

READ THIS PLEASE!

Ok, now that I got that out of my system, I've got a bit to say. First and foremost, this is NOT entirely my work. Now it's time to get to the important stuff.

1- A warm "Thanks" to all the authors who contributed to this Archive. They are-

DirtyRat

JediNiyte

pbarny

Iron Wolf

Morvet Storm

GothCrow (Hey, that's me!)

invisible moose

Odde Bogodde

Finn Dootric

Dolomite23

Eldibrand

Crimson Dragon Master Xi

Many thanks go to Valheru for his assistance with referencing books that I don't have.

2- The legal Stuff-

This is an original creation, reproduction with the intent of sale, or actual sale is, according to United States Copyright Law, an infringement on George Lucas et al, being a challenge to the commercial viability of Star Wars: The Role-playing Game by West End Games / Wizards of the Coast.

This file is not for sale, and are designed and presented for the private use of parties using Star Wars: The Role-playing Game. Use of material releases author of any and all liability concerning any challenge to Lucas Film, Ltd., and their copyrights where concerned, as a result of any action of a viewer/user of the material.

Any files owned by the Author found on other locations on the internet or in print without permission/knowledge of the Authors is considered (by law) copyright infringement, and those responsible will be pursued as per the maximum extent of the laws of the United States of America, and/or International Copyright laws, including (but not restricted to) the Berne Convention, the Universal Copyright Conventions, and the Uruguay Round Agreement (WTO).

Where not covered in the following, should a copyright contest occur, the Authors will FULLY YIELD to the letter of the law with no contest:

STAR WARS ® ® or &tm; and © 2000 Lucas film, Ltd. Title, character, and place names protected by all applicable trademark laws. All rights reserved. Used without authorization, and will be removed promptly upon request with no contest on the part of the Author. The material contained herein is unofficial, and is not intended for sale. It in no way can be deemed a contest of the rights and ownership of Lucas film Ltd., or licensees thereof, including West End Games / Wizards of the Coast.

Any logos, titles, and other iconography associated with Star Wars used are for identification purposes only, and are copyright ultimately by Lucas film, Ltd. or the owner of the logo in question.

Where not covered above, all material written by the author is presented under the auspices of the Fair Use sections of the United States Copyright Law, as the only thing non-original to the author(s) is the very concept of the Star Wars "universe," thus this additional creative work does not pose any threat or challenge to the commercial viability of Lucas films, Ltd., or licensees thereof, including West End Games / Wizards of the Coast. In accordance with Fair Use, the author(s) does indeed claim sole copyright, thus removing all material contained on the website from "public domain." (Thanks to Genghis Ska for that)

In addition to all that, ALL the Prestige Classes show here are copyright of the original author. Those are (in real people terms):

DirtyRat - Charles Oliff
JediNiyte - Miles McNeely II
Pbarny - Paul Barnard
Iron Wolf - Jeremy Parker
Morvet Storm - Kiran Patel
GothCrow - Ron Edwards II
invisible moose - Scott
Odde Bogodde -
Finn Dootric - Wes Brown
Dolomite23 - Nathaniel Garth
Eldibrand - Ron Edwards I
Crimson Dragon Master Xi - Josh

Got A Question?

If you would like to ask an author what they meant or have a question related to the class or classes that they have written, you can e-mail me at gothcrow@mindspring.com and I'll be happy to pass your question on to the original author.

Last of all, Enjoy them!

Table Of Contents

Class	Author	Page Number
Introduction	GothCrow (with help)	1-2
Table of Contents	GothCrow	3
Assassin	DirtyRat	4-5
Wookie Force Hunter	JediNiyte	5-6
G.E.E.K.	DirtyRat	7
Master Trader	pbarny	8-9
New Rule: Playing Stock	pbarny	10
Priest of Arikamna	Iron Wolf	11-12
Mind Daggers	Iron Wolf	13-14
Way of the Gun	Iron Wolf	15-16
Magician	Iron Wolf	17-18
Jedi War Commander	Morvet Storm	19
Jedi Ground War Master	Morvet Storm	20
Jedi Space War Master	Morvet Storm	21
Living Force Ranger	Morvet Storm	22-23
Force Avatar	Morvet Storm	24-26
Compiler's Note	GothCrow	27-30
Way of the Blade Notes	Morvet Storm	
Blade Acolyte	Morvet Storm	31
Blade Guardian	Morvet Storm	32-33
Blade Dancer	Morvet Storm	34
Blade Warrior	Morvet Storm	35
Blind Blade	Morvet Storm	36
Twin Blade	Morvet Storm	37
Double Blade	Morvet Storm	38
Force Blade	Morvet Storm	39
Blade Master	Morvet Storm	40
Blade Lord	Morvet Storm	41
Shadow Assassin	Morvet Storm	42-44
Information Broker	invisible moose	45-46
Fixer	Odde Bogodde	47-48
Mandalorian Super Commando	Finn Dootric	49-50
Spatial Demolitionist	Dolomite23	51-52
Raug'Moss Initiate	GothCrow DirtyRat Eldibrand	53
Raug'Moss Journeyman	GothCrow DirtyRat Eldibrand	54
Raug'Moss Master	GothCrow DirtyRat Eldibrand	55-56
Jedi Craftmaster	GothCrow DirtyRat	57-58
Force Musician	Crimson Dragon Master Xi	59-60
Yugin Vor	Iron Wolf	61-62
Talak'anar Master	Iron Wolf	63-64

Assassin

Written by: DirtyRat

Assassins are trained killers, they like to strike when least expected from afar but take every advantage they can when caught in close combat.

Requirements:

BAB: +5

Skills: Gather Information 5 ranks, Hide 5 ranks, Move Silently 5 ranks, Spot 5 ranks

Class Skills:

Balance, Bluff, Climb, Computer Use, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Jump, Knowledge, Listen, Move Silently, Profession, Read/Write Language, Speak Language, Spot.

Skill Points: 8 + Int bonus per level

Vitality: 1d8 + Con bonus

The Assassin

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+0	+2	+1	Deadly Strike 1/day	+0	+0
2	+2	+1	+3	+1	Sneak Attack +1d6	+1	+1
3	+3	+1	+3	+1	Bonus Feat, Extra Initiative	+1	+1
4	+4	+1	+4	+2	Sneak Attack +2d6	+1	+2
5	+5	+2	+4	+2	Deadly Strike 2/day	+2	+2
6	+6	+2	+5	+3	Sneak Attack +3d6	+2	+3
7	+7	+3	+5	+3	Bonus Feat	+3	+3
8	+8	+3	+6	+3	Sneak Attack +4d6	+3	+4
9	+9	+3	+6	+4	Deadly Strike 3/day	+3	+4
10	+10	+4	+7	+4	Sneak Attack +5d6	+4	+5

Sneak attack: At 2nd level, the Assassin is able to make a sneak attack for extra damage against opponents who are denied their dexterity bonus to defense (flat footed, etc.) or that are flanked by the Assassin. The Assassin can only make a ranged sneak attack if the target is within 10 meters or if the Assassin's attack roll beats the target's defense by at least 10. This ability increases every 2 levels thereafter and stacks with that from other classes. (See Bounty Hunter PrC pg 265)

Bonus Feat: At 3rd and 7th levels the Assassin gains a bonus feat from this list: Acrobatic, Blind-Fight, Combat Reflexes, Defensive Martial Arts, Dodge, Exotic Weapon Proficiency, Heroic Surge, Improved Martial Arts, Improved Initiative, Low Profile, Martial Arts, Mobility, Multishot, Nimble, Point Blank Shot, Precise Shot, Quickness, Rapid Shot, Shot on the Run, Toughness.

Extra Initiative: At 3rd level, the Assassin gains a +2 competence bonus to his Initiative.

Deadly Strike: At 1st level the Assassin gains the ability to execute a Deadly Strike (see Elite Trooper PrC pg 271) 1 time per day. This allows for the Assassin's ability to take out his mark with one hit. This ability increases to 2 times per day at 5th level and 3 times per day at 10th level. The Assassin gets to add his Sneak Attack bonus to this roll if applicable, but the Sneak Attack roll damage is not automatically maximized – i.e. it must be rolled normally. Any bonus from a scope that the assassin would get can be added to this attack roll as well.

Wookiee Force Hunter – “Dakarn’torr”

Written by: JediNiyte

The Dakarn’torr is a secret society of Wookiee Force-users that lives a secret existence in the lower levels of Kashyyyk’s deadly forests. “Dakarn’torr” is an ancient Shyriiwook term that means “Guardians of the Flame”. The Dakarn’torr draw their power from the Cosmic Fire, the Great Energy that gave the Wookiee people the rakk’torr, the spark that gave birth to the Defiant Fire and allowed the Wookiee people to survive in such a dangerous place. The Dakarn’torr belief is that it is their sacred duty to use the power of the Cosmic Fire to protect and nurture the planet entrusted into their care.

Although Kashyyyk is a dangerous place to live, the great forests exist in a state of harmony, as the cycles of nature continue from one season to the next in perfect unison. Occasionally, however, something acts to disrupt this cycle and to bring imbalance to the inhabitants of the forest, both plant and animal. In most cases, the disruption is no more than an outbreak of disease that affects one species or another. In some instances, the danger is more immediate and severe, and nature itself becomes unable to regulate itself. Industry becomes too greedy, hunters become a bit too enthusiastic, or a predator may become rabid. This is where the Dakarn’torr comes in. Each Dakarn – or, Guardian – is chosen by a small Council of Elders based upon the Guardian’s Force-sensitivity and respect for the natural order. Each Dakarn is given a set of ryyk blades upon his or her initiation into the Mysteries of the Cosmic Flame. It is the duty of each Dakarn to seek out imbalances and to correct them. In many instances, an agricultural or horticultural solution is called for. In some cases, more drastic measures must be undertaken in order to preserve the life of the forest. The Dakarn’torr are trained to use cognitive, physical, and supernatural power in order to see that balance is maintained. This may require a simple suggestion to an agricultural business interest, the death of a disease-maddened predator, or the neutralization of a gang of poachers. Whatever the case, the Dakarn’torr acts quickly and efficiently, resolving each problem without revealing its true identity.

The Dakarn’torr do not use their powers without an element of caution, however. Like the forests they protect and serve, each Dakarn’torr must protect his own internal balance. If an individual Dakarn allows his emotions to rage unchecked, he will lose his spiritual equilibrium and the Madness will take over. Like an insidious disease, the Madness corrupts all it touches leaving only chaos, death, and sorrow in its wake. Should the Madness take an individual Dakarn, the Dakarn’torr will attempt to first heal the mind and soul of the sick. If this fails, however, the Dakarn’torr does not hesitate to destroy its own, in the same way that a responsible hunter would slay a feral katarn taken with blood-brain fever. The Dakarn’torr considers the elimination of Madness-infected beings among its most sacred duties.

Requirements

In order to qualify to become a Wookiee Force Hunter, a character must meet the following criteria:

Base Attack Bonus: +3

Skills: Enhance Senses 6 ranks, Hide 4 ranks, Move Silently 4 ranks, See Force 6 ranks, Survival 4 ranks

Feats: Force-sensitive, Sense, Track

Special: Wookiee Force Hunter is a Force-user prestige class available only to Wookiee player characters. In order to take this prestige class, the character may have no more than 2 Dark Side points.

Class Skills: Balance, Climb, Hide, Knowledge, Listen, Move Silently, Search, Spot, and Survival.

Skill Points at Each Additional Level: 4 + Int modifier

Vitality: d10 plus Constitution modifier

The Wookiee Force Hunter

Level	BAB	Fort	Will	Ref	Special	Def	Rep
1	+1	+1	+2	+1	Starting Feat, Target Bonus +1	+1	+0
2	+2	+2	+3	+2	Skill Emphasis	+2	+1
3	+3	+2	+3	+2	Target Bonus +2	+2	+1
4	+4	+2	+4	+2	Temper the Flame	+2	+2
5	+5	+3	+4	+3	Target Bonus +3	+3	+2

Class Features

Starting Feats: The Wookiee Force Hunter gains the Exotic Weapon Proficiency Feat – Ryyk Blade at 1st level.

Target Bonus: At 1st level, a Wookiee Force Hunter understands his target so well he gains a +1 competence bonus to attack rolls against a single target of his or her choice. In order to receive this benefit, the Wookiee Force Hunter must interact with the target for a period of 10 rounds, or observe the target from a distance for a period of 1 day. The Wookiee Force Hunter applies the same bonus to all Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills in opposition to the target. The competence bonus increases to +2 at 3rd level and +3 at 5th level.

Skill Emphasis: At 2nd level, the Wookiee Force Hunter gains the Skill Emphasis feat for free. It must be applied to one of the following skills: Enhance Senses, Hide, Move Silently, See Force, or Survival.

Temper the Flame: At 4th level, the Wookiee Force Hunter learns to merge his rakk'torr, the Wookiee "Defiant Fire", with his Force meditations, allowing him to find peace in the midst of conflict. In game terms, when using the Wookiee Rage species ability, the Wookiee Force Hunter may use Force skills or feats when raging due to his ability to remain calm while calling upon the rakk'torr. Utilizing Force abilities in this manner does not give the Wookiee Force Hunter a Dark Side point, as he or she has actively chosen to embrace the Light. However, the vitality point cost for using Force skills or feats while raging is doubled, or 2 if no vitality point cost is listed. All other rules governing Wookiee Rage apply normally.

G.E.E.K.

Written by: DirtyRat

G.E.E.K (Guardians of Electronic Evasion Knowledge) are people who have specialized in computer knowledge and in security evasion. They are typically drawn from the ranks of Tech Specialists, but a few are known to come from other classes.

Requirements:

Skills: Computer Use 9 ranks, Disable Device 9 ranks, Repair 9 ranks, Search 9 ranks, Spot 4 ranks

Class Skills:

Computer Use, Craft, Disable Device, Knowledge, Pilot, Profession, Read/Write Language, Repair, Search, Spot, and Treat Injury.

Skill Points: 6 + Int bonus per level

Vitality: 1d8 + Con Bonus

The G.E.E.K.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+1	+2	Technology Familiarity +2, Starting Feats	+1	+0
2	+2	+1	+2	+2		+2	+1
3	+3	+1	+3	+3	Tech Specialty	+2	+1
4	+4	+2	+3	+3	Technology Familiarity +3	+2	+2
5	+5	+2	+3	+4		+3	+2
6	+5	+3	+4	+4	Tech Specialty	+3	+3
7	+6	+3	+4	+5	Technology Familiarity +4	+3	+3
8	+7	+3	+5	+5		+4	+4
9	+8	+4	+5	+6	Tech Specialty	+4	+4
10	+9	+4	+6	+6	Technology Familiarity +5	+5	+5

Starting Feats: Weapon Group (Blaster Pistols)

Technology Familiarity: A GEEK gains a +2 familiarity bonus on their Computer Use, Disable Device, and Repair checks. This bonus starts at 1st level and increases by 1 for every three levels thereafter.

Tech Specialty: As per the Tech Specialist class (RCR p53).

Master Trader

Written By: pbarny

The Master Trader is the being that can close the deal; sell you the freighter's worth of goods you really didn't need, but were given too good a deal to pass up. The Master Trader is a skilled in the fields of business. S/he is often an adventurer who is looking to find the next new market or the next big material good or service that everyone will want. Some are venture capitalists who are looking out for the benefit and betterment of all at a small profit; other Master Traders are shrewd beings who's only belief is "let the buyer beware".

Requirements:

Skills: Appraise 8 ranks, Diplomacy 5 ranks, Knowledge (business) 8 ranks, Profession (merchant/trader/etc) 8 ranks.

Feats: Influence, Persuasive, Trustworthy

Reputation: +1

Special: Ownership of a protocol droid (not just a translator droid) or attracted at least one follower from any of the following classes: Diplomat, Expert, Scoundrel, Noble, or Tech Specialist.

Class Skills: Appraise, Bluff, Computer Use, Craft, Diplomacy, Forgery, Gather Information, Intimidate, Knowledge, Profession, Read/Write Language, Sense Motive, Speak Language and Spot.

Vitality: 1d6+Con modifier per level.

Skill Points: 6 + Int bonus

The Master Trader

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+0	+1	Negotiator +1	+0	+1
2	+1	+0	+1	+2	Contact	+0	+2
3	+1	+1	+1	+3	Credit Line	+1	+3
4	+2	+1	+2	+3	Negotiator +2	+1	+3
5	+2	+2	+2	+4	Employees	+2	+4
6	+2	+2	+3	+4	Contact	+2	+4
7	+3	+2	+3	+5	Negotiator +3	+2	+5
8	+3	+3	+4	+5	Contact	+3	+5
9	+4	+3	+4	+6	Exceptional Employees	+3	+6
10	+4	+4	+5	+7	Exceptional Credit Line, Negotiator +4	+4	+7

Contact: Works similar to Contact of Crimelord except the Master Trader's contacts are typically business oriented. Contacts can be Politicians that they lobby or bribe, CEO's of corporations, Ambassadors, Crimelords for both credit and protection, Bankers, lawyers, etc. The contact may either provide (inside) information, provide a favor (legitimately like providing a licenses, permits etc or illicit by making it difficult for competitors) or to endorse the Master Trader's business etc.

Credit line: Works similar to Resource Access of Noble, Officer, Crimelord. The Master Trader sometimes needs capital to set up new ventures. Once per game session the Master Trader can go to a bank, government or criminal organization for a loan on venture capital. The loan is equal to the Master Trader's level times their Reputation Bonus times 10000. Thus a 4th level Master Trader with a Reputation of +5 can receive up to a 200,000-credit loan to start a new business. This can then be used to build a new facility, buy a ship, buy goods, hire workers etc. This money must be repaid to the source. Repayment

arrangements (and any interest chargers) are made at the discretion of Game Master. If unable to repay, the Game Master is encouraged to first ask, threaten, and then be incredibly fiendish (Bounty hunters are acceptable). The Credit line is limited to just one line of credit per source. (Note, if borrowed from one a Planetary or System Government, you are not allowed to borrow from a Galactic Government (i.e. Republic, Empire, Hapans, etc) or a smaller municipal government (city, state, nation) since they know you've taken a line of credit out already). Taking the Master Trader's level times their knowledge (business) modifier by 2d8 (No Force Point bonus allowed) can make a sample repayment formula that is based on the success of the Master Trader's enterprise for a loan period.

Exceptional Credit Line: The credit line is extended further to the Master Trader Level times TWICE their reputation bonus times 100,000-credits. This must be repaid and only one line of credit per source can be opened.

Employees: Works like Minions of Crime Lord/Sith Lord. A Master Trader is allowed to add their Master Trader Level to any reputation check made to attract followers. These employees are actively seeking to work for the Master Trader not just for credits, but to learn the methods and skills that the Master Trader uses. Employees will not steal, cheat, or hurt the Master Trader in anyway. (This does not mean that other paid employees will not however.)

Exceptional Employees: The Master Trader can attract twice the number of their reputation score of Employees (as defined above). The first set of Employees are mixed with the new set attracted and divided up 50/50 new/old, because the Master Trader typically spins off at least one operation into a new company at this time.

Negotiator: The Master Trader is such a skilled business being that they gain a +1 bonus to any Appraise, Diplomacy, Bluff, Intimidate, or Sense Motive check that deals with goods or services the Master Trader is interested in buying or selling. This bonus does stack with the Fringer's Barter or Scoundrel's Illicit Barter Special Quality. The bonus increases by one at the

New rules: Playing the Stock Market:

While going out on adventures and saving the city, planet, system, or galaxy can be exciting and fun, it however doesn't pay that well nor does it set one up for a happy retirement. There are several large Stock Exchanges on Coruscant, Corellia, Bothuwui, etc. available for a hero or venture capitalist to sink their credits into. This is a perfect tool to introduce for the Master Trader PrC or any other class that needs to make credits but doesn't necessarily want to work that hard for it.

Playing the Stock Market-

%d	Result
0-10 -	Lose it all. UH OH!
11-20 -	Lose 75% of the original investment.
21-33 -	Lose 50% of the original investment.
31-40 -	Lose 25% of the original investment.
41-50 -	Break Even. No gain, but no loss either.
51-60 -	Make original investment +25%
61-70 -	Make original investment +50%
71-80 -	Make original investment +75%
81-90 -	Make original investment +100%
91-100 -	Stock Splits! Make original investment +200%

Playing the stock market is not a “get rich quick” mechanism. The governments of the galaxy encourage capital investment over a long period of times. There are heavy penalties and taxes associated with early withdrawal for private citizens (50% of all money earned) before the 2/3 of the average species life span. (Example, Wookies have an average life span of 400 years. They would be penalized the 50% if they withdrew any credits tied up in stock before age 266). Corporations/Banks/Business are not penalized or regulated as such. They however are still encouraged to keep things in their stocks. A business is penalized 50% of all earnings if withdrawing their investment after 1 week, 25% after 1 month, and 0% if after 1 year. (For the in-between time frames extrapolate on a descending scale). The player pays a flat commission to a brokerage (negotiate in good faith with GM, average 50 credits per company invested in), and then invests as many credits as the player character wishes. When the player wishes to withdraw the credits, the %d (percentile dice) is rolled. There can be only one roll to simulate the market average or separate rolls can be made for each company invested in (but you must choose only one method). Subtract any penalty based on time frame, individual/business etc. Any credits made are the player characters. Example: If George invests 100 credits in Company X as a private citizen. Anna invests 2000 credits as a business operation: 500 Credits in Company X, 500 in Company Y and 1000 credits in Company Z. After 1 year, George and Anna wish to withdrawal their investments from Company X. For Company X’s stock, their GM rolls the %d=51 for Company X, 36 for Company Y, and 83 for Company Z. Company X makes George 562 credits (50% penalty on profit) and Anna 625 credits (business, no penalty) on company X. On companies Y, Anna loses 125 credits, and walks away with only 375 credits. On Company Z, Anna yields 2000 credits (1000 credit investment +1000-credit increase).

Priest of Arikamna

Written by: Iron Wolf

From the Outer Rim world of Gortanine, comes the religion/philosophy of Arikamna. Since first contact with Gortanine (approximately 4,000 years before the Battle of Yavin), the Arikamna religion has been popular throughout the galaxy. This religion teaches that though species may not look alike, we are of the same substance (known as Quiyate (Kwee-yah-tae)); and thus, all life in the galaxy (and indeed that beyond it), is related. The Arikamna religion teaches peace among all species; it's Priests (or Priestesses) travel the galaxy promoting knowledge, understanding, and helping those in need. Although many of the Priest caste are Goritan (natives of Gortanine), all races are welcome to apply to the seminary on Coruscant (where better than the crossroads of all species). While many Priests are Force-sensitive, this is by no means a requirement (although it is for the Prestige Class; most mundane Priests advance as Nobles and/or Tech Specialists (emphasizing on medical and public service skills)). This religion teaches tolerance and equality, so Force-sensitive Priests are considered to have been given their powers by Arikamna (a very kind deity who created and shaped the Quiyate) to serve a particular purpose, just as a non-Force sensitive priest was given their diplomatic talents to serve another purpose. There is no formal hierarchy in the Priesthood (apprentice Priests are known as Aspirants), but the senior members are respected and consulted, and if are generally elected (by a vote of all Priests and members of the religion) to important posts. The Arikamna religion and the Jedi Order have a long-standing relationship of cooperation and respect for each other. During the time of the Empire, members of the Priesthood were persecuted for their beliefs (and Force-sensitivity), and they secretly carried out a PR campaign to assist the Rebellion; during this tumultuous time, the Seminary on Coruscant was closed, and Priests were trained in secret.

Description: The Priests of Arikamna are devoted to promoting peace, understanding, and wisdom of the galaxy. They also believe strongly in helping their fellow man, or Wookie, or Bothan, or Trandoshan, "After all," they would say, "we are all of the Quiyate." Although a peaceful outcome is preferred, the Priests understand the reality; sometimes evil must be fought with deeds, not words. All Priests are trained to defend others, but a few concentrate on that area (known as the Father's Hands (Father referring to Arikamna), they are generally Soldiers).

Requirements:

Skills: Diplomacy 2 ranks, Knowledge: Arikamna Religion 4 ranks, Treat Injury 4 ranks, Heal Another 4 ranks, Empathy 2 ranks.

Feats: Force-Sensitive, Alter, Sense

Special: No Dark Side points.

Class Skills: Computer Use, Craft, Diplomacy, Gather Information, Handle Animal, Knowledge, Listen, Profession, Read/Write Language, Sense Motive, Speak Language, Spot, Survival, Treat Injury. Plus all Force skills the character possesses the Feat for.

Skill Points: 6 per level plus Int Bonus

Vitality: 1d8 per level

The Priest of Arikamna

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+0	+2	Wisdom	+1	+0
2	+1	+2	+0	+3	Control	+2	+1
3	+2	+2	+1	+3	Embrace	+2	+1
4	+3	+2	+1	+4	Force Talisman	+2	+2
5	+3	+3	+1	+4	Healing	+3	+2
6	+4	+3	+2	+5	Bonus Feat, Soothing Voice	+3	+3
7	+5	+4	+2	+5	Force Secret	+4	+3
8	+6	+4	+2	+6	Force Talisman	+4	+4
9	+6	+4	+3	+6	Bonus Feat, Will	+4	+4
10	+7	+5	+3	+7	Force Secret	+5	+5

Starting Feat: Compassion

Wisdom: The Priest gains insight, and guidance from, some believe, Arikamna himself. In game terms, the Priest gains the Guiding Spirit feat (Power of the Jedi).

Control: At 2nd level, the Priest gains the Control feat (if not already possessed).

Embrace: The Priest gains the ability to extend their bonuses from Force Defense, and their Force Talismans to those around them. This costs an extra 2 vitality points for the first extra person protected, and 1 other vitality point for each person after the first. Once activated, this lasts for 10 rounds.

Force Talisman: See RCR, +2 for each level of this possessed (these stack with any gained from Force Adept levels). See the description of the Force Adept for more details. That starts on page 55 of the Revised Core Rulebook.

Healing: This is the same as the Jedi Consular ability in the RCR. See page 59 of the Revised Core Rulebook for more details.

Bonus Feat: Pick one from the following list at 6th and 9th level. The character must meet all prerequisites: Endurance, Influence, Iron Will, Sharp-eyed, Surgery, Trustworthy, Attuned, or Aware.

Soothing Voice: The Priest may lower the effects of the Fear skill on themselves or others by spending 1 vitality point for every 2 points they wish to lower the minuses.

Force Secret: This is the same as the Jedi Master Special Ability in the Revised Core Rulebook. See page 277 of the Revised Core Rulebook for more Details.

Will: The Priest is so assured of their place in Arikamna's Plan, that they receive +1 synergy bonus to all saves, base attack, skill checks, and defense for one round when attempting to accomplish some goal that is in-line with the advancement of the Arikamna philosophy, or concerns important events that will affect the galaxy.

Mind Daggers

Written by: Iron Wolf

Sometimes there are jobs that the Republic, or the Jedi, does not wish a Jedi presence in. For these sensitive areas, they call upon the skills of the Mind Daggers, a millennia old order that safeguards peace and justice throughout the galaxy. The Mind Daggers are identified non-Jedi force users, trained to carry out covert operations for the Republic (and later it is believed that the organization (which dispersed soon after the Jedi Purge), joined the New Republic).

Requirements:

BAB: 4+

Skills: Gather Information 3 ranks, Move Silently 3 ranks, Illusion 5 ranks, Disguise 3 ranks.

Feats: Force-Sensitive, Control, Sense, Alter, Low Profile

Class Skills: Balance, Bluff, Climb, Computer Use, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Gather Information, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Pilot, Profession, Search, Sense Motive, Spot, Tumble.

Skill Points: 6 per level

Vitality: 1d8 per level

The Mind Dagger

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+2	+1	1,000 Faces	+1	+0
2	+2	+2	+3	+2	Bonus Feat	+2	+0
3	+3	+2	+3	+2	Uncanny Dodge (Dex bonus)	+2	+0
4	+4	+2	+4	+2	Sneak Attack +1d6	+2	+1
5	+5	+3	+4	+3	Mind Dagger	+3	+1
6	+6	+3	+5	+3	Force Weapon	+3	+1
7	+7	+4	+5	+4	Uncanny Dodge (can't be flanked)	+4	+2
8	+8	+4	+6	+4	Sneak Attack +2d6	+4	+2
9	+9	+4	+6	+4	Bonus Feat	+4	+2
10	+10	+5	+7	+5	Mind Spear	+5	+3

Starting Feats: Weapon Group Proficiencies (Blaster Pistols, Blaster Rifles, Vibro)

1,000 Faces: One of the first things a Mind Dagger learns to do is to use the Force to conceal their identity for long periods of time. By combining Illusion with Disguise, the Mind Dagger can look like nearly anyone/thing for long periods of time. The Mind Dagger makes an Illusion roll, the result gives a bonus to the Disguise roll as follows: 4 or less +2; 5-14 +4; 15-24 +6; 25 and up +8. Other benefits of disguising in this way are, there are no materials needed to disguise, and the disguise is quicker to make (about 3 rounds). The drawback is that this disguise costs 6 vitality per hour to maintain; and unlike normal vitality, this is considered committed (i.e. cannot be regained) until the disguise is dropped.

Bonus Feat: At 2nd and 9th level, the Mind Dagger gains a bonus feat from the following list. They must meet all prerequisites before taking the feat: Acrobatic, Armor Proficiency (Light), Cautious, Combat Expertise, Combat Reflexes, Dodge, Mobility, Heroic Surge, Improved Initiative, Lightning Reflexes, Martial Arts, Mimic, Point Blank Shot, Far Shot, Precise Shot, Quick Draw, Starship Operation, Track, Weapon Finesse, Weapon Focus.

Uncanny Dodge: Same as the ability named in the Revised Core Rulebook. See the description of the Elite Trooper on page 271 of the Revised Core Rulebook.

Sneak Attack: Same as the Bounty Hunter's ability. See page 265 of the Revised Core Rulebook for more details.

Mind Dagger: This is the ability that gives the Mind Daggers their name. Through the use of the Force, the Mind Daggers are able to stun their targets. This special ability allows the Mind Dagger to use the Force Strike skill on living creatures in a non-lethal manner (and hence gaining no DSP); the skill is used in the same exact manner, except that instead of the Reflex save at the various levels it is a Fortitude save to resist the effects. If the save is failed, the target is knocked out for 1d4+1 rounds; if it is successful they are stunned for only 1 round. The save is at a -2 penalty if the target is flat-footed. Like Force Strike, it can affect multiple targets that are close to one another.

Force Weapon: Same as the Force Adept ability, stacks with any levels already possessed (adding +1d8) See page 55 of the Revised Core Rulebook for more details.

Mind Spear: A more powerful form of the Mind Dagger special ability, this is possessed only by the most elite Mind Daggers. At the cost of 2 extra vitality points, the Mind Dagger can increase the effectiveness of their stun, adding an extra +2 to the Fortitude difficulty check.

Way of the Gun

Written by: Iron Wolf

Some Force Adepts look at spears, swords, even lightsabers, and scoff, "Why use such weapons when I can take care of my enemies from a distance?" they say. Some of these Force Adepts go to even more extremes, bonding with their weapons in such a way that they are able to accomplish great shots through the Force. Most of these Force Adepts are ones that have either grown up in high-tech societies or have had prolonged contact with the same.

Requirements:

Skills: Craft: Blasters 2 ranks, Battlemind 4 ranks.

Feats: Force-Sensitive, Control, Sense, Point Blank Shot

Class Skills: Balance, Bluff, Computer Use, Craft, Hide, Intimidate, Knowledge, Move Silently, Profession, Sense Motive, Treat Injury, Tumble.

Skill points: 4 plus Int bonus per level

Vitality: 1d10 plus Con bonus per level

The Gunman

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+2	+0	Weapon Focus	+1	+0
2	+2	+2	+3	+0	Alter	+2	+0
3	+3	+2	+3	+1	Force Armor (+2 DR)	+2	+1
4	+4	+2	+4	+1	Bonus Feat	+2	+1
5	+5	+3	+4	+1	Weapon Specialization	+3	+2
6	+6	+3	+5	+2	Gun Mind	+3	+2
7	+7	+4	+5	+2	Force Armor (+4 DR)	+4	+3
8	+8	+4	+6	+2	Bonus Feat	+4	+3
9	+9	+4	+6	+3	Force Shot	+4	+4
10	+10	+5	+7	+3	Master of the Gun	+5	+4

Starting Feats: Weapon Group Proficiencies (Blaster pistols, Blaster Rifles, Slugthrowers) Armor Proficiency (Light)

Weapon Focus: At 1st level, the Gunman (woman, thing) gains the Weapon Focus feat for their preferred range weapon type.

Alter: At 2nd level, the Alter feat is gained (if not already possessed)

Force Armor: At 3rd level, the Gunman gains the ability to infuse their personal armor (usually light for freedom of movement) with the Force. This works much like the Force Talisman feat, but adds 2 to the damage reduction (4 at 7th level) instead of giving a bonus to saves against the Force.

Bonus Feat: at 4th and 8th level choose one of the following, note that the character must meet all prerequisites to take the feat: Dodge, Mobility, Heroic Surge, Improved Critical (a ranged weapon), Improved Initiative, Far Shot, Precise Shot, Rapid Shot, Multishot, Shot on the Run, Quick Draw, Two-Weapon Fighting, or Weapon Focus (a ranged weapon).

Weapon Specialization: at 5th level, the Gunman gains Weapon Specialization (as described in the Elite Trooper PrC) for their preferred ranged weapon (one they have a

Weapon Focus for). See pages 271-272 of the Revised Core Rulebook for more details.

Gun Mind: At 6th level, the Gunman gains the ability to divide their bonuses from Battlemind between defense and attack in any way they like (instead of just attack, like normal Battlemind). For example: gains a +4 bonus they could put all into attack, all into defense, 2 in each, or 3 in one 1 in the other.

Force Shot: At 9th level, the Gunman can spend 6 vitality points to make an incredibly accurate shot. They take only one shot this round (at their highest base attack), but add a bonus based on their Enhance Senses roll (use the normal chart) (the 6 vitality is to activate this special Enhance Senses). Unlike normal Enhance Senses, this lasts only one round.

Master of the Gun: at 10th level, the Gunman gains the Force Secret (Improved Battlemind). See page 277 of the Revised Core Rulebook for more details. This is under the description of the Jedi Master.

The Magician

Written by: Iron Wolf

Often it happens that the Jedi order (or the Empire) misses the occasional Force-Sensitive. Sometimes, these Force-latent individuals live in the heavily-populated parts of the galaxy, near the very organizations that would like to take them in. Often, these individuals wish to pursue their own means of study, or follow their own beliefs; so, to do this without attracting the attention of these groups, they often explain their powers away as “mere smoke and mirrors”.

Requirements:

Skills: Sleight of Hand 2 ranks, Bluff 2 ranks, Profession: Stage Magician 2 ranks, Illusion 5 ranks, Force Stealth 4 ranks.

Feats: Force-Sensitive, Control, Alter.

Special: No Jedi levels

Class Skills: Astrogate, Bluff, Computer Use, Craft, Diplomacy, Disguise, Entertain, Escape Artist, Gather Information, Hide, Knowledge, Pilot, Profession, Sense Motive, Sleight of Hand, Treat Injury

Skill Points: 6 +Int modifier per level

Vitality: 1d8 +Con modifier per level.

The Magician

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+1	+2	Quiet in the Force	+0	+0
2	+1	+0	+2	+3	Sense	+1	+0
3	+2	+1	+2	+3	Hand is quicker than the Eye	+1	+1
4	+3	+1	+2	+4	Force Talisman +2	+1	+1
5	+3	+1	+3	+4	Comprehend Speech	+2	+2
6	+4	+2	+3	+5	Bonus Feat	+2	+2
7	+5	+2	+4	+5	Gullible Audience	+3	+3
8	+6	+2	+4	+6	Force Secret	+3	+3
9	+6	+3	+4	+6	Force Talisman +4	+4	+4
10	+7	+3	+5	+7	seeing is Believing	+4	+4
11	+8	+3	+5	+7	Bonus Feat	+5	+5
12	+9	+4	+6	+8	Force Secret	+5	+5
13	+9	+4	+6	+8		+6	+6
14	+10	+4	+6	+9	Force Talisman +6	+6	+6
15	+11	+5	+7	+9	Bonus Feat	+7	+7

Starting Feats: Weapon Group Proficiency (blaster pistols); Mind Trick

Quiet in the Force: One of the first things a Magician learns to survive is how to hide their Force-sensitivity. This Special Quality increases the DC of See Force checks against the Magician by 5, provided that they haven't used the Force in the past few minutes.

Sense: At 2nd level, the Magician gains this Force feat if they do not already have it.

Hand is Quicker than the Eye: Due to their experience of fooling audiences with trick after trick on-stage, the Magician gains the ability to eliminate the +10 DC penalties to multiple Sleight of Hand uses.

Force Talisman: Just like the RCR ability (it eventually becomes higher than an ordinary

Force Adepts due to the Magician's focus on defense). See page 55 of the Revised Core Rulebook for more details.

Comprehend Speech: Same as the Force Adept SQ. See page 55 of the Revised Core Rulebook for more details.

Bonus Feat: At 6th, 11th, and 15th level, choose from the following list: Headstrong, Iron Will, Mimic, Persuasive, Trick, Fame, Focus, Aware, or Link

Gullible Audience: Due to the Magicians ability to fool large groups, the targets of their Affect Mind gain only a +1 circumstance bonus (as opposed to +2) when the Magician affects multiple targets.

Force Secret: Same as the abilities described in the Force Adept description. See page 55 of the Revised Core Rulebook for more details.

Seeing is Believing: Due to their mastery of Illusions, the Magician's targets must make their Will saves at +2 to the normal difficulty when the Magician uses Illusion.

Jedi War Commander

Written by: Morvet Storm

A Jedi War Commander concentrates not on their own battle skills but in melding everyone else into a highly co-ordinated battle group that supports each other, and is able to triumph against overwhelming odds.

Requirements:

Skills: Enhance Senses +10, Inspire +10, Telepathy +10.

Feats: Force Mind, Knight Mind, Battle Meditation.

Special: Jedi Level +7, and study under a Jedi War Commander Level 5 for a 3 month period.

Class Features:

Class Skills: Balance, Bluff, Computer Use, Craft, Diplomacy, Gather Information, Intimidate, Jump, Knowledge, Pilot, Profession, Sense Motive, Spot, Tumble and all Force Skills are Class Skills.

Skill Points: 6+ intelligence modifier per level.

Vitality: d8+ constitution modifier per level.

The War Commander

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+1	+2	Inspire Confidence +1	+1	+0
2	+1	+1	+2	+3	Battle Meld Distance	+2	+0
3	+2	+2	+2	+4	Inspire Confidence +2	+2	+1
4	+3	+2	+3	+5	Inspire Confidence +3	+3	+1
5	+4	+3	+3	+6	Force Mind Improvements	+3	+2

Starting Feats: (Blaster Rifle), (Heavy Weapons) and (Vehicle Weapons)

Inspire Confidence-

You can use the Inspire Confidence ability for all those that are Force Sensitive and that have been your command for 2 weeks. To Inspire others you must speak to those under your command (This can be via Telepathy, at a cost of 3 Vitality per minute), for at least 1 Round. This entails a Diplomacy DC 10 +1 per 5 people.

Those that have been inspired gain +1 competence bonus to Attack, Skills and Will saves. This starts as soon as the speech ends and the affects lasts for 10 min for each round that the Battle Master spent inspiring, to a maximum of 5 hours for 30 min you spent Inspiring. You can inspire as many times in a day that your Wisdom modifier is.

Battle Meld Distance: The distance that Battle Meld reaches depends on your Force Mind Feat.

Knight Mind- you can reach all those on the same Planet as you.

Master Mind- you can reach all those in the same Star System as you.

Force Mind Improvements: The Vitality cost changes with all Force Mind Feats to +1 vitality for every 5 allies.

Jedi Ground War Master

Written by: Morvet Storm

This War Master specializes in ground warfare.

Requirements-

Special; Jedi Level 15, War Commander 5 Level, Intelligence +15, Charisma +12.

The Jedi Ground War Master-

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+2	+2	+2	Inspire Confidence +1	+2	+0
2	+1	+2	+2	+3	Leadership, Tactics	+3	+1
3	+2	+3	+3	+3	Inspire Confidence +2	+3	+1
4	+3	+3	+3	+4	Battle Meld Improvements	+4	+2
5	+4	+3	+3	+5	Improved Tactics	+4	+2

Class Skills; Balance, Bluff, Computer Use, Craft, Diplomacy, Gather Information, Intimidate, Jump, Knowledge, Pilot, Profession, Sense Motive, Spot, Tumble and all Force Skills are Class Skills.

Skill Points per level: 4+ intelligence modifier per level.

Vitality: d8+ constitution modifier per level.

Inspire Confidence:

You can use the Inspire Confidence ability for all those that are Force Sensitive and that have been your command for 2 weeks. To Inspire others you must speak to those under your command (This can be via Telepathy, at a cost of 3 Vitality per minute), for at least 1 Round. This entails a Diplomacy DC 10 +1 per 5 people.

Those that have been inspired gain +1 competence bonus to Attack, Skills and Will saves. This starts as soon as the speech ends and the affects lasts for 10 min for each round that the Battle Master spent inspiring, to a maximum of 5 hours for 30 min you spent Inspiring. You can inspire as many times in a day that your Wisdom modifier is. This stacks with the inspire confidence ability of the Jedi War Commander.

Leadership: This is the same as the Officer Prestige Class in the Revised Core Rulebook. See page 279 of the Revised Core Rulebook.

Tactics, Improved Tactics: This is the same as the Officer Prestige Class in the Revised Core Rulebook. See page 279 of the Revised Core Rulebook.

Battle Meld Improvements: When initiated the Telepathy DC is 10 +1 for each person to be included in the Link and it only costs a Move Action, the Vitality cost remains the same. To maintain the Will save is DC 10 +1 per person and is a free action to maintain. This only applies to the War Master and not to any one else in the Battle Meld.

Jedi Space War Master

Written by: Morvet Storm

This War Master specializes in space warfare.

Requirements-

Special- Jedi Level 15, War Commander 5 Level, Intelligence +15, Charisma +12.

Class Skills- Balance, Bluff, Computer Use, Craft, Diplomacy, Gather Information, Intimidate, Jump, Knowledge, Pilot, Profession, Sense Motive, Spot, Tumble

Skill Points per level- 6+ intelligence modifier per level

Vitality- d6+ constitution modifier per level

The Jedi Space War Master

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+1	+2	Enhance Crew +1	+1	+1
2	+1	+1	+1	+3	Enhance Crew +2 Enhance Fleet +1	+2	+1
3	+1	+2	+2	+3	Enhance Crew +3 Imp. Battle Meld	+2	+2
4	+2	+2	+2	+4	Enhance Crew +4 Enhance Fleet +2	+3	+2
5	+2	+2	+3	+5	Enhance Crew +5 War Meld	+3	+3

Enhance Crew- A Jedi Space War Master can enhance crew quality of any capital ship he directly commands. After commanding a crew for at least three months, the Jedi Space War Master grants a +1 circumstance bonus to the crew quality on his ship. This applies only to the crew quality of his ship, not the skill checks of specific characters. This bonus increases to +2 at 2nd level, +3 at 3rd, +4 at 4th and +5 at 5th.

Enhance Fleet- Enhance Fleet: A War Master can enhance the crew quality of multiple capital ships within a fleet, as long as long as they are within sensor range of the ship he is on. The number of ships a War Master may enhance is equal to his Jedi Space War Master level plus his charisma bonus. After commanding a Fleet of naval ships for at least 3 months the War Master grants a +1 circumstance bonus to the crew quality of those ships. This only applies to the generic crew quality of ships, not he skill checks and not specific characters.

Battle Meld Improvements- When initiated the Telepathy DC is 10 +1 for each person to be included in the Link and it only costs a Move Action, the Vitality cost remains the same. To maintain the Will save is DC 10 +1 per person and is a free action to maintain. This only applies to the War Master and not to any one else in the Battle Meld

War Meld- You can use both Inspire and Battle Meld at the same time and the bonuses stack with each other. It costs a Full Round Action both to initiate and continue and the Vitality cost is the combination of them x1.5 (rounded down).

Living Force Ranger

Written by: Morvet Storm

These Force Users become, through their connection to the Force, so close to nature that they become one with it able to survive and live in impossible conditions. (This does count as a Jedi Class Level).

Requirements-

Base Attack Bonus: +2

Feats: Force Sensitive, Control, Sense, Link, Aware.

Skills: Survival +6.

Class Features

Class Skills- Balance, Climb, Craft, Handle Animals, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Ride, Search, Spot, Survival, Swim, Tumble and all Force Skills.

Skill Points at Each Additional Level: 6 + Int modifier.

Vitality: 1d6 + constitution modifier per level.

Starting Feats: (primitive weapons) and (simple weapons).

The Living Force Ranger-

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+1	+1	Climate Expertise	+1	+0
2	+1	+1	+1	+1	Stalking Bonus	+1	+0
3	+2	+1	+2	+1	Climate Expertise, Target Bonus +1	+2	+0
4	+3	+2	+2	+2	Stalking Bonus	+2	+0
5	+3	+2	+2	+2	Climate Expertise	+3	+0
6	+4	+3	+3	+3	Stalking Bonus, Target Bonus +2	+3	+1
7	+5	+3	+3	+3	Climate Expertise	+4	+1
8	+6	+4	+4	+3	Stalking Bonus, Swift Movement	+4	+1
9	+6	+4	+4	+4	Climate Expertise, Force Secret	+5	+1
10	+7	+5	+4	+4	Stalking Bonus, Unseen Movement	+5	+1

Jedi Knight: If a Ranger already has any Jedi Class Levels, then when his Jedi levels and Ranger Levels reaches 7 the character becomes a Jedi Knight and gains a bonus Feat from the following list: Burst of speed, Knight Speed, Force Mind, Force Mind Improved, Knight Mind, Force Mastery, Great Fortitude, Rugged or Steady.

Climate Expertise: Designate a climate type in which the Ranger is particularly adept in and knowledgeable of. The Ranger receives a +1 competence bonus on Survival checks in the designated climate. Climate type: Airborne, Aquatic, Arctic, Desert, Forest, Mountain, Plains, Subterranean, Swamp and Vacuum

Stalking Bonus: The player designates a creature type. The Ranger has become so adept at stalking such beasts that that receive a +2 competence bonus on Tracking rolls involving such creatures. The +2 competence bonus also applies to Listen, Search, Hide and Move Silently while the Ranger is tracking that specific creature type. Creature Types: Herd, Parasite, Predator, Scavenger and Vermin

Target Bonus- The same as the Jedi Investigator Class. See page 275 of the Revised Core Rulebook for more details.

Swift Movement: You only take halve the Movement penalties cause by terrain.

Force Secret- This is the same as the Jedi Master ability. See page 277 of the Revised Core Rulebook for more details.

Unseen Movement: You can add your survival rank to any Hide or Move Silently Skill check when in an area covered by your ***Climate Expertise***.

Force Avatar

Written by: Morvet Storm

Force Avatars are Force Users who have reached an epiphany regarding their life and how it relates to the force. Such Force Users sometimes little realize that they entered a new level with regards to the Force and go back to their old Classes but those that do stand to gain powers that make them almost godlike. Sometimes some people happen upon this path by their understanding of both the life and the Force.

Due to erratic nature of this Class no two Avatars are the same although all now possess a deeper understanding of the Force and experience a wider view of it then before.

Requirements-

Force Level +5.

Feats: Force sensitive, Sense, Alter, and Control

Special Requirements; At the GM permission a character may gain 3 Levels of this Class automatically at an important point. However this will not increase your Force User Level, Stats, Vitality or skill points although you do gain the Specials. You cannot return to this class if you take any Levels in a different Class and progressing in this class is also subjected to the Will of the Force. Once you have acquired enough experience point to progress to the next level roll a D10 on a roll of 1-4 gain 1 level as usual. However on a 5-10 you stay at the same level and lose all your experience points to the last level, you still gain skill and vitality points.

Class Skills: Balance, Craft, Handle Animals, Hide, Jump, Knowledge, Listen, Move Silently, Ride, Spot, Survival, Sense Motive, Swim and Tumble

Skill points 4 + Int bonus.

Vitality points D6 + con bonus

The Force Avatar

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+0	+1	+2	Force Mastery	+2	+0
2	+2	+1	+2	+3	Force Secret, Force Ability	+3	+0
3	+2	+1	+2	+3	Force Mastery	+3	+1
4	+3	+2	+3	+4	Force Secret, Force Ability	+4	+1
5	+3	+2	+3	+4	Force Mastery	+4	+1
6	+4	+3	+4	+5	Force Secret, Force Ability	+5	+1
7	+4	+3	+4	+5	Force Mastery	+5	+2
8	+5	+4	+5	+6	Force Secret, Spirit Walk	+6	+2
9	+5	+4	+5	+6	Sacrifice	+6	+2
10	+7	+6	+7	+8	Force Secret, Wonders of the Force	+8	+3

Class Features

Force Ability-

Only one of the following 3 can be chosen each time as a **Special** at levels 2, 4 and 6.

Force Talisman This is the same as the Force Adept ability. The bonus goes up by +2 each time. See page 55 of the Revised Core Rulebook for more details.

Force Feat: Pick any force feat that the character qualifies for.

Force Weapon: This works like the Force Adept ability of the same name. See page 55 of the Revised Core Rulebook for more details.

Force Secret: This is the same as the Jedi Master ability. It can be found on page 277 of the Revised Core Rulebook.

Force Mastery, this covers 4 aspects each can be chosen in any order and chosen multiple times and they stack, although it still cost only 2 Force Points for **Force Warrior** and **Force Strength**.

Force Awareness- You become more aware of the Force then ever, you can see every thing using the Force even those with immunity (i.e. The Vong). You can now affect them using any Force skill or feat. Increase DC and Damage by ½ Force level on all skills and feat, and then halve the new DC and Damage for those with immunity.

Force Flow- The Force now flows through you, aiding your endeavors, ¼ of your Force Level to any Skill, Feat or saving throw once per round.

Force Strength- the Force can now naturally strengthen you when needed. This needs 2 Force Points to activate and lasts for your Force Level x4. Add a ¼ Force Level to all your Stats plus fast healing of +2 vitality points and +1 wound point per round. If you're dying when this is activated it will not heal the death injury, but will heal any new injuries and you can now carry on without any penalties, plus you must use you old Fort saving throw when rolling to stabilize.

Force Warrior- Your skill in battle becomes incredible. This needs 2 Force Points to activate and lasts for your Force Level x4. Add ½ your Force Level each round to Attack or Defense, or any combination.

Spirit Walk- you need See Force +15, Transfer Essence +15, and Farseeing +15 to use this Technique. You now gain the ability to leave your body and travel as a Force Spirit subjected to all the rules and limitations of one. This leaves your body defenseless although any harm to it will bring you back to it instantly suffering from fatigue for any actions till you rest for 20 min, returning to it voluntary does not incur any penalties. A special feature of this is that you can reside inside someone observing every thing that they do without being noticed. Or you can control them either voluntarily (In which case use the highest stat for intelligence, wisdom and charisma and add the bonus to all stats, and use the highest Will Attack and Defense score. Plus use both parties skills and Feats), or involuntarily (In which case this works like the Transfer Essence skill, but being defeated will leave you back in your own body with fatigue for 1 hr).

Sacrifice- used by Avatars facing certain death and wishing to leave something behind, and only usable if Affect Mind +17, Empathy +17, Telepathy +17 and Transfer Essence +17. You can leave all your Memories, Force Feats and Skills to someone you wish even if not Force Sensitive, you will still posses a Phantom memories of this allowing you to still use them. However you will need to pass a Will and Fort DC 15 to use them, raising by +1 each use for each separate Force Skill and Feat. The receiver will need to pass a Will DC 15 each use of the Force Skill or Feat or will forget them, they can spend Skill Points learning these skills but at a higher rate of 1:3 and Feats at 1:2 due to information in their minds. If the Avatar survives this supposed death he can reclaim them from the receiver (Even those that are lost, i.e. failing the Will DC 15 throw). If the receiver agrees they lose all that they gain and requires an uninterrupted minute per Skill and Feat although the receiver still retains the Avatars memories. If the receiver does not wish to give this power up (You really should have picked someone more trustworthy) your only choice will be to use the Force Technique DRAIN LIFE if you still posses the requirements, you don't need the 8 DSP for this however.

Wonders of the Force- at this level the Avatar becomes almost supernaturally connected to the Force, allowing you to learn any Force discipline. You can learn any species Force

special aptitude or any Force Class Special ability with at a cost of 20,000 experience points.
You can also gain any of the following:

+1 to your Base Attack Bonus

+1 Fort

+1 Ref

+1 Will

+1 Def

1 Feat

1d6 vitality

4 skill points

Compiler's Note-

The following series of Prestige Classes are interrelated. They are the Way of the Blade Prestige Classes and have some special qualities that are drawn from the list below. Thus, when they make a reference to something, they're here right now. I may redo this part and put the descriptions with the classes, but for now here you are. Read at least the Section on "Excel Weapon Mastery" before proceeding. All of the Blade Prestige Classes are Force using classes.

The Way of the Blade Prestige Classes:

Called 'Kai' by its inhabitants this small planet lays in the Expansion region of space more or less between Lwekk and N'Zoth. Kai was settled by an early group of warrior humans, stranded on this planet for thousands of years its new inhabitants colonized it and although mineral and ore deposits were found it was never in great amounts. This limited their ability to build starships and technology. Despite this they maintained they're level of technology though they never explored they're region of space, partly because Kai was a beautiful planet with warm waters and an admirable climate with no dangerous local wild life. The inhabitants decided not to pave over the planet and instead built small villages in balance with the Eco-structure and aesthetic in appearance.

With the lack of any dangerous wildlife or hostile terrain or climate and the planets natural beauty wore away at its inhabitant's war like tendencies and the population became peaceful although they still practiced combat techniques. The limitations on technology meant that Blaster weapons were few and far between and Melee weapons became the norm.

After several generations the concentration on Bladed melee weapons and the Force came together to create a warrior elite that spent their lives mastering their weapons, to perfect their bodies and souls through the practice of their arts. Yet they never cut themselves off from the people, whenever there was disputes they resolved them, built villages when needed, helped gather in the harvest and cured illness and plagues. In time they became the Guardian Blades of the people, a meaningless title on a world without danger, warrior elite in a place without wars, fighters who lived peaceful lives. They upheld laws that were created by others, serving the people.

The Order built training centers and monasteries around Kai, in places that the Force was strong and where it was silent, where the Light side flourished and others were the Darkside lay. Monasteries where the Bladders could practice and perfect their arts and several diverse paths were born that lead to the perfection that they sought. The Order grew and numbered several hundred strong with a ruling council of 7, 7 Masters that had mastered several paths, one of whom would be a Blade Lord. Also on the council but without votes were 13 others who could voice opinions and ask questions, even forcing votes on a particular subject. Those wishing to become Bladders had to be strong in mind and soul though not necessarily strong in the Force, after being found worthy by the Masters they would have to spend 1 year in a monastery training and working before they can become Blade Acolytes. After which they are free to come and go as they please but can only render judgment in a dispute after they gain their 3rd Blade level, at all times they must help and protect the people even at the cost of their own lives. One of the Sayings of the Bladders is 'Our Hearts bleed before one drop of theirs'.

Then, 2,500 years before Yavin, they were discovered by a scout ship and although the crew was surprised that the world was inhabited by humans what really surprised them was that not only were they expected but that their names were already known. The Jedi soon became involved and they discovered that not only were the Guardian Blades Force sensitive but that they were made up of both Light siders and Darksiders working together. Although the Darkside was recognized by the Guardian Blades and its Darkside members filled with anger and fury, the Bladders viewed that some people's destiny and character leant towards the Darkside and that not following it would lead to an unfulfilled life. The Darkside was natural and resided in everyone and that if being yourself meant experiencing

the Darkness then it was your destiny to follow it through. Although only a small minority were Darksiders this attitude worried the Jedi yet no action was taken as any attempt to extinguish this Darkness would have resulted in a war between the Guardian Blades and the Jedi as the Light side Bladders would have protected they're Darkside brethren.

Time passed and the Jedi's worry receded as the Dark Bladders caused no problem and yet the fact that the Darkside was being used meant that an eye was kept on the Order. New technology and starships were introduced to Kai, by this stage the inhabitants had become inward looking and rarely traveled away from Kai. A lack of any meaningful resources meant that Corporations and other interests had no desire or reason to come to Kai and the difficult Hyperspace route to get to Kai kept individuals away, to the galaxy at large Kai was just another backwater planet.

The Bladders themselves mostly remained on Kai, some however traveled off-planet but always returned if they survived. Concerned the Jedi kept an eye on these Bladders, yet the only understandable goal the Jedi discovered was that the Bladders were learning combat techniques and styles, and also of learning of other Force traditions, both Light side and Darkside traditions. Some of the Bladders even studied with the Jedi, both learning and teaching.

Sometimes the Bladders became fixated on certain individuals; both helping and hindering being both allies and opponents at times depending on the circumstances. This could last for a few weeks to years yet the Bladders would never kill the individuals, at times they would often protect them from harm and help them with they're endeavors, at other times attacking them and beating them to within an inch of their lives only then to healing them. Why they did this was explained to the Jedi in that the individuals were 'Focuses' that had to be tested to see if they were ready to fulfill their destinies. The individuals were never really harmed and on the whole the individuals did do things of great importance.

The Bladders became a repository of various Force traditions and kept the peace on Kai, they never became involved with the rest of the galaxy and so didn't become involved in the wars that engulfed the galaxy. A few of the Jedi fell to the Darkside in these conflicts and refused to renounce it, left the rest of the Jedi with a dilemma. The Jedi, with the agreement of the Guardian Blades, exiled these fallen Jedi to Kai. Some returned to the Light, some clung to the Darkside but became Bladders themselves and thus still remained Guardians, the Bladders killed others when they harmed the people.

Kai became a dumping ground for Fallen Jedi and, despite the dangers involved, other Darksiders were allowed to seek refuge on Kai. As long as they didn't harm the population they were safe and that most importantly the Jedi were not allowed to harm them while they were on Kai.

Galactic events passed Kai by without incident, the Clone War erupted but after disastrous encounter for the Separatist droid army Kai was left in peace when it became obvious that the effort involved in defeating the Guardian Bladders outweighed any benefits that possession of Kai would give.

Palpatine became Emperor and a Star Destroyer officially blockaded Kai, although this did not stop the Bladders from leaving Kai when they wished. The Emperor never made any serious attempts to destroy the Guardian Blade Order though they were Force Sensitive as the precognition of the Blade Lords rendered any plans futile. Orbital bombardment would not kill all the Bladders and a ground invasion could not match the Bladders skill in battle. An additional consideration may have been that at times Kai had been used by the Sith when they were hiding and some of the Sith had been trained by the Bladders in combat techniques, also artifacts and relics were left behind on Kai.

The Emperor died and the New Republic was born and still the Kai remained intentionally isolated, though some of the Jedi have traveled to Kai to relearn ancient Jedi combat skills that were lost during the purge.

The invasion of the Yuuzhan Vong has not startled Kai out of its isolation as none of the Yuuzhan Vong have ventured that far yet. But now the Blade Lords can no longer see the future clearly and there is for the first time in eons there is fear on the ruling council about what the future holds.

Notes on playing Guardian Blades: Although Force Sensitive Blades do not, on the whole, invest many skill points in Force Skills, Blades do not see a problem with being Light or Dark as long as they are true to themselves, and have a solid commitment to protecting the people of Kai. Blades do not start trouble, do not generally strike first and are very polite. Much of their philosophy is compatible with the Jedi code. A Blade will not break their word once given and don't tolerate betrayal of any kind, renegade Blades are attacked and killed on sight. There are no restrictions on Blade Master and Blade Lord numbers. Blades have a wide knowledge of many Force traditions and will allow others to learn these traditions i.e. Force Warrior, Shadow Assassin, Sith Warrior, Jedi weapon master, Jedi Guardian, etc... But anyone wishing to learn any Blade Prestige Class is treated like any other trainee.

The Special Qualities-

Blade Weapon Proficiency: All bladed melee weapons that you are not proficient in have only a -2 penalty instead of the normal -4. Examples include: swords, ryyk blades, Vibro-blades, axes, spears...

Bonus Feat: Pick one from the following list. The character must meet all prerequisites: Ambidexterity, Attuned, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Frightful Presence, Force Mastery, Heroic Surge, Improved Critical, Improved Disarm (Master Disarm), Improved Initiative, Lightening Reflexes, Link, Martial Arts (Improved Martial Arts, Advanced Martial Arts), Mettle, Mind Trick, Mimic, Mobility, Power Attack (Cleave, Great Cleave), Quick Draw, Rage, Steady, Toughness, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Finesse, Weapon Focus.

Weapon Mastery: Choose one of the Masteries listed below. It is also possible to use the weapon schools designed by gw16, but due to copyright, I couldn't include them in this. Sorry.

Excel Weapon Mastery: The Weapon Masteries can now apply to all Bladed Weapons that you have a 'Weapon Focus Feat' with, this can also covers Bladed Ranged Weapons (i.e. Throwing Knives, Discs, Charkas, etc), that you are fighting with, as a Melee Weapon. However due to the concentration needed to master these Masteries with so many weapons you do not gain any Skill points at this level, though the maximum Skill ranks does increase as usual. This also applies retrospectively.

NOTE: When this comes up in the level chart, a character can take either an Excel Weapon Mastery and get the bonuses listed here, or take normal weapon mastery and get the bonuses listed there.

Blade Damage: With all Blade Weapon that you have a 'Weapon Focus Feat' with gain a 1d6 damage bonus when in Melee Combat. This stacks with other improvements given.

Imp. Blade Prof.: You become proficient in all Blade weapons, you do not have any penalties when using any Blade Weapons, with Blade weapons you do have a specific Exotic/Weapon group Proficiency in gain a +1 attack circumstance bonus.

Excel Weapon Mastery School: This enables a class to learn an entire school of weapon masteries. These aren't included due to copyright (lack of permission to reproduce) rules. They were done by gw16 (wizards.com boards screen name). This can be applied like excel weapon masteries.

The Weapon Masteries:

Martial Arts Kata: Once per day, when a Jedi Weapon Master uses her selected melee weapon to make a full attack against a single target, she gains an additional unarmed attack against the same target. This unarmed attack uses the Jedi's Highest Attack Bonus, and deals her normal unarmed damage. Alternatively, this unarmed attack can be used to perform a disarm attempt or trip attack. If used to disarm, the attack gets a +4 circumstance bonus on attack rolls. If used for a trip attack, a failed trip attempt does not allow the target to automatically attempt to trip the Jedi in Return. For more information on these maneuvers, see chapter eight of the Star Wars Role-playing game.

Rapid Strike: With this ability, a Jedi weapon master can make an additional attack with the selected melee weapon each round at her highest attack bonus. However, both the additional attack and all other attacks the Jedi weapon master makes in that round suffer a -2 penalty.

Superior Weapon Focus: With this ability, a Jedi weapon master gains a +1 competence bonus on attack rolls with her selected melee weapon. This attack bonus stacks with any other attack bonuses she may have, including the bonuses from the Weapon Focus Feat. **Weapon Specialization:** Weapon Specialization adds a +2 competence bonus on damage rolls with a chosen type of weapon. The Jedi weapon master must have Weapon Focus with that weapon to take weapon specialization. If the weapon is a ranged weapon, the damage bonus applies only if the target is within 10 meters. Beyond that range, the Jedi weapon master cannot strike precisely enough to hit more effectively.

Devastating Strike: With this ability a Jedi can make an attack with an increased chance of scoring a critical hit. This ability can be used a number of times each day equal to the character's Jedi Level. The Use of a devastating strike must be announced before any attack rolls are made. The threat range of a weapon making a devastating strike is doubled. For example Making a devastating strike is a full round action that provokes an attack of opportunity. This ability does not stack with the Elite Troopers deadly strike.

Blade Acolyte

Written by: Morvet Storm

This is the lowest Blade level there is, though it has to be gained to progress any further in the Way of the Blade.

Requirements: Base Attack; +4

Skills: Weapon Lore +8(i.e. Swordsmanship)

Feats: EWP of a Bladed Melee Weapon i.e. Swords, Pole arms, etc.

Special: Intelligence +12, Wisdom +14, taught by someone with +5 Blade levels.

Class Skills: Balance, Bluff, Craft, Entertain, Intimidate, Jump, Knowledge, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble.

Skill points per level: 4 + Intelligence Modifier per Level

Vitality points: d8 + Constitutional modifier

The Blade Acolyte-

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+1	+1	Blade Weapon Proficiency	+1	+0
2	+1	+1	+2	+2	Bonus Feat, Blade Damage +1d6	+2	+0
3	+2	+2	+2	+2	Excel Weapon Mastery, Force Sensitive	+2	+0
4	+3	+2	+3	+3	Bonus Feat, Blade Damage +1d6	+3	+1
5	+3	+3	+3	+3	Excel Weapon Mastery, Imp. Blade Prof.	+3	+1

Blade Weapon Proficiency: All bladed melee weapons that you are not proficient in have only a -2 penalty instead of the normal -4. Examples include: swords, ryyk blades, Vibro-blades, axes, spears.

Bonus Feat: Pick one from the following list. The character must meet all prerequisites: Ambidexterity, Attuned, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Frightful Presence, Force Mastery, Heroic Surge, Improved Critical, Improved Disarm (Master Disarm), Improved Initiative, Lightning Reflexes, Link, Martial Arts (Improved Martial Arts, Advanced Martial Arts), Mettle, Mind Trick, Mimic, Mobility, Power Attack (Cleave, Great Cleave), Quick Draw, Rage, Steady, Toughness, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Finesse, Weapon Focus.

Blade Damage: With all Blade Weapon that you have a 'Weapon Focus Feat' with gain a 1d6 damage bonus when in Melee Combat.

Excel Weapon Mastery: See the *Compiler's Note* seen above.

Force Sensitive- The character gains the feat Force Sensitive.

Imp. Blade Prof.: You become proficient in all Blade weapons, you do not have any penalties when using any Blade Weapons, with Blade weapons you do have a specific Exotic/Weapon group Proficiency in gain a +1 attack circumstance bonus.

Blade Guardian

Written by: Morvet Storm

These Blade Guardian train in ways of defense and protection then attack.

Requirements: Base Defense; +7.

Feats: Combat Expertise, Combat Reflexes & Endurance.

Special: Blade Level 1, Constitution 12

Class Skills: Balance, Bluff, Craft, Entertain, Intimidate, Jump, Knowledge, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble.

Skill points: 4 + Intelligence Modifier per Level.

Vitality points: d10 + Constitutional modifier.

The Blade Guardian

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+2	+1	+2	Intelligent Attack and Defense	+2	+0
2	+1	+3	+1	+2	Excel Weapon Mastery	+2	+0
3	+2	+3	+2	+3	Uncanny Dodge, Blade Damage +1d6	+3	+0
4	+3	+4	+2	+3	Excel Weapon Mastery	+3	+1
5	+3	+5	+3	+4	Parry, Bonus Feat	+4	+1

Intelligent Attack and Defense: You can add your intelligence modifier to Attack or to Defense in a full attack. This stacks with Dexterity, Strength and Wisdom bonuses that apply to Attack and Defense.

Excel Weapon Mastery: See the Compiler's Note seen above.

Uncanny Dodge- At 3rd level the Blade Guardian gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 3rd level the Blade Guardian retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. This does not negate flank attacks.

Bonus Feat: Pick one from the following list. The character must meet all prerequisites: Ambidexterity, Attuned, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Frightful Presence, Force Mastery, Heroic Surge, Improved Critical, Improved Disarm (Master Disarm), Improved Initiative, Lightning Reflexes, Link, Martial Arts (Improved Martial Arts, Advanced Martial Arts), Mettle, Mind Trick, Mimic, Mobility, Power Attack (Cleave, Great Cleave), Quick Draw, Rage, Steady, Toughness, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Finesse, Weapon Focus.

Parry: With a bladed weapon in a full round Attack you can parry attacks. During your turn in the Initiative order, you can chose to hold one or more of your attacks to attempt to parry a melee attack from an opponent.

If the attacker would successfully hit your defense, roll your attack roll with your melee weapon. This role replaces your defense against that attack. If successful, your weapon takes the damage instead of your character.

For Example, a blade guardian has three attacks in a round for +18/+13/+8, and a defense of 17. He decides to use the first two attacks with their higher bonuses and attacks with the third. He makes his attack roll at +5 like normal, the other two attacks are held till he's attacked. His opponent attacks him with a sword for three attacks The first attack rolls an 16, while the second two attacks rolls a 17 and a 19. The Blade Guardian parries the second two attacks with the two attacks he had held. He rolls a d20+18 for the first parry attempt

and gets a 28 easily parrying the first attack. The damage is then applied to his weapon. Next he tries to parry the second attack that would have hit, and rolls a 16. (d20+11) Unfortunately he failed to parry the attack and takes damage like normal.

Blade Dancer

Written by: Morvet Storm

These Blade Dancers are so graceful that when they fight it seems like they are dancing then in a life and death struggle

Requirements:

Base Attack: +5.

Feats: Acrobatics, Dodge, Weapon Finesse.
Special Blade Level 2, Dexterity 14.

Class Skills: Balance, Bluff, Craft, Entertain, Intimidate, Jump, Knowledge, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble.

Skill points: 6 + Intelligence Modifier per Level.

Vitality points: d8 + Constitutional modifier.

The Blade Dancer

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+2	+2	Excel Weapon Mastery	+1	+0
2	+2	+1	+3	+2	Excel Weapon Mastery	+2	+0
3	+3	+2	+4	+3	Uncanny Dodge, Blade Damage +1d6	+2	+1
4	+4	+2	+4	+3	Excel Weapon Mastery	+3	+1
5	+5	+3	+5	+4	Reflex Initiative	+3	+2

Excel Weapon Mastery: See the Compiler's Note seen above.

Uncanny Dodge- At 3rd level the Blade Dancer gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 3rd level the Blade Dancer retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. This does not negate flank attacks.

Blade Damage: With all Blade Weapon that you have a 'Weapon Focus Feat' with gain a 1d6 damage bonus when in Melee Combat.

Reflex Initiative: When in Combat with a 'Weapon Focus Feat' Melee Weapon use your Reflex Bonus instead of your standard Initiative Bonus. Feats such as Improved Initiative and other class or racial abilities also apply.

Blade Warrior

Written by: Morvet Storm

These Blade Warriors train in the ways of War and Combat to the exclusion of all else

Requirements:

Base Attack: +6

Feats: Power Attack, Weapon Focus

Special: Blade Level 1

Class Skills: Balance, Bluff, Craft, Entertain, Intimidate, Jump, Knowledge, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble.

Skill points: 4 + Intelligence Modifier per Level

Vitality points: d10 + Constitutional modifier

The Blade Warrior

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+2	+2	Excel Weapon Mastery	+2	+1
2	+2	+2	+2	+2	Bonus Feat, Blade Damage +1d6	+2	+1
3	+3	+2	+3	+3	Excel Weapon Mastery	+3	+2
4	+4	+3	+3	+3	Deadly Strike, Blade Damage +1d6	+3	+2
5	+5	+3	+4	+4	Excel Weapon Mastery	+4	+2

Excel Weapon Mastery: See the Compiler's Note seen above.

Blade Damage: With all Blade Weapon that you have a 'Weapon Focus Feat' with gain a 1d6 damage bonus when in Melee Combat.

Bonus Feat: Pick one from the following list. The character must meet all prerequisites: Ambidexterity, Attuned, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Frightful Presence, Force Mastery, Heroic Surge, Improved Critical, Improved Disarm (Master Disarm), Improved Initiative, Lightening Reflexes, Link, Martial Arts (Improved Martial Arts, Advanced Martial Arts), Mettle, Mind Trick, Mimic, Mobility, Power Attack (Cleave, Great Cleave), Quick Draw, Rage, Steady, Toughness, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Finesse, Weapon Focus.

Deadly Strike- This is the same as the Elite Trooper SQ. For more details, see page 271 of the Revised Core Rulebook.

Blind Blade

Written by: Morvet Storm

Blind Blades train themselves to fight without the aid of vision.

Requirements:

Base Attack: +6

Skills: Listen +10

Feats: Blind Fight, Lightening Reflexes, Steady, Stealthy.

Special: Blade Level 3

Class Skills: Balance, Bluff, Craft, Entertain, Intimidate, Jump, Knowledge, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble.

Skill points: 6 + Intelligence Modifier per Level

Vitality points: d8 + Constitutional modifier

The Blind Blade

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+2	+1	Excel Weapon Mastery	+1	+0
2	+2	+1	+2	+2	Uncanny Dodge, Blade Damage +1d6	+2	+1
3	+3	+2	+3	+2	Excel Weapon Mastery	+2	+1
4	+3	+2	+3	+3	Excel Weapon Mastery, Blade Damage +1d6	+3	+2
5	+4	+3	+4	+3	Spatial Awareness	+3	+2

Excel Weapon Mastery: See the Compiler's Note seen above.

Uncanny Dodge- At 3rd level the Blind Blade gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 3rd level the Blind Blade retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. This does not negate flank attacks.

Blade Damage: With all Blade Weapon that you have a 'Weapon Focus Feat' with gain a 1d6 damage bonus when in Melee Combat.

Spatial Awareness: If a Wisdom check DC 20 and a Listen check DC 25 is passed then the effects of blindness, invisibility, and Darkness is irrelevant.

Twin Blade

Written by: Morvet Storm

Twin Blades train in the use of 2 Blades at the same time.

Requirements:

Feats: Ambidexterity, Two Weapon Fighting, Improved Two Weapon Fighting.

Special: Blade Level 4

Class Skills: Balance, Bluff, Craft, Entertain, Intimidate, Jump, Knowledge, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble.

Skill points per level: 6 + Intelligence Modifier per Level.

Vitality: d8 + Constitutional modifier

The Twin Blade

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+2	+1	Bonus Feat, Blade Damage +1d6	+1	+0
2	+1	+1	+2	+2	Excel Weapon Mastery	+2	+1
3	+2	+1	+3	+2	Fatal Attack	+3	+1
4	+3	+2	+3	+3	Excel Weapon Mastery	+3	+2
5	+3	+2	+4	+3	Double Attack	+4	+2

Bonus Feat: Pick one from the following list. The character must meet all prerequisites: Ambidexterity, Attuned, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Frightful Presence, Force Mastery, Heroic Surge, Improved Critical, Improved Disarm (Master Disarm), Improved Initiative, Lightening Reflexes, Link, Martial Arts (Improved Martial Arts, Advanced Martial Arts), Mettle, Mind Trick, Mimic, Mobility, Power Attack (Cleave, Great Cleave), Quick Draw, Rage, Steady, Toughness, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Finesse, Weapon Focus.

Blade Damage: With all Blade Weapon that you have a 'Weapon Focus Feat' with gain a 1d6 damage bonus when in Melee Combat.

Fatal Attack: You can make 2 'Deadly Attacks' in a single round, 1 'Deadly Attack' per weapon, against 2 separate opponents or just 1 person.

Double Attack: In a Full Attack Round you can make, with your off hand, a normal consecutive attack with however a -4 attack penalty on all attacks. I.e. Double Blade with a base attack of 13, Full attack round:

Primary hand +9/+4/-1

Off Hand +9/+4/-1

Double Blade

Written by: Morvet Storm

Double Blades train in the use of double handed weapon

Requirements:

Feats: Ambidexterity, Two Weapon Fighting, Weapon Finesse.

Special: Blade Level 4

Class Skills: Balance, Bluff, Craft, Entertain, Intimidate, Jump, Knowledge, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble

Skill points: 6 + Intelligence Modifier per Level

Vitality points: d8 + Constitutional modifier

The Double Blade

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+2	+1	Excel Weapon Mastery	+1	+0
2	+1	+1	+2	+2	Bonus Feat, Blade Damage +1d6	+2	+1
3	+2	+1	+3	+2	Excel Weapon Mastery	+3	+1
4	+3	+2	+3	+3	Excel Weapon Mastery	+3	+2
5	+3	+2	+4	+3	Single Handed	+4	+2

Excel Weapon Mastery: See the Compiler's Note seen above.

Bonus Feat: Pick one from the following list. The character must meet all prerequisites: Ambidexterity, Attuned, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Frightful Presence, Force Mastery, Heroic Surge, Improved Critical, Improved Disarm (Master Disarm), Improved Initiative, Lightening Reflexes, Link, Martial Arts (Improved Martial Arts, Advanced Martial Arts), Mettle, Mind Trick, Mimic, Mobility, Power Attack (Cleave, Great Cleave), Quick Draw, Rage, Steady, Toughness, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Finesse, Weapon Focus.

Blade Damage: With all Blade Weapon that you have a 'Weapon Focus Feat' with gain a 1d6 damage bonus when in Melee Combat.

Single Handed: You can now use double handed weapons with only one hand however you do not get the extra attack that the weapon entitles you to.

Force Blade

Written by: Morvet Storm

Force Blades train in the use of the Force as well as the blade.

Requirements:

Feats: Force Sensitive

Special: Blade Level 3

Class Skills: Balance, Bluff, Craft, Entertain, Intimidate, Jump, Knowledge, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble

Skill points: 6 + Intelligence Modifier per Level

Vitality points: d8 + Constitutional modifier

The Force Blade

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+1	+1	Force Training, Blade Damage +1d6	+1	+0
2	+1	+1	+1	+1	Excel Weapon Mastery	+2	+1
3	+1	+1	+1	+1	Force Training, Blade Damage +1d6	+3	+1
4	+3	+2	+2	+3	Excel Weapon Mastery	+3	+2
5	+3	+3	+3	+3	Force Training, Blade Damage +1d6	+4	+2

Force Training: This is the same as the SQ listed in the RCR with the Force Using Classes there.

Blade Damage: With all Blade Weapon that you have a 'Weapon Focus Feat' with gain a 1d6 damage bonus when in Melee Combat.

Excel Weapon Mastery: See the Compiler's Note seen above.

Blade Master

Written by: Morvet Storm

Blade Master is the one of two of the highest levels of Blademanship achievable.

Requirements:

BAB: +10

Skills: Weapon Lore +13,

Feats: Combat Expertise, Combat Reflexes, Weapon Focus, Weapon Focus, Dodge.

Special: Blade Level 10 and must have achieved 5th level in any other blade class.

Class Skills: Balance, Bluff, Craft, Entertain, Intimidate, Jump, Knowledge, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble

Skill points per level: 6 + Intelligence Modifier per Level

Vitality: d10 + Constitutional modifier

The Blade Master

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+2	+2	+2	Target Bonus +2, Bonus Class Skill	+1	+1
2	+2	+2	+2	+2	Excel Weapon Mastery	+2	+2
3	+3	+3	+3	+3	Blade Damage +2d6, Critical Blade +1	+3	+2
4	+4	+3	+3	+3	Excel Weapon Mastery x2	+3	+3
5	+5	+4	+4	+4	Excel Weapon Mastery x2	+4	+3

Bonus Class Skill: This is the same as the Noble ability in the Revised Core Rulebook. See page 43 of the Revised Core Rulebook for more details.

Target Bonus: This is the same as the Jedi Investigator SQ. See page 275 of the Revised Core Rulebook for more details.

Excel Weapon Mastery: See the Compiler's Note seen above.

Blade Damage: With all Blade Weapon that you have a 'Weapon Focus Feat' with gain a 2d6 damage bonus when in Melee Combat.

Critical Blade: This improves the critical range of a weapon by 1. This stacks with any feat or any other special quality that improves a weapon's critical range.

Blade Lord

Written by: Morvet Storm

Blade Lord is a master of the Blade as well as the Force

Requirements:

BAB: +10

Skills: Weapon Lore +13

Feats: Combat Expertise, Combat Reflexes, Weapon Focus, Weapon Focus, Dodge.
Force Sensitive, Alter, Sense, Control.

Special: Blade Level 10 and 5 of them must be in one blade class

Class Skills: Balance, Bluff, Craft, Entertain, Intimidate, Jump, Knowledge, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble

Skill points per level: 8 + Intelligence Modifier

Vitality: d10 + Constitutional modifier

The Blade Lord

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+2	+2	+2	Force Secret, Target Bonus +1	+2	+1
2	+2	+3	+3	+3	Blade Damage +1d6, Target Bonus +2	+2	+2
3	+3	+3	+3	+3	Excel Weapon Mastery School	+3	+3
4	+4	+4	+4	+4	Blade Damage +2d6, Critical Blade +2	+4	+3
5	+5	+5	+5	+5	Excel Weapon Mastery School	+5	+4

Force Secret- This is the same as the Jedi Master ability. It can be found on page 277 of the Revised Core Rulebook.

Target Bonus: This is the same as the Jedi Investigator SQ. See page 275 of the Revised Core Rulebook for more details.

Blade Damage: With all Blade Weapon that you have a 'Weapon Focus Feat' with gain a damage bonus when in Melee Combat. This bonus is equal to +1d6 at 2nd and a total +3d6 at 4th. This stacks with any other Blade Damage increases that a character has gained by now.

Critical Blade: This improves the critical range of a weapon by 2. This stacks with any feat or any other special quality that improves a weapon's critical range.

Excel Weapon Mastery School: The Blade Lord can learn an entire school of weapon masteries. See Compiler's Note above.

Shadow Assassin

Written by: Morvet Storm

A Shadow Assassin combines skill in the Force, stealth and close combat skills, the Shadow Assassin is a Dark Side Force Warrior who specializes in a silent and quick death, Assassins who emphasized quick attacks from the shadows who then disappeared just as suddenly. Using the Force a Shadow Assassin becomes invisible to the naked eye, sensors and the Force; this allows one get in close through the tightest security and to make a flawless getaway. Due to their expertise in remaining undetected they became a rumor of an elite brotherhood of assassin that not even the Jedi could see coming, never mind stop. The Shadow Assassins were originally Force Sensitive Defels who succumbed to the Dark Side, increasing their natural ability to become invisible. They became a bloody and dangerous rumor on their home world before their talents spread among the Underworld into space. They were frequently hired by off-world people wishing for an untraceable and unstoppable kill.

This continued for years before they made the mistake of killing a Jedi Master who was trying to negotiate a cease-fire. The result of this contract ended up as disaster for the Shadow Assassins as the Jedi began their first crusade to wipe out Dark Side cults. The Jedi arrived on Af'El and before a, at first, unbelieving and grateful inhabitants found the Shadow Assassins mountainous strong hold and proceeded to remove this threat permanently. Although deadly in quick attacks the Jedi soon found out that the Shadow Assassins weakness was in protracted fights where no ambushes were possible and the Shadow Assassins were hunted down. Although all were offered a chance to surrender they, to the last Defel, fought to the death and the mountain strong hold was destroyed down to the last stone.

Unfortunately the Dark Side protects its own and off-world Shadow Assassins survived, learning their lessons the Cult became nomadic and was opened up to non-Defels, and in effort not to be destroyed they split up, they swiftly became a rumor and everyone assumed they had all perished. They sought allies against the Jedi and soon one group found another Dark Side cult that they joined with, the Sith. Seeking to become one with the Sith the Shadow Assassins were soon swallowed whole by the Darkness.

The Shadow Assassin are found in all eras of play but are very rare, they are hunted in all eras by the Jedi but most will assume they are nothing but ancient rumor, however in the time of two for the Sith they are also hunted by the Sith as they are considered by the Sith to be one of there own.

Requirements:

Skills: Hide +8, Move Silently +8, Sense Motive +5, Spot +5, Force Stealth +8, Illusions +8

Feats: Force Sensitive, Alter, Control, Sense, Weapon Finesse, Stealth, Mobility and Power Attack.

Special: Dexterity +15, Force Level +7, only learned by another Shadow Assassin for a period of 1 year with +3 levels, or from a Sith Holocron Knowledge (Shadow Assassin) +10.

Class Skills: Balance, Bluff, Entertain, Intimidate, Jump, Hide, Knowledge, Listen, Move Silently, Pilot, Sense Motive, Sleight of Hand, Spot, Treat Injury, & Tumble,

Skill points: 4 + Intelligence Modifier

Vitality: d6 + Constitutional modifier

The Shadow Assassin

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+2	+1	Weapon Mastery, Bonus Feat	+1	+0
2	+1	+1	+2	+1	Bonus Force Feat	+2	+0
3	+2	+1	+3	+2	Critical Assault +2	+2	+0
4	+2	+2	+3	+2	Weapon Mastery, Bonus Feat	+3	+0
5	+3	+2	+4	+2	Bonus Force Feat	+3	+0
6	+3	+3	+4	+3	Critical Assault +4	+4	+1
7	+4	+3	+5	+3	Weapon Mastery, Bonus Feat	+4	+1
8	+4	+3	+5	+4	Bonus Force Feat	+5	+1
9	+5	+4	+6	+4	Critical Assault +6	+5	+1
10	+5	+4	+6	+4	Weapon Mastery, Bonus Feat	+6	+2

Weapon Mastery: Choose only from the Burning Blade School, Flashing Blade School, Hidden Blade School, Quiet Blade School, and the Shadow Blade School. (Compiler's Note: Again, these couldn't be included due to copyright issues. Sorry..)

Bonus Feat: The character can gain a feat from the following list, but they must meet all prerequisites: Ambidexterity, Attuned, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Frightful Presence, Force Mastery, Heroic Surge, Improved Critical, Improved Disarm (Master Disarm), Improved Initiative, Lightning Reflexes, Link, Martial Arts (Improved Martial Arts, Advanced Martial Arts), Mettle, Mind Trick, Mimic, Mobility, Power Attack (Cleave, Great Cleave), Quick Draw, Rage, Steady, Toughness, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Finesse, Weapon Focus.

Critical Assault: You gain a Bonus in close combat that can be used on Initiative, Attack, or damage or to increase Critical range against any amount of opponent at a time equal to your wisdom modifier. You must interact with the target for 10 rounds (talk, fight, etc..), or observe them for 5 minutes to gain this bonus and it can be spread out as you like, i.e. +1 Init, +1 Attack, +2 Damage, and +2 Critical. You can change how you spread out the Bonus at the beginning of each combat round. This bonus starts at +2 at 3rd and increases to +4 at 6th and +6 at 9th.

Bonus Force Feat: You can choose any Dark Side Force Feat or pick one from the following list: Sixth Sense, Combat Speed, Invisibility, Force Blindness, and Sensor Evasion. These Feats can only be chosen when following this class as one of your level feats.

Combat Speed: Requirements Force Speed, and Improved Force Speed Feats. Using the Force you can increase your speed in combat enabling you to achieve many things at once. For every 10 vitality points spent increase your options in combat by an Attack Action, the duration for this is 10 rounds however you cannot use any other Force Skill during this time (Force Feats are still usable). This takes up an attack round to use but is a free action to maintain. So if you spent 20 vitality points you would gain an additional Full Attack Round for 10 rounds but couldn't use any Force Skills though any used before would still be in operation i.e. Battlemind.

Force Blindness: You can create an imperfect void in the Force that no Sense based Force Skill or Feat can penetrate or be used within. The void created is equal in diameter to the Force User Level x 5 meters and costs 4 Vitality points to initiate and maintain it takes a Full Round Action to initiate but a free action to maintain and no Sense based skill or feat can be used within it or to see inside the void. All other Force actions can be used.

Invisibility: You can make yourself practically invisible both in the Force and in the physical world. You can add your Hide/Move Silently skill to your Force stealth ranks or vice versa.

Sensor Evasion: Using the Force you become increasing difficult to be detected by sensors, scanners, motion detectors, automated defense systems, inferred detectors and beams, radar, and other electronic sensory devices. You can still be seen and heard on video systems and communication devices but this will not set off any detectors.

However living creatures can still sense you, this only makes you invisible by electronic means not to the living.

You still set off sensors if you open a door or break a window or drop an object not connected to you.

The DC to detect you by electronic means is increased by your Force User Level, however the more powerful the sensor system the more difficult it becomes to affect if. You can only affect these powerful sensors when your Force Level is high enough.

Force User Level	Level of Scanners Affected
1-6	Personal Scanners
7-12	Vehicle, Starship, and Home Security Scanners
13-16	Space Transport and Installation Scanners
17-20	Capital Ship level scanners

Vitality Cost- 2 per minute

Time: Free action to initiate and maintain.

Sixth Sense: You can detect any thoughts and actions directed towards you that will result in danger. I.e. someone spying on you, following you, about to attack, etc...

This will not tell you the type of threat involved only that there is a threat and the direction that it is in. i.e. so if someone is spying on you this feat will show you what direction that the spy is in and that there is a danger there, not that someone is spying. Think of this as a Spider sense.

If used in combat you temporarily gain Uncanny Dodge, Uncanny Dodge Improved and Evasion.

Duration: 1 round x Force Level

Range: 2 meters x Force Level

Vitality cost: 2 per round used

Time: Attack Action to initiate, Free Action to maintain.

Equipment: No special weapons or armor (In fact any armor heavier than light is disallowed, this class revolves around speed and fluidity of movement, not to weighed down or restricted by medium + armor). Weapons should be representative of their era.

New Equipment-

Heavens Awareness- This combat drug induces the following changes -4 Strength, +4 Dexterity, +2 Constitution, -4 Intelligence, +2 Wisdom and -4 Charisma. This lasts for 1d6 +4 min and induces fatigue in the user when it wears off as well as only being able to only use the following skills when under its influence; Balance, Intimidate, Jump, Hide, Listen, Move Silently, Sense Motive, Sleight of Hand, Spot, & Tumble. The drug induces a state of euphoria while under its influence. It takes a Will DC 20 to resist becoming addicted and consuming another dose, each dose ingested within the past (24 - Con bonus) Hrs reduces Int, Wis, and Cha by 1.

Information Broker

Written by: invisible moose

Requirements:

Skills: Gather Information: 8 ranks, Knowledge(streetwise): 4 ranks, Knowledge(any) 4 ranks, Listen: 4 ranks, Diplomacy: 4 ranks

Feats: Trustworthy

Class Skills: Appraise, Craft, Computer Use, Bluff, Diplomacy, Disable Device, Disguise, Gather Information, Gamble, Knowledge, Listen, Profession, Search, Sense Motive, Speak Language.

Skill Points per Level: 6 + Int modifier.

Vitality Die: 1d6

The Information Broker

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+1	+2	Obscure Knowledge, Specialty	+1	+0
2	+1	+2	+2	+3	Bonus Feat, Contact	+2	+1
3	+2	+1	+2	+3	Specialty	+2	+2
4	+3	+1	+2	+4	Bonus Feat, Contact	+2	+2
5	+3	+1	+3	+4	Skill Mastery	+3	+3

Research: As per Tech Specialist's ability. See page 53 of the Revised Core Rulebook for more details.

Obscure Knowledge: Due to the nature of an Information Broker's job, he finds out various items of obscure information that would otherwise be useless. Once per game session, the Information Broker can make an obscure knowledge check by rolling 1d20 and adding his levels in Information Broker + Int Modifier.

Bonus Feat: Choose a feat from the following list: (Combat Expertise, Fame, Infamy, Iron Will, Persuasive, Quick Draw, Skill Emphasis (Class Skill))

Contacts: As per the Crime Lord ability of the same name. See page 267 of the Revised Core Rulebook for more details.

Information Specialty: At third level the Information Broker can choose one special ability from the following list:

Information Network: This allows them to make a Bluff, Diplomacy, Disguise, Intimidate, or Knowledge (streetwise) check to enhance Gather Information checks. Beating DC 15 reduces the time need to gather information to two hours, beating DC 25 reduces it to one hour, and beating DC 30 allows you to add your ranks in the skill used for Information Network to the Gather Information check as a competency bonus.

Professional Courtesy: Add your character level to any Diplomacy checks involving negotiating with people for information, or a fee for said information.

Illicit Access: You are adept at finding information which others would rather you didn't have. You get a +5 bonus to computer use whenever you are slicing or hacking for access to information. You may not use this bonus to alter/remove computer records, with the exception of covering your tracks.

Skill Mastery: This is the same as the Scout ability, but can only be applied to Gather Information or Computer Use. See the Scout Description on page 49 of the Revised Core Rulebook for more details.

Fixer

Written by: Odde Bogodde (with respect to Kobayashi)

The Fixer is an acquisitions expert. He gets what you need, when you need it, through whatever means necessary. He is an expert at breaking and entering, as well as adapting to unexpected situations. The Fixer must rely on his intelligence and his quick wit because he must be smart and fast to survive.

Requirements:

Base Attack Bonus: +3

Abilities: Int 14+

Skills: Appraise 8 ranks, Bluff 5 ranks, Knowledge (Streetwise) 5 ranks, and Sense Motive 3 ranks.

Feats: Persuasive

Starting Feats:

Weapon Group Proficiency: Blaster Pistols

Class Skills

Appraise, Balance, Bluff, Computer Use, Craft, Demolitions, Diplomacy, Disable Device, Escape Artist, Forgery, Gamble, Gather Information, Hide, Knowledge, Listen, Move Silently, Pilot, Profession, Read/Write Language, Repair, Search, Sense Motive, Sleight of Hand, Spot, and Tumble.

Skill Points at Each Level: 6 + Int modifier

Vitality: 1d6 plus constitution modifier

The Fixer

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+2	+1	Starting feats, Resource Access	+2	+1
2	+1	+2	+3	+2	Evasion, Contact	+3	+1
3	+2	+2	+3	+2	Special Ability	+3	+2
4	+3	+2	+4	+2	Uncanny Dodge (Dex bonus to Def)	+3	+2
5	+3	+3	+4	+3	Contact	+4	+3
6	+4	+3	+5	+3	Special Ability	+4	+3
7	+5	+4	+5	+4	Uncanny Dodge (can't be flanked)	+5	+4
8	+6	+4	+6	+4	Contact	+5	+4
9	+6	+4	+6	+4	Special Ability	+5	+5
10	+7	+5	+7	+5	Improved Evasion	+6	+5

Resource Access:

A fixer has access to an array of resources (usually from influential friends, people who owe favors, blackmail). Once per day, the fixer can make a Charisma check to use those resources during an adventure.

The value of resources gained equals the hero's fixer levels multiplied by the result of the Charisma check multiplied by 20. Thus a 3rd level fixer who gets a result of 16 on his Charisma check would gain 960 credits worth of resources to use in the adventure (3 x 16 x 20 = 960).

These resources can take almost any form the fixer chooses (within reason) and are his to do with as he pleases. He can keep them, use them, give them away, or sell them as he sees fit. The resources gained arrive in the fixer's possession 1d8 hours after he makes the check. These resources must be reasonably available when and where she chooses to make the check.

This stacks with the Noble's Resource Access ability when determining the total levels to

multiply the check by. For example a level 5/3 Noble/Fixer would have a Resource Access Check of (8 x Cha check x 20).

Evasion:

Starting at 2nd level, the fixer gains evasion. Whenever he has the opportunity to make a Reflex save in order to suffer half damage from an effect (such as a grenade), he instead suffers no damage with a successful save. Starting at 10th level, the fixer suffers only half damage with a failed save

Uncanny Dodge:

Starting at 4th level, the fixer gains the ability to instinctively react to danger. He always retains his Dexterity bonus to Defense, even if caught flat footed, making it much more difficult to sneak attack him.

At 7th level, the fixer can no longer be flanked, since he can react to opponents on opposite sides of himself as easily as he can react to a single attacker.

Special Ability:

At 3rd level and every three levels thereafter, the fixer gains one of the following special abilities:

Fast Dealing: The fixer is so good at doing what he does that he may reduce the time it takes for his Resource Access by half. This ability may only be chosen once.

Feat: The fixer can gain Alertness, Fame, Infamy, Influence, Low Profile, Sharp-Eyed, Skill Emphasis (any class skill), or Trustworthy.

Master Acquisitionist: Once per game session, the fixer automatically succeeds at any non-combat Charisma-based skill check. This ability may be gained multiple times, allowing an extra use of the ability per game session each time.

Skill Mastery: The fixer selects a number of skills equal to his Intelligence modifier. He may always take 10 when using these skills, even if stress and distraction would normally interfere. The fixer may gain this ability multiple times, but he must select different skills each time.

Contact:

The fixer has operatives and associates throughout the galaxy. Each time a fixer gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain.

A contact won't accompany the fixer on missions or risk his or her life, but the contact will provide information or expert skills. The more powerful the contact, the less time he or she has to offer the fixer. Whatever the case, the fixer should not be allowed to call on the same contact more than once per adventure. For more information on contacts, see the Favors and Contact side bar in the Revised Core Rulebook. It is on page

Mandalorian Super Commando

Written by Finn Dootric

Masters of the art of combat, the armored mercenaries known as the Mandalorians have been plying their trade since at least the Sith Wars. Caring only for payment and the chance to further hone their already considerable battle prowess, the Mandalorians sold their services to the highest bidder and always honorably upheld their contracts until the job was finished. Never a large group, the Mandalorians dwindled in number in the centuries before the rise of the Empire. What few were left divided into two factions; the new faction, calling itself the 'Death Watch'. The ensuing Mandalorian 'civil war' and a botched confrontation on the planet Galidran with the Jedi thirty some years before the Battle of Geonosis finally broke the Mandalorians as an organization.

The Mandalorian Super Commando is the apex of Mandalorian battle training and theory. She is a fierce and cold warrior that plans for any eventuality and makes us of any available advantage. That said, the number one advantage of any Mandalorian is her customized battle armor, a personal weapons platform and bag of tricks all wrapped into a ceramic plate and durafiber package.

Requirements:

BAB: +4

Skills: Climb +5, Intimidate +5, Jump +5, Knowledge (Mandalorian Lore) +6

Feats: Armor Proficiency (light), Armor Proficiency (Medium), Armor Proficiency (Powered), Improved Initiative, Point-Blank-Shot, Weapon Group Proficiency (wrist weapons)

Special: Mandalorian Super Commando is a prestige classes available to characters that have owned and constantly used a single personal suit of powered armor (preferably of Mandalorian make) for six months and have been mentored by another character with at least 3 levels of Mandalorian Super Commando.

Class Skills: Climb, Computer Use, Demolitions, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Pilot, Spot, Treat Injury, Tumble

Skill Points at Each Level: 6 + Intelligence modifier

Vitality: 1d10 plus Constitution modifier per level

The Mandalorian Super Commando

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+2	+1	+1	Broken In	+1	+0
2	+2	+3	+2	+2	Armor Weapon Focus	+2	+1
3	+3	+3	+2	+2	Broken In	+2	+1
4	+4	+4	+2	+2	Fly-by Attack	+2	+2
5	+5	+4	+3	+3	Second Skin, Broken In	+3	+2

Broken In:

Mandalorians literally live in their fabled battle armor. Through constant use, abuse, and customization they are able to fit their armor almost perfectly to the contours of their bodies and the length of their limbs (be it through trimming edges, punching new eyelets in straps, or just receiving severe beatings on a regular basis).

At first, third, and fifth level the Mandalorian Super Commando's Armor Check Penalty with a particular suit of armor lowers by 1. These reductions are cumulative. Also, the speed penalty for the armor is reduced by one step (i.e., the Commando's speed would 10m instead of 8m). If this brings her back to her species' base speed the Commando may use the Tumble Skill while wearing the armor.

Note:

If the Mandalorian Super Commando's armor is ever lost, destroyed, or simply discarded for a better suit, she has to use the new armor for six months before it is considered 'Broken In'. A character can only have one set of 'Broken In' armor at a time.

Armor Weapon Focus:

Mandalorians are notorious for modifying their armor to incorporate miniature weapons such as flamethrowers, laser gauntlets, rocket launchers and the like. Due to constant training and the 'gesture and shoot' nature of these weapons the Mandalorian Super Commando gains the Weapon Focus at second level for all weapons built into their armor.

Flyby-Attack:

Mandalorians are also well known for their use of rockets packs to both quickly engage and tactically retreat from an enemy. Starting at fourth level, the Mandalorian Super Commando gains the effects of the Fly-By-Attack (RCRB pg. 332) when using a rocket pack in combat.

Second Skin:

Eventually, a Mandalorian Super Commando gains such an intimate knowledge of their armor that they wear it like a second skin. Through constant use they are able to judge just how far they can make the armor flex, and bend, and exactly how much it will protect them in any given situation. This allows the Commando to turn what would have been a killing blow into a glancing blow. At fifth level the Mandalorian Super Commando may apply half the Damage Reduction of her armor (rounded down) to her Vitality Points.

NOTE:

If the Mandalorian Super Commando's armor is ever lost, destroyed, or simply discarded for a better suit, she has to use the new armor for six months before it is considered 'Second Skin'. A character can only designate a single suit of armor as a "Second Skin" at a time.

The Spatial Demolitionist

Written by: Dolomite23

When a target in space need to be taken out in an unconventional way, the task falls to the brave members of the Spatial Demolitionist, Under a back drop of the black void of space, they can take out, disable, and/or sabotage almost any target.

Requirements:

BAB: +7

Skills: Demolition 6 ranks, Disable Device 5 ranks, Survival (Space) 4 ranks, Tumble 4 Ranks

Feats: Athletic, Cautious, and Stealthy

Special: Dex 13

Class Skills: Climb, Computer Use, Craft, Demolitions, Disable Device, Hide, Knowledge, Listen, Pilot, Spot, and Tumble

Skill Points Per Level: 8 plus intelligence modifier

Vitality: d10 plus constitution modifier

The Spatial Demolitionist

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+2	+1	+0	Nerves of Steel, Deep Breath, Zero-G	+2	+0
2	+1	+3	+2	+1	Improvised Explosives	+2	+0
3	+1	+3	+2	+1	Stellar Camouflage +1	+3	+1
4	+2	+4	+2	+1	Penetration	+3	+1
5	+3	+4	+3	+2	Prolong Explosion	+4	+1
6	+3	+5	+3	+2	Stellar Camouflage +2	+4	+1
7	+4	+5	+4	+3	Conceal Explosives	+5	+2
8	+5	+6	+4	+3		+5	+2
9	+5	+6	+4	+3	Stellar Camouflage +3	+6	+2
10	+6	+7	+5	+4	Maximize Explosion	+6	+2

Nerves of Steel: A SD learns to remain calm while dealing with an explosive charge that could tear a hole in a Star Destroyer, the SD can add their Will save modifier to Demolitions and Disable Device.

Zero-G: the Spatial Demolitionist gains the feat Zero-G Training

Deep Breath: The can hold his breath as many rounds as his Fortitude save modifier.

Improvised Explosives: If a SD has access to a power line and a computer terminal, he can make a Disable Device Check DC 25 and a Computer Use Check DC 20 to cause an explosion by rerouting excess power to a generator or something of that nature. The damage done is 3d6 +1d6 per level of Spatial Demolitionist that the character has.

Penetration: The SD can set explosives that can damage target severely even with the strongest of armor. Bombs set now can ignore ½ of an object's DR.

Prolong Explosion: The SD is now capable of setting up explosives to go off by sympathetic detonation and do the maximum amount of damage. How it works: The SD places one set of explosives for each round he would like the explosion to continue through, to a maximum of 10 rounds. Doing this increases the DC of the Demolitions check by 2 for each additional round of explosion. The damage is increased by a multiplier of .5 for each successive bomb.

EXAMPLE:

Mr. Branson wishes to blow up the Golden Gate Bridge. He is going to place explosives so that there is a 10 round explosion. This increases the base Demolitions DC by 20. The damage in this case, is multiplied by 5. Thus if he were to set Thermal Detonators to do this, they'd do $8d6+6x5$ for 10 rounds.

Conceal Explosives: The SD can place explosives where that are difficult to find. Add half of the SD's Hide Ranks to any search checks to find explosives that they have placed.

Stellar Camouflage: Using stellar phenomenon, the Spatial Demolitionist can hide from scanners and sensors. This grants a bonus to all Hide Checks to avoid said scanners. This starts at a +1 at 3rd and increases to a +2 at 6th and a +3 at 9th.

Maximize Explosion: The SD can set explosives for optimal effect (game terms: When rolling damage for explosives, re-roll 1's and 2's) This does work with Prolong Explosion and with Improvised Explosives.

The Raug'Moss is a group of healers. They range from the basic patch 'em ups to some of the most renowned surgeons in the Galaxy.

Raug'Moss Initiate

Written by: GothCrow, DirtyRat, and Eldibrand

These healers are basically the EMT of the order. They can do some things, but they are hardly the top of the chain. It is, however, a required level of training to become anything higher in the order.

Requirements:

Skills: Heal another 8 ranks, Treat Injury 4 Ranks, Knowledge (Medicine) 4 ranks, Knowledge (Anatomy) 4 Ranks, Move Object 4 ranks.

Feats: Force Sensitive, Control, Alter, Sense, Surgery, Compassion

Special: Wisdom 14

Class Skills: Balance, Climb, Craft, Intimidate, Jump Knowledge, Listen, Pilot, Profession, Search, Speak Language, Spot, Swim, Treat Injury, Tumble.

Vitality: d8 plus constitution modifier

Skill points per level: 6 plus intelligence modifier

The Raug'Moss Initiate

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+0	+2	Starting Feat	+0	+1
2	+1	+1	+1	+3	Healing	+1	+2
3	+1	+2	+2	+4	Energize	+1	+3
4	+2	+2	+2	+5	Regrow	+2	+4
5	+2	+3	+2	+5	Restore	+2	+4

Starting Feats: Skill Emphasis (Heal Another, Treat Injury)

Healing: This is the same as the Jedi Consular ability. See page 59 of the Revised Core Rulebook for more details.

Energize: The Raug'Moss has an almost supernatural connection to the healing capacities of the Force. At 2nd level he may add +1d8 Vitality points to any or all Heal Another or Treat Injury healing. This has a Vitality cost of 2. This stacks with the Healing SQ.

Regrow: The Raug'Moss can now heal physical damage in a manner similar to the way that they can heal Vitality. The Raug'Moss can now add +1d6 wound points to any Heal Another, Treat Injury, and Surgery Uses. This has a Vitality cost of 3. This stacks with the Healing SQ and with the energize ability.

Restore: The Raug'Moss can send his will into a person to heal stat point damage. The Raug'Moss can now add +1d4 stat points to any checks made to heal a person. This has a Vitality cost of 4. This stacks with the Healing SQ, the regrow SQ, and the energize ability.

NOTE: The increased Vitality costs associated with the Energize, Regrow, and Restore abilities aren't applied to the Healing SQ. It is a base cost to use the ability, like the base cost for heal another.

Raug'Moss Journeyman

Written by: GothCrow, DirtyRat, and Eldibrand

The Journeyman has traveled a ways down the road of healing but he still has a ways to go

Requirements:

Skills: Heal another 13 ranks, Treat Injury 10 Ranks, Knowledge Medicine 8 Ranks, Move object 9 ranks

Special: Must have taken 5 levels as an Initiate, Wisdom 15

Class Skills: Balance, Computer Use, Climb, Craft, Intimidate, Jump Knowledge, Listen, Pilot, Profession, Search, Speak Language, Spot, Swim, Treat Injury, Tumble.

Vitality: d8 plus constitution modifier

Skill points per level: 6 plus intelligence modifier

The Raug'Moss Journeyman

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+0	+2	Starting Feats	+1	+1
2	+1	+1	+1	+3	Improved Healing	+2	+2
3	+1	+2	+2	+4	Journeyman Healing	+2	+3
4	+2	+2	+2	+5	Force Mastery	+3	+4
5	+2	+3	+2	+5	Increased Healing	+3	+4

Starting Feats: Skill Emphasis (move object), knowledge (medicine)

Improved Healing:

At 2nd level a Journeyman Raug'Moss has begun to heal almost instinctively. As such the cost of using the Healing SQ (see the Jedi Consular) is halved. Round fractions up.

Journeyman Healing: The Journeyman adds ½ of his journeyman levels, rounded up, to the amount of damage he can heal with Energize, Regrow, and Restore.

Force Mastery: The character gains the feat Force Mastery

Increased Healing: A journey man now gets to add an additional die to his special healing. Thus Energize does 2d8, Regrow does 2d6, and Restore does 2d4. The vitality point cost goes up on these also. Energize goes to 3, Regrow goes to 4 and Restore goes to 5. Those numbers do not include the Journeyman healing bonus, but it does apply.

Example: George, A level 5 Force Adept, Level 5 initiate, Level 5 Journeyman is healing Fred a level 20 soldier. George makes a Heal another check and decides to use his Energize ability with it. He gets an Adjusted 35. Thus he heals- 2d6+6 vitality (from heal another) plus another 2d8+3 (2d8 for Increased Healing and +3 for Journeyman healing.) The Vitality point cost for all of this is- 6 (heal another) + 4 (Increased Healing for Energize) =10

Raug'Moss Master

Written by: GothCrow, DirtyRat, and Eldibrand

This individual has mastered the basics of healing. He can now heal life threatening wounds and diseases and even purge the taint of the Darkside.

Requirements:

Skills: Heal Another 18 Ranks, Treat Injury 15, Knowledge Medicine 10 Ranks, and Move Object 12 Ranks.

Special: Wisdom 16, Must be a Journeyman level 5

Class Skills: Balance, Bluff, Computer Use, Climb, Craft, Diplomacy, Intimidate, Jump Knowledge, Listen, Pilot, Profession, Search, Speak Language, Spot, Swim, Treat Injury, Tumble.

Vitality: d8 plus constitution modifier

Skill points per level: 6 plus intelligence modifier

The Raug'Moss Master

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+0	+2	Starting Feat	+0	+1
2	+1	+1	+1	+2	Healing Master	+1	+2
3	+1	+2	+2	+3	Master Surgeon	+1	+3
4	+2	+2	+2	+3	Skill Mastery	+2	+4
5	+2	+3	+3	+4	Cleansing	+2	+4

Starting Feat: The Raug'Moss master gains the feat Skill Emphasis (Heal Self)

Healing Master: The Master has perfected the Techniques of Energize, Regrow, and Restore. They become- Energize- 3d8, Regrow 3d6, and Restore 3d4. The Vitality cost also goes up. That becomes- Energize- 4, Regrow- 5, and Restore has a cost of 6. The Journeyman Healing Bonus Still applies. Also, due to the level of mastery involved with these techniques, a master can add his master level to these rolls also, this does stack with the Journeyman Healing Bonus. Thus a 5th level master using the Energize ability can heal 3d8+8 Vitality points when he uses a healing check.

Master Surgeon: A master Healer is extremely talented at surgery. He can choose to attempt to use the force to move the tools instead of his hands. If he does this, he makes a Move Object check as well as a Treat Injury Check. Use the Surgery Feat Chart to determine the base number of wounds healed and then multiply it by the following:

Move Object Check Roll	Multiplier
Up to 19	0.5
20-24	1.0
25-29	1.5
30-34	2.0
35+	2.5

Note: This cannot be used in conjunction with the Regrow ability.

The possibility of healing less then he normally would on the Surgery is because of the possibility of "shaky move object".

Skill Mastery: The master Healer gains a skill mastery in Heal Another and Treat Injury. See the description given under the Scout in the Revised Core Rulebook. It's on page 48.

Cleansing: A master has learned enough of the Force to now see the sickness caused in a person by the Darkside. Now, with extreme effort, he can remove the stain that the Darkside causes in a person. At a cost of 5 vitality points per, a master can remove a number of Darkside Points equal to $\frac{1}{2}$ of their wisdom. This can only be done once for any being, and the number of Darkside Points removed cannot exceed $\frac{1}{2}$ their wisdom per week.

Example: George has a wisdom stat of 18. He can thus remove 9 Darkside points from people per week. Thus if Fred, who has 2 Darkside points, and Sally who has 6 come in and ask to be healed George can remove all of their Darkside points. If the emperor were to walk in right afterward he could only have 1 removed because that would put George at his limit for the week. If the emperor were to wait a week though, he could get 9 removed from his total.

Jedi Craftmaster

Written by: DirtyRat and GothCrow

The Craftmaster is a Jedi who has devoted their time to learning the art of crafting the lightsabers. When it comes to building a quality weapon, they have almost no peer.

Requirements

Skills: Craft (Lightsaber) 10 Ranks, Knowledge (Lightsabers) 10 Ranks, Knowledge (Jedi Lore) 5 Ranks

Feats: Skill Emphasis (Craft (Lightsaber))

Special: The character must be of Jedi Knight Status (7+ Jedi Levels) and must have built their own lightsaber

Class Skills: Computer Use, Craft, Disable Device, Spot, Repair Profession Intimidate, Knowledge

Skill points per level: 8 plus intelligence modifier

Vitality: d8 plus constitution modifier

The Jedi Craftmaster

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+1	+1	Mastercraft +1	+0	+1
2	+1	+1	+1	+1	Expert	+1	+1
3	+2	+2	+2	+2	2 nd Crafting	+1	+2
4	+2	+2	+2	+2	Deflect (Defense)	+2	+2
5	+3	+3	+3	+3	Mastercraft +2	+2	+3
6	+3	+3	+3	+3	Lightsaber Familiarity	+3	+3
7	+4	+4	+4	+4	3 rd Crafting	+3	+4
8	+4	+4	+4	+4	Inc Lightsaber Damage, Deflect (Attack)	+4	+4
9	+5	+5	+5	+5	Weapon Focus	+4	+5
10	+5	+5	+5	+5	Mastercraft +3	+5	+5

Mastercraft:

This ability closely resembles that of the Tech Specialist. The only differences are that it can only be used on lightsabers and their variants and it has no experience cost. This bonus starts at +1 and increases by one at 5 and 10th levels. For more details, see the description of the Tech Specialist in the Revised Core Rulebook on page 53.

Expert: This gives the Craftmaster a +2 expert bonus on any Craft (lightsaber) rolls. For more details see the description of the Tech Specialist which starts of page 53 of the Revised Core Rulebook.

Deflect(defense), Inc Lightsaber Damage, and Deflect (Attack):

These are the same as the abilities listed in the Revised Core Rulebook, under the Jedi Classes. Those start on page 57 of the Revised Core Rulebook.

2nd Crafting: The Jedi Craftmaster has seen lightsabers and seen what really makes them tick. By this point in his career, he has put together the things that make a better saber. He can rebuild the mechanical parts of his lightsaber (DC 25 craft check) and increase the Circumstance bonus that he gains with his lightsaber from a +1 to a +2. This does not require the expenditure of a force point.

Lightsaber Familiarity:

Craftmasters has seen many lightsabers and has built many themselves. Now, he suffers only a -2 penalty to use a lightsaber that he doesn't have the proper weapon proficiency for, rather than the -4 penalty base.

3rd Crafting: The Craftmaster can again re-craft the basic parts of his lightsaber. The craft check DC is 30 to do this and If successful, this increases the Circumstance bonus to hit to a +3. This does not require the expenditure of a force point.

Weapon Focus: The Craftmaster gains the feat Weapon Focus in any lightsaber that he has an Exotic Weapon Proficiency in.

Note on the 2nd and 3rd crafting Special abilities: If the craft check is failed, the character must wait one week to attempt again.

A note on the Craft(Lightsaber) Skill: We, the group I game with, allow that a character who has the Craft(Lightsaber) Skill can craft any type of lightsaber because the basics are the same. The only thing that is different is the hand grip and the blade length adjuster.

Force Musician

Written by: Crimson Dragon Master Xi

Music has been known to be both soothing to the ears, and healing for many people across the galaxy. Whether its the smooth, quick rhythm of Jizz bands like the Modal Nodes, or industrial like The Bepin Miners.

Legends of Force-users have sprinkled over the years, speaking of "Force-Musicians". Force Musicians are people who combine the healing power of the Force, and music, into one harmonious mix.

Requirements

Abilities: Charisma 15+, Intelligence 14+.

Skills: Diplomacy 5+, Entertain (any) 6+, Empathy 5+, Friendship 5+.

Feats: Trustworthy, Force-Sensitive, Sense.

Class Skills: Bluff, Computer Use, Craft, Diplomacy, Disguise, Entertain, Jump, Knowledge, Listen, Profession, Speak Language, Read/Write Language.

Vitality: 1d6 + Constitution modifier per level

Skill Points: 1d8+Int. mod per level

The Force Musician

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+1	+2	Starting Feats	+3	+1
2	+1	+2	+2	+3	Amazing Grace	+4	+1
3	+2	+2	+2	+3	Song of Silence	+4	+1
4	+3	+2	+2	+4	Symphony of Light	+4	+2
5	+3	+3	+3	+4	Maestro	+5	+2

Starting Feats: Skill Emphasis (Diplomacy)

Amazing Grace: Starting at second level (and adding +1 every level there after), a Force Musician may make an Entertain check with an added bonus to it.

Song of Silence: When attempting to calm someone down using the Force through music, add your wisdom modifier to the Friendship check, and your entertain ranks.

Symphony of Light: Once per gaming session, make a Knowledge (Music) check, adding your wisdom modifier to the total.

Check Result	Song
0-10:	Common- You know this song, might of heard this various times over the holonet +1 Force bonus to Entertain add 100 credits to total money earned if doing a performance.
11-20:	Uncommon- Not remembered too much, but is always welcome. +2 Force bonus to Entertain, and Sense Motive. Add 250 credits to total money earned if doing a performance.
21-30:	Rare- Where did you remember this one? +4 to the following Force Skills for the next 10 rounds (1 minute): Diplomacy, Heal another, Entertain, Sense Motive. Add 1000 credits to total money earned if doing a performance.
30-40:	Very Rare: This is a song that may have been lost or outlawed during the time of the Empire. +6 to the Force skills above for the next 10 rounds (1 minute) and the following: Enhance Ability, Battlemind.
40+:	Ancient- Song from the Sith Wars, Golden Age of the Republic or Even earlier in time. Learn a Force Secret (GM's Discretion).

Maestro: The ultimate level of calm. When confronted with the Darkside, a Force Musician adds a +4 to their will save.

Yugin Vor (Peace Makers)

Written by: Iron Wolf

The Yugin Vor are the enlightened (i.e. Force Sensitive) followers of the Sa'al Aka philosophy. Though they love and spread peace, they know that sometimes evil must be fought and destroyed for peace to flourish. The Sa'al Aka philosophy started on the planet of Cerea, but became popular all over the galaxy; some even believe it may have been one of the cornerstones of the Jedi tradition.

Requirements:

Skills: 6 ranks in Friendship, 4 ranks in Knowledge: Philosophy, 2 ranks in Diplomacy, and 2 ranks in Treat Injury.

Feats: Control, Force-Sensitive, Sense, and Martial Arts.

Special: No more than 1 DSP.

Class Skills: Balance, Bluff, Climb, Craft, Diplomacy, Gather Information, Handle Animal, Jump, Knowledge, Listen, Profession, Ride, Search, Sense Motive, Spot, Survival, Swim, Treat Injury, Tumble, and all Force skills.

Skill Points per Level: 6+ Intelligence modifier

Vitality: 1d8+ Constitution modifier

The Yugin Vor

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+2	+1	+2	Alter, Griath Strikes	+1	+0
2	+1	+3	+2	+3	Force Talisman +2	+2	+1
3	+2	+3	+2	+3	Force Weapon +1d8, Pure Soul	+2	+1
4	+3	+4	+2	+4	Bonus Feat	+2	+1
5	+3	+4	+3	+4	Soothe the Soul	+3	+2
6	+4	+5	+3	+5	Nalga'Ka	+3	+2
7	+5	+5	+4	+5	Force Secret	+4	+3
8	+6	+6	+4	+6	Force Weapon +1d8, Unik'ma	+4	+3
9	+6	+6	+4	+6	Bonus Feat, Talisman +4	+4	+4
10	+7	+7	+5	+7	Force Secret, Yugin Vor Master	+5	+4

Starting Feats: Weapon Group Proficiency: Primitive Weapons, Defensive Martial Arts

Alter: The Yugin Vor receives the Alter feat at first level, if they do not already have it.

Griath Strikes: The Yugin Vor learns the over 45 different spots where a light blow can render an attacker unconscious without doing damage. On a successful hit when using this ability, an attacker must make a Fort save (DC 15 +1 for every 2 points the attack succeeded by). On a failure, the attacker is unconscious (like stun), even a success gives the attacker a -2 penalty next round from nausea and dizziness.

Force Talisman: This is the same as the Force Adept ability of the same name. See page 55 of the Revised Core Rulebook for more details.

Force Weapon: This is the same as the Force Adept ability of the same name. This adds +1d8 at 3rd and +2d8 at 8th; most Yugin Vor increase the amount that their unarmed damage does with their Force Weapon ability. See page 55 of the Revised Core Rulebook for more details.

Pure Soul: The effects of the Fear skill are useless against a Yugin Vor of this level, they fear nothing from the Dark Side

Bonus Feat: at 4th and 9th level pick from the following: Compassion, Improved M.A., Advanced M.A., Combat Expertise, Dodge, Mobility, Iron Will, Mettle, Link, Blind Fight, or Trustworthy

Soothe the Soul: at 5th level the Yugin Vor gains the ability to make all Friendship checks at -5 difficulty. Also, by spending 4 vitality, they can soothe the pains (be the physical or spiritual) of any living creature.

Nalga'Ka (Destiny's Eye): At 6th level, the Yugin Vor's defensive style has reached a point where they gain a +2 bonus to defense when fighting unarmed (stacking with all other defense bonuses).

Force Secret: This is the same as the Jedi Master ability of the same name. See page 277 of the Revised Core Rulebook for more details.

Unik'ma: at 8th level, the Yugin Vor has master Unik'ma or (Voice of Creation). This potent ability gives them a +1 to all Empathy bonuses (the bonuses to the skills not a check bonus) and a +1 to Farseeing; also they do not die until they reach -15 wound points.

Yugin Vor Master: The Yugin Vor has reached mastery of the art. At this level, they gain another +1 to their defense when unarmed; also they're so in tune with the universal consciousness, Farseeing vitality costs are 2 points less.

Talak'anar Master

Written by: Iron Wolf

The greatest of the practitioners of the ancient martial art, Talak'anar, the Talak'anar masters are the elite wielders of deadly Force Pikes or Vibro-staves. They train so hard with their chosen weapon, some of them can eventually become almost as skilled in melee as a Jedi.

Requirements:

BAB: +6

Skills: Tumble 5 ranks, Bluff 2 ranks, Sense Motive 2 ranks, Balance 2 ranks, Move Silently 4 ranks

Feats: Combat Expertise, WGP: Vibro, Weapon Focus (Force Pike or Vibro-stave), Dodge, Mobility, Martial Arts, (Defensive or Improved Martial Arts[One of the other]), and Combat Reflexes.

Special: Initiation into the Inner Circle of Talak'anar.

Class Skills: Balance, Bluff, Climb, Craft, Escape Artist, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Profession, Sense Motive, Spot, Survival, Swim, Tumble.

Skill Points: 4+Intelligence modifier

Vitality: D10 + Con modifier per level

The Talak'anar Master

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+2	+1	Uncanny Dodge, Bonus Feat	+1	+0
2	+2	+2	+3	+2	Increased Damage, Blurring Spear	+2	+1
3	+3	+2	+3	+2	Weapon Specialization, Uncanny Dodge	+2	+1
4	+4	+2	+4	+2	Increased Damage, Bonus Feat	+3	+2
5	+5	+3	+4	+3	Singing Winds, Grand Master	+3	+2

Starting Feats: Weapon Group Proficiency (Primitive Weapons) and Improved or Defensive Martial Arts (whichever one the character doesn't have).

Bonus Feats: At 1st and 4th level, the Talak'anar Master may choose a bonus feat from the following list, though they must meet all prerequisites before taking it:

Advanced Martial Arts, Improved Disarm, Spring Attack, Whirlwind Attack, Improved Initiative, Weapon Focus (any spear-like weapon), Blind Fight, Acrobatic, Improved Critical (Force Pike or Vibro-stave), Improved Trip, Power Attack, Cleave, Great Cleave, Sunder, Ambidexterity, Two-Weapon Fighting, Quick Draw, or Lightening Reflexes

Uncanny Dodge: Just like in the Revised Core Rulebook; Dex bonus at 1st level, can't be flanked at 3rd. See page 271 of the Revised Core Rulebook for more details.

Increased Damage: Due to their intense focus and training, the Talak'anar Masters learn how to use their chosen weapon to inflict the maximum amount of damage. At 2nd level, they add +1d8 to their Force Pike/Vibro-Stave damage, this increases to +2d8 at 4th level.

Blurring Spear:

Talak'anar Masters quickly learn the ability to attack with both their weapons and their bodies at the same time. At 2nd level and beyond, the Master may make a free unarmed attack at their highest base attack while wielding a spear-like weapon; this, and all other attacks in this round suffer a -2 penalty.

One With the Spear: At 3rd level, a Talak'anar Master has bonded so deeply with wielding their weapon that they receive Weapon Specialization (Force Pike or Vibro-stave).

Singing Winds: The Talak'anar Master's ability with their weapon has reached a pinnacle; from now on, they receive a +2 defense bonus when wielding it (similar to Lightsaber Defense).

Grand Master: The Talak'anar Master has reached the rank of Grand Master. At this rank they receive the Fame feat for free (or Infamy if they are a particularly evil Talak'anar).

