.

OLD WAYS, NEW DISCOVERIES

Today, in the galaxy's darkest hour, the path of the Seeker is an attractive one to erstwhile Force adepts. Many individuals with a connection to the Force follow the teachings of the Seekers without even knowing it. They are driven to serve and to explore, whether they understand the source of these urges or not, and they seek out ways to indulge both impulses. The galaxy is always in need of individuals willing and able to lend a hand. These new Seekers are more than ready to take up the mantle of their Jedi forebears and help the galaxy return to the light.

Seekers are ramblers at heart. The open road, the promise of a newly discovered hyperspace lane, an opportunity to meet new people and render aid to those in need are the desires that drive these inveterate wanderers. Many find a home among wildcat freight operations or small mercenary groups operating in the Outer Rim. Others, especially those with a knack for navigation and exploration, find work aboard survey ships or long-haul transports carrying goods to and from far-flung outposts. More martial Seekers travel the stars looking for wrongs to right and tyrants to topple, while walking dangerously close to the slippery slope that leads to the dark side.

No matter what their motivation or skill set, Seekers are a force for good in the galaxy. Their resurgence, no matter how small, is a threat to the established order of the Empire. Their wanderlust and natural curiosity, combined with their deep-seated need to serve others makes them extremely dangerous to an Empire that relies on fear, manipulation, and ignorance to control its citizens. The free exchange of ideas and free movement that Seekers represent are anathema to the Empire. If anyone can do one simple thing to topple galactic tyranny, a Seeker can.







I SOLITARY TRAVELERS

Like most Force adepts, Seekers leave their mark wherever they go. Legends commonly emerge in their wake—tales of eliminated threats, new trails forged across the stars, animal rampages halted, and other grand deeds. Even those Seekers who isolate themselves become the subjects of whispered tales, of everything from cantankerous hermits to wondrous wizards. Even in solitude, though, they still carve a path through the galaxy.

Having made their own path, Seekers often respect no other code but their own. Independent and self-sufficient, they might not feel any need to explain their actions—which might range from self-imposed seclusion to assassinations of would-be despots. They deal in pragmatic solutions, which can be violent and often lethal, but for many Seekers this is simply a course of action borne of necessity and expedience. They often wield the Force as a means to an end, whether that be blazing new trails, halting the rampage of some monstrous beast, or eradicating more insidious threats.

This chapter begins with an exploration of various backgrounds for each of the Seeker career specializations. These give players additional range for fashioning characters and making them unique. It also introduces three new species for **FORCE AND DESTINY** characters: the social Anx, the spiritual Ithorians, and the philosophical Quermians.

Seeker characters gain three new specializations—the deadly Executioner, self-reliant Hermit, and perceptive Navigator—to add to the three presented in the **FORCE AND DESTINY** Core Rulebook. These specializations are supported with potent new talents and signature abilities to aid characters in their quests. Seeker characters may now use a new category of Motivations, called Pursuits, to help determine drives and enthusiasms for their PCs. Lastly, characters also gain the new Force power of Farsight, allowing them to see in total darkness or even if blinded.

THE NEVER-ENDING SEARCH

The influence of the Force can be felt across the galaxy, from leering Core World cities to the most remote Outer Rim mud balls. Wherever there is life, even in the most unlikely or hostile places, the Force is there also. Seekers are defined by their understanding of this truth, even if it is not something they feel the need to articulate themselves.

Seekers can come from any kind of culture or world, but they inevitably find themselves drawn to the places and paths where others do not travel, to search for the hidden wisdom that can only be found in the unexplored. From harsh desert sands and frozen tundra to the furthest reaches

of space, there are secrets and lessons that are undreamed of within the bounds of galactic civilization. The will of the Force does not differentiate between near and far, convenient and inaccessible, or other such concepts the close-minded would cling to, and so successful Seekers learn to set aside such distinctions as well.

By abandoning these reservations—if they ever possessed them in the first place—Seekers leave themselves open to the guidance of the Force. For those who follow this path, to seek is to find. Seekers are always ready for the new challenges that the galaxy brings their way.

SEEKER BACKGROUNDS

A character's background is something the player and GM should work on together, as it offers insight into ways to play the character and the character's role in the campaign. A character's species is often a critical part of background development, followed by homeworld. The species and planetary culture can create an interesting path toward developing a fully realized Seeker. However, for characters like these who are defined by their movement beyond society's boundaries, such details make up only a small facet of their full story. Even among a group of Seekers all from the same species and planet, it is likely that the characters' various journeys have shaped them differently.

Innumerable paths lead to the fringes and hidden places a Seeker favors, and each should influence how that character behaves in all sorts of circumstances. A scion of Core World nobility undergoing a self-imposed exile would approach a situation much differently than a loner who has spent many years dwelling among the trees of Kashyyyk, whether that situation is a battle with an Imperial Inquisitor, the exploration of a ruined Jedi Temple, or a negotiation with unfriendly locals. What follows are a number of background possibilities and suggestions for how those backgrounds might be incorporated in the construction of a Seeker character.

These backgrounds are by no means meant as the only choices players can take, but are rather a starting point from which players and Game Masters can collectively construct specific backgrounds unique to their characters. Players can flesh out their characters' backgrounds further with complementary Moralities and Motivations. These three elements should work together to paint a picture that is as unique or archetypal as desired—and many characters are likely to be a bit of both.

EXILE

While many Seekers choose their paths, some are set upon them by events beyond their control. Whether they are cast adrift by the will of the Force or just cruel chance is difficult to say, but these new circumstances demand that Seekers

adapt quickly. They might be constantly on the run from the past they left behind, dodging bounty hunters, Imperials, or even their own family and former friends. Alternatively, these characters might simply be cut off from what was once their home, unable to return because of the events that precipitated their departure.

Although most exiles long for their past life to some degree, this longing is rarely more than bittersweet. By leaving the past behind, they have freed themselves from what once was and have plunged into a crucible of new adventures that call with an intensity their old life rarely offered. Anyone might have to reluctantly leave their home, but the best Seekers are those who leave and never look back.

Characters exiled from their home onto the path of the **Ataru Striker** may have been forced to leave after some violent act or conflict made them unwelcome or even feared by those around them. Although Ataru Strikers understand that decisive action is often necessary, those around them can be less accepting, especially if evidence of their Force use came to light in the conflict. Alternatively, they may have had to flee from Imperial forces after showing too much open interest in Jedi techniques and lightsaber forms.

Executioners are most likely to be exiles for one of two reasons: having killed targets whom others did not wish to see die, or in pursuit of targets whom they cannot tolerate to live. In the former case, Executioners might have fled retribution or the reach of the law, or they might have quietly left before their handiwork came to light. In the latter instance, their targets could be anyone from an elusive personal nemesis to a threat to the home they left behind.

Hermits in exile have not left their past lives behind so much as traded them out for new ones. Their past circumstances still shape their future, but new refuges offer them a sanctuary most other exiles lack. Nevertheless, they may still need to maintain a low profile or to avoid notice from those they once knew. The need to lie low might have even led to the initial foray into the wilderness that made them who they are now.

Dealing with dangerous beasts is not something that typically offends others, so exiles that **Hunters** undergo are often self-imposed. While they might have crossed someone by poaching or harming a protected animal, it could easily be that their lives left them isolated from others around them who didn't understand or appreciate the danger or the thrill of the hunt. In this case, it is their own disdain for their past that keeps them moving through the galaxy.

The knowledge and skills of **Navigators** are valuable enough that few would be interested in driving them away. However, that same knowledge might actually be the source of their exile. Their knack for finding new routes and hidden places could have led to their being considered a security threat by anyone from skulking criminals to customs officials. They might have even actually stumbled upon a secret hyperlane or installation that drew Imperial attention. Fortunately for Navigators, their special talents are just the thing to keep them one step ahead of their pursuers.

Like their Navigator compatriots, **Pathfinders** could have easily find themselves in trouble after their wandering led them into someone else's territory. Alternatively, Pathfinders could have become scapegoats for the misdeeds of other wilderness wanderers, finding themselves pursued for crimes they did not commit while perpetrators escaped scot free. However their wanderings brought them their now dangerous situations, these Pathfinders must continue to seek routes that take them far from home.

QUESTER

Sometimes, Seekers are not content to bide their time on the fringes of society or to follow the guidance of the Force to hidden wisdom. They might do those things out of necessity, but more often than not, Seekers set their own goals, establishing new trails for their own reasons. Such Seekers find a reason to go out into the galaxy, whether by wilderness, cityscape, or deep space areas, and track down a new secret, treasure, or target. Then, having found what they were looking for, they set their sights on a new goal. Questing Seekers are always in motion, pushing the boundaries of their lives and the galaxy alike. These Seekers aren't easily defined by their pasts, but rather by the reasons they seek out new challenges and the methods by which they pursue them.

There is always work to be done by capable individuals with the willingness and skills to act. Ruffians might need to be driven from a cantina looking for greater respectability, or pirates removed from a system desiring reliable trade. No strangers to conflict, **Ataru Strikers** might spend their lives traveling from place to place, resolving strife by combat prowess before moving on to the next town or planet in need of a strong arm backed by a strong will.

Questing **Executioners** don't move from goal to goal so much as from target to target. As stories of the latest Imperial atrocity or Hutt excess spread, Executioners can find motivation to move on to new destinations in which to practice their deadly arts. Such exploits might make others uneasy, but the nature of such work means Executioners are rarely in one place long enough for matters to come to a head—except where they bring that about.

Finding new goals in life doesn't always require travel. **Hermits** in search of wisdom might have dozens of questions on their minds at any moment, but they can usually find answers or flashes of inspiration from within, through the Force, or in their immediate surroundings. Even when they are called beyond their usual environment, Hermits never travel as far on a starship as they might while journeying through their own meditating mind.

Some characters could be enthralled by the thrill of the **Hunter's** work, which might drive them to seek out new foes and tests of their skills. Even Hunters who prefer to use their talents only when necessary might find themselves traveling to new places in order to learn more of their craft, or to assist in taming the most dangerous lands of the galaxy.

Few things match as well as **Navigators** and new goals. Simply getting from one place to the next, whether driving a caravan of hurghols through a mountain pass or guiding a scout ship down a dangerous hyperlane, can be a destination as well as a journey. Some Navigators might want to visit as many different planets as possible, or to see what life is like across all the sectors of the known galaxy.

Wherever **Pathfinders** might go, there is always something new waiting over the horizon. Whether climbing mountains or forging safe trails across forsaken bogs, they are always planning the next expedition, moving ever onward toward the next unexplored trail. Staying still might not come easily to these characters, though sometimes even Pathfinders might be glad of the opportunity to rest and plan for their next great challenge.



RECLUSE

Not all Seekers avoid the centers of galactic activity because they are pursuing particular goals or need to be on the run. For some, dwelling on the fringes of the galaxy is all they have ever known. Their paths may eventually lead them into contact with wider society, but they bear the indelible imprint of their origins as outsiders. These Seekers may have come from a society largely undiscovered by other species, or they may have simply been born into a remote area that receives few visitors. In rare cases, they might possibly be the descendants of other Force users who fled the Imperial purge or even earlier calamities, and have grown up deliberately cut off from the outside world.

Far from the security of the Core Worlds, danger thrives. In the remote regions of the galaxy, self-defense can be a way of life. **Ataru Strikers** have internalized the dangers that surround them, readying themselves to leap into action or a fight for their lives at a moment's notice. Some Ataru Strikers might even have trained with an actual lightsaber or learned to master lightsaber forms in their solitude, away from the Empire's watchful eyes.

Across many untamed worlds and remote backwaters, life is cheap. The Force may be present in all living beings, but if they cannot defend themselves against the dangers around them, they won't be living beings for long. The harshness of these environments usually means living by a simple code: kill or be killed. Seekers born to such a life often become **Executioners**, adapting their prowess with the Force to the lifestyle their upbringing taught them. They might use their skills to protect others, trying to end the need for their continued intervention by slaying once and for all the threats drove them to take up their path. However, such altruism might not come easily to them; they could settle for simply being the deadliest being around, daring anyone else to challenge them.

While all **Hermits** are familiar with remote reaches of the wilderness, some take it further than others. For those who dwell in the most secluded regions, the distant wilds are their true home, and the busy hubbub of galactic civilization is the true mystery. It is perhaps for this reason that such Hermits might eventually leave their solitude and join society at last. They might seek to solve the mystery of the unfamiliar and trade their knowledge for other secrets, much as Seekers from more populated worlds might travel beyond their homes in their own quests for understanding.

Most galactic citizens live lives that are sheltered from the harsher aspects of nature, whatever their other problems may be. They rarely deal with savage beasts, the full brunt of deadly storms, or the need to find a safe haven in an unforgiving landscape. For those brought up in less developed conditions, becoming **Hunters** is a natural progression, as they are simply working with the skills they have been honing all their lives. This longtime expertise can compensate for a lack of familiarity with more advanced techniques and technologies, or it can complement such tools for those Hunters who take the time to adjust to them.

Navigators can be lifelines between isolated regions or worlds and more populous ones. With their knack for mastering difficult planetary routes or hyperlane passages, Navigators have the potential to transform lives for the better, delivering needed supplies or assisting in conversation between beings who might otherwise never trade or communicate. Not all Navigators take to this role with the neutrality or altruism that might be hoped for, however. Some use their knowledge of exclusive routes to smuggle illicit goods or even extort high fees from those seeking to use these passages to maintain contact with the wider galaxy.

While some Seekers may hail from distant and uncharted regions of the galaxy, if they have the skills of **Pathfinders**, those areas are not going to be considered undiscovered for long. Pathfinders from remote regions take the hardness and gumption that their upbringing instills in them and use them to establish new trails across planetary surfaces and interstellar nebulae others would consider impassible. Whether they open up their homeworlds to the wider galaxy or delve even farther into the unknown, they are sure to make an impact with their talents.

SURVIVOR

The lives of Seekers can be about more than just establishing their own path. Some Seekers find themselves directly in the paths of others, whether caught up in galactic turmoil, hunted by deadly predators, or always being in the wrong place at the wrong time. For these intrepid souls, their path is about taking everything the galaxy can throw their way, and moving onward in spite of it.

These natural survivors might view themselves as unlucky, or they might be too stubborn to admit any alternative route. A rare few even seek out increasingly difficult challenges through which to prove themselves. Whatever the reason for their trials, their journey forward forges them into some of the toughest and most determined individuals in the galaxy.

Ataru Strikers aren't strangers to conflict and struggle, but some fight tougher battles than most. Whether too headstrong to stop and pick their fights, or too determined to give up against tough odds, these warriors are used to being underdogs—and used to finding a way to win anyway. Even so, they rarely last long in the galaxy without learning restraint, even if they never master the art of concession, at least not with the Empire keeping an eye out for such figures.

Like all sentient, Force users can have extreme reactions to life-and-death struggles. Some hide, some flee, and some confront the threat head-on. Seekers who become accustomed to treading the last of these paths sometimes take a more proactive approach as **Executioners**, adopting a kill-or-be-killed attitude toward the threats that come their way. These Seekers must be careful not to misjudge a threat, or they risk falling to the dark side through indiscriminate violence. Those who wish to stay on the right side of the line between avenger and murderer must learn discipline and prudence along with their more lethal skills.

For as long as there has been civilization, there have been those who have scorned it as decadent and soft. The wild places of harsh planets can make those who survive them strong, even as they winnow out those too weak or fearful to remain. Many **Hermits** live by some variation on this philosophy; whether one as ruthless as the environments they seek to master, or a more noble ascetic discipline that seeks to build true inner strength.

The craft of **Hunters** can take them into conflict with some of the most dangerous life forms in the galaxy. Sometimes this is by choice, as they seek ever-greater challenges to use in perfecting their skills. In other cases, Hunters face these threats because they must protect their homes or friends on particularly deadly worlds. And of course, some Hunters just have a knack for flushing out trouble. Whatever the reason for their confrontations, these Hunters share a common experience of testing themselves in deadly conflict, sharpening their skills to maintain the edge that they have learned is necessary for survival.

Navigators with troubled lives often find that the trouble is of their own making. With their talent for discovering the best route between any two points, sometimes they find themselves rushing headlong into previously unknown dangers. Whether they have a habit of straining their hyperdrives with untested jumps, or pushing just a little too far into a hostile wilderness before turning back, these Navigators must become self-reliant in order to find the way back to safety from all manner of circumstance. Those who cannot learn to help themselves in extremity rarely last long enough to make a habit of getting into such scrapes.

Delving into the unknown spaces on planetary maps and star charts is a dangerous practice, and so it should be no surprise that many **Pathfinders** regularly court danger and conflict. To some extent, all Pathfinders must be survivors, as they never know what they might encounter while they forge onward into uncharted territory. However, some among them are tested more regularly than others, as they seek out or stumble upon new and unknown dangers. Each time they survive such an encounter, the next becomes less fearsome to them, and they grow to master their path.

WANDERER

Seeking isn't always about finding. Sometimes, a Seeker's quest is more about the journey than the destination. The guidance of the Force and their own inherent wanderlust sends these Seekers ever onward, not in search of any particular goal, but to gather wisdom and experience.

This is not to say that these ever-journeying souls are aimless or lack purpose. Rather, Seekers of this sort simply refuse to be pinned down. They feel the need to stay in motion, following the flow of the Force through the galaxy. They may stop to learn from a wise mentor or fight a necessary battle, but afterward, they are always ready to move on.

No matter where Seekers go in the galaxy, there is never a shortage of bullies, toughs, or villains. Because of this, Seekers who travel the galaxy often develop the skills of **Ataru Strikers**, whether to defend themselves against those who see newcomers as easy meat, or to bring justice and protection to each new locale they visit. Even though they don't remain in one place for long, the memory of their deeds tends to linger in the minds of those who see Ataru Strikers in action, shaping the galaxy for good or ill years after they have moved on.

Some **Executioners** are troubled by their talent for killing, whether out of guilt, or simply because they don't have the patience for the aftermath. They may travel the galaxy in hopes of evading any unforeseen consequences of their actions, or to stay ahead of their conscience. Unfortunately, their skills have ways of finding uses, and their path across the galaxy may rapidly become a trail of bodies. Whether the dead are justly slain or simply victims varies from Seeker to Seeker, but many such journeys end up leading to the dark side.

The lives of **Hermits** are typically thought of as being sedentary, but that isn't necessarily the case. While many Hermits make a residence out in the wilderness, others abandon the notion of a singular home altogether. Some such individuals take this extra step to further toughen themselves, seeing even a crude hut or cave as enough shelter to be a sign of weakness or excess. Others view their attitude as a step toward enlightenment, regarding the whole of the galaxy as their home instead of limiting themselves to a single system, world, nation, or settlement. Some Hermits might not even consider the issue, being too preoccupied with the mysteries of the Force and philosophical quandaries to spend time worrying about such mundane matters.

Some **Hunters** feel an urge to move across the galaxy as irresistible as the migratory instincts of the beasts or other targets they pursue. Others simply reason that they can't practice their craft by staying in one place when their targets are in motion. Whether driven by some spiritual bond with their targets, or by the need to outmaneuver or outwit them, Hunters often find themselves on the prowl for new prey against which they can prove themselves.

It isn't hard for **Navigators** to live their lives on the move. In fact, for many of them, it may be that staying in one place for long is the issue. Between their natural affinity for travel and the interest their skills command, Navigators may have difficulty settling down, even for a little while. Some see this as a problem, or at least an inconvenience, while others embrace a rootless lifestyle, tied to nothing but a ship, caravan, or other means of conveyance.

Pathfinders are masters of life on the move, but not all of them choose to use their skills constantly. Some Pathfinders prefer to work only as necessary, and stay at home—or at least in the same general area—when the situation doesn't demand travel. Those who stay more mobile are able to hone their skills to the utmost, until eventually they can be as comfortable bunking down on rocky cliffs or ice caverns as they would be upon sheets of Corellian nanosilk.

SEEKER MORALITIES

Seekers are often driven individuals, though the specifics of what drives them and to what goals can differ greatly. Many are motivated by internal forces that push them to forge new pathways across unexplored regions, track down dangerous beasts, eliminate threats to others, or strengthen their own Force abilities. As such, Seekers often lead a solitary existence. Even when they work with others, Seekers might still strive toward their own objectives, provided these objectives are compatible with those of the group. At the same time, group situations offer excellent opportunities for incorporating a Seeker's Morality into the game.

Morality often can determine how Seekers interact with others. This can be a problematic area, as most Seekers are used to operating on their own and unused to group dynamics. While circumstances could challenge their viewpoint and ethics, Seekers rarely discuss personal decisions with others. This does not equate to a lack of conflict; internal debate can be as strenuous as any group discussion, and what might seem to be a correct choice could become the first stepping-stone on the path to the dark side.

Internal challenges can themselves reflect the struggles Seekers have against the wider universe of hostile wilderness areas and uncharted regions of space. Even when facing external threats, Seekers commonly endeavor to challenge their own internal abilities, whether by strengthening their lightsaber skill in melee or honing their sharpshooting ability by picking out targets through a sniper scope. This drive to better themselves is, in part, the call of survival; Seekers usually have no one to call upon for aid, and so rarely live long if they cannot prove themselves as master predators. However, their drive might still exist even in the absence of clear obstacles. Seekers in isolated areas might channel their drive into improving their connection with nature and the Force. Their drive can interact with their Morality, as Seekers decide how to reconcile the desire to permanently eliminate a threat with the taking of lives, or the desire for seclusion when innocents are suffering.

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 others, for no two beings undergo precisely the same tests of faith and prowess.

Moralities can come into play whenever the PCs encounter new situations or face tough decisions. They can help guide how the players roleplay their characters. For example, perhaps the group discovers that a planet's civilian leaders are collaborating with the Empire to establish a rendition facility for interrogating

suspected Jedi sympathizers. One PC, who had earlier escaped from a similar prison and still wears the scars of his questioning might insist that the group violently target not only the Imperial officers but also the local collaborators, viewing all as equally guilty. Another could push for a daring raid, proudly sure that her own abilities and the aid of the Force will see them through, as it has throughout her life. Another PC might instead insist the group seek only to rescue any captives and avoid conflict, as he's seen previously that such attacks often draw bloody reprisals against innocent natives. The last could question the need for any action at all, for her individual goal is only to learn more of the Force—and any who could be taken prisoner are clearly too unskilled and weak to have useful knowledge or abilities to impart. These characters' different Moralities thus reflect their different struggles with the concepts of right, wrong, and inner peace, as well as influencing how they interact with others in their group during adventures.

Players may replace **Table 2-1: Morality** on page 50 of the **FORCE AND DESTINY** Core Rulebook with **Table 1-1: Seeker Moralities** on page 17. 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: SEEKER MORALITIES

d100	Emotional Strength	Emotional Weakness
01-08	Bravery: When action is needed, there is no hesitation despite the dangers. The character puts aside any fears before acting, whether navigating a ship through hazardous routes or engaging in combat against formidable foes.	Recklessness: While bravery is admirable, refusing to properly analyze a situation before acting is not. The character often leaps to act when more forethought would lead to other, more prudent decisions.
09-16	Love: The character is open to love and can cherish the happiness of others. An open heart greatly aids the PC when interacting with others, and can lead to strong emotional bonds.	Jealousy: Love can become twisted, especially when one party does not feel it is properly reciprocated. The character becomes insecure and resentful, lashing out at any perceived rivals.
17-24	Caution: The character gives care and attention to every decision, judging all aspects of a situation before undertaking any action. By thinking ahead, the PC avoids many poor outcomes.	Fear: Excessive caution can easily become lost to fear. The PC becomes consumed with the potential dangerous outcomes of decisions and actively seeks to avoid or even actively flee conflict of any kind.
25-32	Enthusiasm: Life experiences are to be eagerly embraced. The character is always open to exploring new areas, meeting new people, and attempting new tasks, lest the PC miss out on something.	Disarray: In a rush of enthusiastic energy, there is little attempt to truly appreciate or master any one item. The character is easily diverted whenever a new attraction appears, often leaving tasks incomplete or threats unresolved.
33-40	Empathy: The character easily understands and even feels the emotions of those nearby, even when they are guarding their true feelings. Knowing how their actions affect others, the character is careful to treat others with kindness and dignity.	Vengeance: Caring overly for others, especially victims, can lead the character to desire revenge against those who made them suffer. Only when such targets are tracked down and brought low can balance be restored.
41-48	Assertiveness: In all things, the character is quite determined and steadfast. No matter the situation, the PC shows no hint of idleness or weakness in speech or action, only firm conviction.	Obstinacy: Firm convictions can mask an excessively stubborn nature that pushes aside any hesitation about or reflection upon a desired goal. The PC's mind never changes once committed, even in light of contradictory evidence.
49-56	Curiosity: The galaxy is filled with wonders, and the goal of any sentient should be to explore and expand understanding of everything it presents. The character is always interested in learning new things and visiting new locations.	Obsession: Inquisitiveness about new things leads to intense examination of a single subject or item. The character often turns an interest into an obsession to the exclusion of all else, and the object of obsession drives the PC's existence.
57-64	Pride: The character is rightfully proud of hard-earned abilities and accomplishments. Many years have likely been spent in training, study, and meditation; few can say they are the PC's equal.	Disdain: Pride in one's self turns dark, and the character views others with iller contempt and scorn. None are worthy of the PC's company; they seem to exist only stand in the way.
65-72	Independence: Self-reliance is the watchword, for depending on others is a sign of weakness. Often refusing aid, the character never counts on others when an action can be performed personally.	Arrogance: A lifetime of independent, successful action breeds a smug and egotistical outlook in the character. None are as able as the PC, and this overconfidence can easily lead to catastrophe.
73-80	Ambition: The character has set goals, some of which might take years to achieve. With each accomplishment, there is another step towards an ultimate reward and the satisfaction of attainment.	Cold-heartedness: The drive needed to reach these goals can make the character set aside any concepts of compassion. Only the PC's own personal goals matter, with little care if any others are broken and cast aside as he rises.
81-88	Justice: The character lives to see wrongdoers punished and their deeds undone. Seeking to make things right regardless of the situation or obstacles, the character often acts as arbiter of a personal code.	Mercilessness: The quest for justice can turn the character away from concepts of pity or remorse. The PC is concerned only with laws or a personal code, no matter the situation or mitigating factors.
89-96	Discipline: The character is focused on internal mental and physical regimens. Few decisions or actions are made without thought. Such is the PC's control that these are rarely made in haste or for poor reasons.	Closed-mindedness: Studious discipline, however, can bring about intolerance and disregard for outside input. When deciding a course of action, the character often refuses any outside ideas that might deviate from firm internal viewpoints.
97-00	Roll twice on this chart. The PC has multiple emotional strengths and weaknesses.	



Anx



Ithorian



Quermian

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. The following are three additional options for players and GMs to use when creating Player Characters and important NPCs in their campaigns.

ANX

The repugnant Anx of Graviex Med loom over most other sentient species, despite their natural hunched posture. Given this, together with their deep, rumbling voices and the color-changing crests atop their heads, there is no mistaking an Anx anywhere in the galaxy.

Physiology: Anx are native to a high-gravity world; their dense musculature, stooped posture, and heavy balance of their tails all reflect this to even a casual observer. However, the species can often reach four meters in height, despite these restrictions. Their great height allowed the Anx to easily harvest the bounty of their homeworld's chilox trees when they emerged from their subterranean habitat.

Because the Anx evolved within the cave systems of their homeworld, their voices have a natural low-frequency echo that, while useful for communicating across vast distances underground, tends to make other species deeply uncomfortable. The Anx in turn are frequently discomfited by how other species have learned to read the color changes of the large crest atop their head as an indicator of their mood, a quirk of their communal lives in their native herd-based social structure.

Society: Anx society began as an extension of their natural herd structure, and even modern Anx tend to be fiercely devoted to their families and clans. Their internal clan structure is rooted in a mix of extended family bonds and political alliances, and can be difficult for outsiders to decipher. These complex ties are easily grasped by the Anx themselves, as their society developed its complexities long before encountering other species.

The Anx developed space travel independently from galactic society. They have had a long and proud history of interstellar exploration and colonization, using both the ancient Graviex Launchworks and more modern hyperdrive engines. The species is sometimes viewed as excessively curious, but this might also stem from their confidence that they can handle most things the galaxy is capable of throwing at them. Between their massive stature and strength and a

curious ability to intuit the weak spots in the anatomy of other species, the Anx have historically dealt with every challenge they have faced with relative ease.

Unfortunately, recent events have finally confronted the Anx with a threat they cannot easily defeat. After the rise of the Empire, Imperial authorities seized the Launchworks in order to study the technology for potential weapons applications. The Imperials have polluted the planet with the hazardous refuse of their experiments and have placed garrisons without regard to the territorial claims of the Anx clans. Many Anx have begun migrating offworld, fearful of what the Imperials might do to their world next.

The Anx's reputation for courage and bold action is being tested as the Empire tightens its grip. Anx society lacks the resources to challenge the Empire on its own, especially with Imperial attention already upon its homeworld. It may be that the long legacy of the Anx could become fractured by an exodus from Gravlex Med in coming times, or even that the species' proud traditions disappear entirely. Some Anx have turned to the Rebel Alliance in the hope of reversing their planet's decline, while others look to their ancient practices of colonization as inspiration for a new start among the stars.

Homeworld: The high-gravity world of Gravlex Med, found within the Outer Rim system of the same name, has an extensive cave system throughout its crust—the onetime home of the Anx species. Some Anx still dwell in the caves beneath the surface, although many have moved to cities above ground, such as their capital of Ozlyn Cox.

The planet's terrain is mountainous, the wide reaches between the ranges housing vast savannas teeming with chulox trees and other vegetation. However, contamination from the Imperial occupation of the planet's Launchworks has ravaged the ecological balance of the savannas, and much of the native flora and fauna have begun to die out.

Language: Even when Anx are speaking Basic, the low rumble of their voice can cause unpleasant sensations deep in the bones of other species. When the native Anx language is spoken—a feat impossible for any other species—outsiders tend to experience intense discomfort, and so the Anx tongue is rarely spoken outside of Gravlex Med. In the right conditions, the Anx can make themselves heard from kilometers away, whether across a network of caves or in the open air of the savannas.

Perception of the Force: Force sensitivity is not especially common among the Anx, but neither is it unheard of. In the days of the Republic, Anx were known to have served in the Jedi Order, some rose to be respected Masters. Their grasp of anatomy made Anx Jedi capable as both healers and duellists, while their durable frames and fearless attitudes saw them willing to intervene in dangerous places to put these talents to good use. The prowess of Anx Jedi inspired great respect, verging on awe, when they took to the field in the Clone Wars. Unfortunately, those days have passed. Since the fall of the Jedi, Force-sensitive Anx have learned to be cautious about revealing their talents, especially given the excessive Imperial interest in their species' holdings.

GRAVLEX LAUNCHWORKS

The ancient Launchworks that dot Gravlex Med are not spaceports in the sense that most would consider the word. Instead, they are installations of massive, high-velocity cannons that were once calibrated to fire spaceships on precise trajectories toward other planets. After the Anx learned of hyperdrive technology (and so no longer needed the Launchworks for space travel), they adapted the Launchworks into garbage disposal facilities, firing the waste their society produced into the heart of their system's sun.

Imperial researchers traveled to Gravlex Med to study the cannons in the Launchworks for potential combat uses. The ancient technology yielded little of military value, though. Rather than admit they had come away empty-handed, the research teams recommended the Empire expand the role of the cannons as waste-disposal facilities. Soon, garbage scows and transports full of hazardous waste began arriving at the planet in huge numbers, depositing their refuse for processing and eventual disposal at the Launchworks. However, the facilities were not built to process so much cargo, or to contain the contamination such materials brought with them. The areas around the Launchworks have since transformed into rapidly expanding wastelands of toxic spills and deadly biological agents.

SPECIES ABILITIES



- **Wound Threshold:** 13 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 85 XP
- **Special Abilities:** Anx begin the game with one rank in the Kill with Kindness talent.
- **Anatomical Knowledge:** Anx have an innate grasp of how bodies are put together and are able to intuit the anatomical vulnerabilities of almost any species. Anx gain one rank of the Lethal Blows talent.
- **Mood Indicator:** If an Anx's head-crest is not covered, the character upgrades the difficulty of Deception checks once.

ITHORIAN

Sometimes referred to by the nickname "Hammerheads" (although not by choice), Ithorians are easily recognizable thanks to their unusual head structure and vocal apparatus. Ithorians are often seen as the caretakers of the galaxy, both within their own culture and by others who recognize the dedication that Ithorians show toward preserving all forms of life and growth.

Physiology: Ithorians are large by the standards of many species, typically ranging from 1.8 to 2.3 meters in height, although they are usually lean of body, limbs, and digits. Their neck and head contribute considerably toward their size, emerging from the top of the torso in a continuous curve that ends with a protrusion not unlike the head of a primitive hammer—hence the nickname. Their eyes are on opposite sides of their head, and mouths are similarly placed on each side of their neck, near the join with the torso. These dual mouths are attached to four throats, granting the Ithorians unique vocal talents and even the capacity to create powerful sonic "bellows."

Society: Ithorian society revolves around the concept of "Mother Jungle," the spiritual representation and ideal of the Ithorian homeworld of Ithor. In order to keep their native planet as close to this ideal as possible, the Ithorians dedicate vast effort to protecting and preserving Ithor's natural state. Rather than dwelling on the surface of their world, the Ithorians live on massive repulsorlift cities, known as "herdships," which allow them to keep the jungle free of the detritus of everyday life, while still having access to the beauty and splendor of their world.

This approach to life extends far beyond Ithor itself. Ithorian colonies and extraplanetary social groupings are organized into extended family groupings, or herds, that are led by Force-sensitive priests who teach the doctrine of preservation and reverence for Mother Jungle. The species has thus far managed to keep Ithorian culture intact, despite the Empire's purge of Force-sensitives, by yielding to extortion for Ithorian advanced agricultural techniques.

Many herds fear what the Empire might do when Imperial scholars have learned their fill of Ithorian techniques, but there is little they can do without destroying the culture they wish to preserve. Ithorians within their native society are almost universally pacifists, and the few members of the species inclined toward violent solutions to problems are typically exiled from their homes. Practicing non-lethal self-defense is not uncommon (usually by means of the species' sonic bellows), but Ithorians prefer first and foremost to prevent conflicts from occurring at all, achieving this through negotiation or compromise. Members of other species who do not meet their first Ithorian by dealing with an ill-tempered exile usually encounter Ithorians when they are acting as neutral parties seeking to alleviate ecological damage or treat wounds brought about by the wars of other cultures.



ITHORIAN EXILES

Violence is anathema to Ithorian society, and any Ithorian who shows too much interest in weapons or fighting is shunned by others of the species. Those who actually attack another being outside of self-defense, or, worse yet, kill someone, are exiled for their violation of the ideals of Mother Jungle.

Many Ithorian exiles keep some of the teachings of Mother Jungle in their heart, but many more become embittered by being cast out of the only life they have known, bereft of friends and family. They become especially resentful if they acted for what they saw as a good reason, such as to protect another or to stop a worse act from being committed. This bitterness can fester and make even normally pleasant Ithorians into truly unsavory characters. Some turn to spice, while others decide to continue with the acts of violence that led to their exile.

In the rare instances in which Ithorian Force-sensitives act violently, they are not given special treatment or dispensation because of their status—if anything, they are held to a higher and more stringent standard. As such, they rapidly move from being revered pillars of the community to detested exiles. Force-sensitive exiles who cannot make sense of what has happened to them risk letting their confusion turn to anger and hate, and falling to the influence of the dark side.

Homeworld: The lush, tropical world of Ithor is considered one of the most beautiful worlds in the galaxy, and it remains so due to the careful tending of the natives. Pollution and litter are entirely unknown on Ithor, thanks to the limiting of nearly all habitation to floating cities in the planet's sky. Ithorians may instead choose to dwell on the world's surface, becoming hermits who attend to the jungle's needs and binding their lives even more closely with their beloved Mother Jungle.

Language: The Ithorian language is a marvel of complex, stereoscopic sounds almost impossible to reproduce without the species' multiple throats. Even without factoring in the biological difficulties in reproducing the language, its tonal variations and intricacies make it one of the most difficult to learn in the galaxy.

Perception of the Force: Most Force-sensitive Ithorians serve as priests of Mother Jungle, leading and educating their flocks, or working to aid a more senior priest. Some served as Jedi in the time of the Republic, but many more remained with their own people to further their cultural ideals. Ithorian Jedi were highly regarded for their devotion to peace, and many became exceptionally skilled diplomats and healers.

As the Force is so closely bound to life itself, Ithorians consider Force sensitivity a wondrous gift and a sign of oneness with Mother Jungle. The Ithorian ideals of pacifism, self-sacrifice, and preservation of life mean that dark side Force users are virtually unheard of in the species, although any Force-sensitives among them who are exiled risk falling exceptionally quickly if they do not learn to adapt to their new circumstances.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Ithorians begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
- **Ithorian Bellow:** With two mouths and four throats, Ithorians have a unique natural weapon they can call upon when threatened (Resilience; Damage 6; Critical 4; Range [Short]; Blast 3; Concussive 1; Slow-Firing 2; Stun Damage). Each time they use this ability, they suffer 3 strain.

QUERMIAN

The Quermian species is an offshoot of the Xexto, produced through genetic tampering long ago by Arkanian scientists. Though larger than their Xexto cousins, Quermians tend to be less physically adept; they rarely make full use of their great height or the extended reach of their four arms. Most rely instead on the extensive mental processing power offered by their dual brains, which they use to read other species for their own benefit.

Physiology: The Quermians are a tall, spindly species, with slender torsos surrounded by six limbs—including two pairs of arms—and extended necks nearly as lengthy as the trunks from which they rise. Their skin tends toward a pale, ashen hue and is frequently wrinkled with slight folds. Their faces have only smooth skin where the nose is found on many other species; instead, olfactory organs on their hands perform the function of detecting scents.

Like the Xexto, Quermians have two brains, one in their head and one in their chest. Unlike their cousins, who divide different functions between the two brains, Quermians each have two fully developed brains. In some Quermians, each of the two brains even develops its own separate personality. In Quermians who are controlled by a unified mind, the secondary brain operates in tandem with the first, processing input with a level of detail and insight that can seem uncanny to many other species. In particular, the dual brains of the Quermians allow them to read otherwise undetectable signals in the body language of any species. Quermians sometimes exploit this understanding to communicate

A MYSTERIOUS REPUTATION

Few species in the galaxy are as thoroughly misunderstood as the Quermians, who find that a quirk of their dual-brained biology leads the ignorant to assume that many or even all of them are Force-sensitive. The educated widely ridiculed this assumption during the days of the Republic, when the Jedi were widely known. In current times, however, Imperial misinformation campaigns have taken what was already a difficult reputation to live with and made it nearly unbearable.

When interacting with other species, Quermians are now faced with an unenviable choice. They can make use of their natural talents, intuiting the crux of any conversation and resolving their business easily, or they can try to ignore their insights and behave as if they do not know as much as they truly do. Some Quermians who choose the latter path compare it to walking around a corner with their eyes shut, as

their natural insight occurs on a level as basic to them as vision or any other sense. These Quermians who ignore their insights still have mixed success avoiding the stigma that has come to surround the species, as they are often perceived as distracted, inattentive, or even shifty. Quermians who manage to convince business partners or traveling companions of their normality are matched in number by those who find themselves pegged as conniving or eerie even as they try to avoid demonstrating any off-putting talents.

Perhaps the only benefit in all of this is that truly Force-sensitive Quermians are harder to discern from their peers if they do not use overt Force powers. On worlds where the Imperial authorities have grown sick of responding to false alarms, careful Force-sensitives might be able to pass off their talents as just more inherent oddities of the species.

silently through minute shifts in posture, allowing them to act in concert without any words being exchanged. The level of insight and communication Quermians are known to display has given them a strange reputation among other species, who sometimes suspect them of possessing further gifts, or even an innate Force sensitivity.

Society: Quermian society is largely focused inward, with a simple, communal lifestyle allows individuals to concentrate on their own needs. By the standards of most advanced societies, the Quermians consume very little. Many members of the species spend much of their time on intangible pursuits such as philosophy or the production of art, literature, and music. The nature of Quermian intuition and communication is such that members of their society who want for basic necessities are easy to identify, and swift aid is typically rendered to these individuals. Even the most selfish Quermians can rarely stomach reading the pain of their fellows for long.

When in the company of sentients outside their species, Quermians often operate very differently. Their ability to read other species is not as sharp as their understanding of each other. However, it does offer them an edge in most social maneuvering, giving them something of a reputation as manipulators or hucksters. Certainly, some Quermians revel in their ability to so easily discern hidden motives and desires, although many simply use the talent to avoid being manipulated themselves.

Homeworld: The ancestors of modern Quermians were named for Quermia, the world on which the Arkanians settled them. After the ancient Arkanians moved on, the Quermians developed their own society, centered on a largely peaceful communal lifestyle and the contemplation of philosophy. The long peace of Quermian society can at least partially be attributed to the ease with which the species is able to communicate and share its feelings and concerns.

Of course, Quermia's history is not entirely peaceful, although strife usually has come from outside influence rather than internal struggles. During the Clone Wars, Quermia was isolated from the Republic in Separatist space, and it suffered heavily under an extensive blockade. With the fall of the Separatist cause, the blockade was lifted, but Imperial rule is not usually considered a substantial improvement among the generally peaceful Quermians. Given the Empire's propaganda campaign against the Jedi and its purges of Force users, some Quermians even fear that their frequently misunderstood talents might lead the Empire to take drastic measures against them.

Language: The Quermian language, which goes by the same name as the species, is known mostly for its melodious sound. However, it is also a language with a great deal of specialized vocabulary, developed over the species' long history of philosophical introspection. Although most Quermians also speak fluent Basic, they take great pride in their own language, enjoying it for its sound as well as for the ease with which it can express complex abstract concepts.

Perception of the Force: Although the Quermians do not possess a more inherent affinity for the Force than do most other species, they have long been associated with its mysteries. Many prominent Jedi have been Quermian, including Master Yarael Poof, who sat on the Jedi High Council until his death, shortly before the Clone Wars. Furthermore, their natural insight has led many outsiders to assume that all Quermians are Force-sensitive. In the current state of the galaxy under Emperor Palpatine, this assumption causes many problems for Quermians abroad across the galaxy, who risk being turned in or hunted as Force users, even if they are not.

QUERMIAN KINESIC INTUITION

Quermians have an innate understanding of body language, even extending to other species. Members of this species can communicate basic concepts (no more complicated than "this place is dangerous" or "that being is untrustworthy") to each other nonverbally using subtle cues from body language. Depending on the situation, Game Masters can also add **■** to checks Quermians make to determine the intent of a living being whose form they can clearly observe.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 85 XP
- **Special Abilities:** Quermians begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.
- **Additional Limbs:** Quermians have six limbs: two legs and four arms. As a result, they gain an additional free maneuver per turn, although they still may not perform more than two maneuvers per turn.



NEW SPECIALIZATIONS

The existing specializations for Seekers in the **FORCE AND DESTINY** Core Rulebook illuminate the career's themes of exploration, survival, and self-reliance, often in wilderness or remote territories. The three specializations in **SAVAGE SPIRITS** offer new means to independently pursue these goals, whether through performing lethal eliminations, embracing secluded lifestyles, or discovering effective pathways. These new specializations can also enhance any career should a player choose to tap into one as a non-career specialization.

The Executioner is a master at efficient and necessary killing, using anything from precision sniper weapons to vicious blades, and brings lethal combat skills to the Seeker career. The Hermit offers abilities designed to expand his knowledge of the Force as well as to help the character avoid outside interference; this specialization allows Seekers to better hone their wilderness and animal-handling skills. The Navigator excels at finding the best routes across land and space, and can be an essential part of any group voyaging through uncharted jungles or searching for lost worlds.

All Seekers, regardless of their specialization, have six core career skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, and Vigilance. These skills represent the core area of competency that all Seekers are likely to possess or develop. Seeker characters automatically gain one rank each in any three of these skills of their choice without spending starting experience, and they receive a discount when they spend experience to purchase ranks in any of these skills.

Each specialization also has its own list of four additional career skills, from which players select two for their character. This may allow players to select a skill twice at creation, thus beginning with two ranks in that skill. No character may start the game with more than two ranks in any skill, however, regardless of how many opportunities the player may have had to select it (such as by combining a free rank from a species with one from the career list and one from the specialization list).

EXECUTIONER

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Seekers often focus on survival in hostile settings where they must rely solely on their own abilities. Such self-reliance can also be reflected in their combat abilities, as each shot or strike must end a battle as swiftly as possible. Merely wounding or dissuading a foe is not sufficient in these cases, as often only one party can leave the encounter alive. Executioners embody this focus on precise lethality. Many become feared across systems for their effective means of eliminating any threat that requires removal. Determining which threats deserve their deadly and personal attention, though, can make for complex judgement calls. Such decisions and the methods by which they render them can also lead Executioners down the path to the dark side.



DEALING EFFICIENT DEATH

Executioners are perhaps the embodiment of the Seeker career as apex predator, and they excel at the art of death. While other careers and specializations can produce effective fighters, Executioners are more concerned with maximizing the damage they inflict to ensure a quick, definitive end to their conflicts. Given their emerging connection to the Force, there are few who can match these lethal characters' ability to achieve this goal.

Executioners receive **Discipline**, **Melee**, **Perception**, and **Ranged (Heavy)** as additional career skills, reflecting their deadly and efficient application of violence. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience.

Others might view Executioners as brutal killers, but this is a simplistic view. Killing is often the outcome of combat, but Executioners might attempt to avoid conflict altogether, as their aim is only for a fatal end for their target. This could even mean a target is eliminated by long-range fire or a decisive lightsaber strike before even becoming aware of any danger. When eliminating one saves hundreds of others or frees entire villages from suffering, many Executioners see their work as perhaps distasteful, but certainly necessary.

Executioners are not always grim, dispassionate assassins, though many are driven by intellect rather than emotion. Some may view their calling as a righteous one, celebrating each threat they remove before it can harm others. Others might see each lethal act as a step toward redemption for past sins. Inflicting death should never be an easy act, however. Those who trivialize it or become too emotionally attached to their goals are at risk of becoming enthralled by the dark side of the Force—which some Executioners might not realize until far too late.

TALENTS WITH CONFLICT COSTS

Certain talents give the Player Character who possesses 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; see page 51 of the **Force and Destiny** Core Rulebook for more on Conflict. These talents are delineated with the following symbol in their header:

■ TALENT NAME

SEEKER: Executioner

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance

Additional Career Skills: Discipline, Melee, Perception, Ranged (Heavy)

ACTIVE

PASSIVE

FORCE TALENT

GRIT
Gain +1 strain threshold.
COST 5

QUICK STRIKE
Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 5

QUICK DRAW
Once per round, draw or holster a weapon or accessible item as an incidental.
COST 5

MIND OVER MATTER
The character may spend one Destiny Point to recover strain equal to his Willpower rating.
COST 10

HUNTER'S QUARRY
Take Hunter's Quarry action; make a **Hard** (◆◆◆) Survival check to upgrade the ability of all attacks made against a target at long range until the end of the character's next turn.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

LETHAL BLOWS
The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.
COST 10

LETHAL BLOWS
The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.
COST 15

IMPROVED HUNTER'S QUARRY
Suffer 2 strain to perform Hunter's Quarry action as a maneuver.
COST 15

QUICK STRIKE
Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.
COST 15

PRECISE AIM
Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.
COST 15

TERRIFYING KILL
The character may spend 1 Destiny Point to take the Terrifying Kill maneuver after incapacitating or inflicting a Critical Injury. Roll 1 no greater than Force rating, and spend 1 to inflict 1 strain on each character within short range of target.
COST 20

PRECISE AIM
Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.
COST 20

MARKED FOR DEATH
Take the Marked for Death maneuver, committing 1 and 1 to combat checks against target while 1 remains committed, but cannot use this talent again until the original target is incapacitated or the session ends.
COST 20

DEATHBLOW
After making a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Willpower to one hit of the successful attack.
COST 20

LETHAL BLOWS
The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.
COST 25

ESSENTIAL KILL
When making a non-Gunnery combat check, the character may add 1 no greater than his Force rating to the check. The character may spend 1 to add 1, or 1 to add 1 (character's choice), to the result.
COST 25

FORCE RATING
Gain +1 Force rating.
COST 25

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

While most Seekers are often solitary and self-reliant by nature, some go beyond this simple tendency toward reclusion and desire to operate independently. A life isolated from the impositions and irritations of outsiders is instead the goal for them, so that they can develop their abilities and connections to the Force in relative calm. Free from outside distractions, these Hermits can further themselves in ways previously unimaginable to them. Those who can be convinced to rejoin society can be of great value, not only in their use of the Force but also in dealing with wilderness survival and deadly creatures.



COMMUNING WITH THE LIVING FORCE

For Hermits, solitude is not necessarily a result of abhorring social interactions or lacking any skills with them. Some Hermits might have even sought remote life to escape from outside entanglements. They may have had crushing debts, had bounties placed on their heads, or even deserted from the Imperial military. Hermits who desire seclusion after discovering their nascent Force abilities may use their isolation to more fully concentrate on uncovering the secrets of their mysterious new powers. Meditation can not only help them become more in tune with the Force, but also strengthen their connection with nature and the surrounding wildlife.

Hermits are not only solitary and self-reliant, but also seek to maintain their isolation against intruders and others who would disturb their reclusive existence. Some even hone their ability to avoid others to great extent, the better to escape unwanted attention. To represent this, Hermits receive **Discipline**, **Knowledge (Xenology)**, **Stealth**, and **Survival** as additional career skills, allowing them to better develop their connections not only with the Force, but also local with flora and fauna. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience.

Despite their previously isolated ways of life, though, Hermits are powerful additions to groups. When parties are stranded in harsh environments, whether sweltering jungles or barren ice wastelands, Hermits likely feel they are returning to their homes. Many find such locations more relaxing than the intense industry and frantic pace of typical cities, especially in Core systems. Their skills in dealing with these wilderness regions makes them invaluable for ensuring the party's survival when the characters venture into the wilds.

Hermits' skills in uncivilized areas also comes into play when facing dangerous animals or untamed creatures the group desires to use as steeds. Living in the wild, Hermits often develop close bonds with their fellow creatures and can form companionships that might last lifetimes. Many of these Seekers use their Force abilities, possibly unconsciously, to strengthen established connections with animals as well as to form new ones.

Despite having lived in isolation for long periods, Hermits are not unprepared for conflict. Most have maintained themselves well, simply in order to survive in an unforgiving wilderness where weather and even local plant life can be as hostile as any sentient enemy. Dealing with dangerous creatures and honing themselves to avoid such attacks can turn Hermits into equally dangerous combatants. Overall, this solitude can build powerful individuals, able not only to thrive in the harshest of environments but also to aid others unprepared for life outside advanced urban settings.

SEEKER: Hermit

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance
 Additional Career Skills: Discipline, Knowledge (Xenology), Stealth, Survival

- ACTIVE
- PASSIVE
- FORCE TALENT



NAVIGATOR

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Seekers are often at the forefront of exploration, pushing back the edges of the unknown across planets and systems throughout the galaxy. Most view the mission itself as more important than the plotting needed to undertake it, and determining its best method and route unimportant when compared to what awaits at the destination. Others, though, see these as perhaps at least as important, and certainly more personally rewarding. Navigators represent those Seekers who devote themselves fully to these aspects, from charting hyperspace passages or plotting overland routes. No matter the environment, none can match Navigators when they set about deciding a course. When Navigators use the Force, their abilities might even appear more reliant on fantastic luck than skill to the uninitiated.

GUIDING TO SAFETY

Navigators are often excellent pilots as well, but these Seekers are generally more interested in the best way for their vehicle to arrive safely and expeditiously than in its firepower or maneuverability. Some of these individuals may have spent their entire lives in space, moving from ship to ship or working one specific area filled with hazardous asteroids or nests of black holes. Most travel extensively, regardless of their origins, always seeking out new, uncharted regions in need of their abilities.

Navigators receive **Astrogration**, **Knowledge (Outer Rim)**, **Perception**, and **Survival** as additional career skills, representing their skills at locating and mapping out pathways both planetary and stellar. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience. The addition of **Astrogration** allows Navigators to truly excel in outer space, where they can help ensure the group arrives speedily and accurately to distant star systems.

Navigators are also excellent on planets, charting routes over sea, land, and air, as well as even orbital voyages. Their skills are especially critical on uncharted worlds, but they are also valuable in urban settings, which can be as unfathomable as any dense jungle or endless steppe. When the PCs need to find the fastest, safest, or least conspicuous way to reach their destination, Navigators are whom they turn to. Invaluable in chases, whether the PCs are trying to run down their quarry or escape pursuit, Navigators can give a group the edge it needs by locating the most efficient route.

Navigators are often driven to find such routes on their own, and might become irritated when inferior passages are used. Not resting until the best path is discovered and followed, they soon become bored when success is achieved, as there is no challenge in following an established route. For some Navigators, this is a never-ending quest, and they are always seeking to shave just one light year from a hyperspace lane, or an hour from a city crossing, something that can always happen as they become more proficient with the Force. The Force can also allow them to offer guidance of a less tactical and more spiritual nature at times as well, something that can also aid the PCs in their adventures.



SEEKER: Navigator

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance
Additional Career Skills: Astrogation, Knowledge (Outer Rim), Perception, Survival

ACTIVE

PASSIVE

FORCE TALENT



NEW TALENTS


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

ANIMAL BOND (IMPROVED)

Activation: Passive

Ranked: No

Trees: Hermit

Force talent. When spending a maneuver to direct a bonded animal, the character may suffer 1 strain to add  to the animal's next check.

DEATHBLOW

Activation: Passive

Ranked: No

Trees: Executioner







After making a successful attack when using a non-starship vehicle weapon, the character may spend one Destiny Point to add damage equal to the character's Willpower to one hit of the successful attack.

ESSENTIAL KILL

Activation: Passive

Ranked: No

Trees: Executioner





Force talent. When making a combat check that does not involve either using the Gunnery skill or operating a non-starship weapon, the character may add  no greater than his Force rating to the check. The character may spend  to add  or  to add  (character's choice), to the result.  gained in this way cannot be used to recover strain.

FORCE CONNECTION

Activation: Passive

Ranked: No

Trees: Hermit

Force talent. When the character performs a Survival or Knowledge (Xenology) skill check, he may roll a number of  no greater than his Force rating. The character may spend  to add  or  (character's choice) to the result.

HARASS

Activation: Active (Incidental)

Ranked: No

Trees: Hermit



Whenever the character's bonded animal makes a successful combat check, the character may choose to have the attack deal no damage. If so, the target upgrades the difficulty of the next check once. This can stack should multiple creatures perform this action on the same target.

HOLISTIC NAVIGATION

Activation: Active (Incidental)

Ranked: No

Trees: Navigator




Force talent. When making an Astrogation skill check, the character may spend one Destiny Point to remove  or to remove  equal to his ranks in Perception.

HUNTER'S QUARRY

Activation: Active (Action)

Ranked: No

Trees: Executioner

The character may take the Hunter's Quarry action against an opponent within long range, making a **Hard** (  ) **Survival check**. If the check succeeds, upgrade the ability of all attacks made against the target by one until the end of the character's next turn.

HUNTER'S QUARRY (IMPROVED)

Activation: Passive

Ranked: No

Trees: Executioner





The character can choose to suffer 2 strain to perform the Hunter's Quarry action as a maneuver instead.

INTUITIVE NAVIGATION

Activation: Passive

Ranked: No

Trees: Navigator

Force talent. When performing an Astrogation or Knowledge (Outer Rim) skill check, the character may roll a number of  no greater than his Force rating. The character may spend  to add  or  (character's choice) to the result.

LETHAL BLOWS

Activation: Passive

Ranked: Yes

Trees: Executioner







The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.

MARKED FOR DEATH

Activation: Active (Maneuver)

Ranked: No

Trees: Executioner

Force talent. The character may take the Marked for Death maneuver, selecting one target and committing . The character adds automatic   to combat checks against that target while  remains committed, but cannot use the Marked for Death talent again until the character uncommits , the original target is incapacitated, or the session ends.  gained in this way cannot be used to recover strain.

MASTER STARHOPPER

Activation: Active (Incidental)

Ranked: No

Trees: Navigator

Once per round, the character may suffer two strain to decrease the difficulty of his next Astrogation check by one, to a minimum of Easy (◆).

MENACE

Activation: Active (Maneuver)

Ranked: No

Trees: Hermit

Once per round on the character's turn, the character may spend a maneuver to allow any suitably threatening creature linked through the Animal Bond talent and of Silhouette 2 or greater to perform the Menace maneuver when the creature is at short range with an enemy; The enemy gains ■ on his next Combat check against the character in the encounter. Enemy characters who are immune to the effects of fear are also immune to this ability. The GM also has final determination as to if a creature can threaten an enemy, based on relative sizes and natures.

MIND OVER MATTER

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Executioner

The character may spend one Destiny Point to recover strain equal to his Willpower rating.

ONE WITH NATURE

Activation: Passive

Ranked: No

Trees: Hermit

When in the wilderness, the character may make a Simple (-) Survival check (instead of Discipline or Cool) to recover strain at the end of an encounter (see page 227 of the **FORCE AND DESTINY** Core Rulebook).

PLANET MAPPER

Activation: Passive

Ranked: Yes

Trees: Navigator

The character removes ■ per rank of Planet Mapper from his Streetwise or Survival checks used to navigate on a world. In addition, such checks take 50% less time (this does not decrease with additional ranks of Planet Mapper).

PRECISE AIM

Activation: Active (Maneuver)

Ranked: Yes

Trees: Executioner

Once per round on the character's turn, the character may perform a Precise Aim maneuver before attempting a combat check and suffer a number of strain. The number of strain cannot exceed his ranks in Precise Aim. He then decreases the target's defense (ranged and melee) by one per strain suffered for that combat check.

SHORTCUT

Activation: Passive

Ranked: Yes

Trees: Navigator

During a chase, the character adds □ equal to his ranks in Shortcut to any checks made to catch or escape an opponent.

SHORTCUT (IMPROVED)

Activation: Passive

Ranked: No

Trees: Navigator

When engaging in a chase or race, the character may suffer two strain to add ✨ equal to ranks in Shortcut to the check.

SOOTHING TONE

Activation: Active (Action)

Ranked: No

Trees: Hermit

Once per encounter when riding a beast, the character may perform a Soothing Tone action, attempting an **Average (◆◆) Knowledge (Xenology) check**. If successful, the beast the character is riding recovers strain equal to ✨ on the check (or heals that number of wounds if it does not have a strain threshold).

STUDIOUS PLOTTING

Activation: Passive

Ranked: No

Trees: Navigator

When making a Streetwise or Survival check to navigate on a world, the character may use Intellect instead of Cunning.

SURVIVAL OF THE FITTEST

Activation: Active (Incidental)

Ranked: No

Trees: Hermit

Force talent. Once per session, when making a single check, the character may treat his Force rating as being equal to his ranks in Survival.

TERRIFYING KILL

Activation: Active (Maneuver)

Ranked: No

Trees: Executioner

Force talent. The character may spend one Destiny point to perform a Terrifying Kill maneuver immediately after conducting a successful attack where the target is incapacitated or suffers a Critical Injury (the character must still be able to perform maneuvers, and may not perform more than two maneuvers in a turn). The character rolls ○ no greater than his Force rating, and may spend ● to inflict 1 strain on any other characters within short range of that target (and may do so multiple times). A character who has purchased this talent automatically gains 1 Conflict at the beginning of a game session.

SEEKER MOTIVATIONS

Motivations are an essential part of character creation. They offer players strong roleplaying tools for determining how their characters should act, especially in narrative situations. They can also be used to create significant events in their characters' pasts as well as how characters look to the future. Motivations should always be a strong part of Seekers' makeup, driving what made these often-solitary characters decide to journey across the galaxy with others and to continue to do so despite setbacks or conflicts.

SEEKERS AND PURSUITS

The **FORCE AND DESTINY** Core Rulebook presents three primary categories of Motivation—Ambition, Cause, and Faith—each of which contains examples for players to use in roleplaying their characters. In addition to these, **SAVAGE SPIRITS** offers the new Motivation of Pursuit, which includes examples that Seeker characters should find applicable. Characters of other careers are also welcome to choose a Pursuit, of course, if one fits particularly well.

Seekers are often driven individuals, and their Motivations might dominate their desires and goals. These goals could be as common as Wealth or Happiness; more specific, such as Vengeance; or ongoing ones such as Exploration. Pursuits can help Seekers to improve themselves as well, becoming

TABLE 1-2: RANDOM SEEKER MOTIVATIONS

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

better in dealing death or connecting to the Force. Players can use Pursuits to guide and strengthen the narrative gameplay for their Seeker characters.

During character creation, players can choose the Motivation that fits their character, or they can roll randomly for one. To choose randomly from the expanded list, they first roll on **Table 1-2: Random Seeker Motivations** instead of using the corresponding **Table 2-3: Random Motivation** from page 105 of the **FORCE AND DESTINY** Core Rulebook. Players who roll Pursuit then roll again on **Table 1-3: Specific Pursuits** to determine which Pursuit to use as the Motivation. Otherwise, players should consult the appropriate table in the **FORCE AND DESTINY** Core Rulebook for the category rolled.

TABLE 1-3: SPECIFIC PURSUITS

d100	Result
01-10	Justice: There are too many instances of wrongs not righted and the strong abusing the weak. The character is motivated to end these wherever they are found, and might even feel that the Empire is the first target for true justice.
11-20	Wealth: Credits are the true power that make the galaxy turn, and the character knows that no matter how many acquired, more are needed. Every encounter is a possible source of new income, be it legally or illegally acquired.
21-30	Knowledge: With a galaxy full of so many secrets, the character knows that the pursuit of knowledge can never be ended. The more that others try to suppress information, the greater the eagerness to uncover it.
31-40	Deadliness: While death is not the character's goal, it cannot be avoided and so must be honed to an art. Never missing an opportunity to practice swordplay and aim, the PC views each combat as a test of personal lethality.
41-50	Happiness: The character always works to increase personal comfort no matter the situation, and strives to make the best of things whenever possible. As chances for happiness should be grasped whenever they are presented, this quality could work to reduce the tensions within a group or to push for seeking out luxuries to exploit.
51-60	Exploration: The character is never satisfied with the current location, and constantly looks beyond the horizon. Sometimes this means even deliberately turn away from comfortable pathways and civilized areas to venture outwards to see what is there to be discovered.
61-70	The Force: Since finding a connection to the Force, the character has sought to learn more about this mysterious energy field. The pursuit of such Force discoveries could begin to drive the character's actions more and more.
71-80	Self-Reliance: It's a dangerous galaxy, with governments being overthrown and entire planets being destroyed. No matter where, the character always works to avoid any need for help, for there will always be times when either no one else is present or able to offer assistance.
81-90	Efficiency: Life is a precious resource, and the character strives to waste as little as possible. Not only are the character's own actions examples of economical, effective perfection, but the character also always seeks to similarly improve other sentient, technologies, and even nature where possible to these standards.
91-100	Vengeance: The character seeks revenge against those responsible for some terrible action, never resting until vengeance is satisfied. Satisfaction is only temporary, though, as there is always a new target awaiting attention.

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

To acquire a signature ability, a character 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

A character who has purchased the basic form of the signature ability, 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 to a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

ACQUIRING SIGNATURE ABILITIES

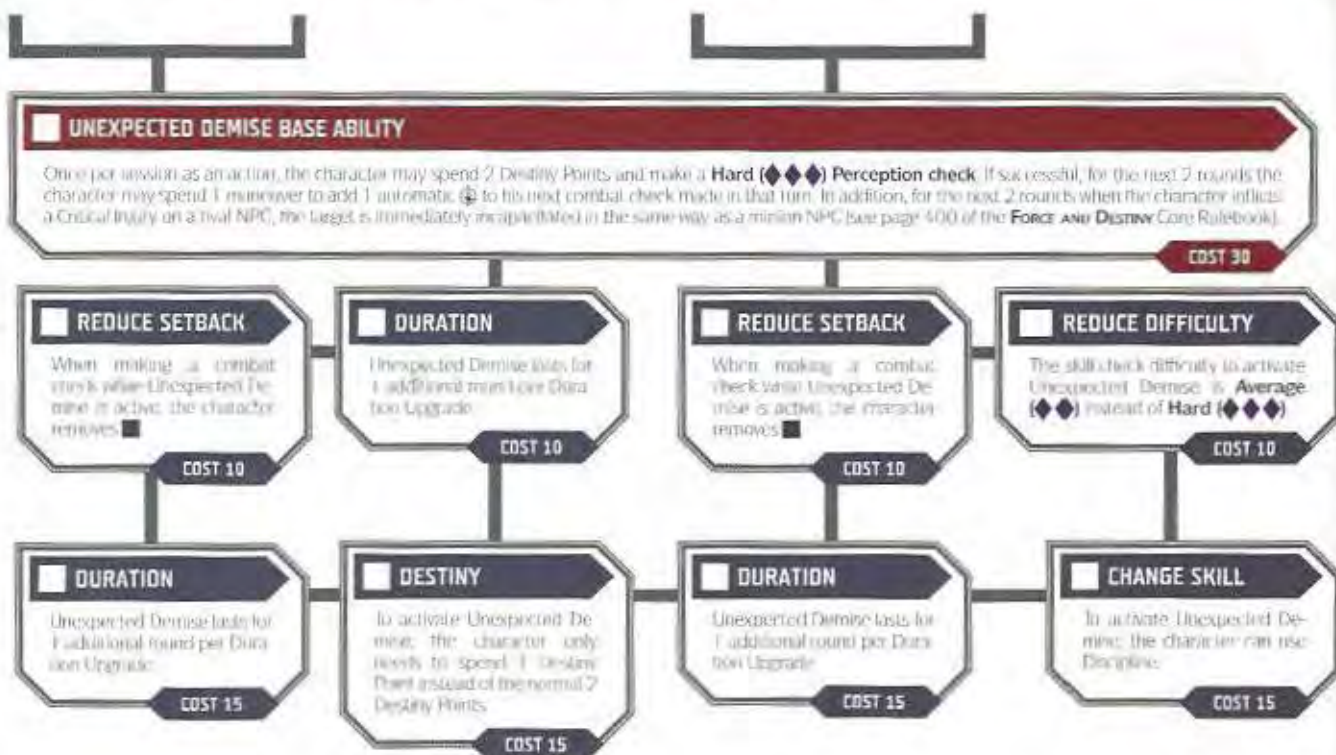
Before purchasing a signature ability or any of its upgrades, the character must "attach" that ability to the bottom of one of the character's current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached 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 Seeker career has access to two signature abilities: Unexpected Demise and Unmatched Pursuit.



Seeker Signature Ability Tree: Unexpected Demise



SEEKER SIGNATURE ABILITY: UNEXPECTED DEMISE

It's a dangerous and hostile galaxy, and only the most deadly survive to live another day. Seekers who know this hone themselves to eliminate threats before those threats eliminate them. Through exhaustive practice and careful examination, these characters stalk their prey to ensure that few will walk away once they become their target, whether in the midst of a chaotic battle or in the sights of a long-range blaster rifle.

BASE ABILITY

Once per session as an action, the character may spend two Destiny Points and make a **Hard (◆◆◆) Perception check**. If successful, for the next two rounds the character may spend one maneuver to add one automatic ⚡ to his next combat check made in that turn. In addition, for the next two rounds, when the character inflicts a Critical Injury on a rival NPC, the target is immediately incapacitated in the same way as a minion NPC would be (see page 400 of the **FORCE AND DESTINY Core Rulebook**).

UPGRADES

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

Change Skill Upgrade: To activate Unexpected Demise, the character can use Discipline (instead of Perception as normal) to ready the mind and calmly perform the perfect strike.

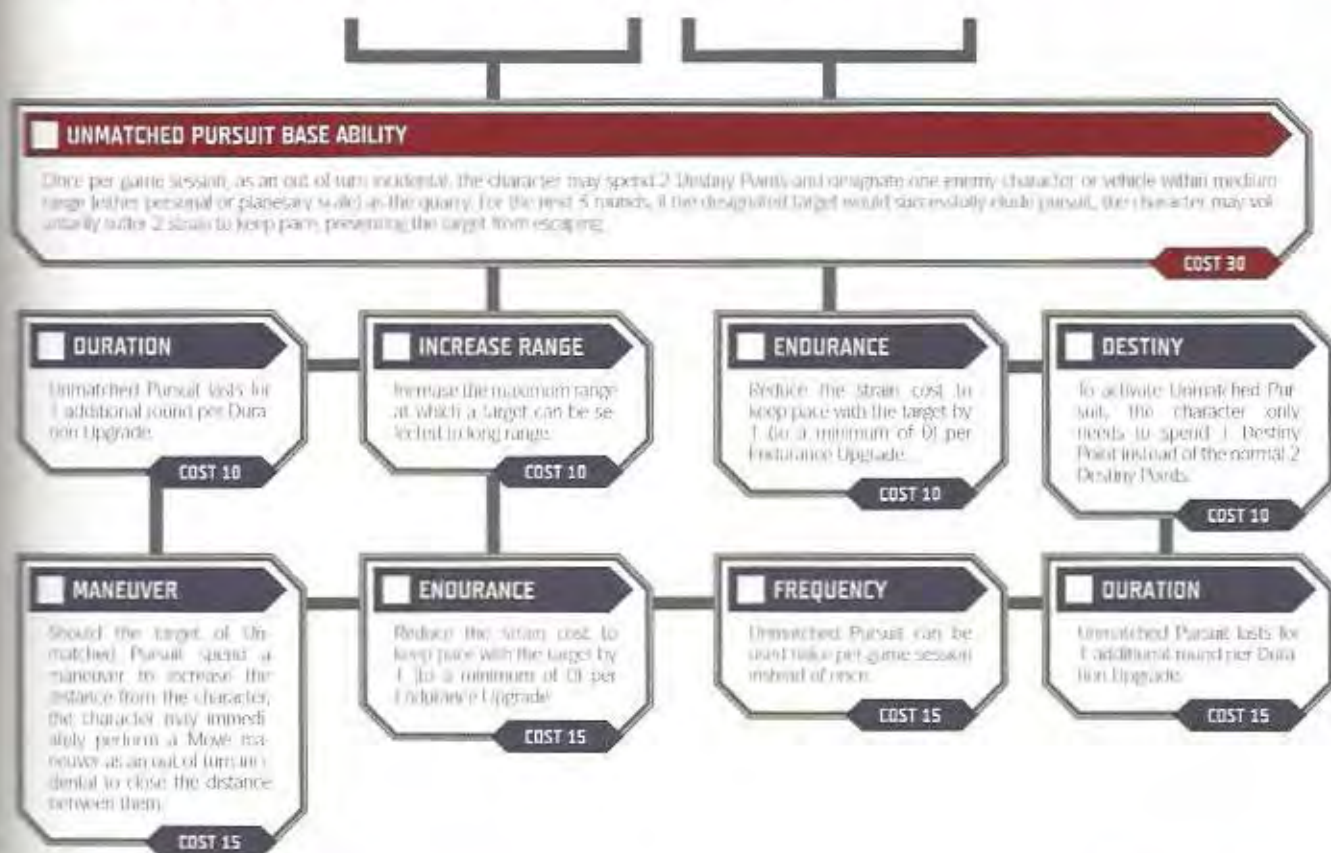
Destiny Upgrade: To activate Unexpected Demise, the character only needs to spend 1 Destiny Point instead of the normal 2.

Duration Upgrade: Unexpected Demise lasts for 1 additional round per Duration Upgrade.

Reduce Difficulty Upgrade: The skill check difficulty to activate Unexpected Demise is **Average (◆◆)** instead of **Hard (◆◆◆)**. The Game Master may still add ■ or ■ as the situation warrants.

Reduce Setback Upgrade: When making a combat check while Unexpected Demise is active, the character removes ■.

Seeker Signature Ability Tree: Unmatched Pursuit



SEEKER SIGNATURE ABILITY: UNMATCHED PURSUIT

Seekers often are called on not to just track down or navigate to a specific location, but instead hunt a moving target. This signature ability allows Seekers to better continue the chase, be it across frozen mountains, through asteroid fields, or underneath sprawling cities. Masters of pursuits can doggedly stay on the trail of even the most nimble and clever of foes, thwarting every trick until the exhausted target is run to ground and captured.

BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points and designate one enemy character or vehicle within medium range (either personal or planetary scale) as his quarry. For the next 3 rounds, if the designated target would successfully elude his pursuit, the character may voluntarily suffer 2 strain to keep pace, preventing the target from escaping him.

UPGRADES

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

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

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

Endurance Upgrade: Reduce the strain cost to keep pace with the target attempting to elude the character by 1 (to a minimum of 0) per Endurance Upgrade.

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

Increase Range Upgrade: Increase the maximum range at which a target can be selected to long range.

Maneuver Upgrade: Should the target of Unmatched Pursuit spend a maneuver to increase the target's distance from the character, the character may immediately perform a Move maneuver as an out of turn incidental to close the distance between them. This reestablishes the relative separation between the character and the target.

FORCE POWER: FARSIGHT

Through their strong connection to the Force, some Force-sensitives can stretch their normal visual senses far beyond what would otherwise be possible. When they use this ability, little can be kept from their sight. Even in times of utter darkness or obscuring smoke, they can see as well as if it were a clear day. In combat, it becomes a powerful and frightening skill, as such characters can strike their opponents from out of nowhere and still often remain undetected.

For those who have lost their sight, either through injury, illness, or genetics, this power is especially beneficial. All Force users, however, can benefit from Farsight, as it has far greater application than mere sight in the darkness. The power can also provide exceptional visual acuity and even allow users to see through intervening obstacles. With the Force as their guide, they can picture everything from training droids to exhaust ports, the clarity allowing them to better seek out their foes and aid their friends.

BASIC POWER

In its most basic form, Farsight allows the Force user to see in situations in which normal visual detection would be impossible, such as in total darkness or heavily obscuring smoke. Using Farsight, it is even possible for those without eyes or have lost their sight to see with perfect vision.

- The user may spend 1 to see out to medium range for the remainder of the round (or one minute in narrative time), and can see everything most sentients can see on a well-lit day. This functions even if the user normally can't see due to darkness or blindness.

UPGRADES

Control Upgrade: When making a Vigilance or Perception check, the user may roll a Farsight power check as part of the pool. The user may spend 1 to gain ✨ or 🌀 (character's choice) on the check.

Control Upgrade: The user may spend 1 to see through one object at medium range as though it were transparent. The user may activate this multiple times, increasing the number of objects by one each time.

Force Power Tree: Farsight

Prerequisites: Force Rating 1 +

Force Ability

FARSIGHT BASIC POWER

The Force user expands normal visual senses through a connection to the Force.

The user may spend 1 to ignore the effects of darkness or blindness and see normally at up to medium range for the remainder of the round (or one minute). This allows the user to view everything most sentient could normally be able to see on a well lit day.

COST 5

CONTROL

Spend 1 to see microscopic details of a single object within engaged range.

COST 5

CONTROL

Spend 1 to see through a single object at medium range as though it were transparent.

COST 5

CONTROL

Spend 1 to make out fine details on a single object within medium range.

COST 5

DURATION

Spend 1 to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

RANGE

Spend 1 to increase power's range by one range band equal to Range-up grades purchased.

COST 10

DURATION

Spend 1 to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

COST 5

CONTROL

When making a Vigilance or Perception check, make a Farsight power check as part of the pool and spend 1 to gain 1 or 2 on the check.

COST 10

RANGE

Spend 1 to increase power's range by one range band equal to Range-up grades purchased.

COST 10

CONTROL

This power gains the ongoing effect: Commit 1 after successfully activating the Farsight power to increase ranks in Perception by 1.

COST 15

CONTROL

Spend 1 1 to see in every direction simultaneously, noticing and observing things in a full 360 degree arc.

COST 10

MASTERY

Spend 1 1 The user now can see as though from a spot within close range (planetary scale) of the user's body.

COST 20

Control Upgrade: Spend 1 to make out fine details on one object within medium range. The user may activate this multiple times, increasing the number of objects by one each time.

Control Upgrade: Spend 1 to see microscopic details of one object within engaged range. The user may activate this multiple times, increasing the number of objects by one each time.

Control Upgrade: This power gains the ongoing effect. Commit 1. The Force user's rank in the Perception skill by 1 (to a maximum of 5) each time this is performed.

Control Upgrade: The user may spend 1 1 to see in every direction simultaneously, noticing and observing things in a full 360 degree arc. The user may not activate this multiple times.

Duration Upgrade: The user may spend 1 to increase the duration by a number of rounds (or minutes in narrative time) equal to Duration upgrades purchased.

Mastery Upgrade: The user may spend 1 1. The user now can see as though from a spot within close range (planetary scale) of the user's body. If the user is on the surface of a world, this distance can be a vertical altitude in the air as well as along the surface; if in space this can be in any direction. This effectively moves the character's personal point of view far away from the location of the user's body, allowing a viewpoint as if controlling a remote viewing mechanism.

Range Upgrade: The user may spend 1 to increase the power's range by one range band equal to Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.





SEARCHING IN THE WILD

"I am wondering, why are you here?"

"I'm looking for someone."

*"Looking? Found someone, you have,
I would say, hmm?"*

—Master Yoda to Luke Skywalker

Seekers are commonly driven by a quite simple goal: survival. This is due to a number of factors, most importantly their solitary nature, which often means no one else is coming to their aid—Seekers who can't take care of themselves won't last long. They must become the deadliest predators in their environment, which itself can be problematic, as their environment is usually intensely hostile, often populated with dangerous creatures or desperate fugitives. Still, Seekers are able to use their abilities, including their connection to the Force, to ensure they can operate on their own and strive toward their goals of exploration, tracking, navigation, execution, and even seclusion, with success.

As reluctant as Seekers might be to accept aid from others, they do firmly rely on weapons, gear, and other devices to augment their skills. Along with the Force, equipment can mean the difference between successfully tracking down a wild animal or deadly enemy and instead becoming hopelessly lost with dangerous threats closing in on the party.

In this chapter, Seekers and other Player Characters gain access to potent new weaponry, from precision long range blaster rifles to brutal vibro-machetes, plus new lightsaber crystals and weapon attachments to make their armaments even more lethal. For protection, they can don new types of armor made from hides and chitin, in keeping with wilderness Seeker themes. They can also find a variety of items perfect for life in uncivilized regions, including navigation aids, healing kits, and, of course, a wide selection of survival gear.

This chapter also includes essential new gear for those Player Characters with animal companions, such as basic tack, veterinary supplies, and protective armor for their faithful steeds. In addition, characters also can select from a wide variety of new airspeeders, landspeeders, walkers, and bikes, all designed for operation in rough wilderness areas, plus new starships for taking Seekers into unexplored regions of the galaxy.

NEW WEAPONS

All the skill and training in the galaxy counts for very little when one is being charged by an angry beast or facing down an Imperial Inquisitor with no weapon at hand. A good blaster, a reliable slughtrower, or a sturdy blade can make all the difference in a survival situation. Thankfully, there are enough weapons manufacturers in the galaxy to ensure that no one ever need go unarmed.

RANGED ENERGY WEAPONS

Energy weapons, particularly blasters, are the galactic standard in personal protection and warfighting tools. Cheap, ubiquitous, and reliable, energy weapon technology is a very mature one, and has been nearly perfected by corporations like BlasTech and SoroSaub.

BLASTECH M-300 HUNTING BLASTER

The M-300 is one of BlasTech's most popular civilian blaster rifles. Nicknamed the "Hunting Blaster," this weapon is designed to meet the needs of serious hunters and others who make their livings in the wilderness. Built to withstand the rigors of backcountry life, the M-300 is lightweight and rugged. It has a reinforced, weather-sealed, polycarbonate frame that easily stands up to heavy impacts, extremes of heat and cold, and hazardous environments with little effect on performance. A specially designed precision barrel provides the M-300 with unparalleled accuracy and range for a weapon of its class. In addition, the M-300's galven circuitry and gas XCiter system produce a more intense, coherent blaster beam, which gives the weapon enough punch to drop even the toughest beast. The M-300 also comes equipped with a slim and integral, non-removable telescopic optical sight to enhance its performance and ease of use.

Reduce the difficulty of combat checks made with this weapon by one against targets at long or extreme range.

CORELLIAN ARMS CR-8 TAKEDOWN RIFLE

The CR-8 is a high-performance blaster rifle designed for use by CorSec snipers and secret agents. Built to exacting specifications by Corellian Arms, the CR-8 is a long, deadly looking weapon designed for pinpoint accuracy at very long ranges. Just shy of two meters in length, the CR-8 is equipped with a precision barrel; lightweight, matte finish

composite furniture; and a high-powered optical sight. It also features an integrated energy damper that reduces its report and muzzle flash. The weapon's firing system uses a supercharged actuator, upgraded XCiter, and a high-output proprietary blaster gas. These modifications increase power and reduce beam refraction and degradation, allowing the weapon to accurately hit targets at ranges well beyond normal blaster rifle range. The downside is that the weapon produces an inordinate amount of heat, which it must offset with a low rate of fire.

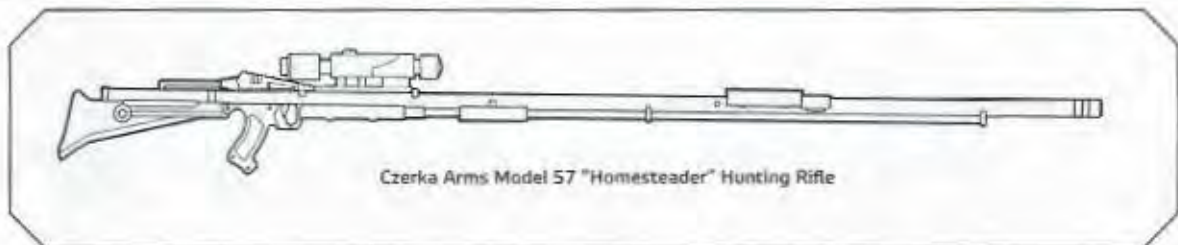
Perhaps the CR-8's most unique aspect is its transportability; the weapon is designed to be broken down into its core components quickly and easily. With just a few moments of work, the CR-8 can be disassembled into five separate components: barrel, stock, receiver, sight, and energy damper. Ostensibly, this feature was added to the weapon to assist in carrying and storing it. As an added side effect, however, the takedown feature makes these weapons extremely easy to hide and very attractive for professional killers. A CR-8 is nearly impossible to find when hidden, thanks to the takedown feature and its unique finish.

When a CR-8 is properly broken-down and concealed, add ■■ to a character's Perception checks made to find it on a person's body.

NIGHTSISTER ENERGY BOW

The Nightsisters of Dathomir have always been an organization shrouded in secrecy, an organization of warrior-assassins dedicated to the dark side. Their shamans have been said to practice magicks strange to the Jedi and even the Sith, and their warriors are most famous for wielding weapons that are in equal parts strange and deadly. While their order is rumored to have been destroyed at the end of the Clone Wars by those few who ever knew of its existence, artifacts of their culture remain.

Among these is the energy bow, which uses an energized string to launch a deadly bolt of plasma that can penetrate all but the thickest armor with pinpoint accuracy. The bow string feeds into a grip that protects the user's hands from the crackling plasma, though it is still a treacherous weapon in the hands of an imprecise user. As with a lightsaber, a user who lets the Force guide each bolt can be extraordinarily lethal with this bow, landing miraculous shots and bringing down targets with almost unmatched ease.



Czerka Arms Model 57 "Homesteader" Hunting Rifle

OTHER RANGED WEAPONS

Although most professionals consider slughtrowers outdated curiosities, there is still a market for these old, reliable weapons, and even older arms, such as bows, which can still prove effective on the hunt.

CZERKA ARMS MODEL 57 "HOMESTEADER" HUNTING RIFLE

With a reputation for sturdy, reliable, no-nonsense products, Czeka Arms has produced slughtrowers for the civilian and military market for millennia. The Model 57, known colloquially as the "Homesteader," is one of Czeka Arms' "Legacy Arms" series slughtrower rifles. Built with the explorer, scout, and survivalist in mind, the Homesteader is one of the finest slughtrowing hunting rifles on the market. The Model 57 has a tough, semi-automatic feed system designed to withstand the rigors of hard use in a variety of harsh environments and can maintain its performance even after being buried in sand or submerged in water for extended periods. While it is heavier than most weapons of its class, owing to sturdy construction and natural wood stocks, the Homesteader remains popular due to its reliability, accuracy, and generous factory service plans.

FIELD SPORTS FS19 COMPOUND BOW

Traditional, projectile-throwing bow weapons are a rarity in the galaxy. They are considered even more archaic and inefficient than slughtrowers and are rarely seen outside of museums or the collections of passionate enthusiasts. Even the vaunted bowcaster used by Wookiees is an energy weapon, despite its antiquated appearance. There are times, however, when the simplicity, portability, and reliability of a bow—not to mention its near silence of operation and broad selection of ammunition types—are exactly what a given situation requires.

The FS19 by Field Sports is one of the better bows sold throughout the galaxy. Roughly half as long as a grown human is tall, the FS19 uses a system of pulleys and cams to increase an archer's leverage and strength, therefore producing a more powerful and efficient weapon in a small, easy-to-use package. The bow itself is built from plasteel-reinforced polycarbonates, which give it incredible strength, and the string is a foibber/nylarnesh weave designed to minimize stretch and sag.

The basic ammunition used with the FS19 is Field Sports' Mk IV "Broadhead" arrow, which consists of a meter-long plasteel shaft with a sharp, bladed point at one end and synthetic, spin-stabilizing fletching on the other. These arrows are cheap to replace; the GM who wishes to set a price could charge 1 credit per arrow. In addition, Field Sports produces a line of other arrows for use with the FS19 that increase the weapon's versatility. **Table 2-1: Ranged Weapons**, on page 47, gives the base profile for the standard arrows that come with the weapon, as well as the profiles for the non-standard arrows for the bow.

FIELD SPORTS MODEL 77 AIR RIFLE

Typically marketed to hobbyists and hunters, air rifles are lightweight, practical weapons used for target shooting and hunting. Instead of a crude lead slug or bolt of energy, air rifles use compressed gasses to fire small alloy pellets or spin-stabilized darts over medium to long distances. They are typically silent and highly accurate, which makes them popular among both hunters and hired killers. While ostensibly non-lethal, most air rifles can chamber specialized darts that can be filled with various chemicals or toxins designed to incapacitate or kill most creatures. Nevertheless, air rifles are typically classified as toys, sports equipment, or tools by planetary governments. This makes these weapons easy to acquire and legal to carry on nearly every civilized world in the galaxy.

The Model 77 by Field Sports is one of the most popular air rifles on the galactic market. It is a lightweight, long-barreled weapon similar in design to the sporting blasters sold by SoloSub and BlasTech. Initially marketed as a non-lethal weapon for animal control and law enforcement use, the Model 77 is constructed of hard-wearing polycarbonates reinforced with a fibermesh weave. It chambers a large-caliber, hollow-bodied dart tipped with a barbed hypodermic needle. These needles can penetrate the thickest hide or chitin and can even pierce light armor such as flak vests or padded armor. Standard Model 77 darts are loaded with a fast-acting, general-purpose tranquilizer designed to quickly induce unconsciousness in a target. They can also be loaded with Field Sports' powerful "SmartTranq" adaptive tranquilizer, as well as with other types of toxin or chemical the situation requires.

FIELD SPORTS "SMARTTRANQ"

SmartTranq was designed in cooperation with CorChemCo to provide a versatile tranquilizing agent for use in air rifles. Potent and highly adaptive, SmartTranq begins mutating immediately upon entering a target's body. As it spreads through the bloodstream, the chemical changes and reconfigures itself until it finds the quickest, most efficient way to overwhelm the target's natural defenses.

Upon a successful hit with a SmartTranq dart, the target must immediately make an **Average** (◇◇) **Resilience** check. On failure, the target suffers 5 strain, plus 2 additional strain per ☼ generated on the check. The Game Master may spend ☼ from the check to cause the target to repeat the check against the tranquilizer with the difficulty increased once at the beginning of the following round.

Equipping a Model 77 with SmartTranq darts costs 500 credits; this modification has a rarity of 1. This does not change the weapon's profile—it simply adds the effects detailed above to the existing weapon. If it ever runs out of ammo, the user must purchase an additional reload at 500 credits (rarity 1) to use the SmartTranq.

TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
BiasTech M-300 Hunting Blaster	Ranged (Heavy)	8	3	Extreme	4	1	1,600	6	Accurate 1, Cumbersome 2, Pierce 2, Stun Damage
Corellian Arms CR-8 Takedown Rifle	Ranged (Heavy)	9	3	Extreme	4	1	(R) 3,250	7	Accurate 2, Prepare 2, Pierce 2, Slow-Firing 1
Nightsister Energy Bow	Ranged (Heavy)	8	2	Medium	4	2	(R) 2,800	8	Pierce 4, Unwieldy 3, Vicious 2
Other Weapons									
Czerka Arms Model 57 "Homesteader" Hunting Rifle	Ranged (Heavy)	7	5	Long	5	4	500	6	Accurate 1, Cumbersome 2
Field Sports FS19 Compound Bow (Broadhead Arrow)	Ranged (Heavy)	5	4	Medium	4	2	500	7	Cumbersome 3, Limited Ammo 1, Pierce 1, Vicious 2
Explosive Tipped Arrow	Ranged (Heavy)	6	3	Medium	0	0	50	5	Blast 4, Limited Ammo 1
Incendiary Arrow	Ranged (Heavy)	6	5	Medium	0	0	60	5	Burn 2, Limited Ammo 1
Net Arrow	Ranged (Heavy)	2	NA	Medium	0	0	30	5	Ensnare 2, Limited Ammo 1
Stun Arrow	Ranged (Heavy)	6	NA	Medium	0	0	60	6	Limited Ammo 1, Stun Damage
Field Sports Model 77 Air Rifle	Ranged (Heavy)	6	NA	Long	3	5	1,100	6	Pierce 4, Stun Damage
Palandrax AO14 "Aranea" Net Gun	Ranged (Heavy)	3	NA	Medium	4	2	775	5	Ensnare 5, Limited Ammo 1

Model 77s have a well-deserved reputation for accuracy, reliability, and versatility. Their ability to deliver non-lethal payloads silently at respectable distances has made them widely popular with sentients working on both sides of the law.

PALANDRIX AO14 "ARANEA" NET GUN

The AO14 "Aranea" is one of Palandrax Personal Protection Gear's more popular non-lethal weapon systems. Classified officially as a grenade launcher, the AO14 is a squat, bulky, breech-loading weapon with a short, rifled barrel that fires spin-stabilized munitions to entangle targets. The shells are packed with a weighted, fine mesh net made of CorChem-Co's synthetic ArachSilk fibers, which are lightweight and possess the strength and resilience of durasteel. When fired, the rotating shells burst open at a preset range to release the net; the rotation causes the net to unfurl, while the integral weights spread the net to its maximum width. The net's high tensile strength and its tendency to entangle and tighten around a target quickly as it struggles make the AO14 an excellent tool for capturing targets alive.

CZERKA DETONATOR ROUNDS

Czerka produces a number of specialty ammunitions for use with its precision rifle lines, one of the most popular of which are the Detonator rounds. Produced in a variety of calibers, these plasteel-jacketed rounds contain a shaped charge bullet that explodes on contact with a target. When loaded in its Model 57 "Homesteader" rifle, these rounds have the following effect on the weapon's profile: Add the Blast (4) and Knockdown item qualities. Detonator rounds cost 450 credits per box and have a rarity of 7. If the weapon ever runs out of ammo, a new box of rounds must be purchased to load it.

MELEE WEAPONS

In the wider parts of the galaxy, a good blade at one's side is every bit as important as a blaster. Perhaps more so, as a blade can double as a tool as well as a weapon and, arguably, has more utility in untamed wilderness regions.

EXPLORER'S KNIFE

Nearly as ubiquitous as combat knives, explorer's knives are indispensable tools for professional foresters. Made by a variety of weapon and tool manufacturers, explorer's knives typically have a long, serrated, clip-point blade mounted in a sturdy, reinforced plasteel hilt and are sold with a synthetic nylon sheath. Contained within the knife's sheath and hollow, watertight handle are the contents of a miniature emergency survival kit. While the contents vary by manufacturer, they typically include a fire starter, tweezers, small sharp blade, magnetic compass, fishing hooks and line, monowire saw, needle and thread, length of high-tensile synthetic cord, small whetstone, and other bits of small survival gear. While an explorer's knife is not necessarily as well stocked as a full survival kit, it does work very well as an emergency backup or as a supplement to a more fully stocked kit—and, of course, it is a potent weapon to boot.

An explorer's knife grants \square to all Survival checks.

LASERHONE TRAILBREAKER POLEAXE

LaserHone's Trailbreaker is a versatile piece of equipment designed for exploration, search and rescue, and wilderness survival. Each consists of a long, thin, low-profile axe blade mounted to a sturdy fibermesh reinforced plasteel haft roughly two meters in length. It is popular among scouts and explorers who appreciate its utility both as a tool and as a weapon. The Trailbreaker's length and sturdy build make it both a fine walking staff and an excellent tool for prying, propping, and levering large objects. The head of the axe, sporting a finely honed, monomolecular edge, can cut

through undergrowth, small trees, and even flesh and bone with relative ease. In the right hands, the Trailbreaker is an extremely potent, versatile tool, and its popularity increases with every sale.

The Trailblazer poleaxe requires two hands to use.

MERR-SONN MODEL 14 "STALKER" VIBROSPEAR

The Stalker is Merr-Sonn Munitions' answer to LaserHone's surprisingly popular Huntsman Vibrospear. Like its competitor, the Stalker is a long, sturdy vibrospear nearly as tall as a grown Wookiee, and is designed for hunting large, particularly dangerous wild game. It has a strong, flexible, reinforced plasteel haft over two meters long, capped by a leaf-shaped blade capable of piercing the toughest hide or thickest armor. Beneath the blade are two short barbs that extend for a few centimeters perpendicular from the haft. These barbs are designed to stop wounded creatures from charging up the weapon's haft after they are stabbed, and thus attacking the user while in their death throes.

While it is lighter and decidedly cheaper than LaserHone's weapon, the Stalker suffers from a few drawbacks. In an effort to keep weight and cost down, Merr-Sonn used the standard model vibrofield generator found in all of their vibro weapons and equipped the Stalker with only the simplest noise-reduction system. This means that while the vibrofield generator's sound output is greatly reduced, it still makes enough noise to alert most creatures to the user's presence, which makes hunting with the weapon a challenge. Despite this, the Stalker's popularity continues to grow, and it is seen as an affordable alternative to its heavier, more expensive competition.

The Stalker vibrospear requires two hands to use. The GM may spend $\otimes \otimes$ from any combat check with this weapon to have it produce a loud noise, spooking nearby animals, alerting foes, and adding $\blacksquare \blacksquare$ to the user's next Survival check in this area to hunt or track prey.

TABLE 2-2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Explorer's Knife	Melee	+1	3	Engaged	2	0	100	3	Vicious 1
LaserHone Trailbreaker Poleaxe	Melee	+3	3	Engaged	5	1	610	4	Defensive 1, Pierce 2, Unwieldy 2
Merr-Sonn Model 14 "Stalker" Vibrospear	Melee	+2	2	Engaged	4	2	490	6	Defensive 1, Pierce 2, Vicious 2
Mon Calamari Energy Lance	Melee	+3	2	Engaged	4	2	1,500	6	Cumbersome 3 (dismounted), Pierce 5
MSW 12 NanoDagger	Melee	+1	2	Engaged	1	0	700	6	Pierce 5, Vicious 1
Vibro-Machete	Melee	+2	2	Engaged	2	1	550	4	Pierce 1, Sunder, Vicious 1

MON CALAMARI ENERGY LANCE

Wielded by the Mon Calamari Knights during the Clone Wars, energy lances are designed to be used from atop a mount. Essentially force pikes equipped with electromagnetic pulse generators, they are primarily intended for use against droids and vehicles. Despite this specialization, they are capable of inflicting grievous damage on organic targets.

Former members of the Mon Calamari Knights still carry their lances with them, and these weapons have spread to other worlds where mounted warriors fight against anything from rampaging beasts to enemy ground vehicles.

A Mounted wielder of an energy lance may use her speed's Brawn rating to determine the damage of this weapon instead of her own Brawn rating. If the wielder is not mounted, the weapon has the Gambersome 3 quality.

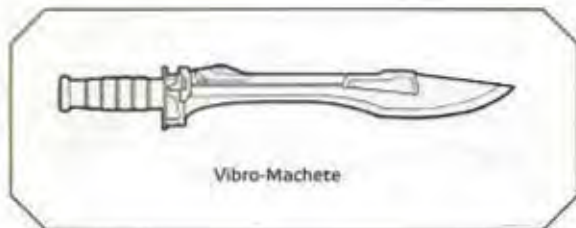
MSW-12 NANODAGGER

Another MSW-series mono-molecular blade offering by Xana Exotic Arms, the MSW-12 NanoDagger is a larger, deadlier version of the MSW-9 Molecular Stiletto. Resembling a common combat or utility blade, the NanoDagger's blade is made of a synthetic crystalline matrix embedded with superdense alloys that resist wear, chipping, blunting, and breakage. It has a mono-molecular edge that can slice through some of the toughest materials, and it can cause vicious, slow healing wounds on most beings in the galaxy. Despite its reinforcement, like all mono-molecular blades produced by Xana, the NanoDagger's blade has an alarming tendency to break under certain conditions.

The GM may spend ☉☉☉ or ☹ from any combat check made with this weapon to have it become damaged one step (from undamaged to minor, minor to moderate, moderate to major, etc) as described on page 166 of the **FORCE AND DESTINY** Core Rulebook.

VIBRO-MACHETE

Produced by manufacturers of vibro tools and weapons such as LaserHone and Merr-Sonn, the vibro-machete is one of the most common vibro-augmented blades on the galactic market. Designed and sold primarily as an agricultural tool, each has a long, single-edged, cleaver-like blade between 50 and 45 centimeters long. The weight and balance of the blade combined with the long cutting edge make it perfectly suited for clearing undergrowth in dense alien forests and jungles, butchering large animals, and countless other wilderness tasks. The vibro machete also makes for an excellent weapon, the heavy blade and vibro field emitter making short work of unprotected and lightly armored opponents.



NEW ARMOR

While many argue that advances in weapons technology have made personal armor largely ineffective, most people who live on the fringes of the galaxy wear some sort of protective garments. This is especially true of individuals who live and work in the vast stretches of wilderness, where the threats to life and limb more often stem from the environment than from gunfire.

ANIPRO LAYERED BEAST ARMOR

Light and easy to maintain, the AniPro-series layered beast armor by VeTech strikes a good balance between protection and practicality. Somewhat similar to light armor suits worn by many of the galaxy's law enforcement officers, it is made from thick layers of synthetic fibers reinforced with lengths of energy-absorbing armorweave. This material is backed with thin polycarbonate plates at strategic locations on an animal's neck, shoulders, chest, back, and legs. Thanks to its design and lightweight construction, AniPro armor doesn't weigh an animal down or restrict its speed or range of motion, making it easy to wear for extended lengths of time.

AniPro beast armor can only be worn by riding or working animals. In addition to providing protection to a mount, this armor allows a character to ride the animal without suffering the bareback riding penalties detailed on page 73.

BEAST-HIDE ARMOR

Most individuals seeking a little extra protection against the dangers of the galaxy turn to one of the many mass produced armor suits built by companies like Creshaldyne, Gandorthral, and Salus. There are always those who do not purchase armor off the rack, however, whether by choice or out of necessity. Perhaps they have unique body proportions, or they simply do not have the credits to purchase even a simple flak vest. Whatever the reason, when in need these individuals often construct their own armor out of whatever materials may be at hand. One of the most common types of homemade protective wear is hide armor.

Popular among outdoor enthusiasts, survivalists, hermits, and some entire societies, beast-hide armor is constructed from the skins and pelts of various animals. Typically taken from robust, thick-skinned creatures like nerfs or dewbacks, the hides are cured through assorted means and often boiled in oil to harden them for more protection. Once tailored to fit the wearer, hide armor is usually reinforced at strategic points including elbows, knees, and shoulders with extra layers of hide, thin sheets of plasteel, bone plates, or any other hard material that can turn a blade or soften a blow or bad fall.

Wearers of this armor typically live on the fringes of society, where the simple act of wearing such a garment makes a strong statement towards its wearer's hunting prowess. The suit is often embellished with furs, bones, animal teeth, and claws, and dyed in various eye-catching colors.

Due to beast-hide armor's ability to make a startling first impression in polite society, a character wearing a suit of this armor gains an automatic ☹ on her Coercion checks and an

TABLE 2-3: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
AntiPro Layered Beast Armor	1	1	2,500	4	0	5
Beast-Hide Armor	0	1	500	3	0	2
Chitin Armor	0	2	600	4	1	6
Creshaldyne Survivalist Armor	0	1	550	3	2	6

automatic ☹ on her Charm checks. The Game Master may determine that it provides further benefits or drawbacks, depending on a given situation.



Beast-Hide Armor

CHITIN ARMOR

Chitin armor is usually made by hand from the husks of various giant insect species found throughout the galaxy. Essentially a poor person's composite armor, chitin armor is made by working insect carapaces into protective plates and attaching them to a flexible backing. This is typically standard cloth, but occasionally more advanced materials like nylamash or the ballistic cloth used in armored bodysuits is used. Each suit of chitin armor is unique. Depending on the materials used, a chitin suit can be any color, cut, or style imaginable. The creatures whose hides are used in the construction of a suit of chitin armor might also offer protective qualities such as the ability to better deflect blaster bolts or blend into specific environments.

Chitin armor makes a strong statement about the wearer, and these suits tend to have a startling effect on people in civilized society. A character wearing a suit of chitin armor adds automatic ☹ to her Coercion checks and automatic ☹ on her Charm checks. The Game Master may determine that the armor provides further benefits or drawbacks, depending on the situation.

CRESHALDYNE SURVIVALIST ARMOR

Creshaldyne Industries is known throughout the galaxy as a purveyor of finely made working clothes for hunters, scouts, and others who live in frontier settings. It offers multiple lines of clothing and armor in a number of proprietary colors and camouflage patterns, as well as camping and hunting gear for the discerning buyer. One of the company's newer offerings is the Survivalist line of personal armor. Similar in construction to the ubiquitous padded armor found in police forces and paramilitary organizations throughout the galaxy, the Survivalist line is lightweight and hard wearing, and performs well in nearly every environment.

A suit of Survivalist armor provides whole-body protection, with reinforcement patches at the elbows, knees, and shoulders. Each suit features an integrated load-carrying system that combines a collection of pouches of various sizes with attachments for external bags, backpacks, and systems to aid with its load-carrying capabilities.

Wearing a suit of Survivalist armor increases the wearer's encumbrance threshold by 1.

NEW GEAR AND EQUIPMENT

Seekers rely greatly on their personal abilities, but they also commonly carry a wide variety of items designed to augment their skills and allow them to survive for long periods away from civilization.

SURVIVAL GEAR

Every profession has its specific tools, and wilderness survival is no exception. The following items mark their user as a seasoned expert and a valuable resource when away from the comforts of civilization.

BEAST CALL

Beast calls are among the simplest, most effective tools used to hunt and trap animals. Relatively low-tech and easy to use, beast calls are little more than audio playback devices encased in sturdy, environmentally sealed, impact-resistant polycarbonate shells. The audio devices contained inside combine audio-signal modifiers of the kind typically used in droid voice boxes, with comprehensive databases that contain nearly every known screech, howl, honk, and song made by beasts throughout the galaxy. Along with the preprogrammed calls, these devices can also record sounds, allowing hunters to build their own library of new calls.

To use the device, hunters choose the beast they wish to attract from the database, set the beast call in a convenient place, and activate it. The device then plays the chosen beast call at varying pitches, volumes, and intervals until the desired creature is attracted or the device is turned off. So realistic are the sounds broadcast by a beast call that most creatures within earshot come running immediately to investigate the apparent new rival or mate in their territory.

Using a beast call does not require a skill check, but the beast being targeted must make an **Average (◆◆) Discipline check** to resist the lure of the device. Recording a new call to the mechanism's memory requires an **Average (◆◆) Computers check**.

MK. III MODULAR BACKPACK

Creshaldyne Industries' Mk. III Modular Backpack is a civilian version of its popular Mk. IV military reconnaissance pack. Like the Mk. IV, the Mk. III MB is a large, sturdy, internally supported backpack constructed of hard-wearing, weatherproof textiles. It has a single large interior space and two smaller external pockets that are sealed against the environment with a silent tear-away textile sealing system. The Mk. III is also equipped with a system of hooks and fasteners that allows up to six smaller pouches to be attached to better tailor the backpack to the wearer's needs.

The Mk. III modular backpack increases a wearer's encumbrance threshold by 2, plus an additional 1 point of encumbrance threshold for each accessory pouch added to the backpack (to a maximum increase of 6).

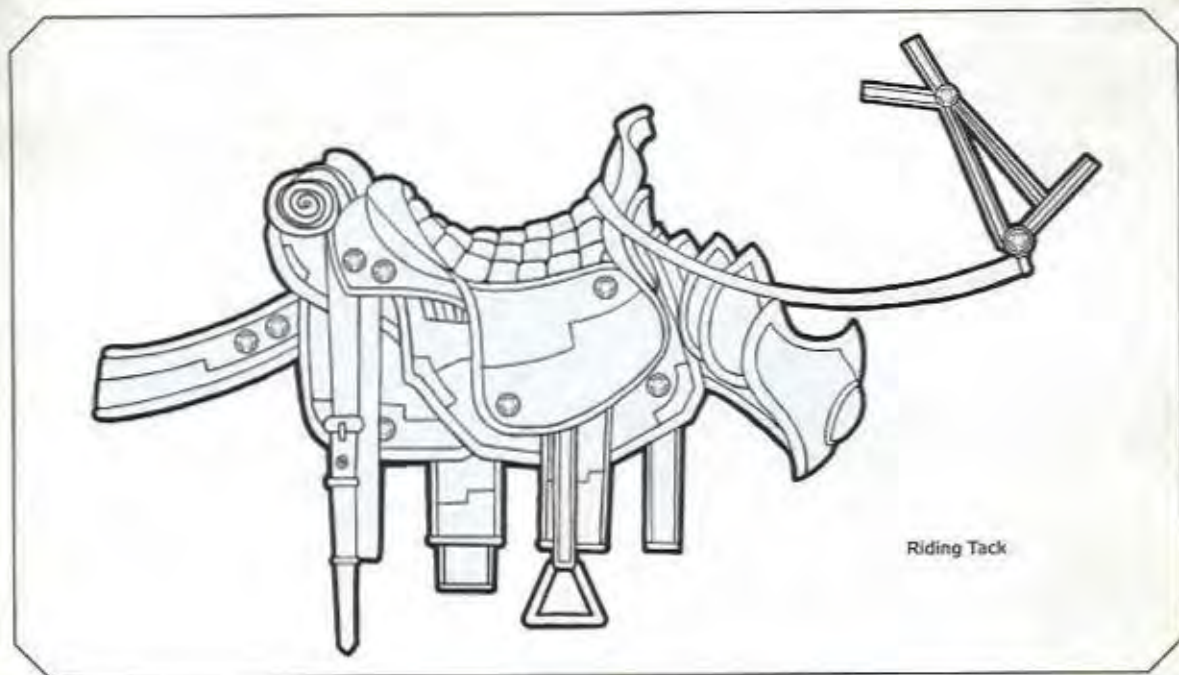
PANNIER MODULAR CARGO HANDLING SYSTEM

Designed by Piccatech Ltd., the Pannier system is designed to fit as much cargo on a beast as it can carry in an efficient and secure manner. Its base is a specially designed load-bearing harness equipped with quick-release hardware. From this harness, a beast handler or teamster can hang a variety of secure, hard-sided cargo containers. Made from either plasteel or reinforced fiberweave, the cargo containers are built in a variety of shapes and sizes to suit individual users' needs. The containers are equipped with an environmentally sealed locking lid that secures cargo and protects it from dirt, water, and other contaminants.

The Pannier Modular Cargo Handling System comes with two cargo containers and can only be worn by riding or working animals of silhouette 2 or larger. It increases the creature's encumbrance threshold by 6, plus an additional 3 points of encumbrance threshold for each additional cargo container added to the system (to a maximum increase of 12).



Mk. III Modular Backpack



Riding Tack

RIDING TACK

Riding tack is a catchall term for the assorted bits of equipment needed to ride or control a beast. Produced by companies like Piccatech Ltd. and VeTech, tack comes in a variety of styles tailored to the physiology of nearly every known domesticable beast in the galaxy. Riding tack includes a sturdy, comfortable saddle designed for a specific beast and riding style, stirrups, headgear (bridle, halter, bit, reins, etc.), and a breastplate. Tack made for working animals replaces the saddle with a heavy-duty harness that allows a creature to pull cargo sleds or implements such as plows.

Tack can only be worn by riding or working animals. Using tack allows a character to ride the beast without suffering the bareback riding penalties detailed on page 73.

SADDLEBAGS

Made by purveyors of animal-handling gear such as VeTech and Piccatech, saddlebags are indispensable pieces of equipment for those who make their livings riding or working with beasts. Constructed from hides or reinforced synthetic textiles, saddlebags typically comprise a pair of large containers with sealed flap covers, connected by a broad belt or a number of cables. Saddlebags are designed to be portable. They can be thrown quickly over a beast's haunches and, if necessary, removed just as quickly to be carried over the shoulder by the beast's rider. Saddlebags fit countless riding animals, and can be customized functionally and cosmetically to meet an individual's particular tastes and needs.

Saddlebags can only be worn by riding animals. They increase an animal's encumbrance threshold by 4.

SURVIVAL EQUIPMENT INC. FLASHFIRE CAMP STOVE

SEI's FlashFire is a compact, lightweight, all-in-one camp stove designed for individuals who need to travel light through the wilderness. The stove consists of a high-output multifuel burner, a fuel cell, and an integrated canister that acts as pot, pan, kettle, and caf distillation system. The FlashFire is easy to use, windproof, and stands up well to the rigors of field use. Although the multi-use canister is integrated into the device, it can be removed with some basic tools and a few minutes of work to allow the fuel cell and burner to be used with other cookware.

SURVIVAL EQUIPMENT INC. "SURVIVALIST" MESS KIT

The Survivalist by SEI is one of the most popular compact mess kits in the galaxy. Designed for the weight-conscious solo traveler, the Survivalist contains a number of pots and pans, a plate, an insulated cup, and eating utensils, all in one compact unit. All of the cookware is rugged and coated with a nonstick cooking surface to aid in both cooking and cleaning. The pieces all fit together and nest inside the deepest pot, making the kit easy to carry and stow. Many military and paramilitary groups throughout the galaxy buy these in bulk to issue to their personnel as part of their standard kit.

Water purifiers are made by countless wilderness supply and outfitting companies throughout the galaxy. They use a number of different technologies to achieve the same goal: safe, uncontaminated drinking water. Some are simple polycarbonate containers that use pumps or gravity to push water through a filter to clean it of microorganisms. Others use chemicals, ionization, or ultraviolet light to kill microorganisms, deadly viruses, and toxins. In ten minutes, a typical water purifier can treat enough water to fulfil one sentient's needed for one day of rigorous activity.

TABLE 2-4: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
Survival Gear			
Beast Call	100	1	3
Mk. III Modular Backpack	75	-	1
Mk. III Modular Backpack Extra Pouch	15	-	1
Pannier Modular Cargo Handling System	500	-	5
Pannier Modular System Extra Cargo Container	350	-	4
Riding Tack	100	3	4
Saddlebags	25	-	4
Survival Equipment Inc. FlashFire Camp Stove	60	2	4
Survival Equipment Inc. "Survivalist" Mess Kit	40	0	3
Water Purifier	50	1	2
Medical Equipment			
Healer's Kit	-	2	-
XV-20 Portable Veterinary Kit	500	2	5
Tools and Electronics			
Microaxial StarMapper Handheld Navicomputer	3,500	1	8
Surveyor's Tools	500	6	6
Weapon Maintenance Kit	450	2	3

Seekers are often on their own for long periods, meaning they can take care of any illnesses or other medical emergencies that arise. Suitable support gear is essential, not only for themselves but for their animal companions as well.

HEALER'S KIT

Those who live on the fringes of society, whether by choice or by circumstance, tend to be more hardy and skillful than the typical galactic citizen. Resourceful and self-reliant, these individuals often live days or even weeks from civilization, and must rely on what they can find or make by hand for daily survival. A healer's kit is one such piece of handmade gear typically carried by hermits, hunters, scouts, and any one else who makes their living in the wilderness. Roughly equivalent to a portable healing kit, a healer's kit is simply a collection of local natural medicines kept together in a case or pouch. Depending on the users and the environments in which they live, it might contain plant bark and leaves, mosses, various herbs, and other natural healing agents found in the environment.

Rather than being purchased, a character must fashion her own container and equip the empty pack with native medicinal items through a **Hard (◆◆◆) Survival check**. A healer's kit allows the character to use the Medicine skill to heal herself or other individuals without penalty, as described on page 123 of the **FORCE AND DESTINY Core Rulebook**. The GM may spend ☉ on a Medicine check when a character is using a healer's kit to indicate that some or all of the medicinal items have been exhausted in the attempt. In such a case, the healer's kit cannot be used again until the character spends some time restocking and makes an **Average (◆◆) Survival check**.

XV-20 PORTABLE VETERINARY KIT

The XV-20 is produced by Xenovet, a biotech firm based on Commenor known for its designer pets and respected line of veterinary equipment. Designed for individuals in out-of-the-way places who make their livings with beasts, such as scouts, surveyors, and herders, the XV-20 provides all the medical tools and supplies needed to keep a creature happy and healthy. Packed in a small, shock-proof carrying case, the kit contains enough drugs, supplies, veterinary medical instruments, and other gear to treat sick or wounded animals in the field. In addition to the medical supplies, the XV-20 also contains a small datapad with a veterinary care database for most of the galaxy's common creatures and a number of tutorials to assist untrained individuals in the emergency treatment of animals.

The XV-70 operates in a manner similar to a portable healing kit (see page 185 of the **FORCE AND DESTINY** Core Rulebook) in that it allows an individual to treat a wounded or ill creature without penalty. Additionally, the kit grants to all Medicine, Survival, and Knowledge (Xenology) skill checks made to diagnose or treat such animals.

TOOLS AND ELECTRONICS

The tools Seekers might use range from highly sophisticated to nearly primitive, but all can be invaluable. When Seekers are traveling across the galaxy or living in wilderness seclusion, the quality and efficiency of these items often determine how successful they are on their missions.

MICROAXIAL STARMAPPER HANDHELD NAVICOMPUTER

Microaxial LLC is a relatively small technology firm from the Core Worlds region that specializes in navicomputers and navigational aids. While it is known primarily as a producer of starfighter navicomputers, such as the powerful LPM-549 used on the Alliance's B-wing heavy attack fighters, it also produces a number of other navigation-related products. Microaxial's products have a reputation as rugged, reliable, and easy to maintain, a reputation the company works very hard to maintain through excellent manufacturing and service.

The Starmapper is a small, dedicated-use datapad designed to assist a starship's navigator in plotting courses and performing the tricky math of hyperspace navigation. Within its prodigious memory, the Starmapper contains hyperspace and realspace maps of every known region of the galaxy. These maps are annotated and well organized, allowing a user to find a given map or star chart in an instant. Through its permanent connection to the galactic HoloNet, the Starmapper constantly upgrades its maps and charts as changes are made by the Imperial Survey Corps and by various regional and planetary survey bureaus. In addition, a Starmapper user can make changes to an existing chart and upload those changes to the HoloNet, from which other users can retrieve them and change their charts accordingly. This ensures that Starmapper users always have the latest navigational data available to them.

Using a Starmapper Handheld Navicomputer grants a character to all Astrogation checks. Game Masters can reduce this to or eliminate the bonus altogether if the character using the Starmapper has been out of HoloNet range for an extended period of time.

SURVEYOR'S TOOLS

Even in a galaxy as old and well traveled as this, new worlds are still regularly discovered. Whether found by sheer accident or during a sponsored exploration mission, newly discovered worlds need to be surveyed and catalogued—making planetary surveyors in high demand throughout the

galaxy. While most surveyors, especially those with years of experience, claim they need little more than a ruler, compass, and stout length of chain to do their job, the planetary survey field is full of specialized tools and equipment. A good kit of surveyor's tools includes a variety of sensors, hand tools, and measuring and recording devices for plotting out and mapping planetary surfaces. Basic kits are often little more than a chain, a compass, and tool like a sextant for recording the position and movement of stars, but advanced kits used by professional surveyors can fill one or two large carrying cases or even the bed of a small speeder truck.

A set of basic surveyor's tools adds to a character's Perception checks when plotting specific locations on a planet's surface, measuring distances, or creating detailed maps. Larger kits may add at the Game Master's discretion.

WEAPON MAINTENANCE KIT

Produced by every major galactic arms manufacturer, and by many general tool and instrument makers, weapon maintenance kits are essential for keeping portable weapons operating under field conditions. Typically designed for a specific class of weapon—blasters, slugthrowers, disruptors, stun weapons, vibro weapons, air rifles, etc.—weapon maintenance kits include everything an individual needs to keep a weapon in top operating condition. For example, a kit for blasters might contain a small, basic precision toolkit, a circuit tester, galven pattern repair jig, fusion solder, cleaning solutions, extra lenses, and spare cylinder of Tibanna gas. These tools are usually carried in a small roll or case to keep them together and organized.

When purchasing one of these kits, the player must specify the kit type (blaster, slugthrower, etc.). Each provides to any Mechanics checks made to repair, maintain, or modify a weapon, but only for that specific class of weapon.



Weapon Maintenance Kit

WEAPON ATTACHMENTS

Modifying weapons in the field to improve their performance and usability is a time-honored tradition. While most military and police forces frown on members who tinker with their weapons, there are no meddling quartermasters out on the fringes of society.

ENVIRONMENTAL ADAPTATION KIT

The varied and often hazardous environments found throughout the galaxy have a tendency to hinder and harm even the sturdiest, most well-built pieces of equipment. Ranged weapons, especially energy weapons like blasters, are particularly susceptible to environmental damage. Dirt, dust, and sand can scratch or fog lenses, reducing a blaster beam's cohesion and therefore its range and damage potential. Moisture can collect in barrels and receivers, corroding galven circuitry or rusting bolts and strikers. More exotic environments can wear away at weapons with heat, caustic gases, or damaging ionization.

To combat these dangers, most weapon and weapon accessory manufacturers produce Environmental adaptation kits. Primarily just collections of seals and protective covers, these kits grant a weapon an added layer of protection against the wear and tear of regular use in hostile environments. While some are for general use, most of these kits are designed for specific environments: dusty, cold, caustic, etc. Environmental adaptation kits can be attached to any ranged weapon.

Models Include: Various models and manufacturers.

Base Modifiers: Prevents a weapon from breaking down as a result of a specific type of environment.

Modification Options: None.

Hard Points Required: 1.

Price: 100 credits.

HUNTING BARREL

Designed to increase range and accuracy, a hunting barrel can turn any blaster rifle into a dedicated hunting weapon. This two-meter-long replacement barrel is constructed of lightweight materials and packed with upgraded pulse adaptors and denser, more aggressive galven circuitry. The increased accuracy and range comes at the cost of the base weapon's weight and size, however. The extra-long barrel makes the weapon awkward to handle and fire without proper support, as well as making it almost impossible to conceal. A hunting barrel can only be used on a blaster rifle.

Models Include: Czerka Model 2 "Huntsman" Precision Barrel, SoroSuub WQ60 "Sure-shot" Barrel, Arakyd 3100 "Deadeye" Barrel.

Base Modifiers: Increases weapon's range by one range band. Adds Cumbersome (+2) quality to the weapon, and increases encumbrance by +1.

Modification Options: 2 Item Quality (Accurate + 1) Mods, 1 Innate Talent (Lethal Blows) Mod.

Hard Points Required: 3.

Price: (R) 1,200 credits.

MOTION TRACKER

This sophisticated device incorporates a full suite of on-board sensors and computers to track and predict the motion of a target, then feed that data back to the user through a variety of means, including a helmet HUD, a hardwired feed jacked directly into the brain, or other methods. The system might involve motive-actuators within the weapon to subtly adjust aim, or it might interface with motorized gloves. This attachment can be applied to any Ranged (Heavy) weapon.

Models Include: CryonCorp Xv3 "Surefire" Motion Predictor, Industrial Automaton A-3 Tracking Computer.

Base Modifiers: Remove ■ due to the target's movement or use of the Guarded Stance maneuver.

Modification Options: 1 Innate Talent (Precise Aim) Mod.

Hard Points Required: 2.

Price: 1,000 credits.

TABLE 2-5: WEAPON ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Environmental Adaptation Kit	100	-	1	2
Hunting Barrel	(R) 1,200	+1	3	4
Motion Tracker	1,000	-	2	6
Multi-Optic Sight	2,000	+1	1	3
Slugthrower Suppressor	(R) 100	+1	1	4

MULTI-OPTIC SIGHT

The multi-optic sight is a marvel of sensor technology. Marketed primarily to professional soldiers, this powerful device has gained popularity among scouts, hunters, and sharpshooters who operate in dark forests or hazardous environments. It consists of a bulky on-weapon optic equipped with a number of sophisticated sensors. Typically, this sight includes low-light, thermal, ultrasound, and millimeter wave emitters, as well as video capture, various filters, and basic digital and physical optical enhancements. The on-weapon unit is connected to a pair of goggles by a sturdy fiber-optic cable that transmits the vision enhancements directly to the user in real time. This system allows users to see their targets through smoke and fog, soot and ash, heavy glare, or deep darkness. Clever operators can even use the device to see around corners or over cover. A multi-optic sight can be fitted to any ranged weapon.

Models Include: Galactic Arms Multi Spectral Optical Array, Merr-Sonn 480.21 "Beholder" Multi-Optic Sight, Atlas Corp MULTI Omni-Sight.

Base Modifiers: Removes up to ■■ due to smoke, darkness, or other environmental conditions that affect vision on any checks made to use the weapon.

Modification Options: 2 Skill (Perception) Mods.

Hard Points Required: 1.

Price: 2,000 credits.

SLUGTHROWER SUPPRESSOR

Suppressors are used by assassins and sharpshooters to make their weapons quieter and more difficult to detect when firing. Similar to energy dampers used to silence blasters, suppressors clip or screw onto the end of a weapon's barrel, redirecting sound and escaping gases to reduce the noise and muzzle flash a slugthrower produces when fired. While they don't make a weapon completely silent, they do dramatically reduce its report, making a shooter more difficult to detect. The major downside of using a suppressor is that in reducing the weapon's report it also lowers the speed at which a round travels, diminishing the weapon's damage in the process. Suppressors can only be used on Ranged (Light) and Ranged (Heavy) slugthrower weapons.

Models Include: Czerka Mk. I Suppressor, SoroSuub "Whisperlite" Slugthrower Silencer.

Base Modifiers: Adds ■■ to any Perception or Vigilance checks made to locate a concealed shooter firing the silenced slugthrower.

Modification Options: None.

Hard Points Required: 1.

Price: (R) 100 credits.

ARMOR ATTACHMENTS

Any well-crafted suit of armor from a factory can be improved through well-thought-out field modifications, and any suit of armor that is poorly constructed can at least be made serviceable in the same manner.

OPTICAL CAMOUFLAGE SYSTEM

Optical Camouflage Systems are popular among scouts, hunters, and others who need to stay hidden in the wilderness. A wonder of modern stealth tech, these use phased array optical projectors, sound baffling, and thermal and radiation shielding to render wearers nearly invisible to the naked eye. The optical projectors allow wearers to blend into their surroundings by mimicking them, in a manner similar to animals with active camouflage abilities. The various radiation shields hide the wearers' body heat as well as electromagnetic radiation from any carried sensors or communications gear. Although very effective, Optical Camouflage Systems can be finicky and fragile and is not recommended for combat use. This attachment can be applied to any type of armor, but is largely useless on laminate and heavy battle armor suits which are typically too bulky and loud to mask properly.

Models Include: Atlas Corp "Smokescreen" Stealth System, Merr-Sonn MS90 Optical Stealth Suite.

Base Modifiers: Upgrades the ability of all Stealth checks twice while wearing this armor.

Modification Options: Innate Talent (Master of Shadows) Mod, 1 Skill (Stealth) Mod.

Hard Points Required: 2.

Price: 5,500 credits.

PASSIVE FOLIAGE SUIT

For those operating in the wilds, sometimes the simplest camouflage methods are the best. Given this, it's not surprising that hunters and other individuals who spend a lot of time in the wilderness often use passive foliage suits. These suits have patches of synthetic greenery designed to mimic natural flora. Clusters of open tie-lines also allow wearers to easily attach local foliage to the suit, allowing them to alter their camouflage when the surroundings change. This attachment can be applied to any armor that could logically integrate the necessary patches and tie-lines.

Models Include: Various types.

Base Modifiers: Adds ■ to any Perception or Vigilance checks made to detect a character in appropriate environments who is wearing this armor.

Modification Options: None.

Hard Points Required: 1.

Price: 75 credits.

TABLE 2-6: ARMOR ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Optical Camouflage System	5,500	—	2	5
Passive Foliage Suit	75	—	1	2
Water Reclamation System	500	—	2	4

WATER RECLAMATION SYSTEM

Water reclamation systems are popular with scouts and hermits, especially those living or working on arid worlds. Produced by a variety of wilderness outfitters, like Survival Equipment Inc. and Gandorthral Atmospheric, these systems collect a body's waste moisture and distill it for drinking. Typically, they consist of a tight bodysuit worn under a suit of armor, that covers a wearer to the neck, wrists, and ankles, along with a matching pair of gloves and a filtermask that covers the mouth and nose.

Made from layers of synthetic fibermesh, the suit wicks sweat away from the skin and purifies it by means of integrated filtration media. It also collects waste moisture from the mouth and nose by means of the filtermask. The water is then collected in pouches spread across the suit and can either be decanted into a larger container or drunk straight from the suit by means of a long, flexible tube connected to the suit's back. Adding a Water Reclamation System to a suit of armor allows an individual to operate much longer in desolate environments without fear of running out of water. This attachment can be applied to any armor that could logically integrate the necessary pouches and tubing.

Models Include: Survival Equipment Inc. Waste Distillation System, Gandorthral Atmospheric "Vaporator II" WRS.

Base Modifiers: Upgrades the ability of any Resilience and Survival checks made in dry or hot environments due to scarcity of water twice.

Modification Options: None.

Hard Points Required: 2.

Price: 500 credits.

LIGHTSABER CRYSTALS

The very heart of lightsabers, crystals provides these elegant weapons with numerous features and advantages. Like all lightsaber crystals, each of the following is a form of Kyber crystal without which a lightsaber could not function.

NISHALORITE STONE

Nishalorite stones are found on worlds with particularly strong magnetic fields. Usually dark gray or blue-black in color, and possessing powerful magnetic properties, these stones are often used in electronics and magnetic navigation equipment. Once properly cleaned and refined, they also make for excellent lightsaber crystals, as discovered generations ago by a wandering Jedi Seeker.

When installed in a lightsaber, this stone creates a dense, crackling blade with a subdued color that intensifies in the direction of a planet's magnetic north. It can detect natural and artificially generated magnetic fields, such as those produced by generators or powerful electronic systems.

Base Modifiers: Installing a Nishalorite stone changes a lightsaber's base damage to 7 and its critical rating to 3. In addition, the lightsaber gains the Breach 1 and Sunder item qualities. Additionally, a Force-sensitive character with this lightsaber in her possession adds automatic \oplus to any of her checks made to locate her position, navigate terrain, or find power sources or active technology. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its base damage and critical rating.

Modification Options: 1 Innate Talent (Planet Mapper) Mod, 2 Item Quality (Disorient + 1) Mods, 1 Item Quality (Vicious + 1) Mod.

Hard Points Required: 2.

Price: (R) 12,500 credits.

VARPELINE CRYSTAL

Varpeline crystals are hard, super dense minerals found on the Outer Rim world of Mearalls II. Ranging in color from white to a rich gold, they are scattered throughout Mearalls II's extensive mountain ranges. When properly worked, varpeline crystals can be used to slice through nearly any substance known in the galaxy. While they are typically used in industrial cutting machinery or precision fabrication instruments, these stones are occasionally used to great effect as lightsaber crystals.

When installed in a lightsaber, this crystal produces a blade that emits a short, sharp ringing tone when it strikes an object. A lightsaber equipped with a varpeline crystal can often cut through the thickest armor or toughest materials, and have a disturbing tendency to dismember living targets.

Base Modifiers: Installing a varpeline crystal changes a lightsaber's base damage to 8 and its critical rating to 5. In addition, the lightsaber gains the Breach 1, Vicious 1, and Sunder item qualities. When spending \oplus to inflict a Critical Injury, the character may spend an additional \oplus . If she does so, she automatically inflicts the Maimed Critical Injury on her target, instead of the Critical Injury she would have inflicted.

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

Hard Points Required: 2.

Price: (R) 14,000 credits.

TABLE 2-7: LIGHTSABER CRYSTALS

Attachment	Price	Encumbrance	HP Required	Rarity
Nishalorite Stone	(R) 12,500	—	2	8
Varpeline Crystal	(R) 14,000	—	2	9

NEW VEHICLES

Whether a speeder, a walker, or other mode of transportation, a reliable and rugged vehicle is always worth its weight in credits to the wandering Seeker.

AIRSPEDERS

Airspeeders are an indispensable tool to scouts and survivalists. The ability to pack up and take to the air at a moment's notice can be the difference between life and death out in the wilds of the galaxy.

BR.549 FASTRAK HIGH-ALTITUDE SCOUT SPEEDER

The FasTrak by Bepsin Motors is a small, fast, four-person airspeeder designed for high-altitude observation and reconnaissance. With an elegant airframe, powerful afterburning ion-turbolaser engines, and a sophisticated scout/reconnaissance sensor package, the Br.549 is popular both with military and paramilitary organizations and with civilian scout and survey companies. It has a tight but comfortable cockpit with room for four crew—the pilot and co-pilot sitting tandem facing forward, and the sensor operators sitting tandem facing aft—and a small amount of cargo, typically survival gear and personal weapons.

The heart of the FasTrak is its powerful Fabritech A/R AQS.5 multi-role tactical observation avionics package. The TOA package includes a number of scanners and sensors that provide high-quality, three-dimensional renderings of the air, sea, land, and near-orbit space in the vehicle's line of sight. It also contains comlink scanners and decryptors, comms and scanner jamming systems, and various other sensors that allow the crew to intercept comms and data traffic, jam transmissions, and generally gain a clear view of a large area with ease.

While they are typically used by planetary governments for reconnaissance, many of these speeders have found their way into the hands of small survey outfits. Their small size, speed, and ease of maintenance allow them to serve as excellent survey vehicles.



Vehicle Type/Model: Airspeeder/Br.549 FasTrak.
Manufacturer: Bepsin Motors.
Maximum Altitude: 150 kilometers.
Sensor Range: Long.
Crew: One pilot, one co-pilot, two sensor operators.
Encumbrance Capacity: 15.
Passenger Capacity: 0.
Price/Rarity: 25,000 credits/6.
Customization Hard Points: 1.
Weapons: None.

LANDSPEEDERS AND SPEEDER BIKES

Good, reliable vehicles are an often overlooked necessities, but for those who operate primarily on the surface they are essential parts for daily life.

610-AVA "DART" SPEEDER BIKE

The 610-Ava Dart is a civilian version of Aratech's 614-Ava military speeder bike, a predecessor of the famous 74-Y used by the Imperial Army. Lightweight and relatively sporty, the Thunderbolt is an older design commonly found on backwater planets in the Outer Rim. It features a high-output ion engine and sport-tuned control surfaces, which give it respectable speed and agility. The control layout is simple and elegant, with everything save the pedals contained in a single aerodynamic pod mounted forward of the pilot. The Dart's most distinctive feature is its collapsible frame rails, which allow the forward control surfaces and control pod to retract almost entirely into the vehicle's body for ease of storage.

Collapsing or expanding the Dart speeder bike requires a maneuver. When collapsed, the vehicle is silhouette 1 and cannot be used.



Vehicle Type/Model: Speeder Bike/610-Ava "Dart."
Manufacturer: Aratech Repulsor Company.
Maximum Altitude: 70 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 9.
Passenger Capacity: 1.
Price/Rarity: 2,400 credits/6.
Customization Hard Points: 4.
Weapons: None.

64-Y SWIFT 3 REPULSORSLED

The Swift 3 is a fast, rugged, versatile repulsorsled made by Aratech Repulsor Company. Built more like a one-person landspeeder than a true speeder bike, it is essentially the front part of a speeder bike grafted to a large cargo bed. Powered by Aratech's LM01 high-output ion turbine engine, it is remarkably fast and agile for such a bulky-looking vehicle. Designed initially to assist law enforcement agencies in combatting the rise of swoop gang violence throughout the galaxy, the Swift 3 is equipped with a number of unique systems. The rear compartment can be configured to haul cargo, passengers or suspects, or on-board comms or surveillance equipment. An auto-blaster is slung from the vehicle's undercarriage, and a magnetic grapnel launcher is mounted forward of the pilot in the vehicle's fairing.

MAGNETIC GRAPNEL LAUNCHER

Similar to the electromagnetic harpoon launcher found on Incom's T-47 airspeeder, the Swift 3's magnetic grapnel launcher (MGL) is a non-lethal tool used to capture and ensnare targets. Part of the Swift's anti-swoop armament, the MGL is a simple durasteel rod capped with a small electromagnet connected to a few dozen meters of high-tensile cable. When fired, the electromagnetic head sticks fast to any metallic target, allowing the Swift's pilot to capture and detain troublesome swoop riders. The MGL can also be used to knock down unruly personnel or droids, move or tow obstacles, or ensnare large beasts.

Using the MGL to control or tow a piloted vehicle requires a **Hard** (◆ ◆ ◆) **Piloting (Planetary)** check. The exact outcome of the skill check is left to the Game Master's discretion.

The Swift 3 also features a relatively sophisticated communications and sensor suite, allowing the pilot to listen in on or jam other vehicles' comms systems as well as an on-board computer with a comprehensive vehicle identification database. While they are built primarily for law enforcement and the military, these vehicles are also available in limited numbers on the civilian market. Both the Imperial Army and Imperial Navy's Military Police branches use Swift 3s as patrol and pursuit vehicles to great effect.

2	3	+0	0	-	-	0	1
WEAPONS	SPEED	MANEUVER	ACCOMMODATIONS			CARGO	
			4			6	

Vehicle Type/Model: Repulsor sled/Swift 3.
Manufacturer: Aratech Repulsor Company.
Maximum Altitude: 25 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 20.
Passenger Capacity: 0.
Price/Rarity: 8,000 credits/7.
Customization Hard Points: 4.
Weapons: Forward-mounted auto blaster (Fire Arc: Forward; Damage 3; Critical 5; Range [Close]); Auto-fire.

Forward-mounted magnetic grapnel launcher (Fire Arc: Forward; Damage —; Critical —; Range [Close]; Knockdown; Limited Ammo 1, Traction 3).

A-A8 BACKCOUNTRY SPEEDER TRUCK

Another of Trast Heavy Transports' excellent speeder trucks, the A-A8 BackCountry is a purpose-built trekking vehicle marketed to explorers, scouts, and surveyors. Based on Trast's popular A-A5 model, the A-A8 comes equipped with a number of systems designed to keep a group of sentients alive and comfortable in the wild for long periods of time.

Like the A-A5, the BackCountry has a relatively spacious crew compartment that seats the pilot and one passenger. Instead of having a bed or cargo box, the A-A8 is equipped with a modular sleeping cabin that can hold up to six in relative comfort. Both the crew compartment and the sleeping cabin are environmentally sealed and controlled to protect the inhabitants from adverse or hostile environments. The cabin can be ordered from the factory, or modified by the end user, in a dizzying array of configurations to fit nearly any need. While the options are nearly endless, A-A8s are usually equipped with fold-down bunks, a small galley, one or two folding tables, a cramped, very basic refresher, and copious amounts of storage.

A character with access to a fully loaded A-A8 add to her Survival checks.

3	1	-1	0	-	-	0	0
WEAPONS	SPEED	MANEUVER	ACCOMMODATIONS			CARGO	
			12			8	

Vehicle Type/Model: Speeder Truck/A-A8 BackCountry.
Manufacturer: Trast Heavy Transports.
Maximum Altitude: 5 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 40.
Passenger Capacity: 5.
Price/Rarity: 8,500 credits/4.
Customization Hard Points: 6.
Weapons: None.

JOBEK T-85 SPEEDER BIKE

The T-85 Jobek is a sporting and enthusiast's speeder bike produced by the Zebulon Dak Speeder Corporation, a small speeder manufacturing company located in the Outer Rim. Solidly built and reliable, the T-85 is easy to ride and simple to maintain. The bike contains few advanced systems and has no weapons, relying instead on speed, comfort, and style to attract buyers. A cruiser-style speeder bike, the Jobek has high-rise handlebars and forward foot controls, putting the pilot in a more relaxed riding position than on a more aggressive bike like a 74-Y or a swoop. Its drive system, an ion engine licensed from Aratech tuned more for endurance than speed, provides ample power but is more suited to long distance, open-country riding than to city travel.

Although it is a small company, Zebulon Dak provides a healthy variety of performance and comfort-enhancing parts for the T-85 and other speeder bikes the company produces. These, along with aftermarket accessories offered by other companies, allow T-85 owners to customize the bike to their exact needs.

2	2	+0	0	-	-	0	0
STABILITY	SPEED	MANEUVER	ATTITUDE			PRICE	WEIGHT
			ATTITUDE				
			4				6

Vehicle Type/Model: Speeder Bike/Joben T-85.
Manufacturer: Zebulon Dak Speeder Corporation.
Maximum Altitude: 25 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: 1.
Price/Rarity: 1,500 credits/4.
Customization Hard Points: 5.
Weapons: None.

LM002 BLOODHOUND SURVEY VEHICLE

The Bloodhound models by SoroSuub are medium-sized landspeeders built for professional planetary survey teams. Rugged and boxy, these speeders are designed to be dropped into hostile environments with a crew of four and endure with little to no support. They have a reputation for being nearly indestructible and for being able to withstand extremes of temperature, weather, and other atmospheric conditions that would cripple or destroy lesser vehicles. While designed for the civilian market, many of these hardy vehicles have found their way into various militaries around the galaxy, including the Imperial Army's Long Range Reconnaissance units and the Imperial Survey Corps.

2	2	-1	0	-	-	0	2
STABILITY	SPEED	MANEUVER	ATTITUDE			PRICE	WEIGHT
			15				12

Vehicle Type/Model: Landspeeder/LM002 Bloodhound.
Manufacturer: SoroSuub Corporation.
Maximum Altitude: 10 meters.

SOROSUUB PVA.Q LONG-RANGE TERRAIN SCANNER

The Bloodhound is equipped with SoroSuub's PVA.q LRTS, a powerful scanning suite designed to render three-dimensional maps of surrounding terrain. The heart of the LRTS is a fine-tuned ground-following radar system that is mated to a complex broadband sensor suite. The scanners rapidly feed gigantic amounts of data into a powerful 3D mapping program, which allows the entire system to quickly output highly detailed topographical maps. Depending on atmospheric conditions, the size and geography of the area to be mapped, and numerous other variables, the time required to map a given region can take from a few hours to a few days of concentrated effort.

Using the LRTS requires the operator to make an **Average** (◇◇) **Computers** check. Maps produced with the LRTS add an automatic ✨ to any Survival checks made to navigate using the map plus an additional automatic ✨ for every 🌀🌀 generated by the Computers check.

Sensor Range: Long.
Crew: One pilot, one co-pilot, two sensor operators.
Encumbrance Capacity: 35.
Passenger Capacity: 2.
Price/Rarity: 13,500 credits/7.
Customization Hard Points: 2.
Weapons: None.



WALKERS

Walkers, when used properly and backed by proper support and maintenance, make excellent vehicles for traversing the wild. Surefooted and nimble, a good walker can reach places that even the best landspeeder cannot.

ALL TERRAIN EXPLORATION TRANSPORT

A smaller variant of Rothana Heavy Engineering's AT-EST Exploration and Survey Walker, the All Terrain Exploration Transport (AT-ET) walker is still being used to traverse new worlds throughout the galaxy. More commonly known as the "Strider," it features a central chassis surrounded by six powerful multi-jointed legs terminating in wide, pad-like feet. Its legs also feature extending segments that allow the vehicle to safely ford deep rivers, snowbanks, marshes, and other terrains in which other walkers might founder or sink. Its chassis is largely open, with only the living and stowage area in the rear enclosed in a tough, environmentally sealed fabric to ward off the elements. The forward hull features an open cockpit and passenger area, granting excellent visibility (and fields of fire when needed).

The Strider is an excellent choice for short-duration ventures into areas where the terrain thought to be hazardous (or is simply unknown). Less a combat vehicle than a light transport, it can carry four passengers as well as a pilot and navigator/communications operator. In a pinch, though, the pilot can assume nav/comms duties to allow for an additional passenger. Many tales have been told of this tough vehicle slowly carrying ten or more additional passengers in emergencies, using makeshift handholds and sideboards mounted on the hull.

It is this level of customization that makes the AT-ET so versatile and beloved in the rougher regions of the galaxy. Its chassis has been endlessly modified to carry more powerful sensors, finer passenger accommodations, stronger armor, and even smuggling compartments. Through adding hull-mounted weapons, owners can also turn the Strider into an effective fighting vehicle, the better to withstand perils greater than those of dangerous terrain—such as rival explorers.



Vehicle Type/Model: Walker/AT-ET.
Manufacturer: Rothana Heavy Engineering.
Sensor Range: Medium.
Crew: One pilot, one navigation/comms operator.
Encumbrance Capacity: 25.
Passenger Capacity: 4.
Price/Rarity: 5,000 credits/4.
Customization Hard Points: 6.
Weapons: None.

ALL TERRAIN RECONNAISSANCE TRANSPORT

Kuat Drive Yards' All Terrain Reconnaissance Transport (AT-RT) is a small, lightly armed, one-person walker built for scouting and force reconnaissance duties. Once a mainstay of the Grand Army of the Republic, the AT-RT was produced by the thousands during the Clone Wars and used to great effect by the Advanced Recon Force. Each is just over three meters tall, with a basic form and leg geometry similar to those of the Imperial Army's AT-ST or the old AT-PTs from Rothana Heavy Engineering. The driver sits exposed in an open cockpit behind an armored faring, and operates the vehicle with hand and foot controls similar to those found on most speeder bikes. While this open-cockpit configuration makes the pilot vulnerable to incoming fire, it provides an unparalleled field of view and keeps the vehicle's weight and sensor signature low, thus improving overall survivability.

During the Clone Wars, the AT-RT was typically piloted by specially trained recon clone troopers and deployed in squads of five to ten vehicles. It was used mainly as a scout or raiding vehicle, but some did duty as a pathfinder as well as a picket for larger armored columns or forward bases. Although not a frontline combat unit, the AT-RT packs a respectable punch from a heavy repeating blaster mounted in the vehicle's nose. For reconnaissance duty, it can be equipped with powerful multi-spectrum sensors and a heavily encrypted comlink and data uplink, allowing secure transmissions between squad members and with forward operating bases.

Although the AT-RT went out of production more than twenty years ago, many are still in use throughout the galaxy. Both the Imperial Army and Imperial Navy use them in small numbers for their reconnaissance units, and many planetary militaries and law enforcement agencies use them, especially in the Outer Rim. A few have found their way into civilian hands, mostly older, demilitarized surplus models from the Clone Wars, and they have gained a reputation as reliable, swift, and sure-footed vehicles that are easy to drive and maintain.



Vehicle Type/Model: Walker/AT-RT.
Manufacturer: Kuat Drive Yards.
Sensor Range: Medium.
Crew: One pilot.
Encumbrance Capacity: 7.
Passenger Capacity: 0.
Price/Rarity: 8,000 credits (R)/8.
Customization Hard Points: 2.
Weapons: Forward-mounted heavy repeating blaster—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 15; Critical 2; Range [Long]; Auto-fire, Cumbersome 5, Pierce 2, Vicious 1).

NEW STARSHIPS

Seekers are perfectly suited to a wandering lifestyle full of service and discovery. Therefore, the choice of starship to transport them from place to place—and sometimes to serve as their home—is an important one indeed. For those whose calling lies among the stars, luckily there are myriad starships to choose from.

STARFIGHTERS AND PATROL BOATS

ARC-40B SCOUT-RECONNAISSANCE FIGHTER

Kuat Drive Yards' ARC-40b is one of the unsung heroes of the Clone Wars. Built by KDY to be an escort fighter for the venerable ARC-170, the ARC-40b is a lightweight starfighter absolutely packed with weapon systems and sophisticated avionics. Fast and nimble, the 40b is a three-position multi-role fighter with an astromech socket. Armed to the teeth with laser cannons and ordinance launchers, this medium fighter was designed to fight its way into enemy territory, collect data, and then fight its way back to base. While most of these old fighters were destroyed during the Clone Wars or were broken up for scrap by the Imperial Navy, some still remain in use in the Outer Rim, where their speed, stamina, and respectable loadout make them highly attractive to mercenary and survey outfits.



Hull Type/Class: Starfighter/ARC-40b
Manufacturer: Kuat Drive Yards
Hyperdrive: Primary: Class 2, Backup: Class 8
Navicomputer: None—astromech droid socket
Sensor Range: Medium
Ship's Complement: One pilot, one co-pilot/sensor operator, one gunner
Encumbrance Capacity: 10
Passenger Capacity: None
Consumables: Two months
Price/Rarity: 85,000 credits/7
Customization Hard Points: 2
Weapons: Two forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1). Two forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4; Breach 4; Guided 3; Limited Ammo 4; Linked 1; Slow-Firing 1). Aft turret-mounted twin light blaster cannons (Fire Arc Aft, Port, Starboard; Damage 4; Critical 4; Range [Close]; Linked 1).

FAR*REACH RECONNAISSANCE SHIP

Ships from Loronar's Far*Reach line of scout ships are among the most popular short-range scout/reconnaissance vessels in the galaxy. Known for ships that are tough, easy to fly, and easy to maintain, the Far*Reach line is well respected in both civilian and government circles. Slightly larger than Sienar Fleet Systems' Skipray, these vessels have a long, oblong hull with short, truncated wings mounted amidships, smaller stabilizing wings aft, and a pair of high-output LR-850a ion drives mounted aft and fully enclosed within the hull. A large sensor dome dominating the dorsal side of the ship is packed with sophisticated observation, communications, and imaging systems that give the ship the ability to see and record the smallest target from nearly a system away. While they carry little in the way of armament (only a factory-fitted light laser turret), these ships are fast and agile enough to evade all but the most dedicated pursuers.



Hull Type/Class: Patrol Boat/Far*Reach-class
Manufacturer: Loronar Corporation
Hyperdrive: Primary: Class 2; Backup: Class 12
Navicomputer: Yes
Sensor Range: Extreme
Ship's Complement: One pilot, one co-pilot, one engineer, three sensor operators
Encumbrance Capacity: 65
Passenger Capacity: 2
Consumables: Six months
Price/Rarity: 60,000 credits/7
Customization Hard Points: 3
Weapons: Dorsal turret-mounted twin light laser cannons (Fire Arc Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

SLAYN & KÖRPIL V-19 TORRENT STARFIGHTER

Introduced during the Clone Wars, V-19 Torrents still see use in the Outer Rim among local planetary governments, large corporations, free traders, and pirates. Although they were originally produced without hyperdrives, later models were equipped with them and virtually all early models were retrofitted to make them hyperspace capable. Fast and maneuverable, with decent armor and good firepower, Torrents are still respectable starfighters despite their age and lack of deflector shields. The V-19s' distinctive trio of folding airfoils combined with powerful repulsorlift engines make them excellent at vertical take-off and landing, though they can also make these ships somewhat temperamental to handle for inexperienced pilots.

3	4	+2	0	-	-	0	3	
AGILITY	SPEED	ARMOR	HP (MAX/AVG/STANDARD/AVG)				ARMOR	
			HP (MAX/AVG)				HP (MAX/AVG)	
			10				9	

Hull Type/Class: Starfighter/V-19 Torrent.
Manufacturer: Slayn & Korpil.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 6.
Passenger Capacity: 0.
Consumables: One week.
Price/Rarity: 75,000 credits/4.
Customization Hard Points: 1.

Weapons: Two forward-mounted 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 5, Limited Ammo 12, Slow-Firing 1).

FREIGHTERS AND TRANSPORTS

Freighters and transports are perhaps the most versatile vessels in the galaxy. Easily handled by a small crew, the ships in this section range from wildcatting light freighters to survey ships ideal for exploring new systems.

ALIDADE-CLASS LONG-RANGE SURVEY SHIP

Once a common sight in the out-of-the-way places of the galaxy, the *Alidade*-class Long-Range Survey Ships are fast becoming a rarity in today's spacelanes. Designed by Sienar Ships, a long-defunct civilian subsidiary of Sienar Fleet Systems, they were first produced centuries before the Clone Wars. Initially designed as long-range survey vessels, they would fly to the very edges of the known galaxy to chart distant, unknown stars and plot new hyperspace lanes. To that end, they were outfitted with robust life-support systems to keep the crew and any passengers healthy, happy, and mentally stimulated for months or even years at space. While these ships were never considered fast, they were comfortable, tough, well-equipped vessels that could take a small crew of pilots and surveyors into the unknown in relative safety and comfort.

As is the case with most vessels of their age and type, precious few *Alidade*-class vessels remain in space. Time has been their most dangerous enemy. Many succumbed to fatigue or critical malfunction in far-off systems and were then simply abandoned by their crew, too old and expensive to fix. Others fell prey to pirates, stellar phenomena, or one of the countless other threats inherent in exploring the galaxy's wild spaces. Those that remain in use are lovingly tended to by their crews, and a thriving ownership culture has sprung up around them. An *Alidade* in port always attracts former owners, pilots, crew, or even passengers with fond memories of their time spent aboard one. Current owners are often bombarded with offers to buy their ship, to buy parts of their ship, or simply to join the company with like-minded aficionados of these old, reliable vessels.

5	2	-1	2	-	-	1	3	
AGILITY	SPEED	ARMOR	HP (MAX/AVG/STANDARD/AVG)				ARMOR	
			HP (MAX/AVG)				HP (MAX/AVG)	
			35				30	

Hull Type/Class: Survey Vessel/*Alidade*-class.

Manufacturer: Sienar Ships.

Hyperdrive: Primary: Class 5, Backup: Class 14.

Navicomputer: Yes.

Sensor Range: Extreme.

Ship's Complement: One pilot, one co-pilot, two engineers, four sensor operators.

Encumbrance Capacity: 250.

Passenger Capacity: 5.

Consumables: Two years.

Price/Rarity: 150,000 credits/5.

Customization Hard Points: 5.

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

Dorsal turret-mounted twin light ion cannons (Fire Arc All; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).



KAZELLIS-CLASS LIGHT FREIGHTER

Fast, agile, graceful, and stylish are the hallmarks of the *Kazellis*-class light freighter. The sole product of the Kazellis Corporation, a small, ambitious, tragically short-lived shipyard in the Kathol sector, the *Kazellis*-class is a wonderful example of the shipwright's craft. Kazellis Corp set out to provide small cargo firms with a "pre-customized" vessel that was versatile and useful right off the slips, without need for lengthy and expensive aftermarket modifications. Using top-of-the-line parts from providers such as Fabritech, Psi Sim, Grodyne, and Phoat Kingsmeyer, the shipwrights at Kazellis produced a multipurpose vessel that could often outfly, outcarry, and outrun anything in its class. *Kazellis*-class freighters entered the market just months before the outbreak of the Clone Wars to great fanfare, but political upheaval in the Kathol system combined with some unfortunate business decisions by corporate leadership, ended their production run after only a few short years.

Today, the *Kazellis*-class light freighter is a vanishingly rare sight. Many starship enthusiasts lament its limited production, because it is, perhaps, one of the loveliest ship classes ever constructed. The ship has a broad hull shaped like a half moon, with its convex edge defining the aft, like the venerable YT-series freighters. The forward light deck emerges gracefully from the main hull, and from above or below, the vessel resembles a large bird in mid flight. The interiors are well appointed, and the ship's systems are laid out in an intelligent, easy-to-access manner. The hold is modular, with sliding bulkheads and decks that allow it to be configured to carry nearly any cargo. The downsides, aside from the scarcity of parts and technical information, are its sub-par weapon systems and light shields. In all, though, it is an excellent, solidly built class that met its end far too soon.

4	4	+0	1	-	-	0	3
AGILITY	SPD	MANEV	DEFENSE/STABILITY			ARMOR	
HP THRESHOLD						SYSTEMS	
20						15	

Hull Type/Class: Light Freighter/*Kazellis*-class

Manufacturer: Kazellis Corporation

Hyperdrive: Primary, Class 2, Backup, Class 12

Navicomputer: Yes

Sensor Range: Medium

Ship's Complement: One pilot, one co-pilot

Encumbrance Capacity: 100

Passenger Capacity: 4

Consumables: Three months

Price/Rarity: 70,000 credits/8

Customization Hard Points: 2

Weapons: Dorsal turret-mounted quad laser cannon (Fire Arc: All; Damage 5; Critical 5; Range: [Close]-[Accurate]-[Linked 3])

WANDER-CLASS JUMP FREIGHTER

Built specifically to compete with Corellian Engineering Corporation's HWK series freighters, *Wander*-class freighters have been plying the spacelanes since the Clone Wars. Small and quite quirk, *Wander*-class ships have a reputation, like all Mon Calamari Shipyards (MCS) vessels, for being beautiful, practical, and affordable. Described by many spacers as "a *Liberty* type cruiser that got shrunk," *Wander*-class freighters have the smooth lines and organic shapes typical of MCS ships. About the same size as the HWK series ships, these freighters were designed to carry light, sensitive cargo and VIPs quickly and safely over long distances. They have remarkably well appointed passenger berths and a small, secure, internally shielded cargo hold with sliding bulkheads that can hold a surprising amount of cargo.

Wander-class freighters proved wildly popular when first released, but their star soon faded as they entered service and owners, pilots, and crews came face to face with the idiosyncrasies of Mon Calamari design. Like their larger MCS cousins, *Wander*-class vessels have very little commonality from ship to ship. Each one is essentially handmade from whatever parts are at hand, and beneath their organic-appearing hulls is a hodgepodge of parts and components from nearly every supplier in the galaxy. This makes working on them a nightmare, as there is no standardization of parts or systems. Little exists in the way of official technical documentation, and tracking parts down requires equal measures of detective work and luck. Despite this, they are still popular enough, thanks to their looks, their performance, and the reputation of MCS vessels as excellent ships.

3	3	+0	1	-	-	1	2
AGILITY	SPD	MANEV	DEFENSE/STABILITY			ARMOR	
HP THRESHOLD						SYSTEMS	
17						17	

Hull Type/Class: Light Freighter/*Wander*-class

Manufacturer: Mon Calamari Shipyards

Hyperdrive: Primary, Class 2, Backup, Class 10

Navicomputer: Yes

Sensor Range: Medium

Ship's Complement: One pilot, one co-pilot, one engineer

Encumbrance Capacity: 50

Passenger Capacity: 1

Consumables: Three months

Price/Rarity: 65,000 credits/6

Customization Hard Points: 4

Weapons: Forward-mounted light ion cannon (Fire Arc: Forward; Damage 5; Critical 4; Range: [Close], [Ion])





III DEADLY QUESTS

"Our eyes can deceive you; don't trust them."

—Obi-Wan Kenobi

Seekers are often lone individuals on their own singular missions, and normally they are not the kind of characters that players would expect to find in a group. The quests of Seekers are often their own affairs, whether they involve searching for a better route across a forbidding mountain range or finding a remote perch from which to take the perfect shot. Even how they learn more about the Force can be a reclusive process, especially in these days when such abilities are sure to draw Imperial attention.

In this chapter, Game Masters gain suggestions for integrating these often solitary characters and their specializations into **FORCE AND DESTINY** parties. It also includes an extensive bestiary of creatures, some of which have their own connections to the Force. Many of these can be used as steeds to aid Seekers in their quests, and this chapter also contains new rules for training and riding animals, even including those that fly.

Many players will wish to use these and other creatures as animal companions; accordingly, this chapter also includes guidelines for making animal companions a valued and fun part of any group. Game Masters will also find new rules and guidance for setting their encounters in a variety of challenging environments, from long-lost ancient ruins to desolate arctic wastelands to steaming jungles. The chapter also offers suggestions on new ways to use the Survival skill to help characters, especially Seekers, use their wilderness time in memorable ways.

Lastly, Game Masters can use the new Seeker-themed encounters, adventure, and campaign ideas to offer these characters opportunities to show off their skills. This chapter also includes new Seeker rewards. These provide GMs with the means to grant Seeker characters evocative dividends for their actions beyond regular experience points, such as animal companions, new Force abilities, and even new refuges where they can seek greater understanding of the Force.

SEEKER CHARACTERS IN THE PARTY

Seekers are action oriented, driven, and self-motivated. They pursue greater understanding and development of their own Force abilities, fueled by a passion for aggressively protecting others, no matter how remote their location. Both of these values push Seekers into roles and professions that allow them to travel or function with minimal support from others. Such individualistic characters typically need good reasons for joining an adventuring party, and the ongoing adventure or campaign works best when those reasons mesh with the party's current goals.

Each Seeker specialization is built around themes of self-sufficiency and self-directed learning. Seekers improve their abilities in order to better help and protect those who need it. Each Seeker specialization approaches this driving force differently, covering a wide variety of roles and professions. Each of these provides different reasons for the Seeker PC to join an adventuring party, and they are discussed in the **Individual Drive** section on page 63.

COMMON INCENTIVES

There are several common incentives for Seekers of any specialization to join a group. These incentives spur them to abandon their more solitary lifestyles (at least temporarily) or otherwise alter their current living or working situations. These incentives are not unique to Seekers, as members of other careers may encounter similar situations.

- **Forced Change:** Something drives the character from current circumstances such that return is impossible, at least not for an extended period of time. The character might be hunted by Imperial agents or bounty hunters. The character might need to respond to a call for help by someone in trouble, or at the request of someone with a loved one or associate in danger. A natural disaster might destroy or radically alter the character's residence or working conditions. The character might flee after offending a powerful criminal or Imperial official.
- **Following a Path or a Taking a New Path:** The PC decides to leave his current circumstances to achieve a goal or learn something new. Efforts thus far may have been ineffective, requiring a change in location or profession in order to fulfill the character's goals.
- **Expertise Required:** The Seeker has specific knowledge or unusual skills useful to others who try to hire or otherwise persuade the character to join them in their quest or mission. This is a common occurrence for some Seeker specializations. The character must decide if the mission or job also advances personal goals, or if credits are simply a priority and the task doesn't conflict with the character's ideals.
- **Visions and Prophecies:** The Seeker experiences a Force-induced vision or learns a prophecy providing direction to certain places or people to make it come true, or prevent its fulfillment.



INDIVIDUAL DRIVE

Each Seeker specialization has specific factors that may drive the Seeker to join an adventuring party. These factors are closely tied to the specialization's theme, forming situations that are less likely to apply to another specialization. These conditions might also apply to, or be adapted for, other careers.

ATARU STRIKER

Ataru Strikers are aggressive masters of offense. They strive to overpower their opponents, with or without help. While Ataru Strikers might prefer to operate on their own in remote areas, not every enemy is easily overcome or cleverly outmaneuvered. Ataru Strikers may join an adventuring party when their known or anticipated opposition is more than they can handle. They might be simply be outnumbered or up against a significantly more powerful foe. Their compulsion to protect others often leads Ataru Strikers into struggles that require skills beyond combat and personal defense.

An adventuring party might seek out an Ataru Striker to provide additional combat prowess and muscle for the group, especially if this character is knowledgeable about their current enemies. A party might also recruit an Ataru Striker as a lightsaber expert, in the hopes that the character can train them and improve their own lightsaber techniques. In fact, the Ataru Striker could provide combat and personal defense training in general, even though those skills are not unique to the specialization.

Unexpected Danger, Unexpected Help: The Ataru Striker could have a direct connection with the party that is completely in line with the specialization's theme. Perhaps the Ataru Striker discovers one of the other Player Characters is in imminent danger, but may not know it. The other PC might be targeted by Imperial agents, stalked by bounty hunters, or sought by a powerful dark side Force user. The Ataru Striker could step in at the most opportune time to defend the character. If the threat is great enough, the Ataru Striker might decide to stick around to serve as a sort of personal bodyguard or to better investigate the threat to eliminate it entirely.

EXECUTIONER

Executioners are efficient killing machines, so much so that their motives are often called into question. They can easily stray to the dark side, and almost certainly do not subscribe to the notion that one uses the Force only for defense. Their internal drive to set things right (often through deadly methods) can send Executioners down a dark path, even if they believe the ends justify the means.

Similar to Guardian or Ataru Strikers, Executioners fight for those who cannot. Unlike those specializations, though, Executioners prefer to go for the quick kill. They might try to surprise the enemy with an unexpected attack from the shadows, an ambush, or other situations in which opponents are unaware of their presence. Executioners might seek a group's help when outnumbered or outmatched, or when personal,

toe-to-toe fighting is required. Alternatively, while Executioners are good at quickly dealing a great deal of damage, they might have trouble escaping the situations they get into. Becoming part of a group might make their job easier at times, or at least provide allies to get them out of trouble. In fact, Executioners may be seeking a way to shake off or minimize their darker natures and past misdeeds, and see the party as a way to keep them from slipping too far to the dark side of the Force.

As with Ataru Strikers, a group of PCs might recruit Executioners as fighters. The group might be drawn in by tales of fearfully efficient combat prowess, not realizing their true knack for calculated assassination tactics. The group may or may not initially know of their potentially darker nature, but their presence and efforts definitely come at a cost of exposing the party to heightened dangers of the dark side. PCs who are already shady characters or lean toward the dark side themselves might find willing allies in Executioners.

Conflicted Companions: Giving Conflict points to PCs associating with an Executioner is one way the GM might emphasize the dangers the character brings to the group. Such Conflict points would normally be granted when a PC witnesses a troublesome fight or death caused by the Executioner and does nothing to alter the outcome. Planning attacks with an Executioner might also result in Conflict points if a PC goes along with an Executioner's exceptionally dark ideas or questionable methods. Not every fight should result in Conflict points, though, unless the Executioner is regularly overly violent or indiscriminate in lethality. The Executioner should also gain Conflict points as usual.



HERMIT

Hermit are, not surprisingly, the least likely of Seekers to work with groups of any kind. Whether by nature or personal choice, Hermits desire solitude to pursue their own interests or investigations into the Force. Therefore, it takes powerful reasons for Hermits to join forces with others.

Some motivations for joining a group spring from practical necessities, such as Hermits forced from residences and need help reclaiming them, escaping dangers, or finding suitable new homes. Reasons for departure are typically the same as those of other Seekers dealing with **Forced Change** (see page 62). Poor health, serious injuries, diseases, or poisonings are all likely to propel Hermits to find help.

Even cantankerous and extremely reclusive Hermits might be moved to action when chance encounters place another being under their care. Individuals who run into serious trouble near the dwellings of Hermits may appeal to their compassionate sides for assistance. That may mean traveling great distances or battling pursuing forces, or both. Such Hermits might find themselves drawn into their charges' problems, possibly endangering their own ways of life. This might encourage them to work—albeit reluctantly—with one or more companions for an extended time.

Hermits often gain reputations for being mysterious, dangerous, unusually wise, difficult to find, or a combination thereof. They might be knowledgeable in selected disciplines of the Force, be privy to secret histories of surrounding areas, know the lay of the local lands like no other, or be hiding from a difficult or unwanted past. They might know the histories of dangerous or interesting individuals. Hermits might also be talented at avoiding notice. Any of these areas of knowledge could be useful to a party of PCs. The group might try to persuade Hermits to join in their current quest. Hermits might feel compelled to join in order to right past wrongs or watch over the PCs, guiding and protecting them from danger. Hermits might also play the part of sage, mentor, or tutor in the ways of the Living Force.

Experience and Wisdom: Some thought into the background of a Hermit PC should inspire the player in selecting skills at which the Hermit excels. A Hermit normally has extensive knowledge in areas that have been personally researched or explored. The character might have technical or historical knowledge from a past life, but it might be somewhat out-of-date depending on how long the Hermit has been secluded from the rest of the galaxy with limited access to news and information. A Hermit is also likely skilled at outdoor living and sustained wilderness survival techniques, including identifying and dealing with native flora and fauna.

If the Hermit is expected to play the part of guide or sage within the group, the player should consider advancing ranks in the specific skills the character is expected to have a major advantage in, even if it gives the character shortcomings in other areas. A Hermit wise in the Living Force might have great control over certain Force powers and talents, but might be a poor marksman and never even have seen a lightsaber. The character could know a local area in fantastic detail, but have only scant information of galactic politics or distant dangers. When a Hermit's shortcomings become apparent, other party members can step to the fore and show off their own skills and abilities.

HUNTER

Hunters are one of the most likely Seekers to partner with others to get a job done, at least in the short term. These characters excel at tracking down specific threats, and there certainly is no shortage of dangerous creatures and individuals in the galaxy—many of which are enormous in size or work in terrifyingly large or efficient groups. While skilled Hunters have ways around some of these problems, help is often required. Their teams might consist of several other Hunters, but also typically needs support personnel such as pilots, medical staff, and even interpreters or negotiators when working in populated areas. Other Player Characters can fulfill many of these roles.

Hunters typically work in isolated wilderness areas, but even if working alone, they still need towns, outposts, and other civilized areas to resupply, heal up, and gather information. Hunters can use these areas as bases of operation, which puts them in contact with others on a regular basis. Friends, neighbors, or local enemies might draw Hunters into other adventures outside of their typical lifestyle.



Adventurers are easily drawn to the formidable skills of Hunters. Though Hunters can act as combatants, they are typically trained in specific weaponry useful to their pursuits. They rarely, though, know the gamut of military hardware. A party might seek out Hunters for their local wilderness knowledge or detailed information about particular creature they had encountered in the past. Hunters most obviously serve as guides or lookouts in locations and environments with which they are familiar. Sensors might identify where a creature is, but Hunters might understand what the target is doing, where it might go next, and how it is likely to respond to threats.

Extended Stay: Remaining true to the Hunter's character concept and expected advancement can be challenging to some storylines when the Hunter sticks around after the mission is over. Side adventures are useful for fulfilling this need. A side adventure can provide a break from the campaign for everybody or might focus on a few interested PCs. When this isn't an option due to time constraints or lack of interest, the GM can use PC downtime between adventures to allow the Hunter to take on smaller side jobs. This is especially useful for run-of-the-mill missions or pursuits that might otherwise become repetitive or too easy. Side jobs also keep the Hunter on the lookout for the next opportunity, and may lead to a new adventure for the entire party.

NAVIGATOR

For any group of PCs that heavily rely on space travel—and especially those traveling the fringes of known space—Navigators can be key to safe, successful, and rapid transit. Groups intent on exploration benefit greatly from their skills for traveling to worlds with unreliable or even unknown hyperspace navigational data. Even on the ground, Navigators can shorten travel times and speed pursuits. Navigators are likely to find work with almost any business, corporation, or military fleet.

Navigators may be a deep space scouts or other explorer types, often operating alone. They may contract individual trips or simply work freelance, hoping to sell information to governments or other clients. Navigators are also likely interested in, or drawn to, areas strong in the Force or rumored to have connections to the Jedi, Sith, or another Force tradition. Adventuring groups may be attracted by those skills and knowledge, and want to hire Navigators or otherwise convince these Seekers to join them.

However, for Navigators to stay interested for extended periods, travel and plotting routes for travel are important. In addition to their astrogation skills, Navigators can act as talented guides able to help others traverse difficult or confusing terrain. They may lack the intimate knowledge of some dangers in the wilderness that Hunters might have, but Navigators know how to get around and plot the best route for a successful journey.

Guide the Way: A Navigator runs the risk of becoming too focused on astrogation, with just a few piloting or tech support duties. However, this character also has an expanded ground-based skill set that enhances usefulness to the team, as well as any personal scouting or exploration efforts. A Navigator can benefit from chances to lead the way both in space and planetside. Beyond guiding the party physically through an environment, an alternative Navigator approach might be for the Seeker to become more of a spiritual guide. Perhaps the Navigator relies on past exploration experiences using the Force to see the future, or to mentor the other PCs as they visit Force-related destinations. This character can also excel at discovering Force-related artifacts or locations, further increasing the PC's usefulness as a guide.

PATHFINDER

Pathfinders are very likely to have their own animal or creature companion to help and perhaps help guide them from day-to-day. These Seekers' connections to the Living Force both enables and are strengthened through their links. Extending these connections during travel aids Pathfinders in traversing wilderness areas or unknown worlds. Particularly solitary-minded Pathfinders might be content seeking their way with just animal companions for company. However, Pathfinders are among the more likely of Seekers to regularly join groups on their adventures.

While possible in some situations, most adventuring parties are not likely to seek out Pathfinders for their animal companions and the creatures' abilities to help groups meet their goals. Parties are more likely to need Pathfinders for their skills as scouts or to establish new routes through the wilderness, in urban environments, or even across the stars. Their natural ability with animals also makes them likely to ride mounts and help guide inexperienced riders. Adventurers anticipating long trips using living mounts might hire or recruit Pathfinders for the passage.

A Way with Creatures: A player often selects the Pathfinder specialization as part of finding creative ways to use an animal companion at different points in the adventure. The creature might be a careful consideration during play, with frequent monitoring of its location and health. Interactions between the party and the creature are likely to be varied. Some players or PCs might ignore the creature completely, while others could be fascinated—or irritated—by it. While it is perfectly okay if the creature becomes a semipresent entity during most encounters, the Pathfinder's connection to the game should benefit if the creature becomes at least part of the action. At times, other characters may be called upon to monitor, heal, or otherwise watch over the creature. The interaction between the Pathfinder, the creature, and the party is important to keeping the Pathfinder with the group.

SURVIVAL IN THE WILDERNESS

Wilderness settings not only afford the GM an excellent opportunity to spotlight the wide variety of environments in the *Star Wars* galaxy, but also allow for adventures impossible in the more civilized and technologically advanced areas familiar to most of the characters. Wilderness settings push many characters outside of their comfort zones, but they allow others—especially Seekers—to really shine. Most importantly they can serve to make just about any planned encounter even more interesting and rewarding.

Harsh environments turn otherwise uneventful travel into challenging struggles in which simple survival can be as much a part of an adventure as facing down enemy NPCs. Combats in such areas can be especially memorable, as the environment forces the players to think carefully before each action lest they fall into bubbling lava or become mired in quicksand. Such settings can add all manner of game effects, as described on page 219 of the **FORCE AND DESTINY Core Rulebook**, and GMs are encouraged to create new ones when an environment drives their imagination.

GMs can introduce exciting environments through any number of circumstances, the most common perhaps being a crash landing on a planet or an unscheduled stop necessitated by ailing vehicle. Interesting environments can also result when the PCs must travel through wilderness to surprise a foe or when they reach a destination tucked away far from the comforts of civilization. The latter especially is applicable for Force users seeking out lost holocrons and other Jedi relics, which might be found on ancient battlefields or in the remnants of ruined temples.

The section that follows offers GMs and players additional suggestions for incorporating wilderness and other remote settings. It also includes new ways to use the Survival skill and new ways to spend results from checks made in those settings, so that encounters in them may become even more memorable in the campaign.

NEW SURVIVAL SKILL USES

Traditional use of Survival skill helps make Seekers adept at life in the wilderness, but they and others can also use this skill in new and novel ways. Page 128 of the **FORCE AND DESTINY Core Rulebook** outlines some of the ways this skill is commonly employed, and the following are alternative uses that players can adopt as well. As a base level, these skill checks should be **Average** (◆◆) but the GM should adjust this as needed based on the specific setting, availability of raw materials, and time devoted to the effort.

- **Fashion a small musical instrument such as a flute, chime, bullroarer, or drum.** The character may spend ☹ to indicate the item is well crafted. At the GM's discretion, it adds □ to the user's Charm checks, as well as to Survival checks involving animals (see page 128 of the **FORCE AND DESTINY Core Rulebook**).

- **Craft a small knife, staff, or spear from rough materials such as stone, wood, or bone.** This functions as an improvised weapon of the appropriate size (see page 218 of the **FORCE AND DESTINY Core Rulebook**) but does not automatically generate ☹. The primitive and handmade appearance also adds ■ to any checks made by others to realize the item is not ornamentation or a walking aid and can be used as a dangerous weapon.
- **Harvest toxic plants or animals.** When applied to a suitable Melee, Brawl, or projectile weapon (such as an arrow) that possesses a Critical Rating, chemicals from toxic plants or animals add the Disorient 2 quality. The GM may spend ☹ on the Survival check to have the character suffer one wound from mishandling the toxin. The GM may also spend ☹ when a character uses the treated weapon to have the toxin wear off and so need to be reapplied.
- **Set snares and alarms around the camp.** This adds □ to checks to catch small fauna and adds ■ to any checks foes make to sneak up on the PCs at this location.
- **Craft camouflage garb or disguise clothing.** Wearing garb covered with local leaves, colored plant sap, or animal hides adds □ to Stealth checks made while in this environment or similar ones.

WILDERNESS SETTING ENCOUNTERS

The following is an outline of some of the more common wilderness settings that players might encounter, due perhaps to a crash landing, a desperate escape from a nasty predicament, or even an abandonment after a deal gone wrong. Game Masters can use these setting overviews to create locations that truly test the PCs' ability to endure nature at its most challenging. Each also comes with unique narrative suggestions for spending ☹ and ☹ on Survival checks, to augment those on page 128 of the **FORCE AND DESTINY Core Rulebook**. Using these, GMs can fashion memorable events and launch new encounters. GMs can also use **Table 3-1: Spending ☹, ☹, ☹, and ☹ in Wilderness Settings**, on page 67, for ideas on using Survival and related check results in such settings in ways that are not tied to a specific type of wilderness environment.

Ancient Ruins: This terrain is littered with broken monoliths and gigantic stone stairways leading to collapsed temples, all revealing the greatness of a past civilization now lost. ☹ here could indicate the PCs trigger a barely functioning alarm within one ruin, or even that they have disturbed the barbaric descendants of an ancient species that still dwells in the ruins within underground passageways. ☹ might indicate that the PCs instead find long-forgotten relics that could aid them on their quest, or that the descendants are instead beneficent and willing to help the PCs.

TABLE 3-1: SPENDING ☺, ☻, ☼, AND ☽ IN WILDERNESS SETTINGS

Symbols	Effect
☺ or ☻	<p>Favorable Planning: The PC accurately predicts the weather for the remainder of the day, making other efforts less stressful. The next time a member of the group would suffer 1 or more strain while in this setting, that character suffer 2 less strain, to a minimum of 1.</p> <p>Successful Foraging: The character quickly finds some tasty sustenance. Each other character in the party immediately recovers 1 strain.</p>
☺☺ or ☻☻	<p>No Surprises: The PCs' shelter is well hidden from detection, or they cover their tracks perfectly. Add ■■ to Perception checks to discern their presence here.</p> <p>Field Rations: The character discovers sources of food ideal for long-term preservation and transport. Each PC may add ■ to the next Resilience check the character makes during this session.</p>
☺☺☺ or ☻☻☻	<p>Faithful Companion: An attempt to befriend local fauna goes well, and the creature leads the PC to a reliable trail, a place of shelter, or even the campsite of the enemy the party was tracking.</p> <p>Stockpile: The Player Character establishes a cache of preserved food, potable water, and other supplies. Should the party return to this location, the characters may use it to recover 5 strain each.</p>
☼	<p>Comfortable Setting: The character uncovers a region that appears to be benign and without threats. The PCs gain ■ on checks to recover strain at the end of encounters in this location and on checks to establish bonds with native animals.</p> <p>Reliable Supplies: The PC establishes a dependable source of potable water and edible flora, enough to last the party for several days. Downgrade the difficulty of all Resilience checks the PCs make while in this area once.</p>
☼☼	<p>Cozy Shelter: Any shelter the PC creates is well suited for long-term use. While staying within, whenever the PCs remove 1 or more strain, they remove that amount plus 2 instead.</p> <p>Native Medicine: The PC finds local plants ideal for boosting healing and aiding the wounded. This upgrades the ability of the next Medicine check the PCs make once, and also counts as creating a healer's kit (see page 48).</p>
☽ or ☾	<p>Poor Passage: The location chosen for this camp or the path for this trail is not wise; the ground hides shifting pebbles, thick mud, or slippery rocks. When making Brawn- or Agility-based checks in this location, add automatic ☹ to the PCs' results.</p> <p>Noisy Footwork: The character leads the group along a path filled with tumbling rocks, cracking twigs, or even small creatures that are loudly indignant when stepped upon. The PCs add ■ to all Stealth checks made along this path.</p>
☽☽ or ☾☾	<p>Infestation: The shelter the PC constructed is riddled with tiny insects or parasites; something not noticed until later. Until they find a better resting place, whenever the PCs would remove 1 or more strain, they remove 1 less than that amount instead (to a minimum of 0).</p> <p>Heavens Erupt: The character's forecasting is inaccurate, leading to violent weather for which the group is quite unprepared. For the remainder of the day, when making Brawn- or Agility-based checks in the outdoors, upgrade the difficulty of the PCs' checks once.</p>
☽☽☽ or ☾☾☾	<p>Disastrous Effort: The PC botches an attempt at the wilderness activity, and ruins any implements used as part of the effort as well. This might also include attempts to start fires that wind up igniting clothing and supplies, or to feed animals that instead result in mildly poisoning them.</p> <p>Worked Too Well: The PC's snares fail to capture any small animals. Instead, they draw the attention of a large (and hungry!) predator at least 1 silhouette greater than the largest member of the party.</p>
☽☽☽ (successful check)	<p>Missed Signs: The character successfully tracks the quarry, but fails to notice that the target left markers to detect any others following along this path. The PCs add ■ to their next Cool or Vigilance checks to determine Initiative order the next time they encounter this foe.</p> <p>Unwanted Attention: The character's efforts have succeeded, but in a noticeable manner. Smoke from fires, cries of slain animals, or disturbed foliage all lead foes to the party's location. Add ■■ to Perception or Vigilance checks to notice or find the PCs.</p> <p>Structurally Unsound: Any shelter the PC creates holds together for the night, but turns out to have been made from rotten timber, cracked ice, or crumbling stone. It collapses the following day, and all those inside suffer 2 strain as they madly dash to safety outside while debris falls all around them.</p>
☽☽☽ (failed check)	<p>Painful Failure: Not only did the PC's attempt fail, but it harms the PC as well. For example, an animal the character is leading balks and bites, a shelter wall collapses on the PC, or the PC falls into an undetected pit along the trail. The PC suffers 1 Critical Injury, subtracting 50 from the roll on Table 6-10: Critical Injury Result from page 225 of the FORCE AND DESTINY Core Rulebook (to a minimum of 1).</p> <p>Enemy Predator: The character's effort to befriend or treat a creature goes horribly wrong. The animal escapes and now lives only to harass and attack that character. The GM can use this creature as a recurring nemesis for the party while they remain in this environment, or even may have it become the animal companion to one of the PCs' enemies.</p>

Archipelago: Small islands dot an ocean, leaving the PCs marooned unless they can find a way to cross the seemingly endless seas. Here, ☹ could mean any boat they fashion has a slow leak or is infested with biting mites. The PCs might instead discover a valuable medicinal plant or animal unique to this location with ☺.

Barren Wasteland: The land might be filled with sandy deserts or rocky plains, but in all cases it is devoid of any obvious vegetation or water. ☹ could mean that shelters the Player Characters build are too fragile to survive strong gusts of wind, or that meat from a hunt going rancid quickly due to improper dressing. An underground source of water is an obvious result for ☺, but the liquid could also be especially pure and possibly valuable.

Devastated Battlefield: This area is filled with craters, rubble, and perhaps even weed-infested tank hulls or the cracked chassis of a fallen AT-AT. Buried ordnance can explode, perhaps quite unexpectedly later in the adventure, with ☹; alternatively, ☺ could mean the PCs find functional power packs or weaponry.

Ice Field: As desolate as any desert, such terrain is inhospitable to most forms of life due to both low temperatures and lack of sustenance. ☹ can be spent here for the PCs' thermal exposure to attract local predators, or for their igloo to be too heavy and crack the icy surface in the night. ☺ could mean the PCs discover a hot spring that can keep them warm indefinitely.

Mountain Range: Filled with rugged cliffs and high altitudes, even plant life cannot survive in many of these areas. While the PCs might find wood to make shelter, ☹ could inflict strain during the attempt due to the altitude or minor injuries navigating the rough terrain. It can also indicate that outsiders detect their fire or shelter while the PCs are trying to remain unobserved. ☺ could show the PCs an unexpected trail that halves their journey time or even lets them uncover a supply cache some other group left behind.

Rainforest: Covered with thick canopy foliage, these areas are often dimly lit but filled with a wild variety of flora and fauna. Here, ☹ can represent downpours that arrive unexpectedly or are more hazardous than the PCs expected, or that their supplies become contaminated with mold. ☺ could indicate they instead find a place ideal for restful meditation. Either result could lead to a mystical vergence imbued with the Force, though the specific result would determine whether it is linked to the light or dark side.

Swampy Wetland: The terrain here is filled with water and occasional tall flora, along with plentiful predatory creatures. ☹ can indicate the PCs' footwear is left in the thick mud in a misstep, or small parasites attack them, inflicting illness or blood loss. With ☺, the PCs could instead find a partially sunken craft filled with useful gear, or animal companions to guide or even carry them to firmer ground.

Thick Jungle: Dense flora dominates this terrain, making travel difficult. ☹ might mean any vegetation cleared the day before grows back quickly, perhaps surrounding the PCs' camp overnight. Either ☹ or ☺ could indicate that the PCs encounter a group native to the area, though the specific symbol determines whether they are hostile or helpful.

Volcanic Hills: Fiery rivers of lava run along the ground as plumes of smoke rise into the sky in a hellish vista. Attempts to survive in such areas that generate ☹ could mean the smoke and heat inflicts additional strain, or causes harmful burns to hands and feet. Small lava bursts could destroy supplies, though ☺ might mean the eruptions uncover a long-buried city or even Jedi Temple.

RECOVERING STRAIN IN WILDERNESS SETTINGS

While strain can normally be recovered via a Cool or Discipline check and a good night's rest, many wilderness settings are anything but normal and certainly not conducive to rest. As such, the GM should add ☹ to checks to recover strain at the end of encounters when the group is in a particularly unfamiliar or unsettling environment. Similarly, sleep in such areas is rarely restful and PCs might only recover half their current strain instead of the entirety. ☹ on these checks can be spent to remove such penalties, representing a PC who has become more at ease in the current surroundings. The GMs may alter these checks as needed depending on the nature of the environment, taking into account menacing creatures, violent weather, and uncertain campsite terrain. ☹ on a check with ☹ added, for example, might impose additional strain in a particularly severe location.

Note that while these guidelines certainly cover treacherous outlands teeming with ravenous beasts unknown to "civilized" PCs, they could also come into play for bafflingly advanced settings filled with the screams of flying ships that could overwhelm natives from primitive worlds. The words "unfamiliar" and "unsettling" can apply, after all, to a wide variety of locations in the galaxy.



INCLUDING ANIMAL COMPANION NPCs

Seekers and other characters with access to the Animal Bond talent can form empathic links with all sorts of different creatures. These companions become valued friends and allies of the characters they accompany, able to help out in any number of unusual ways. However, between the varied capabilities of different animals, and the control the Animal Bond talent grants over the bonded creatures, animal companions require some attention regarding how they behave and their relationship with the sentients to whom they have bonded. The following are some guidelines for using animal companions within a **FORCE AND DESTINY** adventure.

SURVIVAL AND HUNTING

Unsurprisingly, animals from the wilderness tend to be capable of handling the difficulties of their native environments. Characters gain \square when making Survival checks in the native environment of their animal companion. At the GM's discretion, this bonus could be increased if the task is particularly suited to the variety of animal in question, such as burrowers helping to create shelter from inclement weather. Animal companions are also assumed to be able to feed themselves without issue in their native environment, and grant \square to checks for friendly characters to gather supplies. However, while animals are quite capable in their native habitats, they typically have difficulty adapting to radically different ones. At the GM's discretion, accommodating animal companions in particularly inappropriate habitats might impose \blacksquare to Survival checks due to its specific needs. These might include finding warmth for cold-blooded creatures in the icy tundra and keeping amphibians well watered in the desert.

USING ANIMAL COMPANIONS IN STRUCTURED ENCOUNTERS

As described on page 158 of the **FORCE AND DESTINY** Core Rulebook, characters using the Animal Bond talent can spend a maneuver to direct their animal companions during structured encounters. In most situations, this effectively grants owners PCs a second action and maneuver—a huge advantage, especially in the thick of combat. Beyond simply having another attack action at their direction, this also allows for new strategies such as using companions to tie up a minor minion group and leave the PCs free to focus on a more dangerous threat. Bonded creatures could also be sent on sneaky flanking attacks, serve as loud distractions, protect wounded characters from further attacks, or rapidly carry their masters across combat zones to allow for greater tactical flexibility.

Animal companions don't contribute toward an encounter in rounds in which they are undirected, observing the action instead but otherwise not hampering anyone. Depending on the nature of the combat situation and the animals, though, some might act on their own. Most animals don't react well to blaster fire, flaring lightsaber duels, or massive bloodshed, for example, and these can provoke them into spontaneous action. Herbivores and herd animals can be panicked by the chaos and danger, while predators might become overexcited, hungry, or territorial. As such, animal companions without direction in especially violent combat situations could possibly flee or hide if they are not predators, or attempt to intimidate what they see as intruders and challengers otherwise. For these reasons, at the GM's discretion, animal companions might be able to move or take cover during this process, but this offers no other mechanical effects.




RAISING JUVENILE ANIMALS

The sidebar on page 415 of the **FORCE AND DESTINY** Core Rulebook details options for raising animal companions from a juvenile stage of life. This offers mechanical benefits by allowing characters to bond with larger and potentially more powerful animals than they would otherwise be able to early on, investing in the bond early in preparation for a higher Force rating. However, this also presents a significant narrative consideration. Juvenile creatures tend to be very demanding, requiring a great deal of attention and training in order to keep them under control. It can be appropriate for the GM to make a juvenile creature more difficult to handle than an adult member of its species, although the creature should still not be more of a burden than a boon.

Additionally, the GM should consider the rate of the creature's growth over the campaign. It might seem implausible if a PC's animal companion suddenly doubles in size just because the character purchased a Force rating upgrade, so the GM should work the maturation of the companion into descriptions over time. Ideally, the GM should coordinate with the PC who controls the animal to develop a plan for increasing the animal's silhouette for around the time the PC's Force rating will increase, or possibly even later—after all, just because the PC could now control an adult member of the species, there is no reason for the creature to suddenly reach adulthood. The GM should strive to find an acceptable balance between offering a reward for investment in talents and keeping the narrative consistent.

ANIMAL COMPANION MANEUVERS

Animal companions can perform most of the maneuvers listed on pages 207–209 of the **FORCE AND DESTINY** Core Rulebook. However, they cannot manage gear or mount or dismount other animals, and they typically do not drop prone. Animals bonded to a character can perform the Assist maneuver to grant  to their master's next check instead of the normal bonus from the check, as long as they are within short range of each other. In addition, characters can have animal companions of a frightening or alarming nature perform the Menace maneuver as described on page 31.

ANIMAL COMPANION ACTIONS

Animal companions can perform combat checks, or any action pertaining to a skill they possess (including skills listed as "Group Only" if the animal companion is a minion). Otherwise, their actions are limited at the GM's discretion. In addition, characters may use the new Harass and Menace talents (see pages 30 and 31) to have their animal companions threaten foes. This is primarily applicable for animals used to fighting in packs, including aggressive herd animals and certain predators, to harry rather than harm enemies.

ANIMAL COMPANION NPCS IN THE PARTY

Including animal companions in a **FORCE AND DESTINY** game involves consideration of more than just their mechanical effects. Animal companions can and should influence the narrative through their interactions with the PC bonded to them, as well as other characters, both PC and NPC. Having specimens of rare species around might make it easier to get the attention of a xenobiologist or scholar, for example, while friendly looking pets might endear the Player Characters to the softhearted. In many ways, animal companions are simply additional members of the NPC cast. In general, they should be at least as beneficial to the PCs as GM-controlled NPC allies would be, given the investment of experience points it takes to bond with animals. Even if the GM has

animal companions cause trouble for the PCs, it should be in a way that enriches the narrative by creating new encounters and challenges, rather than simply making things more difficult. Similarly, the GM should consider ways in which animal companions can open new doors or create opportunities for the party through their presence—they might even be the ways a GM can introduce new plot points in adventures.

Of course, animal companions should not be purely beneficial all the time. They take direction from their masters, but also have their own behaviors and interests, even if they are rarely as complicated as for sentients. Animal companions might want to please their masters and respond to the influence of their bond through the Force, but they also have natural instincts that instruct them to behave in certain ways. Exactly how animal companions behave outside of structured encounters is up to the GM. As with most things involving these animals, considering their types is the best way to start looking for ideas. Docile creatures might rarely cause trouble, but they might spook easily in a relatively safe situation—or placidly stand around in a dangerous one. Territorial companions might take offense at other characters who get too close, and predatory animals might appear to size up new acquaintances as potential meals. Technology can also cause difficulties with animal companions, who might try to nest in the cargo bay of a ship or startle at the sound of a powerful swoop bike speeding past. If the PCs need to travel between systems, some thought should be given to accommodations for animal companions that can keep them occupied while cooped up on a starship.

If the Player Characters are not properly appreciative of the loyalty displayed by their animal companions, it should be noted that while the strength of the Force bond is considerable, it is not absolute. Mistreated or neglected animal companions could begin to resist or resent their masters, and any bad behaviors they previously exhibited are likely to increase. This could be the case even if the mistreatment is unintentional, although the GM should give the PCs a chance to make it right. If animal companions are mistreated knowingly, thus abusing the Force bond, then the bonded PCs should suffer Conflict for their actions appropriate to the severity of their transgressions.

BEAST RIDING RULES

Along with myriad sentient species, the Star Wars setting is also filled with an endless assortment of strange and wondrous creatures. While some of these are threatening menaces, many can also be steeds or beasts of burden, even on worlds with advanced repulsorlift technologies. Mounts have filled important roles in both travel and warfare throughout history, carrying riders across treacherous terrain and even through the air. The following rules allow characters to ride the various beasts of the galaxy for transportation, combat, and other uses.

USING BEASTS AS VEHICLES

A beast is an organic creature and is represented in the game using a standard personal profile, such as the various creatures in the **New Creatures and Riding Beasts** section, starting on page 74. However, when used as a mount, a creature needs to be treated more like a vehicle. Accordingly, creatures used as mounts are given several stats normally reserved for vehicles, and they can be controlled much like a vehicle is outlined in **Chapter VII** of the **FORCE AND DESTINY** Core Rulebook. Even so, riding a beast is not the same as piloting a swoop bike or a starfighter. Each beast is a living, breathing animal with its own mind and instincts that a rider must constantly work with to succeed. To represent this, a character riding a beast uses the Survival skill in place of either Piloting skill.

To use any beast profile from the *Star Wars* roleplaying games as a mount, the creature must be given silhouette, speed, and handling values. These are generated from the beast's personal profile in the following ways:

SILHOUETTE

A mount's silhouette is on the same scale as vehicles and starships, and is used in exactly the same manner. If not specified otherwise in its riding mount profile, the silhouette is 2. Note that a creature with a silhouette of 1 or less cannot be used as a riding mount unless specifically stated otherwise.



TRAINING A NEW MOUNT

Training an animal to accept a rider can be a rewarding yet time-consuming effort. Each species presents its own unique challenges when being trained, and some adapt to the task more easily than others. Often, riders look to indigenous fauna that are already naturally adapted to their surroundings when seeking out new mounts in that environment. Fortunately, there are also many species across the galaxy that have been domesticated and bred for many generations to serve as mounts.

Normally, training a creature for riding takes approximately four weeks of working with the animal. In the context of the game, this usually happens during downtime. The PC acting as the trainer makes a **Hard** (◆◆◆) **Survival** check for the process, upgrading the difficulty of this check a number of times equal to the beast's Willpower.

A successful check indicates that the animal is ready to accept a saddle and rider by the end of the downtime, and adds Trained Mount 1 to the mount's abilities (see the **Handling** section on this page). Every ☹☹ generated reduces the time by a week, while every ☹☹☹ extends the time by the same amount. In addition, ☹☹☹☹ indicates particularly successful training, with the mount considered to be Trained Mount 2.

On the other hand, ☹☹☹☹ may indicate that the trainer sustains a Critical Injury during the process, and if the check is unsuccessful, the mount in question is simply not trainable.

A mount may be trained further to improve its Trained Mount ability. The process is the same as above, but the trainer must invest twice as much downtime as the previous training effort.

Riding an Untrained Animal: Even an animal from species that are commonly domesticated as mounts must be trained before it can be ridden. Attempting to do so without spending the time to train the beast is a dangerous prospect. Simply attempting to mount an untrained animal is an **Average** (◆◆) **Survival** check, as described on page 208 of the **FORCE AND DESTINY** Core Rulebook. Beyond this, trying to ride an untrained animal upgrades the difficulty of any check a number of times equal to the beast's Cunning. In addition to the ☐ that are added to the pool for the beast's Willpower, failure results in the rider falling off the mount, with a combined ☹☹ resulting in the beast making a free attack on the dismounted rider. A successful check that includes ☹☹ could mean the rider successfully stayed on the beast's back, but that the creature charges off in a random direction.

SPEED

One of the primary reasons for using a mount is the speed advantage it gives a rider over variable terrain. A steed is often capable of traveling in locations and environments which unassisted sentients and unprepared machines cannot. A mount's maximum speed is equal to half its Agility score, rounded up. For example, a tauntaun with an Agility score of 5 would have a speed of 2.

HANDLING

As mentioned earlier, riding a beast is not like flying an airspeeder or even driving a walker. While many pilots often talk about their ships' having a particular temperament, a riding beast really does! In addition, a beast's Agility and size also play a significant role in how maneuverable it is as a mount. To determine the handling characteristic of a given mount, start with the beast's Agility, subtracting both silhouette and Willpower. The final result is the handling value.

A beast that has been specifically trained to accept and work with a rider provides a bonus to all Survival skill checks used for riding actions. In the beast's entry, the Trained Mount ability is followed by a number, which indicates the number of ☐ added to the dice pool. These are in addition to ☐ or ☐ indicated by the handling characteristic, if any.

THE REST OF THE PROFILE

While a beast is treated as a vehicle for the purposes of moving around the battlefield and being controlled by a character, the remainder of its profile stays the same. The beast keeps its wound and strain thresholds, its melee and ranged defenses, and its soak value. It does not, however, gain a full trauma threshold or a system strain threshold. Attacks against the beast are resolved as usual in personal-scale combat.

If ever called to suffer system strain for any reason, the mount suffers that amount of strain.

FLYING MOUNTS

A creature capable of flight might reach astonishing speeds in the air, but often is physiologically ill-adapted for walking on the ground. To reflect this, any mount with the Flying ability has a maximum flight speed equal to its Agility, but a speed of 1 when on the ground. In addition, unless stated otherwise, a flying mount is not able to hover, and therefore must land if its speed is reduced to 0.

RIDING MANEUVERS AND ACTIONS

Riding a beast and piloting a vehicle in **FORCE AND DESTINY** are functionally the same, but with a few important differences. The first is that the Survival skill is used in place of Piloting for all relevant skill checks. All checks that the rider makes assume that the beast is equipped with the minimum appropriate tack needed to ride (see page 47 for riding equipment). If not, then it is considered bareback riding and all the difficulty of skill checks made while riding are upgraded once, unless the creature or rider have special rules that state otherwise.

Unless it is capable of flying or swimming, a mount operates like a walker and is capable of traversing terrain with similar restrictions. **Table 7-8: Navigation Hazard Setback Dice**, on page 246 of the **FORCE AND DESTINY** Core Rulebook includes guidelines for how different types of terrain can impact a rider's dice pool. Like a vehicle, a riding mount does not have its own initiative slot, unless during the course of action it is rendered riderless, in which case it reverts back to its personal profile and functions as an NPC.

When it comes to maneuvers and actions, a rider may perform any vehicle maneuver or action listed on pages 238-241 of the **FORCE AND DESTINY** Core Rulebook as if that character were a pilot, with the following exceptions:

- Angle Deflector Shields
- Additional Ship and Vehicle Actions

These are vehicle-specific maneuvers and actions that do not apply to riding a beast. Further, Damage Control is handled differently, with the Medicine or Survival skill used in place of Mechanics to simulate the application of stimpacks.

A rider may employ Perform a Combat Check with Vehicle Weapons action, using the natural weaponry of the mount that character is riding by performing a Survival check. Alternatively, the rider may perform a combat check using personal ranged or melee weapons.

In addition to the above maneuvers and actions, rider and beast may also perform the following actions:

RIDING BEASTS AND ENCUMBRANCE

Any animal that can be a mount may also be a pack animal. As they are considerably larger than most humanoids, they are also capable of carrying more. As a guide, a beast's encumbrance threshold is 5 plus its Brawn score, which is then multiplied by its silhouette. For example, a dewback that is Brawn 4 and silhouette 2 would have an encumbrance threshold of 18. This allows the dewback to carry a rider and gear, or a rider and a passenger without over-burdening the beast. A rider's own encumbrance value is typically 5 plus the rider's Brawn rating, as detailed on page 159 of the **FORCE AND DESTINY** Core Rulebook.

FEAR AND MOUNTS

Animals can become spooked by loud noises or scary situations, and one of the most dangerous situations a rider can face is a startled mount. These rules assume that a rider is well aware of the dangers, and is trained to work with the mount to anticipate situations that might spook it. Even so, there may be circumstances where a mount might be surprised or frightened, and the rider must make a skill check to keep the beast under control.

Use the fear guidelines on pages 326-328 of the **FORCE AND DESTINY** Core Rulebook, but instead of using a Discipline or Cool check on the part of the beast, the rider must make a **Survival** check depending on the severity of fear to maintain control. A successful check indicates that the rider has managed to calm the beast, and may spend **1** to reduce the rider's own strain. Any **+** generated indicates the number of **1** to be added to the next Survival check the rider needs to make. Failure indicates that the animal flees, and the rider needs to make further Survival checks to bring the steed under control. A **+** might indicate that the mount throws the rider, whether or not the animal flees.

CLIMB OR JUMP

Rider Only: Yes
Silhouette: 3 or less
Speed: 2+

A riding beast that has the Climb or Jump special ability in its profile can be used to climb or leap over obstacles. To guide the beast in successfully navigating the obstacle, and to stay mounted for the entire process, the rider must succeed at a **Hard (◆◆◆) Athletics** check, modified based on the circumstances at the GM's discretion. Success on the check allows the beast to cross the obstacle (or start to cross it in the case of long climbs); failure means the beast didn't manage to complete the climb or jump. Any **+** on the check can be used to cause the rider to fall from the mount, regardless of success or failure.

PUSH

Rider Only: Yes
Silhouette: 2+
Speed: 0-1

A large, bulky animal is often capable of turning its weight into a weapon. A rider on a beast that has the Trample attack in its profile may convince the animal to push through solid objects or vehicles, knocking them out of the way. The base difficulty for a Push action is a **Hard (◆◆◆) Survival** check for the rider if the target has the same silhouette as the beast. The difficulty is reduced by one for every silhouette smaller the target is when compared to the beast. A beast may attempt to move an object only one silhouette larger at **Daunting (◆◆◆◆)** difficulty. A successful check means that the rider has convinced the beast to shove an object in such a way that it is no longer an obstacle.

NEW CREATURES AND RIDING BEASTS

The galaxy abounds with wondrous creatures, some of which can become valued mounts and even faithful companions. Riders and their steeds might even become famous (or infamous), especially across the Outer Rim, where legends of their deeds might inspire or terrify settlers on many worlds. Of the incredible creatures across the stars, though, few are more so than those that can interact in some manner with the Force. Many of these animals can display inexplicable talents that perhaps only others sensitive to the Force could detect and properly appreciate.

ALBEK [RIVAL]



The spine-backed, reptilian albeks have spread to numerous worlds across the galaxy, in large part due to a single trait of the species—its complete and utter fearlessness. Though averaging less than a meter in length, albeks are stubborn and aggressive. They have been known to take the intrusion of a starship or speeder into their territory as a challenge and often stow away aboard the offending vessel. Once in place, they can be quite difficult to remove, as the small creatures have a force temper and a unique ability to anticipate blows or grabbing hands with the Force.

Pinning down albeks that don't want to be caught is all but impossible, and usually only makes them more determined to stay where they are.

Some animal trainers have learned to use this stubborn attitude to train the creatures. Getting the beasts to do anything they don't want to do is all but futile, but since albeks accept gifts of food greedily, getting them to do what the trainer wants is simply a matter of getting one to recognize the trainer's value as a provider of treats. Well-fed and placated albeks make for ferocious and territorial guard animals, and ones that are not likely to draw as much attention as larger and more obviously threatening beasts.

1	2	1	2	3	1
STRONG	AGILITY	PERCEPTION	COMBAT	WISDOM	PRESENCE
COMBAT		WISDOM		PRESENCE	
3		4		0 0	

Skills: Athletics 1, Brawl 5, Discipline 2, Perception 1, Vigilance 1.

Talents: Preemptive Avoidance (immediately after an opponent moves to engage an albek, the albek may spend one Destiny Point to disengage from the opponent as an out of turn incidental).

Abilities: Silhouette 0.

Equipment: Toothy Jaws (Brawl); Damage 3; Critical 3; Range [Engaged]; Pierce 2, Vicious 1.

CREEREN [MINION]

Small, flight-capable mammals that dwell in tight-knit nesting groups of up to a dozen individuals, creereen survive the attention of predators through their mobility and alertness. When trouble is spotted, the rodent-like flyers are able to alert their entire family group with a powerful shriek that disorients predators. This warning calls upon an innate connection with the Force to amplify the cry's volume in the ears of predators, while shielding other nearby creereen from negative effects.

Animal trainers who have worked with these creatures have found that once creereen accept them or other designated individuals, the creatures can shield members of other species from their shriek as well. This trait means that while creereen are too easily frightened to serve as true guard animals, there is still a market for trained creereen or even full nesting groups that can serve as living alarm systems.

1	4	1	3	2	1
STRONG	AGILITY	PERCEPTION	COMBAT	WISDOM	PRESENCE
COMBAT		WISDOM		PRESENCE	
1		4		0 0	

Skills [group only]: Perception, Stealth, Vigilance.

Talents: None.

Abilities: Flyer (creereen can fly, as described on page 208 of the **FORCE AND DESTINY** Core Rulebook). Shriek (a creereen can set up a shrieking racket as an action. All targets within short range that the creereen considers enemies must make a **Hard [◆◆◆] Resilience check**. Failure causes a target to suffer 4 strain and become disoriented until the noise stops. Characters in sealed armor or who are wearing ear protection are not affected.), Silhouette 0.

Equipment: Beak (Brawl); Damage 2; Critical 4; Range [Engaged].

FISSRIT [MINION]

Fissrit, also known as fire worms, are many-legged arthropods measuring just under a third of a meter in length. Native to ice worlds, they are able to thrive in frozen conditions through a natural chemical reaction in their underbellies that can produce incredible heat. At rest, fissrit produce just enough warmth to survive local conditions, but they increase their heat production to melt snow and ice into liquid water, as well as to kill any prey foolish enough to investigate the false oases they produce. Some varieties of the species dwell in colonies, while the largest variants are more typically solitary hunters, although all fissrit possess a strong social instinct.

2	2	1	2	1	1
BRAWL	AGILITY	PERCEPTION	STRENGTH	WEAPONRY	PROTECT
VITAL POINT		IN TERRITORY		ARM PROTECT	
3		6		0 0	

Skills (group only): Brawl, Perception, Stealth

Talents: None.

Abilities: Scorching Touch (when an opponent ends its turn engaged with the fissrit, the opponent suffers 1 wound and 1 strain). Silhouette 0.

Equipment: Heated underbelly (Brawl; Damage 5; Critical 3; Range [Engaged]; Burn 1).

HURGHOL [RIVAL]

The mountain-dwelling hurghols are surefooted, reptilian climbers whose many-jointed limbs allow them to move across almost any incline or surface. However, the species' most unusual trait is not its deft climbing, but its diet—or arguably, its lack of one. While some believe that hurghols ingest a mineral diet, as they lick or even chew at the rocks of their mountain homes, in truth they only draw in trace elements from this habit, used to strengthen their hides against the harsh elements. As far as can be determined, they do not need to eat at all in the commonly understood sense, instead drawing all the energy needed to survive from the Force itself. Stories have circulated through the galaxy of incredible feats of endurance by hurghols, such as falling down steep inclines and breaking legs, then climbing out unperurbed months later, after the limbs healed naturally.

4	2	1	2	3	1
BRAWL	AGILITY	PERCEPTION	STRENGTH	WEAPONRY	PROTECT
VITAL POINT		IN TERRITORY		ARM PROTECT	
7		15		1 1	

Skills: Athletics 2, Brawl 1, Perception 1, Vigilance 1.

Talents: None.

Abilities: Beast of Burden 6 (hurghols add 6 to their encumbrance threshold), Domesticable 1 (downgrade the difficulty of checks to train hurghols by one), Silhouette 2, Sure-footed (hurghols suffer no penalties when moving through difficult terrain), Sustained by the Force (hurghols do not need to consume food or water to stay alive).

Equipment: Headbutt (Brawl; Damage 7, Critical 4; Ranged [Engaged]; Disorient 1).

JERETHIAN CLAMBERWOLF [RIVAL]

The powerful, heavily furred clamberwolves are the unquestioned apex predators of the forests on their homeworld of Jereth VI. Their fierce, lupine muzzles and ripping talons can take down almost any prey, but in their native forests, it is their natural deftness at climbing that places them atop the food chain. Clamberwolves are capable of cunning ambushes and tactics that can take down larger animals or leave weak prey with nowhere to run. They are surprisingly intelligent for mere beasts, but their natural aggression makes studying or training them difficult for most.

4	4	1	3	2	2
BRAWL	AGILITY	PERCEPTION	STRENGTH	WEAPONRY	PROTECT
VITAL POINT		IN TERRITORY		ARM PROTECT	
5		18		0 0	

Skills: Athletics 2, Brawl 2, Coordination 2, Perception 2, Vigilance 1.

Talents: None.

Abilities: Sure-footed (clamberwolves suffer no penalties when moving through difficult terrain).

Equipment: Claws (Brawl; Damage 7; Critical 2; Range [Engaged]; Vicious 2), teeth (Brawl; Damage 7; Critical 3; Range [Engaged]; Pierce 3).



KATH HOUND [RIVAL]

The kath hounds of Dantooine are a species of fierce canine pack hunters, averaging about one meter tall at the shoulders. There are a number of subspecies of kath hounds, including variants with powerful, curving horns, although all are notable for their cloven hooves, thick fur, and strong jaws. Some xenobiologists attempt to categorize some varieties as more powerful or dangerous than others, but in truth, all members of the species are lethal hunters, especially when hunting alongside their pack mates. Alone or in packs, kath hounds have been trained as guard or attack animals across the galaxy for centuries. Some attempts have been made to breed or genetically engineer improved versions of the species, such as the highly aggressive and near-uncontrollable salky hounds, but few real improvements have been made.



Skills: Athletics 3, Brawl 2, Perception 2, Vigilance 3

Talents: None

Abilities: Pack Instincts (when performing the assist maneuver, kath hounds grant instead of)

Equipment: Teeth (Brawl; Damage 7; Critical 5; Range [Engaged]). Some sub-species also have horns, which use the following profile: horns (Brawl; Damage 5; Critical 4; Range [Engaged]; Disorient 1, Knockdown).

MANKA CAT [RIVAL]

A rare example of a feline predator with a pack instinct, manka cats have been found across the mountains and grasslands of a number of the Core Worlds still lightly settled enough to have wilderness areas. These creatures range from 1.5 to nearly 2 meters in length, although they have low-slung bodies for hiding in tall grass or among rock formations. Manka cats are also distinguishable by the thick manes of fur around their necks, and the two sets of menacing, forward-jutting tusks in their lower jaws. Although they still can be found on other several worlds, one of the largest populations of the species was located in the mountains of Alderaan. With that planet's destruction, the species has had its numbers thinned considerably, although they are not yet truly endangered.



Skills: Athletics 3, Brawl 1, Cool 2, Stealth 2

Talents: None

Abilities: Pack Instincts (when performing the assist maneuver, manka cats grant instead of)

Equipment: Tusks and teeth (Brawl; Damage 5; Critical 3; Range [Engaged]; Pierce 2, Vicious 1).

MANTELLIAN FLUTTERPLUME [MINION]

The flutterplumes of Ord Mantell are a species of large, carnivorous avians with powerful, hooked beaks and four sets of razor-sharp talons. While they primarily feed on carrion, using their talons to slice apart fallen beasts, hungry flutterplumes have been known to turn on vulnerable-looking living prey in hopes of an easy meal. Given the size and capabilities of these creatures, an "easy meal" can mean anything from a wounded herd beast not yet fully dead to a lone sentient without obvious means of self-defense. Most flutterplume populations have learned to respect blasters, but there are enough stories of bold or hungry specimens attacking isolated travelers that they have developed a fear-some reputation quite at odds with their flowery name and dazzling plumage.



Skills (group only): Brawl, Coordination, Survival

Talents: None

Abilities: Flyer (Mantellian flutterplumes can fly, as described on page 208 of the **FORCE AND DESTINY** Core Rulebook).

Equipment: Beak and talons (Brawl; Damage 2; Critical 3; Range [Engaged]).

TABLE 3-2: CREATURES AND RIDING BEASTS PRICE LIST

Beast	Price	Rarity
Albek	700	6
Creereen	400	5
Fissrit	1,500	7
Hurghol	2,000	3
Jerethian Clamberwolf	30,000	7
Kath Hound	7,500	6
Manka Cat	40,000	8
Mantellian Flutterplume	2,500	4
Narglatch	9,000	4
Nexu	8,000	4
Porvir	100	5
Reek	10,000	5
Runderen	25	1
Spimtin Glowbat	800	7
Uxibeast	2,500	2
Varactyl	35,000	4
Vrbilcher	3,000	3

NARGLATCH [RIVAL]

There are many subspecies of narglatch in the galaxy, found in places ranging from the frozen wastes of Orto Plutonia to the swamplands of Naboo. Their coloration varies with the environment for better camouflage, although the spiny manes behind their heads and the jowls around their fang-filled mouths mean they are instantly recognizable to those perceptive enough to spot them. Given the narglatches' affinity for stealthy hunting in their native habitats, though, this is often a very difficult goal to achieve.

On some worlds, narglatches are known only as feared apex predators. Some sentient, such as the Talz, have learned how to tame them sufficiently to use them as mounts and hunting beasts. Even trained narglatches are fierce and stubborn creatures, though, with their would-be masters having more limited control over narglatch steeds or companions than might be the case with a more fearful animal. Given the lethality of trained narglatches working in tandem with a skilled hunter, however, there are few who dispute that this difficulty is worth the effort.



Skills: Athletics 3, Brawl 2, Discipline 2, Perception 1, Resilience 2, Stealth 2.

Talents: None.

Abilities: Fierce pounce (if the narglatch uses the aim maneuver, it gains the Knockdown quality on its next attack); Silhouette 2.

Equipment: Claws (Brawl; Damage 9; Critical 2; Range [Engaged]); Linked 1, Vicious 3).

NEXU [RIVAL]

Originally native to the jungles of Cholganna, nexu have been transplanted across the galaxy since they were first discovered to be domesticable. Sometimes used as guard animals, they are far more commonly trained as arena combatants for use in gladiatorial games and challenges. The demand is driven in part by their fearsome appearance, with a huge, toothy maw, four beady eyes, and massive, claw-tipped paws, all backed up by a pair of barbed tail spikes. What's more, nexu are fully as lethal as their natural armament would suggest, and possess a temperament and instinctive cunning that make them even greater threats.

Although naturally stealthy and elusive, nexu do not lack for ferocity or mettle in a direct fight, and they rarely back down in the face of any threat they encounter. Even when faced with a more ferocious predator, nexu are more likely to attempt to melt away into the underbrush or other cover and attack again using stealth to gain an advantage than to simply flee their hunting grounds. Of course, this means that training such fierce beasts is a dangerous and unforgiving task, but the demand for them means there are always those willing to take the risk.



Skills: Athletics 3, Brawl 1, Cool 2, Stealth 2, Vigilance 3.

Talents: None.

Abilities: Fierce Pounce (if the nexu uses the aim maneuver, it gains the Knockdown quality on its next attack).

Equipment: Bite (Brawl; Damage 7; Critical 3, Range [Engaged]); Ensnare 1, Pierce 1), claws (Brawl; Damage 5; Critical 4; Range [Engaged]), tail whip (Brawl; Damage 4; Critical 4; Range [Engaged]).

PORVIR [MINION]

Porvir are tiny, awkward creatures. More than half of their bodies are taken up by a bulbous rear, in which they store water and fat for the lean winter months. Their stubby legs move them at a slow waddle, and their poor vision means that they rarely find food quickly or easily, and often must resort to scavenging meals from what other creatures leave behind. Despite all these disadvantages, porvir thrive across nearly every world on which they can be found, regardless of the predatory species present—thanks to a natural affinity for the Force.

Porvir have the innate ability to discourage hostile attention by using the Force in a way similar to the mind tricks that Force users sometimes employ to persuade the weak-willed. While sentient beings usually have the mental fortitude to harm or capture porvir if they try, most other animals simply ignore the creatures as if they were not present, or at least inedible. Given this unusual power, most porvir travel their habitats without any sign of fear, which can make them either unpleasant pests, or easily befriended pets, depending on the circumstances at hand.





Skills (group only): Perception.

Talents: None.

Abilities: Unthreatening Aura (when declaring an attack against a porvir within short range, the attacker must suffer 5 strain or choose a different action or target), Silhouette 0.

Equipment: Teeth and claws (Brawl; Damage 1; Critical 4; Range [Engaged]).

REEK [RIVAL]

Although reeks are naturally herbivorous and non-aggressive, their fearsome appearance as well as great size and strength have seen them used for combat and blood sport in arenas throughout the galaxy. If left hungry, these creatures will turn to meat for sustenance, even hunting aggressively if desperate enough. In their native habitats, on Ylesia or other worlds to which they were less cruelly transplanted, reeks graze in herds. While these massive quadrupeds defend each other fiercely with huge tusks, horns, and clawed feet, they remain largely docile in the absence of outside threats. Some frontier worlds have experimented with using the beasts as pack animals, hoping that their hardness and capacity for self-defense would make up for the difficulty of training them. Such attempts have had mixed success, but reeks are slowly gaining a reputation as valuable, if unorthodox, steeds and beasts of burden in addition to their existing fame as combatants.



Skills: Athletics 5, Brawl 2, Perception 2, Vigilance 2.

Talents: None.

Abilities: Silhouette 2.

Equipment: Horns (Brawl; Damage 7; Critical 5; Range [Engaged]; Disorient 1; Knockdown).

RUNDEREN [MINION]

Packs of quarter-meter long runderen are a common sight across the seedy underbellies and slums of cities across the galaxy. Whatever planet the short-tailed rodents came from originally, their capacity for camouflage has aided them in stowing away on ships and spreading to many locations. Once established in a new habitat, packs of runderen typically seek out whatever environment offers the most abundant source of food, typically feasting on plentiful garbage across districts that cannot afford extensive lighting to expose the dark-dwelling creatures.

If allowed to flourish, runderen can become nearly impossible to eradicate. They can regulate the hue and shade of their dark coats to better blend into the shadows of any area they inhabit, thanks to an array of subdermal chemical glands. Their fur always remains dark enough to make them stand out in bright light, but provided they have even a few shadows to scurry between, they become extremely difficult to detect, much less evict.



Skills (group only): Brawl, Perception, Stealth, Vigilance.

Talents: None.

Abilities: Shadowblend (upgrade the difficulty of spotting or targeting once runderen that are in darkness), Silhouette 0.

Equipment: Teeth and claws (Brawl; Damage 1; Critical 5; Range [Engaged]).

SPINTIRI GLOWBAT [MINION]

The planet Spintiri is known to xenobiologists for its curious diversity of mammalian species, but few of its native forms are as notable as the local glowbats. With a wingspan of just over a meter, glowbats are not as physically imposing as the wewolves or powerful Spintiri lynxes that sit at the top of the planet's food chain. However, thanks to the voluminous, scaly flakes that collect under their wings, glowbats have managed to carve out a niche on their homeworld with few regular predators and an abundance of prey. By flapping their wings to spray the flakes forward, glowbats can disorient attackers in order to make their escape, or stun prey as they swoop in for the kill.

What's more, glowbats are able to regulate their bioluminescence for purposes other than predation and defense. They can dim the glow under their wings to avoid attention, or flare it in modulated sequences to communicate with each other. This last capability is used to negotiate territorial boundaries or attract mates, although some Spintiri locals believe it might be possible to train the glowbats to produce signals on command.



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

Talents: None.

Abilities: Flyer (Spintiri glowbats can fly, as described on page 208 of the **FORCE AND DESTINY** Core Rulebook), Silhouette 0.

Equipment: Blinding spray (Ranged [Light]; Damage 5; Critical 5; Range [Short]; Disorient 3; Stun Damage, Slow Firing 5), claws (Brawl; Damage 5; Critical 4; Range [Engaged]).

UXIBEAST [RIVAL]

Shaggy uxibeasts have been used as beasts of burden on planets across the galaxy for untold years. These docile hard beasts can carry enormous loads without any sign of discomfort, and they are extremely difficult to spook or rile. Some cultures even use these horned quadrupeds as mounts, although the difficulty of spurring them past a slow, ambling gait limits the usefulness and popularity of this practice.



Skills: Athletics 1, Brawl 1, Resilience 2.

Talents: None.

Abilities: Beast of Burden 15 (uxibeasts add 15 to their encumbrance threshold), Domesticable 2 (downgrade the difficulty of checks to train uxibeasts twice), Silhouette 3.

Equipment: Trample (Brawl; Damage 10; Critical 5; Range [Engaged]; Disorient 2, Inaccurate 1).

VARACTYL [RIVAL]

The Utai species of Utapau has long used varactyls as mounts, favoring the reptavian creatures for their incredible speed, as well as for their ability to defeat obstacles by climbing using their clinging feet or even gliding over them using their feathered limbs. Sprinting varactyls can outpace an airspeeder for short periods, and their agility allows them to maintain these speeds even over harsh terrain. Their extraordinary virtue as mounts has led to their being exported for many years, and varactyls can now be found on many different worlds across the galaxy.



Skills: Athletics 2, Brawl 2, Perception 1, Vigilance 1.

Talents: None.

Abilities: Glider (varactyls can suffer 2 strain to count as fliers for a turn, as per page 208 of the **FORCE AND DESTINY** Core Rulebook), Silhouette 2.

Equipment: Beak (Brawl; Damage 11; Critical 5; Range [Engaged]; Vicious 3).

VRBLTHER [MINION]

Vrbithers are aggressive predators found across the moon of Nar Shaddaa, although they are believed to have originated on the Hutt homeworld of Varl. Humanoid in appearance, they have heavily clawed arms, horned heads, and large teeth making vrbithers lethal fighters that are able to take down most foes. The creatures run rampant and feral on the lower levels of the Smuggler's Moon, hunting in packs for anything or anyone they can catch.



The Hutt crime lords of Nar Shaddaa find the vicious creatures and their activities endlessly amusing, and some Hutts bring a hunting pack with them when traveling to other worlds. It is possible that vrbithers have established populations on other worlds after having been transplanted there by Hutts, just as those on Nar Shaddaa arrived from Varl.



Skills (group only): Athletics, Brawl, Resilience, Stealth, Survival.

Talents: None.

Abilities: Olfactory perception (gain a on all Survival checks made to track prey, and adds to enemy Stealth checks made against the vrbithers).

Equipment: Powerful claws (Brawl; Damage 8; Critical 3; Range [Engaged]; Knockdown, Sunder).

SEEKER ENCOUNTERS AND ADVENTURES

This section features several Seeker-focused adventures along with associated encounters. Seeker adventures tend to include a lot of physical movement, whether before or during the scenario. Either the PCs must travel to the area in which the adventure takes place, or the adventure itself includes extensive travel as part of the storyline. However, some Seeker adventures can and should be more mental in nature, encouraging characters to reflect on what they learn and to consider how they react to different situations.

UNCOMMON BONDS

While players can simply select an animal companion when they create a Seeker character, it can be more rewarding and character-building to play through an adventure or major encounter in which they locate and establish a relationship with the animal. This works best with the Pathfinder and Hermit specializations, though all Seekers should find this path rewarding. The following provides a series of encounters that can be linked together for an entire adventure, or GMs can select one or two to drop into their current campaign. Alternatively, these encounters can provide inspiration if a PC is forced to find a replacement animal companion for some reason. These encounters work equally well for characters of other careers seeking a mount.

Setup: Usually a PC must travel to the home environment of the potential animal companion. The PC could do so deliberately or might arrive in the area for other reasons. However, as animals and mounts are regularly imported and transported across the galaxy, it is possible for PCs to find almost any animal amongs the right merchants and wranglers. Once players tell the GM what species they would like to try to find, the GM should come up with several location options, from natural habitats to places where such creatures are kept captive. The PCs can then decide which option best suits them, perhaps seeking guidance through the Force or even starting their search due to a dream or vision.

ADVENTURE BACKGROUND

Since the types of potential animal companions and mounts vary widely, the following descriptions cover encounter basics only. The GM can then adapt them to a specific location and animal. The encounters are presented as a progression of meetings between the PC and creature. If things go poorly, the PC may try again with another creature; here, the GM should reuse the same encounter idea but change the specifics to meet the new circumstances.

The GM should encourage the character to build an emotional connection with the animal. Ideally, there should be a common bond between them, as a creature that dislikes the PC isn't likely to stick around long, or be reliable if it does. While there can be some great roleplaying opportunities between a PC and a rebellious companion, it can be a challenge to maintain the relationship over an entire adventure or campaign. Particularly troublesome or irritating creatures that become major actors in most encounters can also annoy other players in the game.

FIRST SIGHTING

Once in the proper area, the PC should sense the creature through the Force before seeing it. If there is more than one of its type in the area, at least one should stand out as a likely candidate. The PC might get a sense of where and how far away it is, and its immediate emotional state. Unless the creature or mount is Force sensitive, it will initially be unaware of the PC. Powerful Force users might be able to make a telepathic connection immediately, but most must be able to see the animal and be within a few meters of it.

FIRST MEETING

When the PC first encounters the creature, it should be an exciting moment of fast action. Perhaps the animal is in need of immediate aid, fleeing from deadly predators, or fighting for its life against rivals



or hunters. Alternatively, the PC might be engaged in a desperate struggle in which the animal offers unforeseen help. This could occur in a wilderness setting, or an unusual urban setting such as a city suffering from recent natural or Imperial-caused tragedy.

If the Game Master wants only a short search for the animal companion, then the two helping each other through a difficult situation could be enough to form a story-worthy bond. One or both might feel indebted to the other. One might also provide aid tending to wounds. However, if the PC mistreats the creature, it doesn't stick around and is unlikely to be open to a second attempt. If the GM wants to more firmly establish the relationship, or if the PC and the creature don't gel the first time, then the creature should retreat and engage again in a later encounter.

SECOND MEETING

The stakes should be raised for the next meeting between the two. If combat is involved, it should be difficult and dangerous. If one is rescuing the other from captivity or from an aggressive opponent, it is no simple task. In addition, the Game Master should find a way to work the PC's emotional weakness or emotional strength into the encounter in a way that builds up the bond between the two, if they successfully defeat the threat.

For example, the encounter could be staged so that it reminds the PC of a past failed action that is related to a personal emotional weakness. The intent is to make the PC sympathetic to the situation and feel compelled to intervene on behalf of the candidate creature and to work past any self-doubt in the process. Alternatively, if the encounter is built with the PC's emotional strength in mind, the PC should feel confident enough in his abilities to extract the creature from the current circumstances.

A TRIAL RUN

If the previous encounter is successful, the PC should get an opportunity to test the forming bond with the creature. The PC could invite the creature closer, trying to connect through the Living Force, reassure it that no harm is meant, and convey the feeling they might both benefit from a partnership. Alternatively, the creature might stick around after the event, perhaps following or even obviously projecting the PC. The PC should make Charm or other skill checks, adding one or more or to reflect any actions in the previous encounter. If successful, the bond takes hold. If not, the creature moves on and the character must start again.

The first few events after the two start working together should be treated as a trial run. Even if the two want to work together, it takes time for each to understand what the other wants and can do. The GM should feel free to add to a PC's skill checks during the first few encounters that include the new companion, attributed it to the distraction of having to pay attention to the creature, issue commands to it, and protect it. Comedic moments between the two, or between them and the rest of the group, could spring from botched checks. results on the PC's or creature's skill checks can be attributed directly to these difficulties.

Likewise, or can indicate successful moments of cooperation. If the encounter goes poorly, it does not necessarily break up the budding friendship. The GM might decide to continue adding until the pair has a successful encounter or a triumphal moment. Once this occurs, the PC's and creature's skill checks are made as per the normal rules.

DESTROY TO PROTECT

This adventure is suitable for small and remote settlements in a wilderness location. It features the Executioner specialization, though combat-focused Seekers could play a similar role. This adventure uses the manka cat (see page 76), but it can be altered to feature another potentially aggressive and dangerous creature more suitable to the Game Master's campaign location.

Setup: The leaders of Teron's Bluff need help defending the town and eliminating the threat of suddenly aggressive manka cat packs. The town has roughly a hundred residents and is built along the edge of a 50 meter tall bluff along a wide river. The PCs might be contacted or hired directly by town leaders, reside there already, or visit a nearby residence and be drawn into the conflict when an attack takes place. The PCs are tasked with stopping the attack and discovering the cause of the packs' aggression, if possible. Some locals domesticate manka cats for export sales, and eliminating the creatures entirely would bring economic ruin to those residents who depend on them. This should set up a conflict between the need to protect the town and the need to spare the aggressive animals.

ADVENTURE BACKGROUND

For the past several weeks, packs of manka cats have been attacking and endangering the river bluff settlement of Teron's Bluff and its neighboring farms and cabins. While the manka cats are generally dangerous, no one seems to know why there are so many around now, and why the cats are more aggressive than usual.

During the initial attack, the PCs detect the presence of the dark side. The cats are not Force-sensitive, but similar dark side coldness appears with each of their attacks. As the PCs search for the source, they detect an individual not far from one of the attacks in progress.

Olom Grilnor is a local Force user who has fallen to the dark side and been driven mad by the experience. For Grilnor's profile, use the **Cautious Smuggler** NPC, on page 411 of the **FORCE AND DESTINY** Core Rulebook, and add the Move, Sense, and Seek Force powers, plus the Animal Empathy and Mental Bond talents.

Last year, Teron's Bluff leaders tried to drive the increasingly troublesome Grilnor from the area. After a year in the wilderness, Grilnor has returned to exact his revenge by running all of the residents out of the area. He is adept at influencing wild animals, and is using the manka cats as his instrument of revenge. His tactics are not subtle and are meant to frighten the residents into abandoning the town.

FIRST ATTACK

The PCs are investigating an earlier attack at an outlying residence or at the northern edge of town when a dozen manka cats rush out of the vegetation and attack everyone in the area. The PCs may attempt to seek the presence of another Force user with an **opposed Vigilance check** against Grlnor's **Discipline** skill. Grlnor is less than a half-kilometer away, secretly observing and directing the cats. If he senses the PCs are Force users (perhaps through ☉ on the PCs' failed Vigilance check) he withdraws immediately using a speeder bike. After he leaves, the cats are less organized and effective. When he has been away for ten minutes, his hold on the cats drops completely and they retreat immediately.

SECOND ATTACK

If Grlnor realizes or senses that the Player Characters are Force-sensitive, (perhaps from ☉ on the above check), he sees them as a major threat. He accelerates his plans with a major attack the following day. As a diversion, he sends one group of manka cats to attack the crew running the Teron's Bluff power generator at the south end of town. Once the PCs engage, Grlnor sends a wave of dozens of cats to surround the town in an attempt to trap the residents against the cliff edge and perhaps even drive them over it. The PCs

may make a **Sense Force power check** combined with an **opposed Vigilance check** against Grlnor's **Discipline** skill to detect his presence. With ☉ ☉ ☉ on the result, the PC realizes the individual is probably near the middle of town. A ☉ gives the PC Grlnor's exact location.

The PCs must fight their way through town to get to Grlnor. There are few breaks in the action, as groups of cats appear one after another, making the Executioner's efficient elimination of opponents key to a speedy advance. Most of the residents the PCs run across are under vicious attack and need immediate help.

Just as the PCs reach Grlnor, an Imperial troop transport arrives to deal with the situation; one of the townspeople called for help after seeing Grlnor use Force powers. Another transport already dropped off troops who are attacking the cats elsewhere. The PCs should get just enough warning that they have a chance to conceal their Force use or lightsabers from the Imperials. If they do anything to make the Imperials suspect they are also Force users, the stormtroopers attack them immediately and try to take them into custody. The GM should tempt the PCs into using Force powers or lightsabers by putting them or town residents in obviously dangerous positions.

Grlnor, though, doesn't stop using his powers. He fights briefly, but soon tries to escape via speeder bike. It easily outruns the slower transports, though resourceful Player Characters might find something fast enough to pursue him. The Imperials wait for reinforcements before extending their pursuit into the wilderness.


INTO THE WILDERNESS

The Imperial delay gives the PCs a chance to pursue Grlnor without interference or observation. If the PCs delay their chase too long, or are unable to pursue, the Imperials search for a couple of days before finding and capturing him. Grlnor desperately reports the PCs' own Force powers in a doomed bid to cut a deal, which could lead the Imperials to investigate them and any others in the area who might have displayed similar abilities.

The PCs may track Grlnor by discovering that his speeder bike has been damaged and is leaking fluids. The damage has affected the bike's handling or an injury has affected Olhom's driving, and there are many places where the vegetation has been torn and broken along the way. The PCs find Grlnor's hideout—a survival tent—nestled in a large depression surrounded by three small hills. Any manka cats the PCs see along the way either ignore the characters or flee, though the GM can have them attack should the PCs act aggressively toward the creatures.

Grlnor is in his tent, likely injured and now fearful of what he has started. PCs who wish to negotiate have a chance to convince him to give up his bid for vengeance and make amends. However, if they anger him or outright attack him, he fights desperately and recklessly. He calls





Setup: The Game Master should first decide what elements of the journey the guide already knows about, or at least deduces. The highlights should be given to the player before or during the adventure begins, leaving other details to be filled in as requested by the PC or as needed by the GM. The character should know what the party is after, have a good idea of how to reach it, and be aware of some of the known obstacles. The objective should be of interest to the Seeker, even if another PC is the one who initially learns of its existence and usefulness.

ADVENTURE BACKGROUND

One or more PCs learn that the remains of an ancient Jedi Enclave and training ground may still exist on the shadowy Deep Core world of Alox1. Due to a mysterious ancient astronomical cataclysm, Alox1's orbit follows an extreme ellipse, and a local year equals approximately 150 standard years. The inward parts of the ellipse bring the planet so close to its gigantic star that the heat makes it uninhabitable. The world cools as it travels at the extreme ends of its orbit, then heats up again as it approaches the star. In practical terms, the world is largely only inhabitable for about twenty-five years as it approaches the end of its orbit and begins its return journey inward. The PCs discover or calculate that it very recently entered the beginning of its hotter phase.

Little is known about the enclave. It hails from a time when the Jedi Council was not completely dominant as the central power of the Jedi. While the length of Alox1's orbit is problematic for human colonization, making the planet habitable for only twenty-five years at a time, species able to survive hotter temperatures could easily survive the extreme seasons. Ancient texts hint that some inhabitants might have retreated underground to escape the heat and could yet remain on-world.

The PCs discover enough physical evidence to prove that the world exists and have a good deal of confidence that at least something remains of the ancient enclave. They also realize that traveling into the Deep Core is dangerous for environmental reasons, not to mention the legendary Imperial blockade. If the Deep Core doesn't fit within the GM's plans or campaign, the complex hyperspace distortions found at the borders of the Unknown Regions provide an excellent alternative location for Alox1.

INTO THE DEEP CORE

Unless the PCs have extraordinarily impressive credentials or extremely influential contacts at the highest levels of the Imperial government, they soon find that licenses to legally enter the Deep Core are virtually impossible to obtain. Purchasing accurate astronavigation charts is equally problematic. With the right criminal contacts and tens of thousands of credits, the PCs might get decent data and a forged license through the black market. The Empire also licenses certain corporations to ship goods into and out of the Deep Core, giving resourceful characters another target to obtain the information from.

for his remaining bound manka cats, which are the largest and most fearsome of all. There should be enough cats here to sufficiently challenge the PCs, perhaps at least one more than there are members in the party. The cats reek of anger and fear due to Grilnor's continued power over them. They run over the hills and make straight for the PCs. Executioner characters could come into play here, trying for a clean elimination of Grilnor before he can fully mobilize the cats and his own Force powers. Other PCs might try to break the Force bond between the cats and Grilnor instead of fighting outright, since it should be obvious by now that the cats are overly aggressive due to Grilnor.

If Olnom Grilnor is defeated, the Player Characters discover a portion of an ancient holorecording that gave Grilnor insight into connecting with animals. His personal talent and powerful connection to the Force allowed him to influence so many of them at a time. Pathfinders and Hermits might find the text useful when seeking and working with their own animal companions.

AN ANCIENT PATH

This adventure features the Seeker as a guide for the rest of the party. The character gains special knowledge to feed to the other PCs as the adventure progresses, though the Seeker's own goals and relationship with the Force might make manipulating the situation for personal benefit tempting. While the guide might know where to go, the means to successfully get there might not be at hand. At times, the Seeker must depend on other party members to overcome physical, social, or mental obstacles.

A Navigator is the natural guide for traversing the dangerous hyperspace routes into and through the Deep Core. Many routes are possible, and the Navigator must determine the best one. Using the Force as a guide, the Navigator could be drawn to safer routes, though the term is relative in this region of space. Since the world has long been abandoned by the rest of the galaxy, it is at best poorly referenced on existing charts. The Navigator must make a series of jumps, perhaps meditating for long periods between each trip in order to confirm and calculate the next set of coordinates.

The trip might take weeks to complete, during which the GM can introduce a variety of short, ship-based adventures if desired. Other Force-sensitive pilots and navigators might be able to attempt something similar, but they have a more difficult time. Increasing the likelihood of catastrophic miscalculations or dramatically increasing the travel time.

Mistakes, especially in plotting the route, should have significant consequences. Damaged engines require long repair times and test the party's mechanical skills. A miscalculation could force the crew to spend days determining the ship's current position and path to the correct route or destination. An Imperial probe droid might detect the party's ship during one of its stopover points and seek to investigate a possible unauthorized arrival. The ship could even end up in a region of space strong in the dark side, which preys on the PCs' emotional weaknesses and causes turmoil between party members.

ALOXI

The PCs arrive in system, though exactly how close to the planet AloxI depends on their navigation efforts thus far. After arriving in orbit, they quickly discover that the world is much hotter than expected. It is survivable, but only with environment suits and caution. The heat causes issues throughout their stay on AloxI, affecting equipment, droids, perishable food, and the ship itself.

Locating the enclave takes an organized search effort. Again, a Navigator can be of aid, especially should that character have invested in ground-based talents. The PCs probably found some clues in their research that might lead them to prominent landmarks that could have survive centuries, such as mountain ranges or dry canyons. Once they see the ten-meter-tall cracked stones of the crossed-sabers landmark ruin, it becomes easy to find the remains of the enclave compound where the swords cross.

The world appears desolate at first, but closer inspection reveals small, hardy plants beginning to emerge from the ground. They die away during the hot years. When cooler times resume, they emerge from seeds or fantastically deep root systems. Small animals and insect-like creatures survive far below ground, but very few ever come to the surface of the planet.

THE ENCLAVE

There are broken remains of a dozen low stone structures, about a kilometer away from the huge formation consisting of a pair of crossed lightsabers that mark the enclave's location. The enclave itself has two obvious entrances, one at the base of each lightsaber hilt. The doors are long gone. The interior is pourstone and rock, any metal elements having corroded or completely rusted away. A set of stone doors remains in place inside the entry chamber. The enclave is truly a ruin, but the challenges inside remain mostly intact.

The main challenge was a race from hilt to lightsaber tip. The winner or winning team normally would be elevated to a higher position in a long-forgotten ancient Jedi organization and allowed to learn a new Force power. The doors for entering the enclave won't open unless there is a team at each hilt, something the PCs should stumble onto through testing or via Force visions as described in the sidebar below.

SECRETS OF ALOXI

The GM should dole out the following secrets at opportune moments during the adventure. When in doubt, a Seeker should receive the information. At the GM's discretion, the secrets may be given out as results of highly successful research, educated guesses, unexpected Force visions, specific attempts at far-seeing, or via other hints of the GM's design.

- A PC has acquired an ancient meditation stone. It is smooth and oblong, with a band of gold inset along the narrow edge. Unbeknownst to the PC, the stone is actually part of a set of 10 stones of various sizes and metal inlays, used for meditation exercise and focus. A PC with the Seek power may use it to reveal hints of the stone's origin on AloxI and perhaps its previous owners. The stone could be the PC's first clue to AloxI's existence or provide confirmation that the characters are on the correct path.
- The enclave resembles a crossed pair of five-kilometer-long lightsaber blades in the stone landscape. The raised landform is obvious from above.
- The PC receives a vision showing two teams of ancient apprentices competing in a race that starts at the landform's hilts and proceeds through different obstacles and challenges. The GM should describe a couple of the challenges, and highlight the danger involved. Such foreshadowing should emphasize the importance of teamwork.
- The PC receives a vision of victorious apprentices receiving ancient ceremonial robes, but with colors and markings unlike any the PC has ever seen for a Jedi.

The Game Master should prepare a set of team-based challenges based on the PCs' abilities, in addition to the example chambers that follow, to provide a series of encounters that allow each player to contribute. The halls between chambers should be long and largely empty. Some parts are unstable, and large cracks in the stonework let in dramatic beams of bright sunlight.

The interior stone radiates great heat, and so the GM should call for **Average (◆◆) Resilience checks** every hour of narrative time. Running, combat, and strenuous activity should also trigger a **Hard (◆◆◆) Resilience check** immediately afterward. PCs with experience in such environments, or who are used to rough settings (like Hermits), could gain \square on this check at the GM's discretion. Seekers receive visions or warnings through the Force for upcoming challenges, or they get hints via visions of long-dead Force users confronting the chambers' perils.

EXAMPLE CHAMBERS

The following are ideas for possible chambers within the enclave that the PCs could encounter:

Chamber of Fear: The PCs must each make a **Hard (◆◆) fear check** as the Force projects feelings consistent with their greatest fear or strikes at their emotional weakness. PCs who fail are presented with an illusory obstacle related to their fear or weakness. If even one PC fails to overcome it, that team's door doesn't open. If none of their checks resulted in \heartsuit then they may try again after several minutes of gathering their courage and meditation—otherwise they must wait at least an hour before the chamber will allow another attempt.

Combat Crossing: The PCs arrive at a circular cavern a half-kilometer in radius where the saber landforms cross. There are four pourstone doors, each providing access to one of the lightsaber landforms' blades. After entering, the PCs are attacked by illusory combatants: ancient apprentices who once fought here. The PCs cannot move on until they each defeat at least one combatant of equal skill. If the other team reaches the chamber during the fight, the illusions immediately disappear and the teams must square off to decide the winner. Damage from the illusions seems real, but disappears when the affected PC exits or is incapacitated: a PC generally can't die at the hands of these illusions.

Combatants (illusory or otherwise) are considered defeated if incapacitated, restrained, or dead. If all the illusory combatants or all members of a PC team are defeated, the northwest door, covered in blue metallic flakes, then opens. If the team gains at least three Conflict points in the fight, though, a northeast door—covered instead with red flakes—opens instead. The losing team may not progress until they defeat their illusory combatants. Note that it is possible for both teams to end up in the same blade after the fights.

Ceremonial Chamber: The winning team is the first to arrive at the tip of a saber. Winning team members can learn a new Force power, and illusory apprentices stand in salute of their achievement. Losing team members receive nothing, but may try again in ten local days. A concealed door allows everyone to exit the enclave.

UNEXPECTED VISITORS

Optionally, the GM might decide that the PCs are not the only ones interested in the world. Inquisitors know of the place and its history, and they have waited many years for the conditions to improve to the point they can visit the enclave. Given their interest in the world, and its proximity to their hidden Deep Core bases, they might detect the PCs' arrival via the Force, or through Imperial probe droids stationed in the system. If probe droids are there, the PCs should get an opportunity to detect the probes before the PCs land. If one of the PCs has an intense fear or hatred of the Empire, the Inquisitors' arrival should be foreshadowed through one of the challenges or a Force vision. It should be very difficult for the character to know if someone is truly on the way, or if the vision is just another test. See page 419 in the **FORCE AND DESTINY** Core Rulebook for information on Inquisitor NPCs.

SMALLER PARTIES

The Seeker provides gaming groups with a career that is ready-made for much smaller games consisting of only one or two players. The Seeker is expected to be an individualistic and self-sufficient character. However, most gaming groups have a range of PCs with goals that might only occasionally align with the Seeker's, hence much of the advice in this chapter. A small party consisting of only a Seeker or two is free to focus completely on the Seeker specialization concept. The Hunter and the Navigator specializations are particularly suited for this type of game, though any of the specializations are appropriate.

The GM typically must make adjustments when running smaller parties. Resources, healing, and the lack of some skills must be monitored so the PCs don't accidentally get trapped or penalized for a lack of players. The PCs should get the opportunity to realize there are upcoming challenges or enemies that they might have difficulty with, and have a chance to either locate an ally to help them or find a way to avoid the problem entirely. That's not to say they should get the chance in every circumstance—surprises and overcoming adversity are a big part of the game and *Star Wars* stories.

As always, the GM must find a balance between providing a challenging but not overwhelming number of enemies. Games with smaller numbers of PCs have unique challenges. For example, players may feel the game world is unrealistically unpopulated if they consistently face only a few enemies where opponents should be more numerous. This can be a side effect when the GM attempts to balance the game and make the encounters fair for the PCs. Though Seeker characters might work alone most of the time, they still may have NPC allies when they want help or the GM wants a larger encounter with more opponents.

SEEKER CAMPAIGNS

Much like the Seeker adventures, the campaigns included in this section focus heavily on travel or actively searching for something or someone in particular. While the journey itself is not always an epic odyssey, it still plays a major role in the campaign. Each campaign description includes overall storyline and an outline of possible adventures.

HOME TERRITORY

For Seekers, the journey is often more important than the destination, whether it is a physical trip or a mental process of discovery. However, the journey need not span the galaxy. This campaign is centered around the Seeker's home, where nearby destinations are important to the character's pursuits. The campaign features a Hermit as a central figure, but it can be adapted to other specializations. Likewise, the location can be altered to fit a GM's existing campaign plans if desired.

Setup: The main character could be just starting out, or he could regularly retreat to a reclusive location between adventures. Before beginning, the GM needs to select the Hermit's ultimate campaign goal, preferably with input from the PC and those PCs who are accompanying the Hermit. The goal could be an item, a journey along a spiritual pathway, a location, or even a person. See the **Possible Goals** sidebar on page 87 for a few ideas. The specifics of the following adventure ideas should be adapted to support the goal.

THE DWELLING

The campaign begins with an opportunity for the Hermit and the other PCs to find an appropriate dwelling. The GM may skip this if the character already has a location selected. Using the Force as a guide, the character searches the local area for a suitably safe and isolated location. The dwelling could be a natural formation such as a cave, an existing small building, or even a camp or small structure that the PC constructs personally.

At each location they consider, the PCs should use the Sense power or similarly reach out with the Force to assess the location's connection with the Living Force and to reveal possible hidden threats. The character should stay overnight at any site that checks out, to see what other benefits or threats present themselves. The PCs must deal with threats such as wild animal attacks, locations with a disturbing connection to the dark side, Imperial patrols, or aggressive and unfriendly neighbors. No site is perfect, and the character should have to make some significant tradeoffs in location, safety, convenience, and solitude.

EXPLORE AND FEEL THE FORCE FLOW

After a few weeks at the dwelling, the Hermit begins to understand the local flow of the Force. The PC begins to sense which areas are stronger in the Force and which could be threatening, using the Force as a guide around the area. The Hermit must fend off aggressive creatures and dangerous environmental conditions. During this time, the Hermit might also teach fellow PCs wilderness skills, or they may have side adventures of their own that coincide with this location. They might even simply be recuperating from previous combats.

INTRUDERS

The Hermit discovers a small encampment of shabbily dressed individuals who are clearly hiding in the wilderness—escaped Imperial prisoners. They are wary but seem friendly at first, claiming they are fleeing Imperial political oppression. They are, in fact, common criminals and thieves. The Hermit must decide how to deal with them, and the GM should make it clear they have good sides to their natures as well as bad, to make the decision more difficult. Should the Hermit welcome them? Force them out of the area? If the PC angers them, they may attack or seek the Hermit's hideout to use for themselves. Eventually, the Imperials come looking, forcing the Hermit choose a side or go into hiding to avoid the risk of discovery during their search. If the Imperials discover the dwelling, they destroy it.



POSSIBLE GOALS

The Home Territory campaign can be adapted to a variety of different goals of the GM's or PCs' choosing. The following are but a few possible examples:

- **The Mournful Holocron:** This is a holocron dedicated to teaching medically inclined Jedi not only the art of healing, but compassion, support, and a kindly bedside manner. It is so named because the human gatekeeper, Jedi Master Tresalis, is overcome with sadness, mourning the loss of a loved one. She is dedicated to teaching talented individuals, but half of the user's work—and many of the lessons to be learned—involve tending to the guardian and learning how to help her cope with the loss.
- **The Shattered Sunburst Talisman:** This is an ancient Sith talisman, imbued with power through Sith alchemy. It is a crystal sunburst that has been smashed into four major pieces scattered in ancient Sith alchemy research sites in the region. The Seeker's presence in the area has caused it to become active, calling the Seeker more keenly each day to find and reassemble its various parts.
- **The Call of the Living Force:** This isn't an actual item, but instead a persistent call through the Force to the Seeker. If followed, it leads the Seeker to various points where the PC can engage in an aspect of the Living Force. If the PC succeeds in all of the tests and tasks, the character gains additional benefits when operating within twenty kilometers of the final destination, such as additional Destiny Points for the Destiny Pool in future sessions or occasional dice pool upgrades. Alternatively, benefits can be more story-based, such as gaining special influence over local fauna or being able to sense individuals and creatures in the area in great detail when concentrating on them.

A DISTURBANCE LONG LOST

While growing in experience and understanding, the Hermit receives a vision related to the ultimate goal (as discussed with the GM), even if the PC was not previously aware of its existence. As the PC begins to search for that goal, visions encourage the Hermit to go farther afield, into the wilderness. The Hermit feels drawn to different locations, depending on the goal. These locations could include caves, groves, ruins, outcroppings, nests, mountain peaks, or other significant features of the area.

Tapping into the flow of the Force, the Hermit finds it isn't always good and bright and senses the presence of the dark side. While there are unlikely to be Force-sensitive characters in the area, individual creatures or locations are influenced by the dark side. The character gets an opportunity to influence the flow of the Force in a local area by eliminating a recurring threat, such as repelling a dangerous creature or finding a peaceful passage that allows those nearby to avoid disturbing a resting pack of aggressive beasts.

A GROWING THREAT

As the character explores and closes in on the goal, the dark side responds. The most aggressive creatures in the area attack the PC. Feelings of coldness and dread intrude on the PC's meditations, possibly adding \blacksquare on occasion to the character's skill checks. Once the character manages to suppress the dark side threat, the PC may move on to the goal's final location. The search is difficult and requires overcoming physical obstacles and mental doubts, to the point that the Hermit likely needs aid from the other PCs in the group to ultimately reach the goal, especially from Navigator and Pathfinder characters.

This campaign sends the Seeker on a lengthy quest for something that has been lost for a long time. It can be personally important to this PC, or a task given by another character. The trip must be long and difficult, with a reward that matches the character's efforts (see **Seeker Rewards**, on page 92, for examples).

Setup: The GM and PC need to decide the subject of the search effort. It could be a nearly forgotten item, a missing relative, or something from the character's backstory or distant past. At the start of this campaign, the PC should already know what to look for and why. The GM could create another adventure that reveals the existence of the long-lost subject, but this campaign assumes that either this has already occurred, or player's backstory contains something appropriate. The target in this example is a human Jedi named Weren Dal, who is related to or otherwise close to the Seeker. She was believed to have been shot down in her starfighter over the planet Dathomir and killed during the Clone Wars.

THE FIRST CLUE

The campaign opens with the Seeker receiving a vision that something or someone of personal importance resides in a nearby Republic asteroid outpost that was heavily damaged, abandoned, and lost at the end of the Clone Wars. There are enough clues to tip the characters off to the location of the asteroid base. They travel to the area and begin what should be a long and challenging search operation to find the ruined base.

When they do find it, they must don environmental suits and cut or dig their way into the ruined base. The entire place is highly unstable and very challenging to move through. They discover the computer core is still intact. Much of the data is encrypted or corrupted, but they are able to extract the memory core for analysis. Among the unencrypted fragments is a holographic recording of the small command center, made not long after Order 66 was carried out.

A wounded human Jedi padawan waves his hand in front of a Republic commander and says "Weren Dal died in a crash on Dathomir. A search is unnecessary." Clone troopers then burst into the room and the padawan falls in a hail of blaster fire. An examination of a later clip shows the commander repeating the padawan's words to his superior officer, who clearly believes him.

WIDENING THE SEARCH

The PCs know to look for Weren Dal on Dathomir, but not where on the planet. The data doesn't include the information, but it does contain the name of the padawan. It also confirms that the Jedi Weren Dal was shot down by Separatist starfighters before Order 66.

While Republic records are difficult to come by, Separatist records are sometimes available on the black market. Making contact with the correct information broker takes effort and credits, and each broker refers the Player Characters to another one, usually in another area or on another planet. Finally, a broker reports that the starfighters involved were not piloted by droids but by members of an elite unit of human warriors. A few survived the Clone Wars, and one, called General Teak now, commands a mercenary group called Brenal's Breakers.

The PCs must travel to the Outer Rim, where the Breakers are fighting a pirate army for control of a terrestrial moon of a backwater planet. Despite the ongoing battle, the PCs must make contact. They might somehow convince General Teak to meet with them, or they might infiltrate the mercenaries. They quickly discover that if the general realizes they are Force users, he may very well try to capture them and turn them over to the Empire for a standing bounty of 20,000 credits each. However, he is also willing to bargain, giving the PCs an opening for creative negotiations. The general has accurate coordinates for where the combat took place over Dathomir, and he can give them the region and details on where Dal's fighter entered the atmosphere.



DATHOMIR

Traveling to Dathomir isn't an everyday occurrence. The PCs must work a bit to get the proper navigational data or rely on their connection with the Force to get them to the planet. The region they are looking for is the planet's northern zone. A Seeker trying to search the area through the Force may be surprised to detect other Force users on the world—the witches of Dathomir, of whom the PCs may or may not have heard before (see page 395 of the **FORCE AND DESTINY** Core Rulebook for more on these NPCs). A PC's Force connection combined with an organized search pattern narrows down the likely crash site location to a few square kilometers.

The remaining area must be searched on the ground, or at least by low flying airspeeder. The PCs' search efforts attract the attention of the local wildlife, and the party must fight the planet's legendary predators. Even in an airspeeder, they must contend with large winged creatures or swarms of biting insects that wreak havoc on the vehicle's systems and occupants.

Once the PCs find the crash site, they discover the wreckage of a Jedi Delta 5 *Aethersprite*-class starfighter. The cockpit is empty, and its overgrown canopy lies nearby. It is clear that the pilot probably survived, even the astromech droid is missing. As the PCs are wrapping up their investigation, a small patrol of Nightsisters (see page 396 of the **FORCE AND DESTINY** Core Rulebook) descends on them demanding to know their interest in the fighter. They try to capture the characters; if the PCs escape, they find additional Nightsisters at their starship. The Nightsisters are willing to negotiate if none of their group are seriously injured, and if the PCs agree to leave them alone.

REVEALED

Either through the Force or from one of the Nightsisters, the PCs learn that someone mysterious and powerful lived long ago into a nearby cave. However, no one has seen the figure for more than a decade, since a few rancors or other suitably menacing creatures made the cave their lair. The PCs search for the cave, contending with the local wildlife once again. When they find it, though, the interior is much larger than they imagined, and there are several of the beasts in the area. The PCs must come up with a plan to deal with the creatures. Taking them on directly is very dangerous, but so is trying to sneak into the cavern.

Once inside, the PCs discover a deep alcove too small for the beasts. There, they find the skeletal remains of the long-dead Jedi on a primitive cot. She was clearly badly injured when she died, likely from fighting the creatures. The PCs also find the disassembled remains of the droid, including its memory core, safely packed away in a small sealed box. The Jedi's lightsaber is badly damaged but repairable. The droid's memory core is also in bad shape, but with time and effort, it also be repaired as well. Most of the droid's Republic and Jedi secrets have been erased or corrupted, but its personality remains. It can convey many memories of Weren Dai and possibly lead the characters to other locations she once visited or used, and on to their next adventure.

MAROONED

In this campaign, the Seeker must guide the PCs back to civilization after their ship or vehicle crashes far off course and they lose track of where they are. With the prospects of rescue poor, they must find their own way out. The PCs must fight the environment as much as—or more than—any living enemy. The conditions must be difficult or extreme enough that the Seeker character gains a great advantage or becomes a helpful guide to save others from the situation.

Setup: The campaign opens with a disaster that sends the PCs off-course and severely damages the ship or vehicle they are in. Note that the vessel might not be their own; it could be one they are using just for this voyage to help disguise their identities or one they were assigned to use as part of an assignment they have undertaken such as a delivery mission. The damage might be the result of a natural disaster, starship crash, industrial accident, or revenge by an NPC. The GM could introduce the disaster when an *Astrogation*, *Vigilance*, or *Mechanics* check fails badly. This campaign features a starship crash on a remote planet, but it can be adapted to use a crashed airspeeder in a remote region of a more-civilized world. Whatever the location, there should be good reasons why the PCs cannot be easily or quickly rescued.



DISASTER

The PCs are traveling to a remote, virtually uninhabited world to deliver a load of parts, farming equipment, and other supplies to Clear View, a fledgling colony of dissidents fleeing Imperial space. A hyperspace mishap, damaged hyperdrive, or malfunctioning navicomputer brings the ship out of hyperspace far too close to the planet. The ship enters the atmosphere too quickly, frying its navigational controls and engines in the process. The PC pilot has limited control over the ship's trajectory, giving them only a few choices of possible crash sites. The ship may come down on a rocky shoreline, the edge of an arid desert, or an open plain with sparse vegetation.

The crash is severe, tearing major pieces off of the ship and rendering it useless until the PCs can conduct serious repairs with proper technological support. The characters might receive Critical Injuries that could prove hard to heal without aid. Any other vehicles or craft carried aboard are likely also destroyed or at least significantly damaged. The GM might give the PCs the option of cobbling together a makeshift vehicle, but it should be slow, difficult to maintain, and likely to quit for good at any moment.

The PCs must gather together what supplies they can and come up with a plan for survival. They have some basic charts of the planet's surface on their datapads, but nothing in great detail. There is sufficient information to plot a basic course to the colony, which is at least 1,000 kilometers away. They are in this for the long haul. The intervening terrain consists of hot, arid desert plains and rugged hills, slightly more hospitable plains covered in sparse vegetation, a significantly tall mountain ridge, a wide river, and similar features. The PCs might be aware of local dangerous wildlife if they make successful **Knowledge checks**.

The PCs might also consider building a boat and making their way along the coastline, if they landed near the ocean. They must contend with hazardous rocks and pounding waves, but as the colony is not situated on the coast, the PCs must eventually make their way inland.

The PCs were unknowingly running ahead of schedule, and the colony was unaware of their weeks-early arrival. There is no local government or other group that might have detected the crash. The PCs are on their own now, and probably become aware of this soon after the crash. They have limited, short-range comlinks at best; anything capable of wider broadcast was destroyed in the crash.

THE EARLY DAYS

Initially, the PCs have sufficient supplies of food, water, and power. They would be wise to ration these resources, but they are not in immediate danger of running out. Their biggest obstacle is the terrain. They must constantly devise ways to cross ravines and traverse rugged hills. Any local animals they run across are small and nocturnal (which provides for poor hunting and some nighttime surprises). There is no significant rainfall, and the sun beats down on them, forcing them to devise ways to protect themselves.

Seeker characters can be very useful in providing many forms of survivalist support. Hunters, Navigators, and Pathfinders can help navigate the natural terrain. Hermits might know what comprises safe shelter and could tap into the Living Force for guidance; they might also attract the attention of a local animal companion. Stronger characters can help muscle supplies over obstacles in the landscape. The PCs must make frequent **Resilience checks**, which should be particularly challenging as the PCs must expend significant energy to cross treacherous terrain.



CHANGES REQUIRED

The PCs cross into rugged plains that are covered with low, bizarre vegetation, much of which has spines, barbs, or other prickly defense mechanisms. Other plants secrete a noxious smelling, sticky sap. The PCs must devise ways to protect themselves and forge a path as they begin to run low on food, water, and power (though they can attempt to replenish water during infrequent rain showers). They learn which vegetation they can eat, though it isn't particularly appetizing. Power for any droids becomes an issue; portable generators from the ship are becoming depleted, forcing the PCs to severely ration power to them. Medical supplies are probably spent as well. Swarms of small creatures are evident, often attacking when the PCs are preparing meals. This portion of the journey takes at least a couple of weeks.

UNEXPECTED RESIDENTS

The PCs emerge from the plains when they reach a massive river that requires boats to cross. Tracks in the mud and other clues tip them off that other sentient beings are around. If they are careful, the PCs find the inhabitants before they themselves are discovered. One way or another, the PCs discover a primitive village of about fifty Gamorreans on the banks of a bend in the river. Nobody knows why or how they got there, but they've clearly been around for some time. If the PCs manage to discuss the situation with the Gamorreans, the PCs find they were left behind to guard an old hideout, but the smugglers haven't been back for at least twenty years. The Gamorreans have managed on their own since that time, and use the following profile.

GAMORREAN VILLAGERS (RIVAL)

Strong and dull-witted, Gamorreans can be found across the galaxy wherever brute force is needed, especially as guards.

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Skills: Brawl 5, Melee 3.

Talents: Knockdown (after hitting in a Melee attack, the attacker may spend 1 to knock the target prone).

Abilities: None

Equipment: Huge axe (Melee; Damage 9; Critical 3; Range [Engaged]; Cumbersome 5)

How the PCs and Gamorreans interact is entirely dependent on the approach that the PCs take. The Gamorreans are naturally as aggressive as ever, and always willing to fight. However, clever PCs might be able to negotiate with them to obtain or food, primitive medical supplies (if they dare), or a look at whatever the smugglers stashed away in a nearby prefabricated building. There are no vehicles or functional communications gear. This could go on for many days, but at some point the PCs must find a way to cross the river, which flows faster and is more challenging than it first appears and contains carnivorous fish of varying sizes and viciousness.

THE MOUNTAINS

The PCs reach a tall mountain ridge. They have seen the mountains for days or weeks, and have had time to plan their ascent. They must pick out an appropriate pass through which to make their attempt to cross over to the other side. By now, any power generators should be completely depleted, unless the PCs have come up with a clever way to recharge them. Getting heavy droids over the mountains is very challenging as well. All of these factors should require the characters to perform many **Athletics** and **Resilience checks** along the journey, with the GM adjusting difficulty based on the current setting and what (if any) methods the PCs have devised to aid their passage. The weather soon becomes a significant issue as well, with daily monsoons that interfere with afternoon travel in the lower elevations. Snow covers the higher peaks, including some of the passes between them.

CLEAR VIEW

The PCs can see the colony as they descend the far side of the mountains. They might devise a way to signal the village or one of the few airspeeders traveling to the fields. Otherwise, they must make their way to the valley floor, contending with large pack predators that hound and attack them along the way. Alaru Strikers, Executioners, and Hunters provide significant aid and protection. Those attuned to the Living Force can skillfully detect threats using the Force.

Once the characters reach the village or one of the outlying farms, they are welcomed and quickly cared for. They receive decent, if not the most advanced, medical care. The PCs can arrange to have villagers take vehicles to the crash site to retrieve whatever might still be usable. The colony has a few small ships, but the PCs might be stuck for a while until another supply ship arrives that can take them back to civilized space.



SEEKER REWARDS

Seekers typically receive the same experience points commonly awarded to other types of PCs, per the **FORCE AND DESTINY** Core Rulebook. This section discusses rewards a Seeker character could earn for specific achievements. These include additional rewards given to a Seeker for attaining significant personal goals as part of an adventure unrelated to those goals or in a Seeker-based campaign.

XP REWARDS

In a Seeker-specific adventure or campaign, XP are awarded normally per page 320 of the **FORCE AND DESTINY** Core Rulebook. When a Seeker character is involved in an unrelated adventure, the PC has the opportunity to occasionally gain minor XP for carrying out or developing goals and stories related to the PC's specialization. Essentially, the character is rewarded for staying true to specialization in circumstances that are unrelated or even directly opposed to the PC's goals. This is similar to additional XP awarded when PCs play to their own Motivation or Morality.

It is up to the GM how often the character should receive any additional XP. In a game where XP are granted more often or in greater amounts than usual, one or two extra points might be granted per session whenever the PC adheres to specialization goals above any beyond regular gameplay (such as when the other players all remark on how well that player roleplayed the character). In regular adventures and campaigns, the additional XP should be awarded when the character does something unique to the Seeker career that wouldn't normally be part of the storyline and still significantly advances the plot. Note that the GM can also do this for other players and careers of course; excellent roleplaying should always be recognized.



For example, a Pathfinder might use an animal companion to completely circumvent an obstacle, thus saving the PCs from a dangerous fight or significant hazard. A Hermit might connect to the Living Force in a novel way or that reveals information otherwise difficult to obtain on short notice. The character might also introduce an unexpected bit of lore or learning that opens up an alternate solution to a significant problem. An Executioner could easily bring a fight to an abrupt end, albeit in a brutal and bloody fashion. Such methods might also cause PCs and NPC allies to question the Executioner's motives, or fear the character's darker side is becoming more dominant.

ANIMAL COMPANION

Animal companions can be obtained as a reward for completing a significant adventure, or acquired along the way. While Seekers with the Pathfinder and Hermit specializations benefit the most from gaining an animal companion, any character might benefit from acquiring one specific to their immediate needs. Mounts, for example, can be useful to almost any PCs when appropriate for the locale.

MOUNTS

A mount may be acquired and used temporarily during a particular adventure, then granted permanently to the PC at its successful conclusion. Alternatively, the PC might end an adventure in a larger campaign in a particular locale that requires certain mounts. Gaining a mount as a reward for one adventure would then give the PC an extra (perhaps unexpected) boost before proceeding to the next.

The value of a mount varies according to its rarity and its usefulness in a particular environment. On some isolated worlds, mounts might offer the only viable method of travel due to the terrain or the local technology level. Mounts also vary by type. Some may be useful in rugged terrain, in extreme environments, or even as status symbols in specific societies. Mounts are not simply for riding; many make the pack animals and can be useful rewards for PCs of species that can't ride mounts for physical or other reasons.

A mount granted as a reward should enjoy a measure of plot protection. The GM should avoid periodically marginalizing the usefulness of the mount in storylines or creating situations where it can be lost easily. The player should have a chance to enjoy the benefits of the reward and regular opportunities to keep it somewhere safe. This is not to say that the creature should get undue protection, especially the PC willingly puts it in harm's way.

CONSTANT COMPANIONS

Pathfinders and Hermits are best equipped to care for and interact with creatures that are intended to be near-constant companions through the course of an adventure, but almost any specialization could have one. A small robot might curl around the shoulders of a Navigator as hyperspace routes are plotted, or a shield warden could alert an Executioner to the presence of intruders while the PC is positioning himself to perform a long-range attack.

While Seekers may start a campaign with an animal companion of their choice, there are storyline circumstances in which they might need to acquire one in the course of play. While this can happen between adventures or with a brief encounter, it can also become the center of an adventure staged expressly for the purpose.

A PC who adds a Seeker specialization as an additional one might not start with an animal companion, at the GM's discretion. The PC might need to find one on his own, possibly becoming the focus of an enlightening adventure. The PC might try to acquire a specific beast, or the GM might present several possibilities and allow the character to select one through the course of play. The player and GM should discuss what sort of creatures each would find acceptable as a companion that also fits the current campaign.

Similarly, a PC who loses an animal companion might go in search of a new one. The player might have a specific creature in mind, or the PC could search for one using the Force, turning the search into something of a spiritual journey. The latter would be similar to the way Jedi might acquire a lightsaber crystal and would perhaps offer an even stronger bond, especially if the creature has Force abilities itself.

TRAINING, LEARNING, AND ENLIGHTENMENT

This reward grants the character specialized training or a form of learning or enlightenment. It is helpful when a character is trying to take on a new specialization, skill, talent, or Force power in particular. This type of reward can be used more than once, though the exact topic should vary. This section discusses awarding a specific skill or ability selected by the Game Master and likely connected to the current adventure or campaign. However, the GM might alternatively grant a specific amount of XP and then provide a selection of possible advancements for the PC to spend it on.

SKILL TRAINING AND TALENTS

Skill training and talent advancement comprise the most basic versions of this reward. This is applied differently for characters gaining the first rank in a skill and for those advancing a skill they are already proficient in. The rarer or more advanced the skill or talent to be learned, the more likely it is to be regarded as a suitable reward.

Typically, something special happens to a character gaining a skill rank or talent through this reward. The skill or talent isn't advanced through diligent practice or under the guidance of a mentor. Instead, the Force grants the PC an epiphany or vision that coincides with rapid advancement in ability or knowledge. Usually, the skill is related to the Seeker's specialization, but the reward can be expanded to other skills if the GM desires. Such advancements should be limited to one time per skill and up to twice per talent tree.

Any talent that is granted should be one of those that are next available via the PC's current path on a talent tree. The GM has the discretion to grant one talent out of order. No other talents may be advanced from it unless the PC takes the intermediate talents in the same path.

In order to prevent overly cheapening the regular XP rewards, the higher the skill rank or the more costly the talent awarded, the harder it should be to gain that reward. Gaining a rank of three or higher or a talent costing 15 or more XP this way be a quite rare occurrence. In the case of more advanced skill ranks or talents, before the adventure begins, the GM may wish to reveal the reward as something the PC could earn by taking certain actions.

The skill rank or talent is usually added between game sessions. However, with some planning, a GM could surprise a PC and grant the skill or talent during game play as part of the plot or story advancement. A vision could provide immediate insight, or contact with a holocron or Sith artifact might bestow an unexpected advancement.

FORCE TALENTS AND POWERS

Similar to **Skill Training and Talents** on page 93, these rewards grant an immediate advancement in a Force talent or power. Such rewards are almost always tied to an important Force vision or gained through encountering a powerful holocron, Force-imbued artifact, or even a Force spirit. While learning a new Force power can be a version of this reward, it is more typical to award an upgrade on the power's tree. The GM may select the upgrade, or allow the player to choose.

LEARNING

The character learns something of short-term importance, possibly through the Force or through personal observations and alertness, that will have an impact on future actions. The information revealed to the PC isn't easily attainable but it opens up new avenues for the PC's success. In roleplaying terms, the character might learn information that provides significant leverage against an NPC. Before traveling to an important or difficult-to-reach location, the PC might learn of several routes and uncover hints about the advantages and disadvantages of each.

Alternatively, what the PC learns might not be immediately apparent or usable. In this case, the GM may select one skill or type of skill (such as one of the various Knowledge skills). The PC may add ✨ or 🌀 to one future skill check after making the roll.

ENLIGHTENMENT

Enlightenment is a reward reserved for exceptional circumstances. Information revealed by this reward offers a life-altering improvement for the Player Character. It should be deeply tied to the PC's backstory or current story elements. Acquiring a new talent or Force power related to the situation under which enlightenment occurs could be part of the reward. The information acquired might lead the PC to follow a new path as it changes the character's immediate outlook.

While it would be ideal if the player could combine the information provided in this reward with previous hints and the character's backstory to arrive at a moment of epiphany, inducing a player to puzzle out such an alignment of details and concepts can be difficult to pull off in practice. It is often simpler for the GM to present the surprising information in its entirety and to allow the player to react to that instead. In this case, it is especially helpful if the GM relays the information in a focused and vivid fashion to help convey the moment's importance and drama.

A moment of enlightenment can also lead a Seeker on a personal adventure or quest. In *Star Wars: The Clone Wars*, Yoda comes to realize that he can hear the voice of Qui-Gon Jinn, something he had believed to be impossible. The revelation sends Yoda on a quest to discover how it was possible, which became the first step toward learning even deeper mysteries about the Force. It also helped him come to terms with the progress of the Clone Wars and the Jedi's part in it, even while darkness obscured Jedi visions and the powerful and immediate Sith threat remained.

STANDING


Though Seekers are known for working alone or in small groups, they probably still operate in view of certain individuals or local society, or within a group of like-minded beings. As they become known for their abilities, knowledge, or relationships, others come to hold them in higher regard within the confines of their expertise or experience. The Seeker thus gains some standing within a social group. This concept of standing does not have an associated game mechanic; it is less formal, and the GM has a great deal of flexibility in bestowing it and determining the effects it has on NPCs the character associates with. PCs who receive rewards of standing should have regular opportunities to use it, whether of their own initiative or through GM arrangement. They also should be allowed to come up with their own potential uses of their standing. Examples of standing are:

- Among other hunters and those in related professions, a Hunter might become known for expert knowledge of certain worlds, terrain, or creatures. The PC is someone whom other hunters seek out for knowledge and advice, perhaps giving the PC new connections and potential new adventures.
- A Hermit dwelling deep among the overgrown hills within a tangled forest is known to have a special connection to the plants and animals of the area. Locals seek the Hermit out while looking for rare plants. Those sensitive to the Force quickly discover the character has a strong understanding of everything that happens in the area, thanks to the Hermit's connection to the Living Force. The PC might even train those who display exceptional skills or dedication.
- An Executioner's reputation for swift violence and death begins to spread. The PC becomes feared among enemies, and even friends are uneasy with the PC's attitudes and abilities. However, the desperate might quietly seek the Executioner's aid. Local criminals or even crime lords fear the PC, granting the character a great advantage over their underlings.

PERSONAL FULFILLMENT

The Seeker gains a small benefit for completing a personal goal that isn't the main task at hand or the focus of the current adventure. Essentially, this rewards the Seeker character for staying true to form no matter the situation. For example, an Alaru Striker might go out of the way to aggressively attack enemies threatening innocent bystanders caught in a major confrontation between the PCs and their enemies. A Pathfinder might use an animal companion to circumvent a skirmish or outwit an opponent in a way that avoids confrontation or combat.

Usually this reward results in beneficial manifestations of the Force for the PC, at the GM's discretion. The reward doesn't directly dictate the outcome of the situation, but instead improves the PC's chances for success. Example rewards can include:

- The PC gains one light side Destiny Point to add to the Destiny pool at the beginning of the game session. Two to four sessions is the recommended number of sessions in which to apply this reward, with the GM deciding on the exact number. The reward is usually granted for consecutive game sessions, but the GM may allow the PC to save one or more for future sessions taking place for the same adventure.
- The Game Master grants the Seeker an **unexpected**  when the character performs a skill check consistent with the Seeker's goals and motives. The GM should select the number of times per session to grant this bonus, for up to three game sessions.

A SECRET OR ISOLATED REFUGE

Seekers tend to be solitary or at least prefer to work on their own. They benefit from having a space or location to which they can retreat regularly. This gives them a chance to rest, train, meditate, concentrate, or simply live in peace for a time without frequent interruption from their companions or others.

A PC could use the refuge during the downtime between game sessions or adventures. The location could also be incorporated into an adventure, but it is not intended to be a base of operations for the party. It could serve as a limited resource in which the PC carries out certain tasks or which holds beneficial supplies the character regularly uses.

The location should be one complementary to the Seeker's specialization and goals. It could be a natural location such as a cave, grotto, or grove. It could instead be a constructed locale, such as a hidden room, a nonfunctional and abandoned ship or vehicle, or a small dwelling. The refuge is typically stationary and not part of a working vehicle or ship. However, the GM may award a vessel or room within a larger craft if the Seeker is constantly on the move. Navigators and Hunters are most likely to benefit from this type of refuge. At the GM's discretion, a ship itself may be a refuge in which the PC escapes from the surrounding galaxy.

A refuge provides a PC with a (usually) secure location in which to store items for future use. The GM might allow the PC to recuperate faster while meditating or resting at the refuge for more than a few days. The PC might also gain a limited benefit the first forty-eight hours after leaving the refuge, such as upgrading ability once on skill checks involving the PC's career skills. The upgrade should occur only once per encounter, or at the GM's discretion.







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