

# THE WARRIOR

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**T**he Warrior's six career skills are **Athletics**, **Brawl**, **Cool**, **Melee**, **Perception**, and **Survival**. Characters with this career automatically gain a rank in three of these skills without spending experience and gain a discount on increasing them with future experience points. **Warriors begin the game with a Force rating of 1.**

## A WARRIOR'S ROLE

Though the lightsaber is an iconic weapon for many Force users, some dedicate themselves wholly to becoming paragons of strife. These dangerous individuals are known as Warriors.



At their most basic, Warriors are focused combatants who use the Force to augment their prodigious martial prowess. Whether flying in the pilot's seat of a starfighter, wielding a lightsaber on the field of battle, or blazing away with a blaster pistol, Warriors excel in combat of all types.

Legends indicate that the Jedi Order's origins began with warriors who worked to integrate Force techniques into their physical training. Even in the absence of the Old Republic's guardians, this association remains. The Force can give strength to those who need it, and Warriors excel at exploiting that strength. They become a physical manifestation of the Force, willing and ready to overcome those who would inflict harm.

The Warrior's greatest strength, however, can also be his most dangerous weakness. Endless aggression can be a path toward the dark side. A wise individual must recognize that violence has its place but is not the only possible answer. A Warrior can inflict substantial and precise damage. However, even carefully applied attacks can still have far-reaching consequences. Because of this, it can be every bit as important for a Warrior to recognize when it is more appropriate not to attack. Some individuals who follow this career consider this sense of judgment to be the most important aspect of their training.

Warriors can come from a broad range of different cultures and environments. Physical conflict is every bit as common within the civilized and technologically advanced worlds of the Core as it is within the less structured societies of the Outer Rim. Combat styles and the tools employed within conflicts may change, but the motivations and final outcomes are often similar. Ultimately, Warriors must be willing to risk their own lives so that they can overcome threats to themselves and to those they hold most dear.

## WARRIOR SPECIALIZATIONS

Each of these paths focuses on a different aspect of conflict. With the aid of the Force, the Warrior can apply his instinctual knowledge of combat to any and every fight he finds himself in.

### AGGRESSOR

The Aggressor relies on fear to intimidate his opposition into surrender or retreat. Aggressors tend to be tough and dangerous combatants, able to dish out brutal damage to anyone who fights them, while surviving the same. They use their confident, terrifying attitudes to convey this to their opponents. Some Aggressors hope their enemies back down without a fight, but others fall into the trap of relishing the fear they inspire.

Aggressors acquire **Coercion**, **Knowledge (Underworld)**, **Ranged (Light)**, and **Streetwise** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. These skills enable Aggressors to recognize the bravado shown by criminal enforcers and thugs. It also aids them in cowing these individuals, assuring these predators that the Force-sensitive character is a far scarier and more potent individual than they have previously faced.

Tempered by the Force, some characters who undertake this specialization prefer to use their abilities to intimidate foes into surrender so they don't have to kill needlessly. While they are extremely capable in this regard, they frequently learn the techniques required to cause the bare minimum of damage necessary. Precision is important, as every life still holds value in the Force.

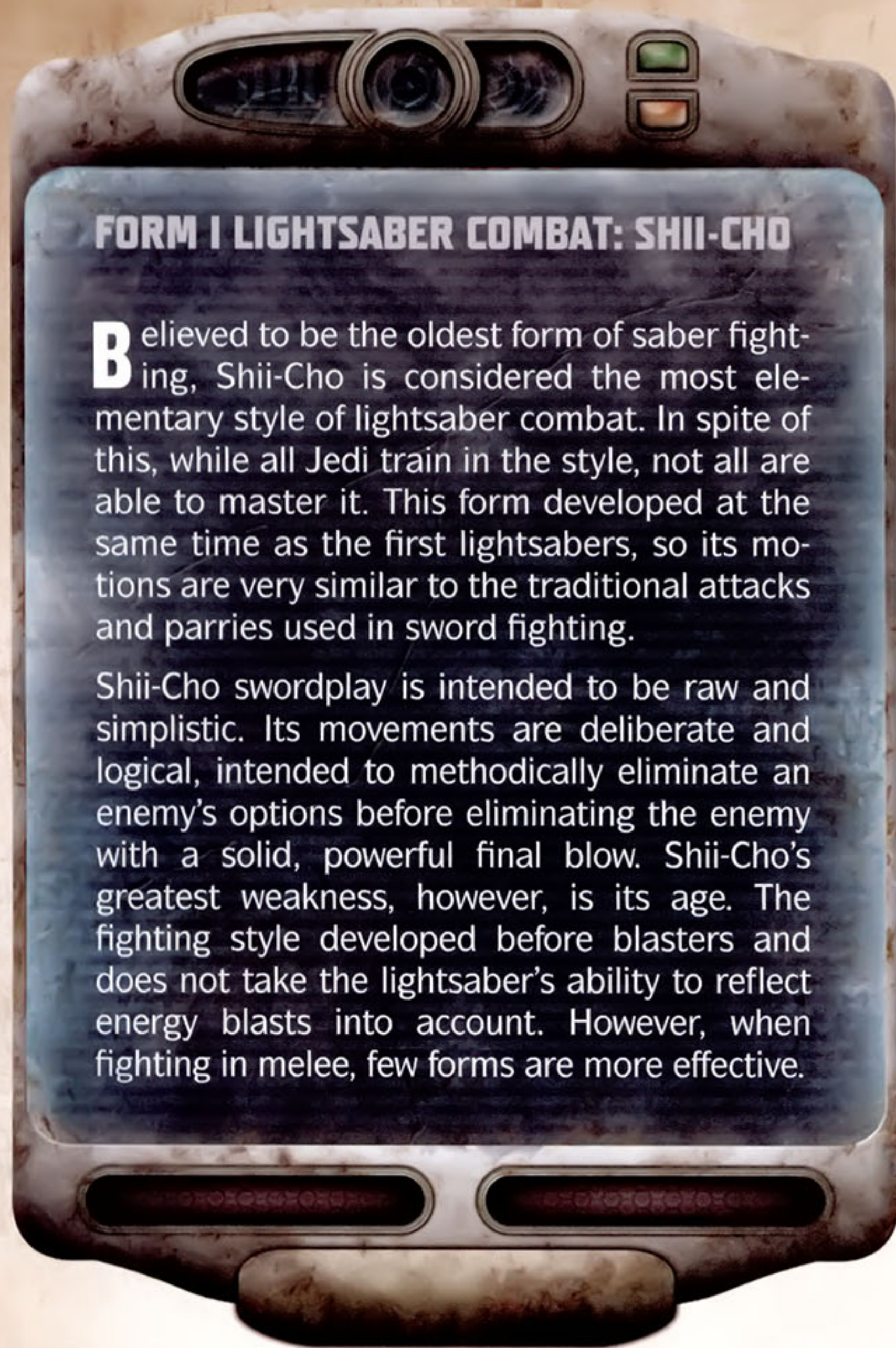
When confronted by a foe that seems irredeemable, however, the Aggressor's attitude shifts appropriately. All elements of self-restraint are discarded, and the Aggressor is able to simply punish his foes, inflicting devastating blow after devastating blow. Often, opponents simply flee rather than engage an Aggressor. Stories told by survivors—and sometimes allies—add to the character's reputation, making it even easier to intimidate future enemies.

### SHII-CHO KNIGHT

The ancient lightsaber fighting style of Shii-Cho is said to be the first lightsaber form taught to the Jedi and their predecessors. It focuses on the essentials of saber fighting and borrows heavily from other sword fighting techniques. Appropriately, the modern practitioners of this form focus on perfecting the core tenants of sword fighting, recognizing the strength of simplicity. Shii-Cho Knights eschew fancy maneuvers, preferring to focus on the fundamentals of block, parry, and strike.

Shii-Cho Knights acquire **Athletics**, **Coordination**, **Lightsaber**, and **Melee** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. These skills provide them with a solid grounding in the core techniques of any physical conflict. They are familiar with the weapon they wield, but they are also very comfortable exploiting their natural athleticism and flexibility. Because of this, they can not only avoid an enemy's attack, but also make certain that they are able to strike effectively when their target is at a disadvantage.

Followers of this path are seldom concerned with personal appearances or the style that they exhibit in a conflict. Instead, they are focused on precision and on achieving their ultimate goal of victory. For them, a solid grounding in the basics is something they can



## FORM I LIGHTSABER COMBAT: SHII-CHO

**B**elieved to be the oldest form of saber fighting, Shii-Cho is considered the most elementary style of lightsaber combat. In spite of this, while all Jedi train in the style, not all are able to master it. This form developed at the same time as the first lightsabers, so its motions are very similar to the traditional attacks and parries used in sword fighting.

Shii-Cho swordplay is intended to be raw and simplistic. Its movements are deliberate and logical, intended to methodically eliminate an enemy's options before eliminating the enemy with a solid, powerful final blow. Shii-Cho's greatest weakness, however, is its age. The fighting style developed before blasters and does not take the lightsaber's ability to reflect energy blasts into account. However, when fighting in melee, few forms are more effective.

rely on in any situation. When lives are on the line, they devote their attention to executing their maneuvers in a traditional way, using them to counter an opponent while simultaneously restricting his options.

## STARFIGHTER ACE

Starfighter pilots enthusiastically engage in one of the most dangerous forms of battle imaginable. Their shields and armor—for starfighters that have either—offer virtually no resistance to the weapons of the capital ships they oppose. Instead, they must trust in the Force to protect them as they launch their daring assaults. Those who embrace the risks of space combat may pursue the Starfighter Ace specialization.

Starfighter Aces acquire **Astrogation**, **Gunnery**, **Mechanics**, and **Piloting (Space)** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. These provide the essentials needed to successfully pilot a starfighter in combat. Force adepts who acquire these skills most often control single-passenger craft, in which they must assume responsibility for weapons at the same time that they handle navigation.

While this style of combat is dependent on a vehicle, it remains physically exhausting. Even with a full range of technological enhancements, effective pilots must be capable of enduring rapid and extreme shifts

in velocity and direction. They must also remain ready to strike a deadly blow against an opponent at just the right instant, even while struggling to endure extreme physiological conditions.

## TALENTS WITH CONFLICT COSTS

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

■ TALENT NAME 

## WARRIOR STORIES

Violence draws characters to the Warrior's path. For some, it is a natural aptitude due to their physical gifts and Force talents. For others, it is the only possible option, due to childhood tragedies.

- **Discipline:** Some sentients have a natural call to battle and physical violence. In many species, their physiological evolution leaves them needing an outlet for such physical exertions. In others, martial arts form a central cultural element. Ultimately, interaction with galactic civilization requires individuals with such tendencies to constantly restrain themselves. For many, an outlet for these energies and emotions is necessary so they can live in "civil" society. Some embark upon the Warrior path seeking such an outlet, and discover that it is a natural path for them.
- **Vengeance:** Violence often begets even greater measures of savagery. Children who have seen their peers, or even their guardians, suffer at the hands of others sometimes swear to avenge these tragedies. Force-sensitive individuals who encounter such challenges during their childhood can spend much of their life honing their physical and Force abilities to pursue their revenge.
- **Survival:** Even under the constraints of urban civilization, there are neighborhoods ruled by savagery. Within such locales, the most dominant individuals are truly urban predators. They can be every bit as dangerous as an apex predator on a frontier world. Some who have suffered at the hands of such monsters recognize that the only way to defeat them is to become an even more fearsome combatant. Force adepts who suffer through such conditions can learn to channel their talents toward violence and intimidation, as it may be the only way to escape.

# WARRIOR: Aggressor

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

Additional Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

ACTIVE

PASSIVE

FORCE TALENT



# WARRIOR: Shii-Cho Knight

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival  
 Additional Career Skills: Athletics, Coordination, Lightsaber, Melee

ACTIVE

PASSIVE

FORCE TALENT



# WARRIOR: Starfighter Ace

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival  
 Additional Career Skills: Astrogration, Gunnery, Mechanics, Piloting (Space)

 ACTIVE

 PASSIVE

 FORCE TALENT

