

STAR WARS

Net.Guide to Rebel & New Republic SpecForce



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Is Your Strike Team Assembled?

Net.Guide to Rebel and New Republic SpecForces

for the
STAR WARS® Roleplaying Game

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Hype Mako - Nautolan SpecForce Member by: Hannicart Bralt

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Introduction

The SpecForce Soldier is much more than the average Elite Trooper. While Mercenaries hone their skills in order to sell them to the highest bidder, the SpecForce Soldier believes in fighting tyranny in the form of the Empire or those who would take its place. However, SpecForce soldiers are not frontline troops; nor are they intelligence operatives that work within the Bothan SpyNet or New Republic Intelligence. They are the highly trained and motivated secret of the Rebellion or, in later years, New Republic.

They work in small teams that support the armed forces or intelligence agencies. The makeup of these teams changes constantly. While the unit may have a few core members that don't change often they would be receiving personnel with certain specialties. This is due to the limited number of specialists that the SpecForce has in their rosters. Therefore, the only things that a group of SpecForce Soldiers have in common are

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their drive to defeat evil and their allegiance to the Rebellion or New Republic.

Recruitment of SpecForce Operatives

How exactly does one go about becoming a SpecForce operative? This is a very good question and a good GM could use this as a precursor adventure(s) to a SpecForce campaign. The ways that the SpecForce recruits individuals to become a part of the organization has had three main types of evolutions.

The first was during the Rebellion Era where the SpecForce as we know it today has its beginnings. During this time when a Rebel SpecForce team needed a specialist or someone to replace fallen comrades they grabbed somebody. With only a small amount of personnel to sort through this was an effective teambuilding method. Although later in the conflict the protocols for entrance into the SpecForce became more rigorous; this was mainly due to the infiltration of Imperial spies into the Rebellion at that time.

After the Rebellion freed Coruscant from the Empire and changed itself to the New Republic, the Rebel SpecForce changed its name to the New Republic SpecForce. One of the largest changes was the addition of a new branch of the SpecForce: Administration. This not only started a new chapter in SpecForce history; but also allowed SpecForce to turn its attention somewhere it had never been - itself. Inquisitions into longtime members of the organization were started, and even if proven innocent the person's career was sometimes unsalvageable after. Recruitment in this period is done mainly by the SpecForce High Command Agency, and they have mostly looked at the New Republic Military Forces and New Republic Intelligence though the occasional outside agency (such as CorSec, Sector Rangers, or the like) are not overlooked. Some are even recruited from independent sources like mercenary units and even someone from the occasional crime lord's payroll. But no matter what the source the candidate came from all are subjected to the same background check and training program.

During the early years of the Yuuzhan Vong's invasion of the galaxy the New Republic SpecForce continued very much as it had; only with a higher demand for competent personnel. The Yuuzhan Vong incursion into this galaxy has had a high cost in lives, and the New Republic SpecForce has paid dearly. After the loss of Coruscant to the Yuuzhan Vong the SpecForce returned to its Rebellion roots. Teams have begun to administer themselves again and operate without know-ledge of one another.

Though instead of having to worry about Imperial agents the new concerns are for Yuuzhan Vong disguised in Oogloth Masquers, and to a somewhat lesser extent Peace Brigade sympathizers (although these are more readily identified).

Training Programs

During the Rebellion Era and after the fall of Coruscant, the training program for the SpecForce had used the following as its guiding principle: as little as necessary in order to complete the mission at hand. However, in the time of the New Republic and towards the end of the conflict with the Empire the methods of training were both strenuous and time consuming. These training exercises could be a perfect start for a SpecForce campaign and allow the easy introduction of new characters. While the method of picking up new team members as needed is a great way to include new players.



Derek Jones
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SpecForce Symbol - by: Derek 'Nafai' Jones

The SpecForce Mission

In its early years the Rebel SpecForce had only one goal to interfere with the Imperial government hold on the galaxy. But once the Imperial threat was marginalized the SpecForce became the New Republic Military's vibrodagger. Since they are able to respond quicker, quieter, and more effectively than any other branch of the military. This arrangement allows them the opportunity to work in conditions where, "Blaster bolts fired in anger," are a dime a dozen. But no matter who the enemy is; the main types of missions remain the same.

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Ambushes - SpecForce units typically carry out Ambush operations when an objective other than complete destruction of the enemy force is necessary. Some examples of this are when an enemy force is traveling with prisoners or special equipment that has to be captured un-harmed or intact.

Critical Strikes - This is an attack made by SpecForce units on either an extremely vulnerable or extremely tough location. Also they have a very specific goal in mind that can be anything from destroying a facility to capturing a datapad. A few examples are destroying a shield generator to allow the main force to attack or locating the plans for a super weapon that could single handily destroy the Rebellion or New Republic.

Raids - These are performed in a very fast manner both in the initial attack stage and the final withdraw. While a raid may not have a clearly defined goal like the ambush or critical strike missions do they are still planned and carried out with the same level of precision. Many SpecForce commanders have used raids to thin the numbers of an opposing force by using raids to slice at the edges of a large force or provoke the enemy into a battle they are not prepared to fight.

Reconnaissance - With the technology available to military commanders most have come to depend too much on ComScans and orbital fly-bys. Many of the battles won by the Alliance during the Rebellion can be credited to Imperial Officers constantly underestimating the "pitiful band." And so more and more Alliance and later New Republic Officers would put more stock in an on the ground eyewitness account of an Imperial Installation than in a dozen aerial flyovers. Additionally Reconnaissance missions may also attempt to capture a small number of enemy personnel for interrogation.

The SpecForce can and will perform many other types of missions in order to advance the cause of the Alliance or the New Republic; but if used for more mundane aspects of warfare they will undoubtedly let their commanders know.

Rewards and Recognition

Aside from the normal game rewards, such as experience points and leveling up, members of a SpecForce unit may receive other types of in game rewards.

New Equipment or Upgrades - For many SpecForce soldiers new equipment, upgrades or repairs are better than cold hard credits; especially since many of the things that a normal SpecForce

team uses are either unattainable or illegal on most civilized worlds.

Decoration - If a SpecForce soldier distinguishes him or herself in a volatile situation than they deserve a little something for their deed. At the least a few words from the unit's commander and at the most becoming a member of a prestigious order of soldiers by the awarding of a medal. The only thing to look out for is the player that may try something incredibly stupid just to earn such awards; even if they succeed on a lucky die role stupidity should be punished and not rewarded.

Promotion - SpecForce soldiers that constantly prove themselves and their team in difficult circumstances are usually given larger responsibilities or a greater number of troops to command. Demotions should be saved for very serious errors in judgment that a SpecForce soldier might make.

Alien Species as Members of SpecForce

Most of the examples of SpecForce members presented in this Net.Guide are of an alien species. However, during the Galactic Civil War a vast majority of the SpecForce was comprised of humans. This was due to the need for SpecForce teams to not 'stand out' when infiltrating the nearly one hundred percent human Imperial Forces. A perfect example of this unit creation mentality is the Blackhearts, a SpecForce team that is covered in detail later in this Net.Guide.

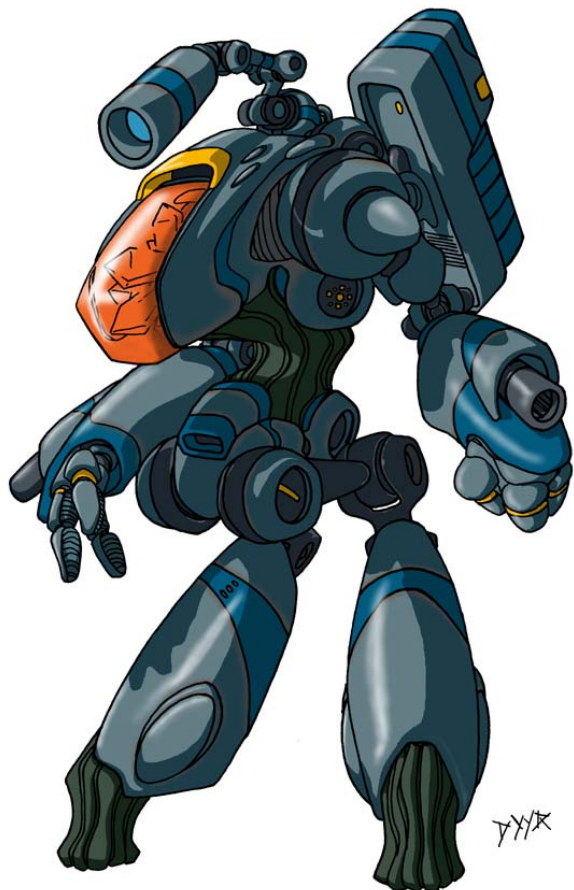
This guideline changed with the fall of the Empire. Since many of the SpecForce's missions no longer centered mainly on largely human organizations; alien species became more prominently in the ranks of the SpecForce. Some examples of these new targets include pirate groups, slaving rings, criminal organizations, and the largest thread to the galaxy since the Galactic Empire - the Yuuzhan Vong.

SpecForce Specializations

While all the members of a SpecForce team should be able to hold their own in a firefight every one of them has a specialization that they perform for the team. Having these specializations makes it easy to add or remove personal from the unit based on that unit's next mission.

The following is information on the various specializations along with the applicable prestige class for that specialization.

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Orco - Shard SpecForce Computer Expert/Slicer by: Derwin Roberson

Computer Expert/Slicer

SpecForce Computer Expert/Slicers are one of the most specialized types of SpecForce jobs. They brave the heat of battle slicing code with one hand while getting an Imperial goon in their sights in the other. Although they seem to be a target for a good portion of the jokes made by team members since most usually can't see what the Computer Expert/Slicer truly does during a mission.

Requirements

To qualify to become a SpecForce Computer Expert/Slicer, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Computer Use 8 ranks, Disable Device 6 ranks, Forgery 4 ranks, Repair 6 ranks.

Feats: Gearhead, Skill Emphasis (Computer Use).

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Computer Expert/Slicers gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Computer Expert/Slicer's class skills, and the key ability for each skill, are as follows:

Appraise (Int), Computer Use (Int), Disable Device (Int), Forgery (Int), Gather Information (Cha), Knowledge (any) (Int), Search (Int), and Repair (Int), Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the SpecForce Computer Expert/Slicer prestige class:

Starting Feats

The SpecForce Computer Expert/Slicer gains the following feats:

Armor Proficiency (light)

Weapons Group Proficiency (blaster pistols)

Weapons Group Proficiency (blaster rifles)

Weapons Group Proficiency (vibro weapons)

Slice Defensively

At the 1st level, the SpecForce Computer Expert/Slicer no longer draws Attacks of Opportunity while making Computer Use skill checks in combat situations.

SpecForce Training (Computer Expert/Slicer)

At the 2nd level, the SpecForce Computer Expert/Slicer may add their total levels from the SpecForce Computer Expert/Slicer Prestige Class to any Computer Use skill checks.

Combat Slice

At the 3rd level, the SpecForce Computer Expert/Slicer when making a Computer Use skill check may take 10 even if stress and distractions would normally prevent him from doing so.

Mastercrafter (Computer Expert/Slicer)

At the 4th level, the SpecForce Computer Expert/Slicer gains the ability to create mastercraft items using the Craft skill. SpecForce Computer Expert/Slicers may only mastercraft electronic devices.

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Advanced SpecForce Training (Computer Expert/Slicer)

At the 5th level, the SpecForce Computer Expert/Slicer may add their total levels in all SpecForce Prestige Classes they have to any Computer Use skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Repair skill checks.

Orco - Shard SpecForce Computer Expert/Slicer

Orco was smuggled off of Orax by Rebel spies late in the galactic civil war. While he was being transported to Alliance High Command their transport was attacked and Orco managed to survive a hasty departure from the ship via an escape pod after some techs shoved him in a backpack stuffed with some dirty laundry.

What was left of the transport's crew found themselves on Mid-Rim world of Umgul; there they laid low and tried to contact Alliance Headquarters. It was during this time that Orco acquired his first droid body. One of the techs saw an old 3PO series protocol droid whose processor was toast. Orco supervised an overhaul of the body that would allow him to pilot it.

Once the overhaul was complete Orco was insistent about securing the crew's safe passage back to the Rebellion and he used his species' amazing computer skills to electronically rig the Umgullian Blob Race computer to think that he had placed a 1000 to 1 bet on the winning blob - for the trip off planet most of them got to ride in first class.

With the balance of the money hidden in a numbered bank account; Orco tried to give all of it to the Rebellion but they wouldn't have it (mostly because they were unsure how traceable it was). So Orco setup a couple dummy corporations and proceeded to purchase the necessary components through legal wholesalers and the thriving black market to construct a more suitable droid body. But, he kept the protocol body for those times when discretion is needed.

Orco: Adult Male Shard, Tech Specialist
6/SpecForce Computer Expert/Slicer 2; **Init** +1 (+1 Dex); **Def** 17 (+1 Dex, +6 Class); **Spd** 0m; **VP/WP** 31/6; **Atk** +5 melee (1d3, punch), +6 or +2/+2 ranged (3d6, Blaster [Pistol]); **SQ** Computer Mind, Defensive Slicing, Expert (Craft), Fragile, Instant Mastery (Forgery), Member of a Rebel or New Republic SpecForce Unit, Research, Sessile,

SpecForce Training (Computer Expert/Slicer), Tech Speciality (Computer Specialist +1), Telecommunication; **SV** Fort +0, Ref +7, Will +5; **SZ** M; **FP:** 3; **Rep:** -1; **Str** 10, **Dex** 12, **Con** 6, **Int** 17, **Wis** 10, **Cha** 11.

Equipment: Blaster [Pistol] x2, Comlink [Encrypted], DataPad [Personal], Holorecorder, Security kit, Tool kit

Skills: Astrogate +7, Computer Use +22, Craft (electronic devices) +10, Demolitions +7, Disable Device +16, Forgery +12, Gather Information +3, Knowledge (Computer Systems) +6, Repair +21, Search +8, Speak Basic, Speak ElectroPulse, Spot +5, Treat Injury +2

Feats: Armor Proficiency (light, powered), Gearhead, Low Profile, Skill Emphasis (Computer Use, Repair), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, vibro weapons)

Type: SpecForce Computer Expert/Slicer

DEXTERITY 2D+2

Blaster 4D+1, Melee Weapons 5D

KNOWLEDGE 3D+1

Scholar: Computer Systems 6D+1

MECHANICAL 3D+2

Astrogation 4D+2, Communications 5D+1,

Powersuit Operation 4D+1, Sensors 5D+1

PERCEPTION 3D

Forgery 6D, Investigation 4D, Search 6D+1

STRENGTH 1D+1

TECHNICAL 4D+1

Armor Repair 5D+1, Blaster Repair 5D+1 Computer

Programming/Repair 7D+2, Demolitions 5D+2, Droid

Repair 5D+2, First Aid 5D, Security 7D, Space

Transport Repair 5D+1, Starfighter Repair 6D

Force Points: 3

Character Points: 5

Move: 10

Equipment: Blaster [Pistol] x2, Comlink [Encrypted], DataPad [Personal], Holorecorder, Security kit, Tool kit

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SpecForce Computer Expert/Slicer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+0	+0	+2	+1	Defensive Slicing	+1	+0
2 nd	+1	+0	+3	+2	SpecForce Training (Computer Expert/Slicer)	+2	+0
3 rd	+1	+1	+3	+2	Combat Slice	+3	+1
4 th	+2	+1	+4	+3	Mastercrafter (Computer Expert/Slicer)	+3	+1
5 th	+2	+2	+4	+3	Advanced SpecForce Training (Computer Expert/Slicer)	+4	+1

New Species: Shard

When most beings see a Shard for the first time they believe that they are looking at a natural formation of crystals. But what they are really looking at an intelligent silicone based life form whose crystalline structure is actually complex structures that form a type of molecular circuitry comprising their brain.

Since Shards have no appendages and no natural form of movement it was a rare occurrence when one was able to leave their home planet of Orax. During the time of the Old Republic a handful of Shards were able to explore the galaxy; but when the Empire came into power and anti-human sentiment swept the galaxy most Shards either returned home to Orax or hide themselves as average droids. All of this changed after the intelligent crystals pledged themselves to the Rebellion's cause during the civil war. Many became some of the Rebellion's most valued technicians; even if they have no technology of their own to speak of.

Shard's unique makeup allows them to communicate with all types of electronic devices. This affords them the ability to use droid bodies or a modified suit of powered armor as a means of transportation and an innate understanding of electronic devices.

The following stats are for Shards not piloting a droid body.

Shard Commoner: Init +0 (+0 Dex); Def 12 (+0 Dex, +0 Class, +2 Size); Spd 0m; VP/WP -/6; Atk None; SQ Computer Mind, Fragile, Sessile, Telecommunications; SV Fort -2, Ref +0, Will +0; SZ T; FP: 0; Rep: +0; Str 0, Dex 0, Con 6, Int 14, Wis 10, Cha 10.

Equipment: Nothing.

Skills: Computer Use +4, Craft (some art form) +2, Knowledge (Orax) +2, Speak Basic, Speak ElectroPulse

Species Traits: 0 Str, 0 Dex, -6 Con, +4 Int.

Computer Mind: Shards receive a +2 bonus whenever making a skill check dealing with computers. Also they can pilot droid bodies as if they had the Armor Proficiency (Powered) Feat.

Fragile: Shards have no Dexterity or Strength ability scores and while heroic Shards can have vitality points they are only applicable when calling on the Force or while piloting a droid body. Also they use their Wisdom modifier instead of their Constitution modifier when determining vitality points.

Sessile: Shards are unable to move by themselves and are considered helpless.

Telecommunication: Shards can use electromagnetic transmissions to communicate with any computer system (including droids) within a 1 kilometer radius. This allows them to "sense" any computer system within 100 meters with a Spot check against a DC of 10.

Automatic Languages: Basic, ElectroPulse.

The following stats are for Shards piloting a standard protocol droid body.

Shard Commoner: Init +0 (+0 Dex); Def 12 (+0 Dex, +0 Class); Spd 0m; VP/WP -/6; Atk +0 ranged (by weapon); SQ Computer Mind, Droid Ability Scores, Fragile, Sessile, Telecommunications; SV Fort -2, Ref +0, Will +0; SZ M; FP: 0; Rep: +0; Str 8, Dex 10, Con 6, Int 14, Wis 10, Cha 10.

Equipment: Nothing.

Skills: Computer Use +4, Craft (some art form) +2, Knowledge (Orax) +2, Speak Basic, Speak ElectroPulse

Species Traits: 0 Str, 0 Dex, -6 Con, +4 Int.

Droid Ability Scores: While piloting a droid body Shards use the droid body's Strength and Dexterity ability scores.

Automatic Languages: Basic, ElectroPulse.

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Nii Nikless - Pa'lowick SpecForce Demolitions Expert by: Derwin Roberson

SpecForce Demolitions Expert

SpecForce Demolitions Experts are a very cautious bunch since most of the things that they work with on a daily basis can blast them into a million pieces before you can say bantha poodoo. But no matter what is at stake they are usually cool and collected in the face of danger. Most new SpecForce members are told not to panic until the Demolitions Expert does (but they rarely follow that advice). Another side effect of their daily duel with death is that they usually have a very warped sense of humor that leads them to play the worst practical jokes on their teammates.

Requirements

To qualify to become a SpecForce Demolitions Expert, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Demolitions 8 ranks, Disable Device 6 ranks, Hide 4 ranks, Treat Injury 6 ranks.

Feats: Cautious, Skill Emphasis (Demolitions).

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Demolitions Experts gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Demolitions Expert's class skills, and the key ability for each skill, are as follows:

Demolitions (Int), Disable Device (Int), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Repair (Int), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the SpecForce Demolitions Expert prestige class:

Starting Feats

The SpecForce Demolitions Expert gains the following feats:

Armor Proficiency (light)

Armor Proficiency (medium)

Weapons Group Proficiency (blaster pistols)

Weapons Group Proficiency (blaster rifles)

Weapons Group Proficiency (vibro weapons)

Traps Not Easily Seen

At the 1st level, SpecForce Demolitions Experts have shown a knack for knowing where a bomb or trap might be placed. Whenever the SpecForce Demolitions Expert is within 10 meters of a trap or bomb that has been hidden the Game Master rolls a Spot check for them to see if they notice the trap without intentionally looking for it.

Defensive Charge Setting

At the 2nd level, the SpecForce Demolitions Expert no longer draws Attacks of Opportunity while making the Demolitions skill checks in combat situations.

SpecForce Training (Demolitions Expert)

At the 3rd level, the SpecForce Demolitions Expert may add their total levels from the SpecForce Demolitions Expert Prestige Class to any Demolitions skill checks.

Combat Charge Setting

At the 4th level, the SpecForce Demolitions Expert when making a Demolitions skill check may take 10 even if stress and distractions would normally prevent him from doing so.

That Was Nothing

At the 5th level, the SpecForce Demolitions Expert has spent so much time around explosives and had so many close calls with small bombs that they gain a one time permanent bonus to their wound points

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that is equal to 1d4 plus their Constitution modifier.

Improved Combat Charge Setting

At the 6th level, the SpecForce Demolitions Expert may place Moderate and Complex explosives as full-round actions instead of the normal 1 minute or more.

Advanced SpecForce Training (Demolitions Expert)

At the 7th level, the SpecForce Demolitions Expert may add their total levels in all SpecForce Prestige Classes they have to any Demolitions skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Disable Device skill checks.

Nii Niklless - Pa'lowick SpecForce Demolitions Expert

Nii Niklless was a member of the Rebel Alliance since before the Battle of Hoth; her first position in the Alliance was the excavation of the base on that icy world. It was then that she found her affinity for explosives. After the Empire razed the base she was transferred to the SpecForce under the command of the recent defector General Madine. Here she began to make a real deference in the fight against the Empire; and she hopes to be able to return someday to Lowick and play a part in ending the Imperial blockade of her homeworld maybe even commanding her own SpecForce Unit.

Nii Niklless: Adult Female Pa'lowick, Fringer 2/Soldier 4/SpecForce Demolitions Expert 1; **Init** +1 (+1 Dex); **Def** 18 (+1 Dex, +7 Class); **Spd** 7m; **VP/WP** 49/13; **Atk** +6/+1 melee (1d4, crit 20, punch), +7/+2 or +3/+3/-2 ranged (3d8, crit 19-20, Blaster [Rifle]), +7/+2 ranged (8d6+6, Thermal Detonator);

SQ Amphibious, Barter, Fringer bonus class skill (Demolitions), Member of a Rebel or New Republic SpecForce Unit, Traps Not Easily Seen; **SV** Fort +9, Ref +6, Will +4; **SZ** M; **FP:** 1; **Rep:** +1; **Str** 11, **Dex** 13, **Con** 13, **Int** 12, **Wis** 16, **Cha** 10.

Equipment: Blaster [Rifle], Combat Jumpsuit (Damage Reduction: 3), Medpac x5, Thermal Detonator x3

Skills: Computer Use +3, Demolitions +16, Disable Device +11, Hide +8, Listen +8, Read/Write Lowickish, Speak Basic, Speak Lowickish, Spot +10, Survival +12, Swim +2, Treat Injury +10

Feats: Alertness, Armor Proficiency (light, medium), Cautious, Dodge, Martial Arts, Point Blank Shot, Precise Shot, Skill Emphasis (Demolitions), Weapons Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons, vibro weapons)

Type: SpecForce Demolitions Expert

DEXTERITY 3D

Blaster Rifle 5D, Dodge 5D+1, Grenade 4D

KNOWLEDGE 3D+1

Survival 6D+1

MECHANICAL 3D

PERCEPTION 3D

Hide 5D+1, Search 7D+1

STRENGTH 2D+2

Swimming 3D+1

TECHNICAL 2D+2

Computer Programming/Repair 3D+1, Demolitions 7D+2, First Aid 5D, Security 6D

Force Points: 1

Character Points: 8

Move: 10

Equipment: Blaster [Rifle], Combat Jumpsuit (+1D to resist Energy damage & +2 to resist Physical damage), Medpac x5, Thermal Detonator x3

SpecForce Demolitions Expert

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+2	+0	Traps Not Easily Seen	+1	+0
2 nd	+2	+2	+3	+0	Defensive Charge Setting	+2	+0
3 rd	+2	+2	+3	+1	SpecForce Training (Demolitions Expert)	+2	+1
4 th	+3	+3	+4	+1	Combat Charge Setting	+3	+1
5 th	+4	+3	+4	+1	That Was Nothing	+3	+1
6 th	+4	+4	+5	+2	Improved Combat Charge Setting	+4	+1
7 th	+5	+4	+5	+2	Advanced SpecForce Training (Demolitions Expert)	+4	+2

Is Your Strike Team Assembled?



Waandon - Ithorian SpecForce Driver by: Daniel 'Reverend Strone' Falconer

SpecForce Driver

The responsibility of getting the SpecForce unit anywhere planetside falls squarely on the SpecForce Driver's shoulders. They are trained to pilot, drive, or steer almost anything that has a motor, and some things that don't. Most are extremely cocky about their piloting ability; although very few are more so than the SpecForce Pilots.

Requirements

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

Base Attack Bonus: +3.

Skills: Pilot 8 ranks, Repair 6 ranks, Ride 6 ranks, and Search 4 ranks.

Feats: Skill Emphasis (Pilot), Weapon Proficiency (Vehicle Weapons).

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Drivers gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Driver's class skills, and the key ability for each skill, are as follows:

Computer Use (Int), Knowledge (any) (Int), Pilot (Dex), Ride (Dex), Repair (Int), Search (Int), Speak Language (None), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the SpecForce Driver's prestige class:

Starting Feats

The SpecForce Driver gains the following feats:

Armor Proficiency (light)
Weapons Group Proficiency (blaster pistols)
Weapons Group Proficiency (vibro weapons)

I Wasn't Going That Fast

At the 1st level, the SpecForce Driver receives a +5 class bonus on all Bluff checks dealing with law enforcement officials about traffic violations.

Vehicle Defense

At the 2nd level, the SpecForce Driver can add his Defense bonus from his SpecForce Driver levels to the defense of any vehicle he is piloting.

SpecForce Training (Driver)

At the 3rd level, the SpecForce Driver may add their total levels from the SpecForce Driver Prestige Class to any Pilot skill checks when piloting a vehicle.

Waandon - Ithorian SpecForce Driver

Not much is known of the Ithorian called Waandon's past (including if Waandon is his real name). Joining the fledgling Rebel Alliance after their victory at Endor; many believe that the quiet Ithorian's family was murdered by the Empire in a senseless act of violence. While others swear that he joined the Rebellion to get away from some trouble he caused on Ithor (some even say he was caught destroying part of the Mother Jungle). But, whatever his reasons, Waandon is one of the most dependable Drivers in the SpecForce.

Waandon: Adult Male Ithorian, Fringer 5/SpecForce Driver 2; **Init** +2 (+2 Dex); **Def** 19 (+2 Dex, +7 Class); **Spd** 10m; **VP/WP** 37/14; **Atk** +6 melee (1d3+1, punch), +7 or +3/+3 ranged (2d8, Slugthrower [Rifle]); **SQ** Barter, Fringer bonus class skill (Computer Use, Repair), I Wasn't Going That Fast, Jury-rig +2, Member of a Rebel or New Republic SpecForce Unit, Survival +2, Vehicle Defense; **SV** Fort +6, Ref +8, Will +6; **SZ** M; **FP:** 2; **Rep:** +1; **Str** 12, **Dex** 14, **Con** 14, **Int** 10, **Wis** 15, **Cha** 10.

Equipment: All-Temperature cloak, Slugthrower [Rifle]

Skills: Disable Device +4, Handle Animal +4, Knowledge (Ithor) +2, Pilot +15, Read/Write Basic, Read/Write Ithorese, Repair +8, Ride +9, Search +7, Speak Basic, Speak Huttese, Speak Ithorese, Speak Shyriiwook, Survival +13

Feats: Armor Proficiency (light), Skill Emphasis (Pilot), Track, Weapons Group Proficiency (blaster pistols, primitive weapons, simple weapons, slug throwers, vehicle weapons, vibro weapons)

Is Your Strike Team Assembled?

Type: SpecForce Driver

DEXTERITY 3D+1

Blaster 3D+2, Dodge 5D+2, Slugthrower Rifle 4D+2

KNOWLEDGE 3D

Scholar: Ithor 5D, Survival 7D+1

MECHANICAL 2D+2

Beast Riding 5D+2, Communications 3D+2, Ground Vehicle Operation 5D, Sensors 3D+2

PERCEPTION 3D

Search 5D+1

STRENGTH 2D+2

TECHNICAL 2D

Ground Vehicle Repair 3D+1, Hover Vehicle Repair 3D+1, Security 3D+1

Force Points: 2

Character Points: 7

Move: 10

Equipment: All-Temperature cloak, Slugthrower [Rifle]

SpecForce Driver

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+0	+2	+1	I Wasn't Going That Fast	+1	+0
2 nd	+2	+0	+3	+2	Vehicle Defense	+2	+0
3 rd	+2	+1	+3	+2	SpecForce Training (Driver)	+2	+1



Fluzzb AKA 'Fuzzball' - Talz SpecForce Urban Combat Specialist by: Daniel 'Reverend Strone' Falconer

SpecForce Heavy Weapons Specialist

Heavy Weapons Specialists are some of the toughest soldiers in the SpecForce. They are not only responsible for lugging around some of the heaviest loads of any of the other specializations but also they are responsible for the caring and upkeep on their squad's weapons. Because the team depends on them so, and that most Heavy Weapons Specialists could smash them with one hand, is why they are not usually toyed with.

Requirements

To qualify to become a SpecForce Heavy Weapons Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Skills: Demolitions 4 ranks, Hide 6 ranks, Repair 6 ranks.

Feats: Armor Proficiency (Heavy), Endurance, Weapons Proficiency (Heavy Weapons).

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Heavy Weapons Specialists gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Heavy Weapons Specialist's class skills, and the key ability for each skill, are as follows:

Craft (any) (Int), Demolitions (Int), Knowledge (any) (Int), Repair (Int), Search (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the SpecForce Heavy Weapons Specialist's prestige class:

Starting Feats

The SpecForce Heavy Weapons Specialist gains the following feats:

Weapons Group Proficiency (blaster pistols)

Weapons Group Proficiency (blaster rifles)

Weapons Group Proficiency (vibro weapons)

Weapon Focus

At the 1st level, the SpecForce Heavy Weapons Specialist gains Weapon Focus as a bonus feat.

Is Your Strike Team Assembled?

This feat applies to a specific weapon of the character's choosing.

Courage Under Fire

At the 2nd level, the SpecForce Heavy Weapons Specialist may choose to place himself into harms way in order get a better shot. The SpecForce Heavy Weapons Specialist can lower their defense by no more than 5 and the bonus to the attack is equal one half the defense penalty rounded down (to a minimum of 1). This ability can only be used with a weapon that the Heavy Weapons Specialist has the specific Weapon Focus feat for and only when performing a full attack action.

Mastercrafter (Heavy Weapons Specialist)

At the 3rd level, the SpecForce Heavy Weapons Specialist gains the ability to create mastercraft items using the Craft skill. SpecForce Heavy Weapons Specialists may only mastercraft ranged non-primitive or simple weapons.

SpecForce Training (Heavy Weapons Specialist)

At the 4th level, the SpecForce Heavy Weapons Specialist may add their total levels from the SpecForce Heavy Weapons Specialist Prestige Class to any Craft skill checks.

Improved Courage Under Fire

At the 5th level, the SpecForce Heavy Weapons Specialist's courage under fire improves. The bonus to the attack is now equal to the amount that their defense was lowered.

Fluzzb AKA 'Fuzzball' - Talz SpecForce Heavy Weapons Specialist

Since his name can be a mouthful to some species Fluzzb normally goes by the nickname that was given to him by his first Rebel unit: Fuzzball. He joined the Rebellion after a group of rebel saboteurs freed him from slavery during the destruction of the secret Imperial military project.

After trying unsuccessfully to repatriate the Talz to his frozen homeworld of Alzoc III the saboteurs gradually accepted him into the fold. Mainly due to the fact that his amazing strength saved the small insurgent group's hide on more than a few occasions. After the defeat of the Imperial fleet at the forest moon of Endor Fuzzball was reassigned during the restructuring of the SpecForce. Since then Fuzzball has served his units with distinction; however, he can get a

little out of control when the topic of slavery is at hand and had what an official investigation called 'an accidental weapons system malfunction' while he was guarding the heads of one of the most notorious slaving rings in the Moddell Sector.

Fluzzb AKA 'Fuzzball': Male Talz, Fringer 1/Soldier 7/SpecForce Heavy Weapons Specialist 1; **Init** +2 (+2 Dex); **Def** 18 (+0 Dex, +8 Class); **Spd** 6m (Armor); **VP/WP** 88/16; **Atk** +11/+6 melee (1d3+3, punch), +6/+6/+6/+1 or +4/+4/+4/+4/-1 ranged (3d8, crit 19-20, Blaster [Light Repeating]); **SQ** Darkvision, Fringer bonus class skill (Demolitions), Member of a Rebel or New Republic SpecForce Unit, Primitive, Weapon Focus; **SV** Fort +13, Ref +6, Will +3; **SZ** M; **FP**: 3; **Rep**: +2; **Str** 17, **Dex** 15, **Con** 16, **Int** 6, **Wis** 12, **Cha** 8.

Equipment: Battle armor [Heavy] (Damage Reduction: 4), Blaster [Light Repeating]

Skills: Craft (blaster pistols and rifles) +0, Demolitions +2, Hide +1, Read/Write Talz, Repair +4, Search +2, Speak Basic, Speak Talz, Spot +3, Survival +5

Feats: Armor Proficiency (heavy, light, medium), Endurance, Far Shot, Great Fortitude, Multishot, Point Blank Shot, Rapid Shot, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons)

Type: SpecForce Heavy Weapons Specialist

DEXTERITY 3D+2

Blaster 6D+1, Dodge 5D+2

KNOWLEDGE 1D+2

Survival 3D

MECHANICAL 2D+1

PERCEPTION 1D+2

Hide 2D, Search 3D

STRENGTH 4D+1

TECHNICAL 1D

Blaster Repair 3D+2, Demolitions 2D+1

Force Points: 3

Character Points: 5

Move: 10

Equipment: Battle armor [Heavy] (+1D+2 to resist both Physical and Energy attacks), Blaster [Light Repeating]

Is Your Strike Team Assembled?

SpecForce Heavy Weapons Specialist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+1	+0	Weapon Focus	+1	+0
2 nd	+2	+2	+2	+0	Courage Under Fire	+2	+0
3 rd	+3	+2	+2	+1	Mastercrafter (Heavy Weapons Specialist)	+2	+1
4 th	+4	+3	+3	+1	SpecForce Training (Heavy Weapons Specialist)	+3	+1
5 th	+5	+3	+3	+1	Improved Courage Under Fire	+3	+1



Shaa & Teeng Ceet - Togruta Twin SpecForce Infiltrators by: Daniel 'Reverend Strone' Falconer

SpecForce Infiltrator

The SpecForce Infiltrators are some of the best trained soldiers in the galaxy. Their job is to quickly and quietly sneak into enemy held positions and retrieve people, objects or just information. Most of the time a unit will consist almost entirely of Infiltrators with only specialists getting attached when the need arises. Some Infiltrators are detailed to other units so that they can cross train in some of the other SpecForce specialties in order to benefit their unit more.

Requirements

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

Base Attack Bonus: +7.

Skills: Hide 6 ranks, Listen 6 ranks, Move Silently 10 ranks, Sleight of Hand 4 ranks, Spot 8 ranks.

Feats: Martial Arts, Skill Emphasis (Move Silently), Stealthy.

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Infiltrators gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Infiltrator's class skills, and the key ability for each skill, are as follows:

Climb (Str), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Sleight of Hand (Dex), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the SpecForce Infiltrator's prestige class:

Starting Feats

The SpecForce Infiltrator gains the following feats:

- Armor Proficiency (light)
- Weapons Group Proficiency (blaster pistols)
- Weapons Group Proficiency (blaster rifles)
- Weapons Group Proficiency (simple weapons)
- Weapons Group Proficiency (slughthrowers)
- Weapons Group Proficiency (vibro weapons)

Sneak Attack

At the 1st level, the Rebel SpecForce Infiltrator gains the ability to perform a sneak attack. This ability works almost exactly like that of the Bounty Hunter on page 265 of the RCRB with the only difference being that the damage extra that the sneak attack does is increased by +1d6 every 3 levels thereafter (4th, and 7th).

Is Your Strike Team Assembled?

Weapon of Choice

At the 1st level, the SpecForce Infiltrator gains either Weapon Finesse or Weapon Focus as a bonus feat. This feat applies to a specific weapon of the character's choosing.

Bonus Feat

The SpecForce Infiltrator gains bonus feats at the 2nd and 5th level. The SpecForce Infiltrator must meet the prerequisites of the bonus feat, and the bonus feat must be selected from the following list:

Acrobatic, Advanced Martial Arts, Alertness, Blind Fight, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Dodge, Improved Critical, Improved Disarm, Improved Martial Arts, Improved Trip, Mobility, Spring Attack, Whirlwind Attack.

SpecForce Training (Infiltrator)

At the 3rd level, the SpecForce Infiltrator may add their total levels from the SpecForce Infiltrator Prestige Class to any Move Silently skill checks.

Something in the Shadows

At the 4th level, the SpecForce Infiltrator when making a Move Silently skill check may take 10 even if stress and distractions would normally prevent them from doing so.

Advanced SpecForce Training (Infiltrator)

At the 6th level, the SpecForce Infiltrator may add their total levels in all SpecForce Prestige Classes they have to any Move Silently skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Hide skill checks.

Shaa & Teeng Ceet - Togruta SpecForce Infiltrators

The Togruta twins aren't the most social beings in the SpecForce; but that hasn't stopped many members of the predominately male service from trying. And while their silence can seem strange to those unfamiliar with them it actually helps when they're 'on the job.'

Shaa and Teeng may look identical; but their pasts are anything but. They were separated at an early age on the way back from a family vacation to Cloud City (their father was a bit of a gambler). While changing ships on a Duros space station Shaa wondered off and even after 3 days of searching still wasn't found. This is because a slaver who specialized in dancing girls captured the young Togruta and sold her to Reenaldii the Hutt. While she was in captivity her family never gave up hope and while Shaa was scrounging for scraps to eat

Teeng was receiving a top rate education while sitting in the lap of luxury.

Years later Teeng graduated from the University of Sanbra at the top of her class. It was on Sanbra where she first met Rebels. In the hopes that she might be able to locate her long lost sister Teeng she cast aside her books for a blaster pistol and joined the Rebel Alliance.

Just before the liberation of Coruscant Teeng finally found and freed her sister and after a tearful family reunion with their parents Teeng took Shaa to the Alliance headquarters where they became SpecForce Infiltrators.

Shaa Ceet: Adult Female Togruta, Scoundrel 4/Soldier 4/SpecForce Infiltrator 1; **Init** +2 (+2 Dex); **Def** 20 (+2 Dex, +6 Class, +2 Misc); **Spd** 10m; **VP/WP** 48/12; **Atk** +10/+5 melee (2d4, Vibrodagger), +10/+5 or +6/+6/+1 ranged (2d6, Slugthrower [Pistol]), +8/+3 melee (2d4, crit 19-20, punch); **SQ** Illicit barter, Lucky (1/day), Member of a Rebel or New Republic SpecForce Unit, Precise Attack +1, Sneak attack +1d6, Spatial Awareness, Weapon of Choice; **SV** Fort +7, Ref +8, Will +5; **SZ** M; **FP:** 3; **Rep:** +2; **Str** 10, **Dex** 15, **Con** 12, **Int** 9, **Wis** 15, **Cha** 15.

Equipment: Combat Jumpsuit (Damage Reduction: 3), Slugthrower [Pistol], Vibrodagger

Skills: Bluff +6, Entertain (dance) +5, Escape Artist +1, Forgery +1, Hide +10, Intimidate +4, Listen +9, Move Silently +16, Read/Write Basic, Read/Write Togruti, Sleight of Hand +5, Speak Basic, Speak Togruti, Spot +12, Tumble +2

Feats: Armor Proficiency (light), Blind-fight, Defensive Martial Arts, Improved Martial Arts, Martial Arts, Quick Draw, Skill Emphasis (Move Silently), Stealthy, Two-weapon Fighting, Weapon Finesse (Vibrodagger), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, slug throwers, vibro weapons)

Type: SpecForce Infiltrator

DEXTERITY 3D+2

Dodge 6D, Melee Weapons 5D, Pick Pocket 4D+2, Slugthrower 5D+1

KNOWLEDGE 2D+2

Intimidation 3D+1

MECHANICAL 2D+2

PERCEPTION 3D

Con 4D+1, Forgery 3D+1, Hide 4D+2, Persuasion 4D, Sneak 7D+2, Search 7D

STRENGTH 2D+1

TECHNICAL 1D+2

Security 2D

Force Points: 3

Is Your Strike Team Assembled?

Character Points: 5

Move: 10

Equipment: Combat Jumpsuit (+1D to resist Energy damage & +2 to resist Physical damage), Slugthrower [Pistol], Vibrodagger

Teeng Ceet: Adult Female Togruta, Noble 4/Soldier 5/SpecForce Infiltrator 1; **Init** +6 (+2 Dex, +4 Bonus); **Def** 19 (+2 Dex, +7 Class); **Spd** 10m; **VP/WP** 39/7; **Atk** +10/+5 melee (2d4+1, crit 19-20, punch), +11/+6 melee (2d6+1, Vibroblade), +11/+6 ranged (by weapon); **SQ** Coordinate +1, Favor +2, Inspire Confidence, Member of a Rebel or New Republic SpecForce Unit, Noble bonus class skill (Move Silently), Resource Access, Sneak attack +1d6, Spatial Awareness, Weapon of Choice; **SV** Fort +4, Ref +6, Will +7; **SZ** M; **FP:** 2; **Rep:** +3; **Str** 13, **Dex** 14, **Con** 7, **Int** 16, **Wis** 12, **Cha** 14.

Equipment: Combat Jumpsuit (Damage Reduction: 3), Vibroblade

Skills: Appraise +9, Bluff +4, Computer Use +7, Disguise +6, Hide +12, Listen +7, Move Silently +17, Read/Write Basic, Read/Write Togruti, Search +5, Sleight of Hand +4, Speak Basic, Speak Togruti, Spot +12, Treat Injury +4, Tumble +1

Feats: Armor Proficiency (light), Dodge, Improved Initiative, Improved Martial Arts, Martial Arts, Mobility, Skill Emphasis (Move Silently), Stealthy, Weapon Focus (Vibroblade), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, slug throwers, vibro weapons)

Type: SpecForce Infiltrator

DEXTERITY 3D+1

Blaster 5D+2, Dodge 5D+1, Melee Weapons 6D, Slugthrowers 4D

KNOWLEDGE 3D+1

Value 5D+1

MECHANICAL 3D+2

PERCEPTION 3D+1

Con 4D, Con: Disguise 7D, Hide 6D+1

STRENGTH 2D

TECHNICAL 4D

Computer Programming/Repair 5D+1, Demolitions 7D+2, First Aid 5D, Security 6D

Force Points: 2

Character Points: 9

Move: 10

Equipment: Combat Jumpsuit (+1D to resist Energy damage & +2 to resist Physical damage), Vibroblade

SpecForce Infiltrator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+1	+1	Sneak Attack +1d6, Weapon of Choice	+1	+0
2 nd	+2	+2	+2	+2	Bonus Feat	+2	+0
3 rd	+2	+2	+2	+2	SpecForce Training (Infiltrator)	+2	+1
4 th	+3	+3	+3	+3	Sneak Attack +2d6, Something in the Shadows	+3	+1
5 th	+4	+3	+3	+3	Bonus Feat	+3	+1
6 th	+4	+4	+4	+4	Advanced SpecForce Training (Infiltrator)	+4	+1
7 th	+5	+4	+4	+4	Sneak Attack +3d6	+4	+2

SpecForce Insertion Expert

Some situations are so delicate that only someone working from the inside can bring it down; this is a SpecForce Insertion Expert's specialty. They are trained to enter into an enemy organization undercover and carryout certain objectives without blowing their cover. Many of these Insertion Experts were once con-artists that saw the error of their ways and decided to use their talents to aid the galaxy; while others were con-artists that New Republic Intelligence caught up with and offered them a choice of either military service or jail time.

Requirements

To qualify to become a SpecForce Insertion Expert, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Bluff 6 ranks, Disguise 8 ranks, Entertain 4 ranks, Sense Motive 6 ranks.

Feats: Mimic, Sharp-Eyed.

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Insertion Experts gain 1d8 vitality points per level. The character's Constitution modifier applies.

Is Your Strike Team Assembled?

Class Skills

The SpecForce Insertion Expert's class skills, and the key ability for each skill, are as follows:

Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Entertain (any) (Cha), Forgery (Int), Gather Information (Cha), Knowledge (any) (Int), Read/Write Language (None), Sense Motive (Wis), Speak Language (None), and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the SpecForce Insertion Expert's prestige class:

Starting Feats

The SpecForce Insertion Expert gains the following feats:

Weapons Group Proficiency (blaster pistols)
Weapons Group Proficiency (simple weapons)
Weapons Group Proficiency (vibro weapons)

Linguist

At the 1st level, the SpecForce Insertion Expert is trained to both speak and read/write two bonus languages. These can be selected from any known language that the Insertion Expert is able to learn. Some examples of languages that the Insertion Expert would be unable to learn would be those that utilize a range of sounds that the Insertion Expert's vocal cords cannot produce. At the 4th and 7th levels the Insertion Expert gains another bonus language, as described above, bringing the total number of bonus languages from the Insertion Expert Prestige Class to four.

Change the Subject

At the 2nd level, the SpecForce Insertion Expert gains the ability to reroll any failed Charisma based skill check. This ability can be used once a day for every level of the SpecForce Insertion Expert prestige class that the character has.

SpecForce Training (Insertion Specialist)

At the 3rd level, the SpecForce Insertion Expert may add their total levels from the SpecForce Insertion Expert Prestige Class to any Bluff skill checks.

Cool Under Pressure

At the 4th level, the SpecForce Insertion Expert when making a Bluff skill check may take 10 even if stress and distractions would normally prevent him from doing so.

Beauty is Only Skin Deep

At the 5th level, the SpecForce Insertion Expert has

become adept at disguising themselves and others. They now only suffer half of the normal penalties (rounded up) when making a disguise skill check that involves changing the target's gender, species, and/or age.

Advanced SpecForce Training (Insertion Specialist)

At the 6th level, the SpecForce Insertion Expert may add their total levels in all SpecForce Prestige Classes they have to any Bluff skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Sense Motive skill checks.

Improved Cool Under Pressure

At the 7th level, the SpecForce Insertion Expert's Cool Under Pressure improves. They now may take 10 on Sense Motive skill checks even if stress and distractions would normally prevent him from doing so.

Ari'lya - Bothan SpecForce Insertion Expert

Ari'lya was trained by the Bothan SpyNet to be one of their greatest operatives. He served with distinction through the long years of the galactic civil war; but after the formation of the New Republic Ari'lya decided to leave the Bothan SpyNet and join the New Republic military. There his skills of infiltration and undercover operations were immediately noticed and asked to join the newly renamed New Republic SpecForce.

Ari'lya: Adult Male Bothan, Noble 3/Scoundrel 3/SpecForce Insertion Expert 2; **Init** +2 (+2 Dex); **Def** 18 (+2 Dex, +6 Class); **Spd** 10m; **VP/WP** 33/12; **Atk** +5/+0 melee (1d3-1, punch), +5/+0 melee (2d4-1, Vibrodagger), +8/+3 ranged (3d4, Blaster [Hold-out]); **SQ** Change the Subject (1/day), Favor +2, Illicit barter, Inspire Confidence, Linguist, Lucky (1/day), Member of a Rebel or New Republic SpecForce Unit, Noble bonus class skill (Bluff), Precise Attack +1, Resource Access; **SV** Fort +5, Ref +9, Will +7; **SZ** M; **FP:** 3; **Rep:** +2; **Str** 9, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 16.

Equipment: Blaster [Hold-out], Vibrodagger

Skills: Appraise +5, Bluff +14, Computer Use +7, Diplomacy +11, Disguise +17, Entertain (comedy) +13, Entertain (dance) +9, Gamble +4, Gather Information +13, Read/Write Basic, Read/Write Bothese, Sense Motive +10, Sleight of Hand +4, Speak Basic, Speak Bothese, Spot +10

Feats: Mimic, Sharp-eyed, Skill Emphasis (Disguise), Weapons Group Proficiency (blaster pistols, simple weapons, vibro weapons)

Is Your Strike Team Assembled?

Type: SpecForce Insertion Expert

DEXTERITY 3D+1

Blaster 5D+2, Dodge 5D+1, Melee Weapons 5D, Pick Pocket 4D

KNOWLEDGE 2D+2

Value 4D

MECHANICAL 3D+1

PERCEPTION 3D

Con 6D+2, Con: Disguise 7D+1, Gambling 4D+1, Investigation 6D+1, Persuasion 5D+2, Search 6D+1,

Willpower 6D

STRENGTH 2D+1

TECHNICAL 3D

Computer Programming/Repair 4D+1, Demolitions 7D+2, First Aid 5D, Security 6D

Force Points: 3

Character Points: 7

Move: 10

Equipment: Blaster [Hold-out], Vibrodagger

SpecForce Insertion Expert

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+1	+2	Linguist	+1	+0
2 nd	+2	+2	+2	+3	Change the Subject (1/day)	+2	+0
3 rd	+2	+2	+2	+3	SpecForce Training (Insertion Expert)	+2	+1
4 th	+3	+3	+3	+4	Cool Under Pressure, Linguist	+3	+1
5 th	+4	+3	+3	+4	Beauty is Only Skin Deep	+3	+1
6 th	+4	+4	+4	+5	Advanced SpecForce Training (Insertion Expert)	+4	+1
7 th	+5	+4	+4	+5	Improved Cool Under Pressure, Linguist	+4	+2

SpecForce Interrogator

Whenever a SpecForce Interrogator enters a room everything goes quiet. Many SpecForce members have heard about some of the Interrogator's methods for reaching the truth. And while they are able to crack even the hardest Imperial nut-job; they do so without resorting to inhumane tactics like their Imperial counterparts. It's not that the SpecForce Interrogators think it's wrong, they just think that those methods aren't as fun.

Requirements

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

Base Attack Bonus: +3.

Skills: Bluff 8 ranks, Diplomacy 8 ranks, Intimidate 10 ranks, Search 4 ranks, Sense Motive 6 ranks.

Feats: Iron Will, Persuasive, Skill Emphasis (Intimidate).

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Interrogators gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Interrogator's class skills, and the key ability for each skill, are as follows:

Bluff (Cha), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the SpecForce Interrogator's prestige class:

Starting Feats

The SpecForce Interrogator gains the following feats:

Weapons Group Proficiency (blaster pistols)
Weapons Group Proficiency (simple weapons)
Weapons Group Proficiency (vibro weapons)

Alternate Means

At the 1st level, the SpecForce Interrogator has gain access to different methods of attempting to retrieve information from a suspect. These can take the form of a variety of different things, including (but not limited to) the following items; Truth Serums, Interrogation Droids, Falsified Data, etc. The bonus conferred by these items is at the option of the Gamemaster.

SpecForce Training (Interrogator)

At the 2nd level, the SpecForce Interrogator may add their total levels from the SpecForce

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Interrogator Prestige Class to any Sense Motive skill checks.

Hidden Truths

At the 2nd level, the SpecForce Interrogator may elect to spend time studying the physical reactions of a suspect when they answer questions. The Interrogator may add any half of their ranks (rounded down to minimum of 1) in Knowledge (Physiology) to their Sense Motive checks.

Scent of Fear

At the 3rd level, for every successful Intimidation check that is made, reduce the required DC for gaining access to additional information by 1 (but can not be reduced to a DC that is lower than 10 + the subject's level - the number of levels that the character possesses in the SpecForce Interrogator prestige class).

I Want the Truth

At the 4th level, the SpecForce Interrogator attempt to force the desired information from a subject sometimes at the expense of the subject's health. Performing actions that will harm the subject may cause the Interrogator to acquire Dark Side Points. Alternatively the Interrogator can attempt to coerce the subject in to revealing the information by offering trades (i.e. freedom for Information) and gains a +2 circumstance bonus on Diplomacy checks when attempting trades or threatening harm on the subject.

Advanced SpecForce Training (Interrogator)

At the 5th level, the SpecForce Interrogator may add their total levels in all SpecForce Prestige Classes they have to any Sense Motive skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Intimidate skill checks.

Anntav - Arcona SpecForce Interrogator

Anntav became addicted to salt very early in her life. She moved from one outer rim spaceport to another; bumming rides from any spacer that would let her. After open rebellion broke against the Empire; Anntav got involved with a rebel cell on Eraydia. In the Alliance she quickly gained a reputation of being a hard but extremely effective commander. During the escape from Hoth her unit was the only one to capture any Imperial personal. While she was interrogating the Snowtrooper Anntav scared her so much that he confessed to

wetting his bed as a child, so naturally she became one of the SpecForce's first Interrogators.

Anntav: Adult Female Arcona, Noble 4/Soldier 4/SpecForce Interrogator 2; **Init** +2 (+2 Dex); **Def** 20 (+2 Dex, +7 Class, +1 Species); **Spd** 10m; **VP/WP** -/12; **Atk** +10/+5 or +6/+6/+1 ranged (3d6, Blaster [Pistol]), +7/+2 melee (1d4-1, crit 20, punch), +7/+2 melee (1d8-1, crit 20, claw), +7/+2 melee (2d4-1, Vibrodagger); **SQ** Alternate Means, Claws, Coordinate +1, Favor +2, Hidden Truths, Inspire Confidence, Member of a Rebel or New Republic SpecForce Unit, Noble bonus class skill (Bluff), Resource Access, SpecForce Training (Interrogator); **SV** Fort +8, Ref +7, Will +11; **SZ** M; **FP:** 2; **Rep:** +3; **Str** 9, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 16.

Equipment: Blaster [Pistol], Vibrodagger

Skills: Appraise +4, Bluff +16, Computer Use +1, Diplomacy +11, Intimidate +21, Read/Write Arconese, Read/Write Basic, Search +6, Sense Motive +13, Speak Arconese, Speak Basic, Spot +3, Treat Injury +7

Feats: Blind-fight, Iron Will, Martial Arts, Persuasive, Point Blank Shot, Sharp-eyed, Skill Emphasis (Intimidate), Weapons Group Proficiency (blaster pistols, simple weapons, vibro weapons)

Type: SpecForce Interrogator

DEXTERITY 3D+1

Blaster 6D, Dodge 5D+1, Melee Weapons 4D+2

KNOWLEDGE 2D+2

Intimidation 8D+2, Willpower 6D+2

MECHANICAL 2D+2

PERCEPTION 3D

Con 7D, Persuasion 5D+2, Search 5D+2, Value 4D+1

STRENGTH 2D+1

TECHNICAL 2D

Computer Programming/Repair 2D+1, First Aid 3D+2

Force Points: 2

Character Points: 5

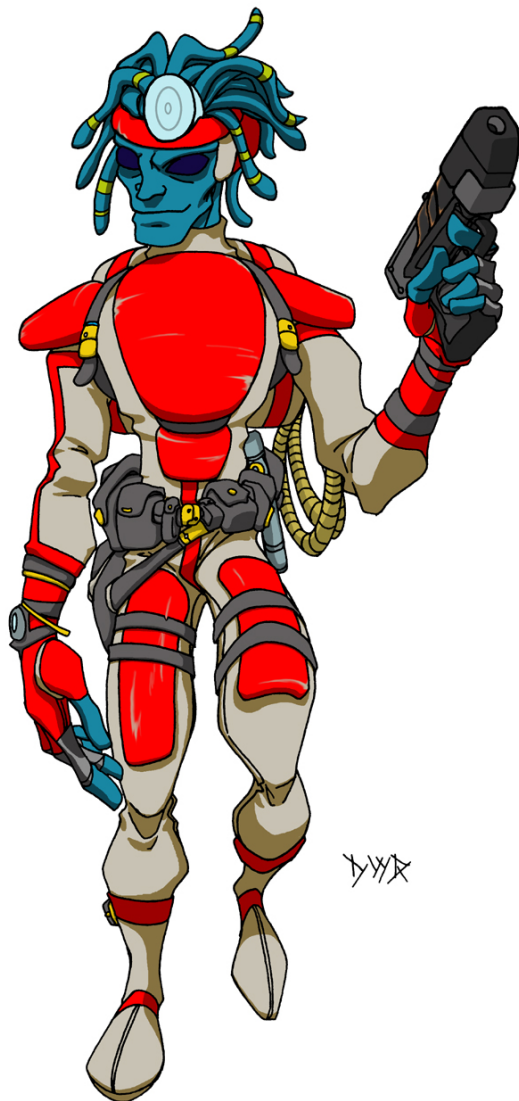
Move: 10

Equipment: Blaster [Pistol], Vibrodagger

Is Your Strike Team Assembled?

SpecForce Interrogator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+0	+1	+1	+2	Alternate Means	+1	+0
2 nd	+1	+2	+2	+3	SpecForce Training (Interrogator), Hidden Truths	+2	+0
3 rd	+1	+2	+2	+3	Scent of Fear	+2	+1
4 th	+2	+3	+3	+4	I Want the Truth	+3	+1
5 th	+2	+3	+3	+4	Advanced SpecForce Training (Interrogator)	+3	+1



Kjeln - Ho'Din SpecForce Medic by: Derwin Roberson

SpecForce Medic

One of the most respected jobs in all of the SpecForce is that of the Medic. They also are some of the best liked members of any SpecForce unit. Whether it's because they are the ones who verify

sick-leave or the fact that they rush into areas where they know that another SpecForce member had just been hit, who knows. But they never can buy themselves very many drinks in cantinas due to the long lists of soldiers that owe them drinks for one thing or another.

Requirements

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

Base Attack Bonus: +3.

Skills: Spot 6 ranks, Survival 6 ranks, Treat Injury 8 ranks.

Feats: Skill Emphasis (Treat Injury), Surgery.

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Medics gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Medic's class skills, and the key ability for each skill, are as follows:

Bluff (Cha), Computer Use (Int), Gather Information (Cha), Knowledge (any) (Int), Search (Int), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the SpecForce Medic's prestige class:

Starting Feats

The SpecForce Medic gains the following feats:
 Armor Proficiency (light)
 Weapons Group Proficiency (blaster pistols)
 Weapons Group Proficiency (blaster rifles)
 Weapons Group Proficiency (vibro weapons)

Is Your Strike Team Assembled?

Defense of the Fallen

At the 1st level, the SpecForce Medic is able to protect one of their fallen comrades while treating their injuries. If a character that the SpecForce Medic is treating is attacked they may choose to use the SpecForce Medic's Defense instead of their own.

SpecForce Training (Medic)

At the 2nd level, the SpecForce Medic may add their total levels from the SpecForce Medic Prestige Class to any Treat Injury skill checks.

Medic Mastery

At the 3rd level, the SpecForce Medic when making a Treat Injury skill check may take 10 even if stress and distractions would normally prevent him from doing so.

Field Surgery

At the 4th level, the SpecForce Medic gains the ability to perform surgery in a combat situation. The SpecForce Medic doesn't need have to have the proper surgical tools, but using this feat still requires basic medical supplies and equipment. The SpecForce Medic still cannot take 10 or 20 on the Surgery roll.

Advanced SpecForce Training (Medic)

At the 5th level, the SpecForce Medic may add their total levels in all SpecForce Prestige Classes they have to any Treat Injury skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Spot skill checks.

Kjeln - Ho'Din SpecForce Medic

Kjeln was studying at the Aldera University before the beautiful planet was destroyed by the first Death Star. He had graduated at the top of his class from the Medical school, and lost a lot of friends that day. Since his personal beliefs prevented him from taking up arms he did the next best thing - give medical aid to those who will. While he carries a blaster pistol at the insistence of his unit's commander he has yet to fire it (most of his fellow soldiers believe that he doesn't load it either). Kjeln is considered one of the best medical personnel in the Rebellion and later the New Republic.

Kjeln: Adult Male Ho'Din, Tech Specialist 5/Soldier 3/SpecForce Medic 1; **Init** +4 (+0 Dex, +4 Bonus); **Def** 16 (+0 Dex, +7 Class, -1 Size); **Spd** 12m; **VP/WP** 46/10; **Atk** +6/+1 or +2/+2/-3 ranged (3d6, Blaster

[Pistol]), +8/+3 melee (1d6+2, crit 20, punch); **SQ** Defense of the Fallen, Expert (Profession), Instant Mastery (Search), Member of a Rebel or New Republic SpecForce Unit, Research, Tech Speciality (Surgical Specialist +1); **SV** Fort +6, Ref +6, Will +6; **SZ** L; **FP:** 4; **Rep:** +2; **Str** 14, **Dex** 11, **Con** 10, **Int** 14, **Wis** 15, **Cha** 10.

Equipment: Blaster [Pistol], Medical Backpack, Medical Kit x2, Medpac x5

Skills: Bluff +2, Climb +5, Computer Use +11, Diplomacy +3, Gather Information +2, Profession (Doctor) +12, Repair +6, Speak Basic, Speak Dini, Spot +9, Survival +12, Treat Injury +21

Feats: Armor Proficiency (light), Combat Reflexes, Improved Initiative, Martial Arts, Run, Skill Emphasis (Treat Injury), Steady, Surgery, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, vibro weapons)

Type: SpecForce Medic

DEXTERITY 2D+1

Blaster 4D+1, Dodge 5D+2

KNOWLEDGE 3D+2

Survival 7D

MECHANICAL 3D

Communications 4D

PERCEPTION 3D

Con 3D+2, Investigation 3D+2, Persuasion 4D

STRENGTH 2D+2

Climbing/Jumping 3D+2

TECHNICAL 3D+1

Computer Programming/Repair 5D+1, First Aid 6D+2, Ground Vehicle Repair 4D+2, Medicine (A) 2D+1

Force Points: 4

Character Points: 6

Move: 12

Equipment: Blaster [Pistol], Medical Backpack, Medical Kit x2, Medpac x5

Is Your Strike Team Assembled?

SpecForce Medic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+2	+1	Defense of the Fallen	+1	+0
2 nd	+2	+2	+3	+2	SpecForce Training (Medic)	+2	+0
3 rd	+2	+2	+3	+2	Medic Mastery	+2	+1
4 th	+3	+3	+4	+3	Field Surgery	+3	+1
5 th	+4	+3	+4	+3	Advanced SpecForce Training (Medic)	+3	+1

SpecForce Officer

One of the major differences that sets the Rebel & New Republic SpecForces apart from all other military organizations: its officers. The New Republic SpecForce Officer Handbook defines the art of leadership as accomplishing tasks that the science of management deems impossible. SpecForce Officers are usually the glue that holds many SpecForce units together in tough situations. SpecForce Officers always have experience within the SpecForce prior to their commissioning.

Requirements

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

Base Attack Bonus: +7.

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks, Intimidate 9 ranks, Sense Motive 9 ranks.

Feats: Trustworthy.

Special: Must be a member of a Rebel or New Republic SpecForce Unit and have 5 or more levels in Rebel or New Republic SpecForce Prestige Classes.

Game Rule Information

Vitality: SpecForce Officers gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Officer's class skills, and the key ability for each skill, are as follows:

Appraise (Int), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Gather Information (Cha), Knowledge (any) (Int), Read/Write Language (None), Sense Motive (Wis), Speak Language (None).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the SpecForce Officer's prestige class:

Starting Feats

The SpecForce Officer gains the following feats:
 Armor Proficiency (light)
 Weapons Group Proficiency (blaster pistols)
 Weapons Group Proficiency (blaster rifles)
 Weapons Group Proficiency (vibro weapons)

Requisition Supplies

At the 1st level, the SpecForce Officer gains the Requisition Supplies special quality as described in the Revised Core Rulebook.

SpecForce Training (Officer)

At the 2nd level, the SpecForce Officer may add their total levels from the SpecForce Officer Prestige Class to any Sense Motive skill checks.

Moles

At the 3rd level, the SpecForce Officer may select a number of SpecForce personnel which they want to act as moles. They may select a number of personnel equal to half their SpecForce Officer levels (rounded down to a minimum of 1) plus their Charisma modifier (if positive). The Moles then gain a +2 circumstance bonus on all Bluff and Disguise checks while attempting to infiltrate an enemy organization and a +2 on all Bluff checks to maintain their cover. After the Mole has been accepted by the enemy organization they gain a +2 circumstance bonus to Gather Information and Search checks when attempting to locate information that is relevant to the reason the organization was infiltrated. The only way a new Mole can be selected is if the previous Moles cover was blown, the Mole was killed, or the Officer spends a Force point.

Double Agents

At the 4th level, the SpecForce Officer may attempt to recruit enemy personnel that they want to act as double agents. They may acquire a number of agents equal to half their SpecForce Officer levels (rounded down to a minimum of one) plus their Charisma modifier (if positive). The Double Agent then gains a +2 circumstance bonus on all Bluff

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checks to maintain their cover, and a +1 circumstance bonus to their Will Save when attempting to maintain their cover. After a double agent has been repositioned in an enemy organization, they gain a +2 circumstance bonus on Computer Use and Hide checks when attempting to relay important information. The SpecForce Officer also gains a +2 circumstance bonus on Sense Motive checks to determine if the agent is truly willing to help or is just pretending in order to infiltrate the SpecForce.

Advanced SpecForce Training (Officer)

At the 5th level, the SpecForce Officer may add their total levels in all SpecForce Prestige Classes they have to any Sense Motive skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Diplomacy skill checks.

Exceptional Moles

At the 6th level, the circumstance bonus applied to the Moles checks is equal to the total number of the SpecForce Officer levels the Officer has plus the Officer's Charisma bonus (if positive).

Exceptional Double Agents

At the 7th level, the circumstance bonus applied to the Double Agents checks is equal to the total number of the SpecForce Officer level the Officer has plus the Officer's Charisma bonus (if positive), and this same bonus also applies to the Officer's Sense Motive check as described in the Double Agent special quality.

Toe-Keen - Iktotchi SpecForce Officer

Toe-Keen grew up the son of a used speeder dealer in Mos Eisley. When he was old enough he saved enough credits to buy his way off of the desert planet he took to the stars to make his fortune. This provided a little harder than he thought. Toe-Keen worked for various legitimate trading companies around the Mid-Rim and for years he kept hitting the glass ceiling keeping non-humans from holding management positions in large galaxy spanning corporations. He just started his family and was doing very well in the Internal Investigations department of Conglumo Shipping when disaster struck - his wife was accused of being a rebel saboteur. He hired the best attorney he could afford, but to no avail. She was sent to the Spice Mines of Kessel and their sons sent into orphanages.

Toe-Keen joined the Rebellion shortly after he was accused of being a rebel himself. He figured that if the Empire thought him an enemy then he

would become one and due his best to destroy the corrupt government that had torn his family away from him.

His skills as an investigator and managed helped him form one of the first units that would later fall under command of the SpecForce. They dealt many blows to the Empire but Toe-Keen still looks forward to the day when his family will be reunited.

Toe-Keen: Adult Male Iktotchi, Scoundrel 4/Soldier 4/SpecForce Infiltrator 5/SpecForce Officer 1; **Init** +1 (+1 Dex); **Def** 20 (+1 Dex, +9 Class); **Spd** 10m; **VP/WP** 55/12; **Atk** +13/+8/+3 melee (2d4+1, crit 19-20, punch), +13/+8/+3 melee (2d4+1, Vibrodagger), +13/+8/+3 or +9/+9/+4/-1 ranged (3d8, crit 19-20, Blaster [Rifle]); **SQ** Illicit barter, Lucky (1/day), Member of a Rebel or New Republic SpecForce Unit, Precise Attack +1, Precognition, Requisition Supplies, Sneak attack +2d6, Something in the Shadows, SpecForce Training (Infiltrator), Weapon of Choice; **SV** Fort +10, Ref +10, Will +10; **SZ** M; **FP:** 4; **Rep:** +3; **Str** 13, **Dex** 13, **Con** 12, **Int** 12, **Wis** 10, **Cha** 13.

Equipment: Blaster [Rifle], Combat Jumpsuit [Mastercraft +1] (Damage Reduction: 4), Vibrodagger

Skills: Bluff +7, Diplomacy +12, Disable Device +3, Escape Artist +2, Gather Information +11, Hide +6, Intimidate +14, Listen +8, Move Silently +16, Read/Write Basic, Read/Write Iktotchese, Sense Motive +10, Sleight of Hand +7, Speak Basic, Speak Iktotchese, Spot +17, Tumble +1

Feats: Alertness, Armor Proficiency (light, medium), Blind-fight, Dodge, Headstrong, Improved Martial Arts, Iron Will, Martial Arts, Skill Emphasis (Move Silently), Stealthy, Trustworthy, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, slug throwers, vibro weapons)

Type: SpecForce Officer

DEXTERITY 3D

Blaster 6D+1, Dodge 6D+1, Grenade 4D, Pick Pocket 5D

KNOWLEDGE 2D+1

MECHANICAL 3D

PERCEPTION 2D+2

Con 4D+2, Hide 4D+1, Investigation 6D, Persuasion 6D+2, Search 8D+2, Sneak 7D+2, Willpower 6D

STRENGTH 3D

TECHNICAL 2D+2

Security 3D+2

Force Points: 1

Character Points: 6

Move: 10

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Equipment: Blaster [Rifle], Combat Jumpsuit (+2D to resist Energy damage & +1D+1 to resist Physical

damage), Vibrodagger

SpecForce Officer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+1	+2	Requisition Supplies	+1	+0
2 nd	+2	+2	+2	+3	SpecForce Training (Officer)	+2	+0
3 rd	+2	+2	+2	+3	Moles	+2	+1
4 th	+3	+3	+3	+4	Double Agents	+3	+1
5 th	+4	+3	+3	+4	Advanced SpecForce Training (Officer)	+3	+1
6 th	+4	+4	+4	+5	Exceptional Moles	+4	+1
7 th	+5	+4	+4	+5	Exceptional Double Agents	+4	+2



Brakk - Gungan SpecForce Pathfinder by: 'Church Climbin' Ryan Piscitelli

SpecForce Pathfinder

SpecForce Pathfinders represent some of the best scouts and trackers in the galaxy. When attached to a large SpecForce unit many Pathfinders serve as the unit's point-man. Others lead small units during long range reconnaissance patrol mission into unknown or enemy territory. Most Pathfinders are considered loners by most other SpecForce members.

Requirements

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

Base Attack Bonus: +5.

Skills: Hide 8 ranks, Listen 6 ranks, Ride 4 ranks, Search 6 ranks, Survival 10 ranks.

Feats: Stealthy, Track.

Special: Must be a member of a Rebel or New Republic SpecForce Unit and have the Trailblazing Special Quality.

Game Rule Information

Vitality: SpecForce Pathfinders gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Pathfinder's class skills, and the key ability for each skill, are as follows:

Climb (Str), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the SpecForce Pathfinder's prestige class:

Starting Feats

The SpecForce Pathfinder gains the following feats:
 Armor Proficiency (light)
 Weapons Group Proficiency (blaster pistols)
 Weapons Group Proficiency (blaster rifles)
 Weapons Group Proficiency (slughthrowers)
 Weapons Group Proficiency (vibro weapons)

Is Your Strike Team Assembled?

Should've Taken that Last Right

At the 1st level, the SpecForce Pathfinder has an innate sense of direction and therefore knows where they are headed in the wrong direction. Once a day at 1st level and twice a day at 4th level the SpecForce Pathfinder may reroll any failed Survival skill check. The second result must be used, regardless of whether it is better or worse than the first.

SpecForce Training (Pathfinder)

At the 2nd level, the SpecForce Pathfinder may add their total levels from the SpecForce Pathfinder Prestige Class to any Survival skill checks.

Improved Trailblazing

At the 3rd level, the SpecForce Pathfinder's Trailblazing improves. They can now guide a group of up to 10 at no penalty. For every additional 5 in the group they get a -2 modifier to the survival roll.

Advanced SpecForce Training (Pathfinder)

At the 4th level, the SpecForce Pathfinder may add their total levels in all SpecForce Prestige Classes they have to any Survival skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Search skill checks.

Advanced Trailblazing

At the 5th level, the SpecForce Pathfinder's Trailblazing improves. They can now guide a group of up to 20 at no penalty. For every additional 5 in the group they get a -2 modifier to the survival roll.

Brakk - Gungan SpecForce Pathfinder

Brakk grew up hearing stories about what his fathers and grandfathers did during the Battle of Naboo. More than anything else he wanted a chance to prove himself both to his family and the galaxy at large. He spent all of his childhood learning the ways of the wild jungles of Naboo. After mastering his homeworld's environment Brakk snuck aboard a freighter headed for the Outer-Rim. There he became one of the premiere wilderness guides in the region, guiding many expeditions on mostly unexplored worlds. It wasn't until a Storm Commando unit tried to apprehend a paying customer of his that Brakk ever considered joining the rebellion. His customer told Brakk that if he would help him escape that Brakk would become a hero to the rebellion and be greatly rewarded. Brakk was not only true to his word but he also

proved more than a match for the three Storm Commandos hunting them. Brakk went on to become one of the Alliance's top scouts while the man he saved from the Storm Commando's was Jan Dodonna and the planet they were on was the fourth moon of Yavin. Since the secret of the moon was still safe the Rebellion began to setup its primary base of operations there. Brakk was on an assignment when the jungle moon was nearly destroyed by the first Death Star

Brakk: Adult Male Gungan, Scout 4/Soldier 3/SpecForce Pathfinder 1; **Init** +2 (+2 Dex); **Def** 18 (+2 Dex, +6 Class); **Spd** 10m; **VP/WP** 61/14; **Atk** +9/+4 melee (1d4+2, crit 20, punch), +9/+4 melee (1d4+2, Knife), +9/+4 or +5/+5/+0 ranged (2d8, Slugthrower [Rifle]); **SQ** Heart +1, Hold breath, Low-light vision, Member of a Rebel or New Republic SpecForce Unit, Should've Taken that Last Right (1/day), Trailblazing, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +8, Ref +8, Will +5; **SZ** M; **FP:** 2; **Rep:** +2; **Str** 15, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10.

Equipment: Blast vest and Helmet (Damage Reduction: 2), Knife, Slugthrower [Rifle]

Skills: Hide +11, Listen +11, Read/Write Basic, Read/Write Gungan, Ride +6, Search +6, Speak Basic, Speak Gungan, Survival +12, Treat Injury +6

Feats: Alertness, Armor Proficiency (light), Martial Arts, Point Blank Shot, Run, Stealthy, Track, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, slug throwers, vibro weapons)

Type: SpecForce Pathfinder

DEXTERITY 3D+2

Blaster 4D, Dodge 5D+2, Slug thrower 5D+1

KNOWLEDGE 2D

Survival 5D+1

MECHANICAL 2D+2

Beast Riding 4D

PERCEPTION 2D

Hide 5D, Search 6D+1

STRENGTH 3D+2

TECHNICAL 1D+1

First Aid 3D

Force Points: 2

Character Points: 9

Move: 10

Equipment: Blast vest and Helmet (+1 to resist Energy damage & +1D to resist Physical damage), Knife, Slugthrower [Rifle]

Is Your Strike Team Assembled?

SpecForce Pathfinder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+2	+1	Should've Taken that Last Right (1/day)	+1	+0
2 nd	+2	+2	+3	+2	SpecForce Training (Pathfinder)	+2	+0
3 rd	+2	+2	+3	+2	Improved Trailblazing	+2	+1
4 th	+3	+3	+4	+3	Advanced SpecForce Training (Pathfinder), Should've Taken that Last Right (2/day)	+3	+1
5 th	+4	+3	+4	+3	Advanced Trailblazing	+3	+1

SpecForce Pilot

Many of the SpecForce's pilots came to them through other than standard means. Most were on their last chance before getting kicked out of the military for their foolish tricks and dangerous stunts. The SpecForce gives these aces an outlet for their potentially hazardous activities. If the SpecForce Pilot stays with the SpecForce for an extended period of time they usually start to pickup a second specialty to help out their unit more once they are planetside.

Requirements

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

Base Attack Bonus: +3.

Skills: Astrogate 6 ranks, Computer Use 6 ranks, Pilot 8 ranks, Repair 4 ranks.

Feats: Skill Emphasis (Pilot), Starship Dodge (Starfighter or Space Transport).

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Pilots gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Pilot's class skills, and the key ability for each skill, are as follows:

Astrogate (Int), Computer Use (Int), Knowledge (any) (Int), Pilot (Dex), Repair (Int), Speak Language (None), and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the SpecForce Pilot's prestige class:

Starting Feats

The SpecForce Pilot gains the following feats:

Armor Proficiency (light)

Weapons Group Proficiency (blaster pistols)

Weapons Group Proficiency (blaster rifles)

Weapons Group Proficiency (vibro weapons)

I Don't Have a Landing Permit

At the 1st level, the SpecForce Pilot receives a +5 class bonus on all Bluff checks dealing with flight control officials about landing clearances or flight restrictions.

Look, No Hands

At the 2nd level, the SpecForce Pilot when making a Pilot skill check may take 10 even if stress and distractions would normally prevent him from doing so.

SpecForce Training (Pilot)

At the 3rd level, the SpecForce Pilot may add their total levels from the SpecForce Pilot Prestige Class to any Pilot skill checks.

Sharp - Lepi SpecForce Pilot

Sharp is one of the most outspoken members of the entire SpecForce. His antics are legendary; known throughout all the Rebel and later New Republic military. One of his most outrageous stunts was when before heading out on a long term mission, he snuck into General Crix Madine's quarters, took all of the General's uniforms and replaced their insignias with those of a security guard at the Obroa-skai Libraries. The worst part about it was that no one had the nerve to tell the General that his insignia was wrong.

Sharp: Adult Male Lepi, Soldier 5/SpecForce Pilot 3; **Init** +8 (+4 Dex, +4 Bonus); **Def** 21 (+4 Dex, +7 Class); **Spd** 10m; **VP/WP** 42/13; **Atk** +11/+6 or +7/+7/+2 ranged (3d6, Blaster [Pistol]), +6/+1 melee (2d4-1, crit 19-20, punch); **SQ** I Don't Have a Landing Permit, Look, No Hands, Member of a Rebel or New Republic SpecForce Unit, SpecForce Training (Pilot); **SV** Fort +7, Ref +8, Will +3; **SZ** M;

Is Your Strike Team Assembled?

FP: 2; Rep: +2; Str 9, Dex 18, Con 13, Int 8, Wis 10, Cha 14.

Equipment: Blaster [Pistol], Flight suit [Padded, Mastercraft +1] (Damage Reduction: 3)

Skills: Astrogate +8, Computer Use +8, Pilot +18, Read/Write Basic, Read/Write Lepese, Repair +6, Speak Basic, Speak Lepese, Spot +5

Feats: Alertness, Armor Proficiency (light), Improved Initiative, Improved Martial Arts, Martial Arts, Skill Emphasis (Pilot), Starship Dodge (space transport), Starship Operation (space transport, starfighter), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Type: SpecForce Pilot
DEXTERITY 4D+2

Blaster 5D+1, Dodge 7D, Melee Weapons 5D

KNOWLEDGE 1D+2

MECHANICAL 3D

Astrogation 6D, Space Transports 5D+2, Starship Gunnery 5D+2, Starfighter Piloting 4D, Starship Shields 4D

PERCEPTION 2D+1

Search 4D

STRENGTH 2D+1

TECHNICAL 1D+1

Computer Programming/Repair 4D+1, Space Transport Repair 2D+2, Starfighter Repair 2D+1

Force Points: 2

Character Points: 7

Move: 10

Equipment: Blaster [Pistol], Flight suit [Padded] (+2 to resist Energy damage & +1D+1 to resist Physical damage)

SpecForce Pilot

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+2	+1	I Don't Have a Landing Permit	+1	+0
2 nd	+2	+2	+3	+2	Look, No Hands	+2	+0
3 rd	+2	+2	+3	+2	SpecForce Training (Pilot)	+2	+1

SpecForce Procurement Specialist

When SpecForce units operate outside of the normal support infrastructure, keeping up with the units supply needs becomes a very important job. Thus the SpecForce Procurement Specialists are charged with filling the unit's needs, however possible. While purchasing, trading or other more traditional means of acquisition can be used by Procurement Specialists they are also trained in more illicit ways of supply acquirement. These other means might even be helping to indirectly destabilize the enemy's supply lines.

Requirements

To qualify to become a SpecForce Procurement Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Appraise 8 ranks, Diplomacy 6 ranks, Forgery 4 ranks, Gather Information 6 ranks, Sleight of Hand 6 ranks.

Feats: Nimble, Trustworthy.

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Procurement Specialists gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Procurement Specialist's class skills, and the key ability for each skill, are as follows:

Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are features of the SpecForce Procurement Specialist's prestige class:

Starting Feats

The SpecForce Procurement Specialist gains the following feats:

Armor Proficiency (light)
Weapons Group Proficiency (blaster pistols)
Weapons Group Proficiency (blaster rifles)
Weapons Group Proficiency (vibro weapons)

Is Your Strike Team Assembled?

Sticky Appendages

Beginning at 1st level the Procurement Specialist becomes rather adept at locating resources which normal citizens should not ordinarily be able to acquire. They may select an item or class of item, and they gain a +2 competency bonus on Appraise, Bluff, Diplomacy, and Gather Information checks when attempting to acquire an item of that type. They Procurement Specialist may select the same type of item multiple times and the bonuses do stack (but the same item may not be selected more than three times). They chose a size and then an item type, or just a specific item. For example, they may select Small Parasites, Medium Starships, Small Melee Weapons, Large Ranged Weapons, Medium Exotic Weapons, etc. Or they may just select Astromech Droids, Storm Commando Armor, Forged IDs, Counterfeit Credit Chips, etc. Note: All selects are subject to the GMs approval. The Procurement Specialist repeats this selection at every level and twice at 1st and 3rd levels. If the Procurement Specialist already has the Resource Access special ability they may add their SpecForce Procurement Specialist levels to the Resource Access class when attempting to acquire resources in the form of an item that they have already selected. This also applies to the Favor special ability. If the Procurement Specialist does not have either of these class features they do not gain them.

SpecForce Training (Procurement Specialist)

At the 2nd level, the SpecForce Procurement Specialist may add their total levels from the SpecForce Procurement Specialist Prestige Class to any Appraise skill checks.

Convoy Re-route

At 4th level the Procurement Specialist has mastered to art of re-routing convoy past convenient locations, where they are more easily preyed upon. They gain a +3 circumstance bonus to Forgery checks when attempting to create new routes for supply convoys and +3 circumstance bonus to Gather Information when attempting to locate existing convoy routes.

Advanced SpecForce Training (Procurement Specialist)

At the 5th level the SpecForce Procurement Specialist may add their total levels in all SpecForce Prestige Classes they have to any Appraise skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Forgery skill checks.

Mysera - Human SpecForce Procurement Specialist

Mysera grew up a child of wealth and privilege. Her father was a well connected, high raking bureaucrat on the then outpost world of Bastion. Everything was fine until one of Mysera's friends was accused of being a rebel sympathizer. At the trial, the Imperial district attorney presented an entirely falsified case and ended up convicting Mysera's innocent friend. When Mysera confronted her father about this he told her to mind her own business or she could be next.

After that episode Mysera secretly arranged to join the Rebellion, not because she wanted to see the galaxy become a fair place; but so she could hurt her father. Her years of adolescent pranks like stealing the command codes for visiting dignitary's repulsor-limos and getting a five finger discount on things daddy wouldn't buy made Mysera a perfect candidate for becoming a SpecForce Procurement Specialist.

Mysera: Adult Female Human, Noble 3/Scoundrel 2/SpecForce Procurement Specialist 1; **Init** +5 (+1 Dex, +4 Bonus); **Def** 15 (+1 Dex, +4 Class); **Spd** 10m; **VP/WP** 22/10; **Atk** +3 melee (1d3-1, punch), +3 melee (1d4-1, Knife), +5 ranged (3d4, Blaster [Hold-out]); **SQ** Favor +2, Illicit barter, Inspire Confidence, Lucky (1/day), Member of a Rebel or New Republic SpecForce Unit, Noble bonus class skill (Gather Information), Resource Access, Sticky Appendages X2; **SV** Fort +1, Ref +8, Will +6; **SZ** M; **FP:** 4; **Rep:** +1; **Str** 8, **Dex** 13, **Con** 10, **Int** 12, **Wis** 14, **Cha** 16.

Equipment: Blaster [Hold-out], Knife

Skills: Appraise +10, Computer Use +7, Diplomacy +14, Disguise +7, Escape Artist +5, Forgery +8, Gamble +5, Gather Information +14, Read/Write Basic, Sense Motive +8, Sleight of Hand +11, Speak Basic, Treat Injury +5

Feats: Armor Proficiency (light), Dodge, Improved Initiative, Nimble, Trustworthy, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, vibro weapons)

Type: SpecForce Procurement Specialist

DEXTERITY 3D

Blaster 4D+1, Dodge 4D+1, Pick Pocket 6D+1

KNOWLEDGE 3D

Value 6D, Willpower 5D

MECHANICAL 3D

PERCEPTION 3D+1

Con: Disguise 5D+2, Forgery 5D+2, Gambling 4D+1, Investigation 6D+2, Persuasion 7D

Is Your Strike Team Assembled?

STRENGTH 1D+2

TECHNICAL 2D+2

Computer Programming/Repair 4D+2, First Aid 3D+2, Security 4D

Force Points: 4

Character Points: 11

Move: 10

Equipment: Blaster [Hold-out], Knife

SpecForce Procurement Specialist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+0	+2	+1	Sticky Appendages X2	+1	+0
2 nd	+2	+0	+3	+2	Sticky Appendages, SpecForce Training (Procurement Specialist)	+2	+0
3 rd	+2	+1	+3	+2	Sticky Appendages X2	+2	+1
4 th	+3	+1	+4	+3	Sticky Appendages, Convoy Re-route	+3	+1
5 th	+4	+1	+4	+3	Sticky Appendages, Advanced SpecForce Training (Procurement Specialist)	+3	+1



Menlow - Vurk SpecForce Sensors/Communications Operator by: Hannicart Bralt

SpecForce Sensors/Communications Operator

The Sensor/Communications Operator is the most popular member of any SpecForce unit when the bantha poodoo hits the fan. They are the ones responsible for keeping the unit in contact with other elements when operating as part of a larger

taskforce as well as utilizing state of the art equipment to detect opposition that might go unnoticed by the human (or alien) eye.

Requirements

To qualify to become a SpecForce Sensor/Communications Operator, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Computer Use 8 ranks, Disable Device 4 ranks, Listen 6 ranks, Repair 6 ranks.

Feats: Gearhead, Skill Emphasis (Computer Use)

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Sensor/Communications Operators gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Sensor/Communications Operator's class skills, and the key ability for each skill, are as follows:

Bluff (Cha), Computer Use (Int), Disable Device (Int), Knowledge (any) (Int), Listen (Wis), Read/Write Language (None), Repair (Int), Search (Int), and Speak Language (None).

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are features of the SpecForce Sensor/Communications Operator's prestige class:

Starting Feats

The SpecForce Sensor/Communications Operator gains the following feats:

Armor Proficiency (light)

Is Your Strike Team Assembled?

Weapons Group Proficiency (blaster pistols)
Weapons Group Proficiency (blaster rifles)
Weapons Group Proficiency (vibro weapons)

Call for Fire

At the 1st level, the SpecForce Sensor/Communications Operator no longer draws Attacks of Opportunity while making Computer Use skill checks in combat situations.

SpecForce Training (Sensor/Communications Operator)

At the 2nd level, the SpecForce Sensor/Communications Operator may add their total levels from the SpecForce Sensor/Communications Operator Prestige Class to any Computer Use skill checks.

Can You Hear Me Now?

At the 3rd level, the SpecForce Sensor/Communications Operator when making a Computer Use skill check may take 10 even if stress and distractions would normally prevent him from doing so.

Mastercrafter (Sensor/Communications Operator)

At the 4th level, the SpecForce Sensor/Communications Operator gains the ability to create mastercraft items using the Craft skill. SpecForce Sensor/Communications Operators may only mastercraft electronic devices.

Advanced SpecForce Training (Sensor/Communications Operator)

At the 5th level, the SpecForce Sensor/Communication Operator may add their total levels in all SpecForce Prestige Classes they have to any Computer Use skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Listen skill checks.

Menlow - Vurk SpecForce Scanner/Communications Operator

Like the rest of his species Menlow is a very nomadic individual. It was his nomadic instinct that caused him to join the Rebellion even before they won their victory over the Death Star at Yavin. His first job was setting up the computer systems on that now legendary moon. He was manning the base's sensor station when the TIE Fighters appeared on the scope. Any other technician might have disregarded the small blips as space debris, but Menlow knew better. After the moon was evacuated Menlow was reassigned to a listening

post in the Colonies region. Once General Madine began assembling the first SpecForce units Menlow was tapped to train the other Scanner/Communications that would be needed.

Menlow: Adult Male Vurk, Tech Specialist 4/Scout 3/SpecForce Sensors/Communications Operator 2; **Init** +2 (+2 Dex); **Def** 18 (+2 Dex, +6 Class); **Spd** 10m; **VP/WP** 43/12; **Atk** +7/+2 melee (1d3+1, punch), +8/+3 or +4/+4/-1 ranged (3d8, Blaster [Heavy Pistol]); **SQ** Call for Fire, Heart +1, Hold breath, Instant Mastery (Disable Device), Member of a Rebel or New Republic SpecForce Unit, Research, SpecForce Training (SpecForce Sensors/Communications Operator), Tech Speciality (Computer Specialist +1), Trailblazing, Uncanny Dodge (Can't be Flanked); **SV** Fort +5, Ref +9, Will +5; **SZ** M; **FP**: 3; **Rep**: +0; **Str** 13, **Dex** 14, **Con** 12, **Int** 15, **Wis** 8, **Cha** 12.

Equipment: Blaster [Heavy Pistol], Long Range Communications Backpack, Tool kit

Skills: Astrogate +5, Bluff +5, Computer Use +20, Craft (electronic devices) +6, Demolitions +6, Disable Device +10, Hide +5, Jump +5, Listen +11, Read/Write Vurkish, Repair +16, Search +6, Speak Basic, Speak Vurkish, Spot +4, Survival +10, Treat Injury +3

Feats: Alertness, Armor Proficiency (light), Gearhead, Low Profile, Rugged, Skill Emphasis (Computer Use, Survival), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, vibro weapons)

Type: SpecForce Sensors/Communications Operator

DEXTERITY 3D+1

Blaster 5D+1, Dodge 5D+1

KNOWLEDGE 2D+2

Survival 5D+1

MECHANICAL 3D+2

Astrogation 4D+2, Communications 5D+2, Sensors 5D+2

PERCEPTION 2D+2

Con 3D+2, Hide 3D+2, Search 6D+2

STRENGTH 3D

TECHNICAL 3D+2

Computer Programming/Repair 6D+1, Demolitions 5D, First Aid 5D, Security 6D+1

Force Points: 3

Character Points: 9

Move: 10

Equipment: Blaster [Heavy Pistol], Long Range Communications Backpack, Tool kit

Is Your Strike Team Assembled?

SpecForce Sensors/Communications Operator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+0	+0	+2	+1	Call for Fire	+1	+0
2 nd	+1	+0	+3	+2	SpecForce Training (Sensor/Communications Operator)	+2	+0
3 rd	+1	+1	+3	+2	Can You Hear Me Now?	+2	+1
4 th	+2	+1	+4	+3	Mastercrafter (Sensor/Communications Operator)	+3	+1
5 th	+2	+2	+4	+3	Advanced SpecForce Training (Sensor/Communications Operator)	+3	+1



Arcturus - Filvian SpecForce Sniper by: Derwin Roberson

SpecForce Sniper

Solitude is the SpecForce Sniper's constant companion. Among some of the most deadly sentient beings in the galaxy, the SpecForce Snipers are an extremely elitist crowd. Many have bragged that it sometimes takes an entire team of SpecForce members to do what a Sniper can with one shot. However, when the bantha poodoo hits the cooling unit they pull through for the team.

Requirements

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

Base Attack Bonus: +7.

Skills: Hide 8 ranks, Search 6 ranks, Spot 10 ranks.

Feats: Far Shot, Precise Shot, Weapon Focus (blaster rifles or slugthrowers).

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Snipers gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Sniper's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Craft (any) (Int), Disguise (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Search (Int), and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the SpecForce Sniper's prestige class:

Starting Feats

The SpecForce Sniper gains the following feats:

Armor Proficiency (light)

Weapons Group Proficiency (blaster rifles)

Weapons Group Proficiency (slugthrowers)

SpecForce Training (Sniper)

At the 2nd level, the SpecForce Sniper may add their total levels from the SpecForce Sniper Prestige Class to any Spot skill checks.

Cover Reduction

At 1st level, when the SpecForce Sniper attacks partially concealed targets, reduce the effective amount of protection the target gains by 25%. For example if a target is hiding with half-coverage behind a wall, when the Sniper makes an attack treat the effective coverage as one-quarter coverage. At 4th level increase the coverage reduction by 50%, these reductions in coverage do not apply if the target has full coverage.

Target of Opportunity

At 3rd level, the SpecForce Sniper may make a ranged attack of opportunity against a target when the target has provoked them. This only applies if the Sniper has not made an attack during the current round and the target is visible within the current fire arc. The target must also be within a number of weapon increments less than or equal to the number of SpecForce Sniper levels the character has.

Advanced SpecForce Training (Sniper)

Is Your Strike Team Assembled?

At the 5th level, the SpecForce Sniper may add their total levels in all SpecForce Prestige Classes they have to any Spot skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Hide skill checks. Also the number of increments from the Target of Opportunity special ability is expanded out to the total number of SpecForce levels (but not exceeding the weapon's maximum range).

Increased Threat

At 5th level, the SpecForce Sniper may declare they are attempting to make an increased threat attack against a target; this must be done before the actual attack has been made. The Sniper may deduct an amount from their base attack bonus and use this to increase the threat range of their weapon for 1 round. The threat range of their weapon is increased by 1 for every 2 they deduct from their base attack bonus, and their base attack bonus may not be reduced to less than +1. This special ability can only be used a number of times a day equal to their SpecForce Sniper levels.

For example a SpecForce Sniper has a ranged attack of +12/+7 (+8/+3 base attack bonus), and is using a rifle with a threat range of 19-20, they may reduce their base attack to +6/+1 (+10/+5 ranged attack) and increase the threat range to 18-20, or reduce the base attack to +4 (+8 ranged attack) and increase the threat range to 17-20, etc.

Arcturus - Filvian SpecForce Sniper

Arcturus became a member of the SpecForce after the Thrawn incident. He was serving as a technician when the base he was stationed at came under attack by a battalion of Stormtroopers. He distinguished himself during the fighting by climbing to the top of the of the base's sensor array and, using a slugthrower rifle he had built himself, held back the enemy from gaining access to the command center. After reinforcements arrived and the Imperials were routed, over two dozen storm-troopers were found that had been killed by slugthrower rounds to the head. Arcturus was decorated personally by General Madine and asked to join the ranks of the New Republic SpecForce as a Sniper. In the SpecForce Arcturus proved himself both as a sniper and a leader.

Arcturus: Adult Male Filvian, Tech Specialist 2/Scout 4/Soldier 3/SpecForce Sniper 1; **Init** +1 (+1 Dex); **Def** 17 (+1 Dex, +6 Class); **Spd** 4m, crawl 8m; **VP/WP** 56/10; **Atk** +10/+5 or +6/+6/+1 ranged (2d8, Slugthrower [Rifle]), +8/+3 melee (1d3, punch), +9/+4 or +5/+5/+0 ranged (3d6, Blaster

New Species: Filvian

Filvians evolved on the mostly desert world of Filve. Their fine fur helps them keep warm on cool nights while allowing them to desert sun's heat to dissipate in the scorching day. They have small forward pointing horns atop their equine heads. Filvians prefer to walk on all fours but they can walk on two legs albeit slower.

Filvians are known throughout the galaxy as excellent programmers, accelerating in all fields dealing with computers. Most Filvians will have at least a level or two of Tech Specialist multiclassing later.

Filvian Commoner: **Init** -1 (-1 Dex); **Def** 9 (-1 Dex, +0 Class); **Spd** 4m, crawl 8m; **VP/WP** -/10; **Atk** +0 melee (1d3, punch), -1 ranged (by weapon); **SQ** Stamina, Technical Aptitude; **SV** Fort +2, Ref -1, Will -1; **SZ** M; **FP:** 0; **Rep:** +0; **Str** 10, **Dex** 8, **Con** 10, **Int** 14, **Wis** 8, **Cha** 8.

Equipment: Variety of personal belongings.

Skills: Computer Use +4, Craft (any) +6, Knowledge (Technology) +4, Read/Write Filvish, Repair +4, Speak Basic, Speak Filvish, Survival +2

Species Traits: -2 Dex, +4 Int, -2 Wis, -2 Cha. **Technical Aptitude:** Filvians receive 4 extra skill points at the first level and 1 extra skill point at each additional level. These points must be placed into Int based technical skills. **Stamina:** Filvians receive a +2 species bonus on Fortitude Saves. They also receive a +2 species bonus to Survival skill checks made in Desert environments.

Automatic Languages: Basic, Filvish.

[Pistol]); **SQ** Cover Reduction (25%), Heart +1, Member of a Rebel or New Republic SpecForce Unit, Research, Stamina, Technical Aptitude, Trailblazing, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +8, Ref +7, Will +6; **SZ** M; **FP:** 3; **Rep:** +2; **Str** 10, **Dex** 13, **Con** 10, **Int** 16, **Wis** 12, **Cha** 11.

Equipment: Blaster [Pistol], Slugthrower [Rifle]

Skills: Balance +6, Climb +4, Computer Use +10, Craft (electronic devices) +8, Craft (slugthrowers) +8, Demolitions +5, Disable Device +7, Hide +11, Jump +2, Listen +10, Move Silently +5, Read/Write Filvish, Repair +18, Search +10, Speak Basic, Speak Filvish, Spot +16, Survival +12, Treat Injury +9, Tumble +2

Feats: Alertness, Armor Proficiency (light), Far Shot, Gearhead, Point Blank Shot, Precise Shot,

Is Your Strike Team Assembled?

Skill Emphasis (Repair, Survival), Weapon Focus (Slugthrower [Rifle]), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, slug throwers)

Type: SpecForce Sniper

DEXTERITY 3D

Blaster 4D, Dodge 6D, Slug throwers 5D

KNOWLEDGE 3D+1

Survival 6D+2

MECHANICAL 3D+2

PERCEPTION 3D

Hide 6D+1, Search 7D+2, Sneak 4D+1

STRENGTH 2D

Climbing/Jumping 3D+1

TECHNICAL 4D

Blaster Repair 6D+1, Computer

Programming/Repair 6D+1, First Aid 6D+2, Security 5D+1, Slug Thrower Repair 7D

Force Points: 3

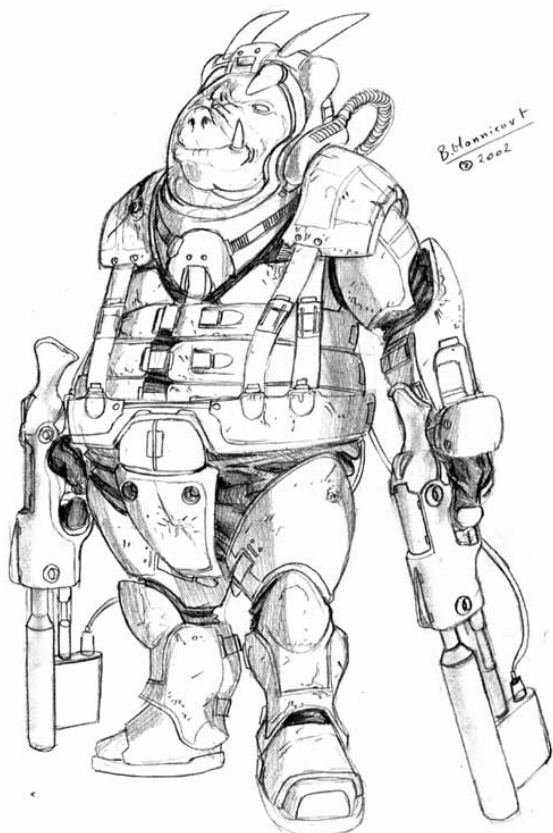
Character Points: 9

Move: 4, crawl 8

Equipment: Blaster [Pistol], Slugthrower [Rifle]

SpecForce Sniper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+2	+1	Cover Reduction (25%)	+0	+0
2 nd	+2	+2	+3	+2	SpecForce Training (Sniper)	+1	+0
3 rd	+2	+2	+3	+2	Target of Opportunity	+1	+0
4 th	+3	+3	+4	+3	Cover Reduction (50%)	+2	+0
5 th	+4	+3	+4	+3	Advanced SpecForce Training (Sniper), Increased Threat	+2	+1



Stukkg AKA 'Stinky' - Gamorrean SpecForce Space Ops/Marine
by: Hannicart Bralt

SpecForce SpaceOps/Marine

SpecForce SpaceOps/Marines are some of the toughest enforces in the galaxy. They are charged with the safety of some of the Rebellion's and, later, the New Republic's most important starships. They also conduct the boarding, search, and securing of hostile starships. SpaceOps units differ from most other SpecForce units in the sense that almost all the members of a SpaceOps unit are of the SpaceOps specialty. A small minority of those assigned to a SpaceOps unit might be another specialty.

Requirements

To qualify to become a SpecForce SpaceOps/Marine, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Astrogate 4 ranks, Computer Use 6 ranks, Demolitions 6 ranks, Pilot 6 ranks, Search 6 ranks.

Feats: Armor Proficiency (Powered), Zero-G Training.

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce SpaceOps/Marines gain 1d10 vitality points per level. The character's Constitution modifier applies.

Is Your Strike Team Assembled?

Class Skills

The SpecForce SpaceOps/Marine's class skills, and the key ability for each skill, are as follows:

Astrogate (Int), Computer Use (Int), Demolitions (Int), Disable Device (Int), Knowledge (any) (Int), Pilot (Dex), Repair (Int), Search (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the SpecForce SpaceOps/Marine's prestige class:

Starting Feats

The SpecForce SpaceOps/Marine gains the following feats:

Weapons Group Proficiency (blaster pistols)
Weapons Group Proficiency (blaster rifles)
Weapons Group Proficiency (vibro weapons)

Starship Weapons Proficiency

At the 1st level, the SpecForce SpaceOps/Marine becomes trained in the use of all independent starship weapon systems (meaning those not controlled by a pilot or co-pilot).

Repel Boarders

At the 2nd level, the SpecForce SpaceOps/Marine has such a familiarity with the Rebel or New Republic ship that they are serving on they receive a +1 morale bonus to all Saves and their Defense. At the 6th level this morale bonus increases to +2.

SpecForce Training (SpaceOps/Marine)

At the 2nd level, the SpecForce SpaceOps/Marine may add their total levels from the SpecForce SpaceOps/Marine Prestige Class to any Search skill checks.

Armor Familiarity

At the 4th level, the SpecForce SpaceOps/Marine armor check penalty is reduced by 1. At 7th level reduce the armor check penalty by 3 (if this reduction of the armor check penalty cannot cause that penalty to become positive).

Flight School

At the 4th level, the SpecForce SpaceOps/Marine gains the Starship Operation feat of the SpaceOps/Marine's choice.

Advanced SpecForce Training (SpaceOps/Marine)

At the 5th level, the SpecForce SpaceOps/Marine may add their total levels in all SpecForce Prestige Classes they have to any Search skill checks and

half of their total SpecForce levels (rounded down to a minimum of 1) to all Pilot skill checks.

Stukkg AKA 'Stinky' - Gamorrean SpecForce SpaceOps/Marine

Stukkg was given the nickname 'Stinky' long before he ever heard of the New Republic. He was one of the Gamorreans taken on board the battlestation *Eye of Palpatine* by the autonomous personnel recovery systems. After being rescued and returned to Pzob, Stinky persuaded the representatives of the New Republic to take him with them.

Many unfamiliar with Stinky believe that the brainwashing he received aboard the *Eye* never wore off. This, however, couldn't be farther from the truth. While he can be almost professional to a fault when boarding an enemy vessel in his off time Stinky is a very fun loving character. He is very candid with his teammates while he gives most strangers a very cold shoulder.

Stukkg AKA 'Stinky': Adult Male Gamorrean, Fringer 2/Soldier 6/SpecForce SpaceOps/Marine 1; **Init** +1 (+1 Dex); **Def** 19 (+1 Dex, +8 Class); **Spd** 6m (Armor); **VP/WP** 71/14; **Atk** +11/+6 melee (1d3+2, punch), +7/+2 melee (2d10+2, Vibro-Ax), +9/+4 or +5/+5/+0 ranged (3d8, crit 19-20, Blaster [Rifle]); **SQ** Barter, Fringer bonus class skill (Computer Use), Member of a Rebel or New Republic SpecForce Unit, Starship Weapons Proficiency; **SV** Fort +13, Ref +7, Will +4; **SZ** M; **FP:** 4; **Rep:** +2; **Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8.

Equipment: Armored spacesuit [Mastercraft +1] (Damage Reduction: 7), Blaster [Rifle] x2, Vibro-Ax
Skills: Astrogate +5, Computer Use +8, Demolitions +7, Pilot +8, Search +6, Speak Basic, Speak Gamorrean, Treat Injury +3, Tumble -1

Feats: Armor Proficiency (heavy, light, medium, powered), Cleave, Pinpoint Accuracy, Power Attack, Quick Draw, Two-weapon Fighting, Weapons Group Proficiency (blaster rifles, primitive weapons, simple weapons), Zero-G Training

Type: SpecForce SpaceOps/Marine

DEXTERITY 3D

Blaster Rifle 5D, Dodge 5D+1, Grenade 4D

KNOWLEDGE 2D+1

Survival 5D

MECHANICAL 2D+2

Astrogate 4D+1, Space Transports 5D

PERCEPTION 2D

Search 3D+2

STRENGTH 3D+2

TECHNICAL 2D

Is Your Strike Team Assembled?

Computer Programming/Repair 4D+2, Demolitions 4D+1

Force Points: 4

Character Points: 6

Move: 10

Equipment: Blaster [Rifle], Combat Jumpsuit (+1D to resist Energy damage & +2 to resist Physical damage), Medpac x5, Thermal Detonator x3

SpecForce SpaceOps/Marine

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+2	+1	Starship Weapons Proficiency	+1	+0
2 nd	+2	+2	+3	+2	Repel Boarders +1	+2	+0
3 rd	+2	+2	+3	+2	SpecForce Training (SpaceOps/Marine)	+2	+1
4 th	+3	+3	+4	+3	Armor Familiarity, Flight School	+3	+1
5 th	+4	+3	+4	+3	Advanced SpecForce Training (SpaceOps/Marine)	+3	+1
6 th	+4	+4	+5	+4	Repel Boarders +2	+4	+1
7 th	+5	+4	+5	+4	Improved Armor Familiarity	+4	+2



Naag - Xexto SpecForce Technician by: Daniel 'Reverend Strone' Falconer

SpecForce Technician

SpecForce Technicians are responsible for some of the more vital, if sometimes mundane, aspects of SpecForce missions. They are tasked with overcoming security measures, both physical and electronic. Also, they are held accountable for any

specialized equipment that the unit may use for a mission.

Requirements

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

Base Attack Bonus: +3.

Skills: Computer Use 6 ranks, Craft (any) 4 ranks, Disable Device 6 ranks, Repair 8 ranks.

Feats: Gearhead, Skill Emphasis (Disable Device).

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Technicians gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Technician's class skills, and the key ability for each skill, are as follows:

Appraise (Int), Craft (any) (Int), Computer Use (Int), Demolitions (Int), Disable Device (Int), Knowledge (any) (Int), Repair (Int), and Search (Int).

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are features of the SpecForce Technician's prestige class:

Starting Feats

The SpecForce Technician gains the following feats:

Armor Proficiency (light)
Weapons Group Proficiency (blaster pistols)
Weapons Group Proficiency (blaster rifles)

Is Your Strike Team Assembled?

Weapons Group Proficiency (vibro weapons)

Run a Bypass

At the 1st level, the SpecForce Technician no longer draws Attacks of Opportunity while making Disable Device skill checks in combat situations.

SpecForce Training (Technician)

At the 2nd level, the SpecForce Technician may add their total levels from the SpecForce Technician Prestige Class to any Computer Use skill checks.

Hotwire

At the 3rd level, the SpecForce Technician when making a Disable Device skill check may take 10 even if stress and distractions would normally prevent him from doing so.

Mastercrafter (Technician)

At the 4th level, the SpecForce Technician gains the ability to create mastercraft items using the Craft skill. SpecForce Technicians may only mastercraft electronic devices.

Advanced SpecForce Training (Technician)

At the 5th level, the SpecForce Technician may add their total levels in all SpecForce Prestige Classes they have to any Disable Device skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Repair skill checks.

Naag - Xexto SpecForce Technician

Even as a young Xexto, technology always fascinated Naag. He grew up far away from the Xexto homeworld of Troiken, since his father was a Senior Professor of Advanced Starcraft Design and Construction at the University of Sanbra. Naag was constantly reprogramming droids, building troublesome gadgets, and sneaking into restricted areas of the campus. He was just finishing his degree in Micro Electronics Engineering when the Imperials cracked down on the planet. Like many of the professors, Naag, and his parents, escaped Sanbra just before the Imperial occupation of the University began. However, Naag's parents were picked up and like so many affluent non-humans, charged as Rebel spies. Naag vowed to fight any regime that would wrongfully imprison its citizens. All of those years playing pranks at Sanbra have prepared Naag for the role he now plays as a SpecForce Technician. Especially since most Imperial identification codes are a piece of Corellian Ryshcate when compared to the encryption that Naag's Advanced Theory of Droid

Intelligence professor used to keep his personal files from becoming common knowledge (and that sentient being was paranoid).

Naag: Adult Male Xexto, Tech Specialist
5/SpecForce Technician 2; **Init** +7 (+3 Dex, +4 Bonus); **Def** 19 (+3 Dex, +5 Class, +1 Size); **Spd** 6m; **VP/WP** 29/12; **Atk** +5 melee (1d2, punch), +9 or +5/+5 ranged (3d6, Blaster [Pistol]); **SQ** Expert (Craft), Instant Mastery (Forgery), Member of a Rebel or New Republic SpecForce Unit, Research, Run a Bypass, SpecForce Training (Technician), Tech Speciality (Mechanic +1); **SV** Fort +3, Ref +7, Will +4; **SZ** S; **FP:** 2; **Rep:** +1; **Str** 11, **Dex** 16, **Con** 12, **Int** 15, **Wis** 10, **Cha** 9.

Equipment: Blaster [Pistol] x2, Security kit, Tool kit

Skills: Appraise +5, Climb +4, Computer Use +17, Craft (blaster pistols and rifles) +9, Craft (electronic devices) +11, Disable Device +17, Forgery +4, Read/Write Basic, Read/Write Xextese, Repair +17, Speak Basic, Speak Xextese, Spot +3, Treat Injury +6

Feats: Armor Proficiency (light), Gearhead, Improved Initiative, Multidexterity, Skill Emphasis (Computer Use, Disable Device), Weapon Focus (Blaster [Pistol]), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, vibro weapons)

Type: SpecForce Technician

DEXTERITY 4D

Blaster 5D, Dodge 5D+2

KNOWLEDGE 3D

Value 3D+2

MECHANICAL 4D

Communications 5D+1, Sensors 5D

PERCEPTION 2D+1

STRENGTH 2D+2

Climbing/Jumping 4D

TECHNICAL 3D+2

Blaster Repair 5D+2, Computer

Programming/Repair 6D+1, First Aid 4D+2, Ground Vehicle Repair 5D+1, Repulsorlift Repair 5D, Repair Security 7D

Force Points: 2

Character Points: 12

Move: 10

Equipment: Blaster [Pistol] x2, Security kit, Tool kit

Is Your Strike Team Assembled?

SpecForce Technician

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+0	+0	+1	+1	Run a Bypass	+0	+0
2 nd	+1	+0	+2	+2	SpecForce Training (Technician)	+1	+0
3 rd	+1	+1	+2	+2	Hotwire	+1	+1
4 th	+2	+1	+3	+3	Mastercrafter (Technician)	+1	+1
5 th	+2	+2	+3	+3	Advanced SpecForce Training (Technician)	+2	+1



Yeexfa - Veknoid SpecForce Urban Combat Specialist by: Daniel 'Reverend Strone' Falconer

SpecForce Urban Warfare Specialist

Ninety percent of the galaxy's population resides in large metropolitan areas; it is not a surprise that many battles along with minor skirmishes are fought in these areas. Since this environment is so dramatically different than most others it demands a soldier with specialized training in order to take advantage of the unique features of urban geography.

Requirements

To qualify to become a SpecForce Urban Warfare Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Computer Use 4 ranks, Disable Device 6 ranks, Gather Information 6 ranks, Sense Motive 6 ranks.

Feats: Sharp-Eyed.

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Urban Warfare Specialists gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The SpecForce Urban Warfare Specialist's class skills, and the key ability for each skill, are as follows:

Bluff (Cha), Computer Use (Int), Demolitions (Int), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the SpecForce Urban Warfare Specialist's prestige class:

Starting Feats

The SpecForce Urban Warfare Specialist gains the following feats:

Armor Proficiency (light)
 Armor Proficiency (medium)
 Weapons Group Proficiency (blaster pistols)
 Weapons Group Proficiency (blaster rifles)
 Weapons Group Proficiency (vibro weapons)

Weapon Focus

At the 1st level, the SpecForce Urban Combat Specialist gains Weapon Focus as a bonus feat. This feat applies to a specific weapon of the character's choosing.

SpecForce Training (Urban Warfare Specialist)

At the 2nd level, the SpecForce Urban Warfare Specialist may add their total levels from the SpecForce Urban Warfare Specialist Prestige Class to any Spot skill checks.

A Second Look

At the 3rd level, the SpecForce Urban Combat Specialist has an innate sense of when something doesn't seem right and therefore knows when they

Is Your Strike Team Assembled?

might have missed seeing something. Once a day at 1st level and twice a day at 5th level the SpecForce Urban Combat Specialist may reroll any failed Spot skill check. The second result must be used, regardless of whether it is better or worse than the first.

Bonus Feat

The SpecForce Urban Combat Specialist gains bonus feats at the 2nd and 5th level. The SpecForce Urban Combat Specialist must meet the prerequisites of the bonus feat, and the bonus feat must be selected from the following list:

Acrobatic, Advanced Martial Arts, Alertness, Blind Fight, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Dodge, Improved Critical, Improved Disarm, Improved Martial Arts, Improved Trip, Martial Arts, Mobility, Spring Attack, Stealthy, Whirlwind Attack.

Advanced SpecForce Training (Urban Warfare Specialist)

At the 5th level, the SpecForce Urban Combat Specialist may add their total levels in all SpecForce Prestige Classes they have to any Spot skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Demolitions skill checks.

Yeexfa - Veknoid SpecForce Urban Warfare Specialist

Yeexfa began his life as an orphan in the lower levels of Coruscant. It's a very hard life in those regions of Coruscant; and the situation was only made worse by it being the heyday of the Galactic Empire. Yeexfa made the best life he could, avoiding the swoop gangs while never going down too deep into the infrastructure of the city-world.

During the liberation Yeexfa assisted a SpecForce unit checking the lower levels for Partisan troops that Ysanne Isard might have left behind. During the patrol a walkway collapsed under the unit's commander, and the team asked Yeexfa to guide them down into the forgotten levels of Coruscant to find their boss.

After rescuing their comrade and finding a way back to the surface Yeexfa was asked to join the SpecForce as an Urban Combat Specialist. He gladly accepted the offer and has served the New Republic meritoriously ever since.

Yeexfa: Adult Male Veknoid, Scoundrel 4/Soldier 2/SpecForce Urban Warfare Specialist 1; **Init** +2 (+2 Dex); **Def** 18 (+2 Dex, +5 Class, +1 Size); **Spd** 9m; **VP/WP** 37/11; **Atk** +8/+3 melee (1d3+1, crit 20,

New Species: Veknoid

The Veknoid hail from the Mid-Rim world of Moonus Mandel just inside of Bothan Space a little coreward of Bothawui. Their world was colonized early in galactic history by the Bothans. Many were taken around Bothan space as pets of wealthy Bothans until their sentience was proved by scientists from the newly forming Republic.

Many Veknoids have since found their niche in the universe - RepulsorTaxi driving. Many warrens of Veknoids have popped up in population centers. Examples include Coruscant, Corellia and even as far as Bastion. **Veknoid Commoner:** **Init** +1 (+1 Dex); **Def** 12 (+1 Dex, +0 Class, +1 Size); **Spd** 9m; **VP/WP** -/10; **Atk** +0 melee (1d2-1, punch), +2 ranged (by weapon); **SV Fort** +0, **Ref** +1, **Will** +1; **SZ** S; **FP:** 0; **Rep:** +0; **Str** 8, **Dex** 12, **Con** 10, **Int** 8, **Wis** 12, **Cha** 10.

Equipment:

Skills: Pilot +5, Profession ((any)) +3, Read/Write Vek, Speak Basic, Speak Vek

Species Traits: +2 Dex, -2 Str, -2 Int, +2 Wis.

Small: As Small creatures, Veknoids gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Humans use, and their lifting and carrying limits are three-quarters of those of Medium-Size characters.

Mechanical Aptitude: Veknoids receive a +2 species bonus to Pilot Checks and the Pilot skill is always considered a class skill for them.

Excellent Healing: Veknoids receive a +2 species bonus to Listen Skill checks.

Automatic Languages: Basic, Vek.

punch), +9/+4 or +5/+5/+0 ranged (3d8, Blaster [Heavy Pistol]), +9/+4 ranged (+1, Grenade [Stun]), +9/+4 ranged (4d6+1, Grenade [Frag]); **SQ** Illicit barter, Lucky (1/day), Member of a Rebel or New Republic SpecForce Unit, Precise Attack +1; **SV Fort** +5, **Ref** +8, **Will** +5; **SZ** S; **FP:** 4; **Rep:** +2; **Str** 13, **Dex** 15, **Con** 11, **Int** 10, **Wis** 16, **Cha** 8.

Equipment: Blaster [Heavy Pistol], Combat Jumpsuit [Mastercraft +1] (Damage Reduction: 4), Grenade [Frag] x3, Grenade [Stun] x3, Medpac x4

Skills: Computer Use +6, Demolitions +6, Disable Device +9, Escape Artist +1, Forgery +2, Gather Information +5, Listen +9, Move Silently +4,

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Read/Write Vek, Search +7, Sense Motive +11, Sleight of Hand +3, Speak Basic, Speak Vek, Spot +7, Treat Injury +5, Tumble +3

Feats: Armor Proficiency (light, medium), Dodge, Martial Arts, Point Blank Shot, Sharp-eyed, Skill Emphasis (Disable Device), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, vibro weapons)

Type: SpecForce Urban Warfare Specialist

DEXTERITY 3D+2

Blaster 5D+1, Dodge 5D+2, Grenade 4D+2, Pick Pocket 4D+1

KNOWLEDGE 3D

Willpower 5D+2

MECHANICAL 3D

PERCEPTION 2D+1

Forgery 3D, Investigation 4D+1, Search 6D+1, Sneak 3D

STRENGTH 2D+2

TECHNICAL 2D

Computer Programming/Repair 4D, Demolitions 4D, First Aid 2D+2, Security 5D+1

Force Points: 4

Character Points: 5

Move: 9

Equipment: Blaster [Heavy Pistol], Combat Jumpsuit [Mastercraft +1] (Damage Reduction: 4), Grenade [Frag] x3, Grenade [Stun] x3, Medpac x4

SpecForce Urban Warfare Specialist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+1	+2	+1	Weapon Focus	+1	+0
2 nd	+2	+2	+3	+2	SpecForce Training (Urban Combat Specialist)	+2	+0
3 rd	+2	+2	+3	+2	A Second Look (1/day)	+2	+1
4 th	+3	+3	+4	+3	Bonus Feat	+3	+1
5 th	+4	+3	+4	+3	Advanced SpecForce Training (Urban Warfare Specialist), A Second Look (2/day)	+3	+1



Reeve - Duros SpecForce Wilderness Fighter by: Hannicart Bralt

SpecForce Wilderness Fighter

When one pictures your typical SpecForce operative, the Wilderness Fighter is usually one of the first things that come to mind. With well over a majority of the galaxy's planets having little to no urbanization the SpecForce needs specialists trained to operate in these vast wildernesses. The Wilderness Fighters are always the most unkempt members of SpecForce due to their like of large amounts of facial hair.

Requirements

To qualify to become a SpecForce Wilderness Fighter, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Demolitions 6 ranks, Hide 4 ranks, Survival 8 ranks, Treat Injury 6 ranks.

Feats: Skill Emphasis (Survival), Track.

Special: Must be a member of a Rebel or New Republic SpecForce Unit.

Game Rule Information

Vitality: SpecForce Wilderness Fighters gain 1d10 vitality points per level. The character's Constitution modifier applies.

Is Your Strike Team Assembled?

Class Skills

The SpecForce Wilderness Fighter's class skills, and the key ability for each skill, are as follows:

Climb (Str), Demolitions (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the SpecForce Wilderness Fighter's prestige class:

Starting Feats

The SpecForce Wilderness Fighter gains the following feats:

Armor Proficiency (light)

Armor Proficiency (medium)

Weapons Group Proficiency (blaster pistols)

Weapons Group Proficiency (blaster rifles)

Weapons Group Proficiency (vibro weapons)

Climate Specialty

At the 1st, 3rd, and 5th level, the SpecForce Wilderness Fighter gains a Climate Specialty. Each time the SpecForce Wilderness Fighter selects a specialty from among those described below. It can be a different specialty each time, or the SpecForce Wilderness Fighter can choose the same specialty all three times.

Arctic: Receive a +1 bonus on all saves and Defense while operating in an arctic environment.

Desert: Receive a +1 bonus on all Saves and Defense while operating in a desert environment.

Forest: Receive a +1 bonus on all Saves and Defense while operating in a forest environment.

Jungle: Receive a +1 bonus on all Saves and Defense while operating in a jungle environment.

Mountain: Receive a +1 bonus on all Saves and Defense while operating in a mountain environment.

Plains: Receive a +1 bonus on all Saves and Defense while operating in a desert environment.

Swamp: Receive a +1 bonus on all Saves and Defense while operating in a swamp environment.

SpecForce Training (Wilderness Fighter)

At the 2nd level, the SpecForce Wilderness Fighter may add their total levels from the SpecForce Wilderness Fighter Prestige Class to any Survival skill checks.

Great Outdoorsman

At the 4th level, the SpecForce Wilderness Fighter when making a Survival skill check may take 10 even if stress and distractions would normally prevent him from doing so.

Advanced SpecForce Training (Wilderness Fighter)

At the 5th level, the SpecForce Wilderness Fighter may add their total levels in all SpecForce Prestige Classes they have to any Survival skill checks and half of their total SpecForce levels (rounded down to a minimum of 1) to all Hide skill checks.

Reeve - Duros SpecForce Wilderness Fighter

Reeve never had the love of the stars that most members of his species possess. Instead, he found that long treks through unspoiled environments rewarding (something that you won't find on the Duros' homeworld). He became a freelance scout and guide to the more uncivilized parts of the galaxy.

Reeve had no interest in the Galactic Civil War until he came across a Rebel Strike Force in the wilderness of a still classified planet on the outer rim. The team had been ambushed by a unit of Storm Commandos and missed their ride off planet. Reeve treated the teams wounded and used his beat-up YT-1210 to return the strike team to the Rebellion. Upon their arrival, Reeve was offered a job by Alliance High Command training their Wilderness Fighters for the upcoming attack on the Deflector Shield Generator on the Forest Moon of Endor.

Reeve: Adult Male Duros, Scout 4/Soldier 2/SpecForce Wilderness Fighter 2; **Init** +2 (+2 Dex); **Def** 18 (+2 Dex, +6 Class); **Spd** 10m; **VP/WP** 47/12; **Atk** +7/+2 melee (1d3, punch), +7/+2 melee (1d4, Knife), +9/+4 or +5/+5/+0 ranged (3d8, crit 19-20, Blaster [Rifle]), +9/+4 ranged (4d6+1, Grenade [Frag]); **SQ** Climate Specialty, Heart +1, Member of a Rebel or New Republic SpecForce Unit, SpecForce Training (Wilderness Fighter), Trailblazing, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +10, Ref +7, Will +6; **SZ** M; **FP:** 3; **Rep:** +2; **Str** 10, **Dex** 15, **Con** 12, **Int** 13, **Wis** 15, **Cha** 9.

Equipment: Blaster [Rifle], Field Kit, Glow rod, Grenade [Frag] x3, Knife, Medpac x4

Skills: Astrogate +8, Climb +6, Demolitions +10, Handle Animal +1, Hide +7, Pilot +11, Read/Write Basic, Read/Write Duresse, Repair +5, Ride +4, Search +5, Speak Basic, Speak Duresse, Spot +6, Survival +18, Treat Injury +10

Is Your Strike Team Assembled?

Feats: Armor Proficiency (light, medium), Athletic, Rugged, Skill Emphasis (Survival), Spacer, Starship Operation (space transport), Track, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Type: SpecForce Wilderness Fighter

DEXTERITY 3D+2

Blaster 5D, Dodge 5D+2, Melee Weapons 4D+2

KNOWLEDGE 3D+1

Survival 5D

MECHANICAL 3D+1

Astrogation 5D+2, Beast Riding 4D, Ground Vehicle Operation 4D, Repulsorlift Vehicle Operation 4D+2

PERCEPTION 2D+2

Hide 4D+1, Search 4D

STRENGTH 2D+1

Climbing/Jumping 4D+1

TECHNICAL 3D

Blaster Repair 4D+1, Demolitions 6D, First Aid 5D+2

Force Points: 3

Character Points: 6

Move: 10

Equipment: Blaster [Rifle], Field Kit, Glow rod, Grenade [Frag] x3, Knife, Medpac x4

SpecForce Wilderness Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1 st	+1	+2	+2	+1	Climate Specialty	+1	+0
2 nd	+2	+3	+3	+2	SpecForce Training (Wilderness Fighter)	+2	+0
3 rd	+2	+3	+3	+2	Climate Specialty	+2	+1
4 th	+3	+4	+4	+3	Great Outdoorsman	+3	+1
5 th	+4	+4	+4	+3	Advanced SpecForce Training (Wilderness Fighter), Climate Specialty	+3	+1

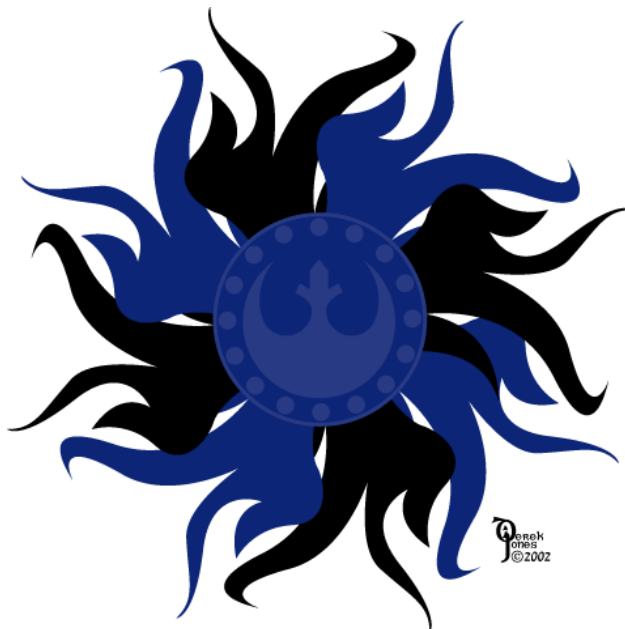
Using SpecForce Prestige Classes for Characters from Other Organizations

The SpecForce prestige classes can be used by characters belonging to other organizations with a few minor adjustments. Many of these are very apparent (such as the requirement for the character to belong to a SpecForce unit) while others are not so easy to see. One of the most important things to remember when converting one of the prestige classes to another organization is the amount of support this other organization has. The SpecForce Training Special Quality is completely dependant on the support that the member receives from the SpecForce in the form of cutting edge technology and new techniques; meaning that levels in these prestige classes shouldn't be taken by independent characters.

However some organizations, such as the Empire or its Remnant, would not have some of the SpecForce prestige classes available for characters to choose from. For example characters belonging to organizations not responsible for guarding starships would be unable to take the SpaceOps/Marine prestige class. Also the Era that the character is in might also dictate which prestige classes are available. During the Rebellion Era the Procurement Specialist prestige class wouldn't be open to Imperials; however, during the

later part of the New Republic Era and into the New Jedi Order Era that prestige class would become attainable for them. But, like a lot of rules in role-playing games, it comes down to what your Game Master will allow.

Example Rebel & New Republic SpecForce Units



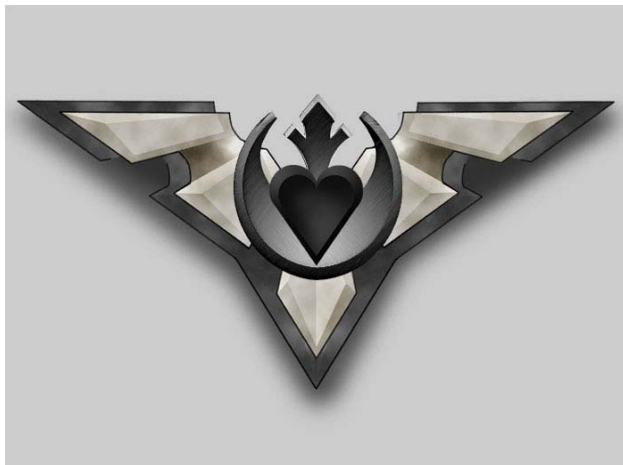
Phantoms Symbol - by: Derek 'Nafai' Jones

Is Your Strike Team Assembled?

The Phantoms were organized by the SpecForce High Command Agency shortly before the Yuuzhan Vong invasion of the galaxy and they had just finished a couple 'shakedown' missions along the outer rim when the early reports of the invasion began to filter into the New Republic. Since they happened to be the closest SpecForce unit to the area where the invaders were reported to be in the Phantoms were ordered to investigate. On that mission the unit took considerable losses, nearly two-thirds of the team, and barely made it back to a New Republic Military installation.

After being reinforced by veteran SpecForce members the Phantoms were assigned to infiltrate the Peace Brigade - an organization that supported and appeased the extra-galactic invaders. They performed admirably; by taking more than 10 Peace Brigade cells out of commission and sabotaging seven Yuuzhan Vong projects.

After the fall of Coruscant the Phantoms were left on their own. With no idea where to go or what to do the Phantoms began to wage their own personal war against the Yuuzhan Vong.



Blackhearts Symbol - by: James 'Korris' Gibson

The Blackhearts were one of the first SpecForce teams organized. The unit is made up entirely of Alderaanians that were off-world when Grand Moff Tarkin used the first Death Star to destroy their homeworld. While they aren't one of the best trained units in the SpecForce they are one of the most determined.

They were a silent part of many operations that were instrumental to the downfall of the Empire. Most of those took place deep inside the Core Worlds where they could easily blend in with the trillions of other humans that populated that region of space.

By the time peace was reached by the New Republic and Imperial Remnant the unit members had dwindled to so few that they were retired from the SpecForce.

The authors would like to extend their deepest thanks to the artists that spent so much time to give this project the amazing works of art that appear throughout the document. Without their time, dedication, and skill (not to mention their patience) this project wouldn't be what it is.