

# STAR WARS<sup>®</sup>

ROLEPLAYING GAME

## *Hero's Guide* Web Enhancement

Character Templates and Prestige Classes

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## Character Templates

While most characters fall under the descriptions provided by most classes and species, some have a special quality about them that sets them apart from normal sentient beings. These changes, which differentiate a character from even other members of his species, can be illustrated through the use of a template.

A template is a set of changes made to a standard character to make that character reflect those differences more accurately in game terms. The character continues to use all statistics and special abilities from his existing class, except as noted in the text of the template.

### Clone

The Kaminoans, known to the galaxy as master cloners, created the perfect soldiers when they cloned Jango Fett and altered his genetic material to create the clone troopers. After the success of the Republic military forces during the Clone Wars, the art of cloning faded into relative obscurity. It wasn't until several years after the Emperor's death that widespread use of clones made a resurgence under the banner of Grand Admiral Thrawn. From time to time, clones were created to act as "backup bodies" in case of an important individual's death (as in the case of both the Emperor and Thrawn himself), but this technique was rarely used due to the unavailability of cloning technology and the difficulties involved in growing clones too quickly.

The clones created by the Kaminoans had their genetic structure altered to make them more efficient in combat and more willing to follow orders and take commands. This was the perfect combination for the clone troopers, who needed to be totally obedient to Supreme Chancellor Palpatine while at the same time effective and durable soldiers. Other clones might be genetically altered or exact replicas of their hosts. The Kaminoans and a few others knew how to create clones that did not suffer from mental instability, but those who lacked such knowledge often saw their results tainted with everything from paranoia to complete insanity.

**Vitality:** Same as the character.

**Speed:** Same as the character.

**Defense:** Same as the character.

**Damage:** Same as the character.

**Special Qualities:** Same as the character.

**Saves:** +2 bonus on Fortitude saves, -2 penalty on Will saves.

**Abilities:** A clone created from an unaltered genetic specimen must have Strength, Dexterity, and Constitution scores equal to or greater than the character it is cloned from. A clone created from an altered genetic specimen can have any set of attributes normally allowed.

**Skills:** Same as the character.

**Feats:** Same as the character.

### Shaped

One of the most insidious achievements of the Yuuzhan Vong is their ability to genetically transform members of other

species using aspects of their own biology and society. The Shapers, a caste of biological tinkerers who create the majority of Yuuzhan Vong biotech, began experimenting on Humans and other beings as soon as they first ventured into New Republic space. While some victims were completely transformed into horribly mutated creatures almost unrecognizable as a known species (as was the case with the Rodians), others found themselves subject to the slow torture of having their bodies transformed one piece at a time. Those who escaped or were rescued are permanently scarred by the experience and retain many of the modifications.

The Shapers use native inhabitants of the galaxy in attempts to add the new species to their forces in the same way they must have used the Chazrach in their own galaxy. They implant knowledge of the Yuuzhan Vong language to make the brainwashing easier, allowing them to communicate with the subject in their native tongue. They tamper with the subject's genetic structure, making the being more robust and durable so that it can survive longer as an expendable soldier in the ongoing war. Additionally, they break down the will to resist Yuuzhan Vong brainwashing, meaning that a subject will be more likely to comply with orders and commands. These changes are nearly permanent, and New Republic medical experts have yet to discover a way to counteract the effects of the shaping process.

**Vitality:** Same as the character.

**Speed:** Same as the character.

**Defense:** Same as the character.

**Damage:** Same as the character.

**Special Qualities:** Same as the character.

**Saves:** -2 penalty on Will saves.

**Abilities:** +2 Constitution.

**Skills:** Add Read/Write Yuuzhan Vong and Speak Yuuzhan Vong.

**Feats:** Same as the character.

**Special:** Some beings modified by the Yuuzhan Vong have had limbs replaced with biological enhancements. Use the cybernetics rules presented in the equipment chapter of the *Hero's Guide*, but consider the replacement to be biological rather than mechanical.

## Spice-Addicted

If there is one substance that is more harmful to the health of beings throughout the galaxy than any other, it is the drug known as spice. Spice is found in the mines of Kessel and spreads throughout the galaxy thanks to the underhanded dealings of drug lords (chief among them, the Hutts, whose drug refineries on Ylesia produce massive amounts of spice). Citizens of the galaxy use several different kinds of spice, including varieties of medicinal spice, but the illegal varieties such as glitterstim and tempest are highly addictive and dangerous. Some forms of spice have visible side effects when used frequently, while others are almost impossible to detect without blood testing.

A being that is addicted to spice will frequently do anything to get more of it. Despite providing some low-level telepathic abilities, the negative effects of long-term spice use are far worse than the quick fix it provides. Spice addicts are usually paranoid and have little to no control over their telepathic abilities; they

frequently believe they can hear the thoughts of those around them, and that everyone is plotting against them. Spice-addicted beings usually suffer physical and mental breakdown if they do not get their daily dose of the drug, which simply increases their paranoia as well as desperation.

Losing one's addiction to spice is no easy matter and requires extensive rehabilitation. The process is often best done at special medical facilities designed to wean a user from the drug rather than remove it completely.

**Vitality:** Same as the character.

**Speed:** Same as the character.

**Defense:** Same as the character.

**Damage:** Same as the character.

**Special Qualities:** Same as the character.

**Saves:** Same as the character.

**Abilities:** Every day that a spice-addicted character does not consume some spice, he suffers a -1 penalty to all ability scores.

**Skills:** The character gains a +1 bonus to the Telepathy skill if he has no ranks in it, or a +2 bonus if he does. Additionally, the character gains a +2 bonus to the Empathy Force skill and may use this skill untrained and even without having the Force-sensitive feat.

**Feats:** Same as the character.

## Prestige Classes

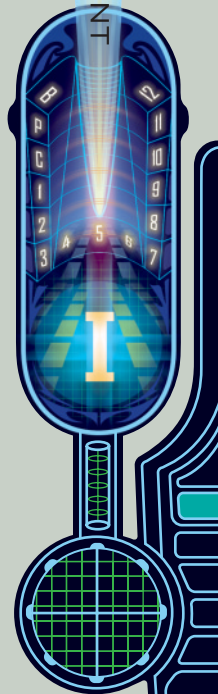
Four new prestige classes are ready to be used in your *Star Wars* game—holovid star, spirit master, Corporate Viceprex, and Imperial Moff.

### Holovid Star

Holovids rank among the most popular forms of entertainment in the galaxy, and the holovid industry hauls in quintillions of credits every year. Holovid stars enjoy a kind of celebrity usually afforded only to royalty (and indeed, many go into politics when their acting careers start to flag). From action-adventures to dramas to comedies to documentaries, holovid stars in any segment of the industry are recognized almost immediately wherever they go, and treated with courtesy, respect, and even awe. At the heights of their careers, some even rub shoulders with the galaxy's movers and shakers, dining with heads of state, chatting with ambassadors, and acting as spokespersons for political causes.

But holovid stars, despite their detractors' claims, do not exist in a vacuum of glamour and glitz. Some perform only when they aren't busy with more important concerns, and these celebrities have various ties to the Rebel Alliance, the Galactic Empire, the Corporate Sector Authority, the Jedi Temple, smuggling rings, terrorist cells, and a variety of criminal activities. The experience an actor gains from making holovids can come in handy when she is fighting for a cause she believes in (or simply trying to make a few extra credits on the side).

Nobles make the best holovid stars, though they can come from nearly any background, depending on the kind of roles the star generally plays. Holovid stars need not have been heavily involved in the industry before becoming stars (in



fact, some of them are taken by surprise when strangers recognize them on the street), and the change in employment status has very little bearing on their adventuring aims. (Gamemasters and players should note, however, that a holoivid star who becomes too busy to actually star in holoivids anymore will swiftly earn the ire of the studios. See Ex-Stars, below.)

### Requirements

To qualify to become a holoivid star, a character must fulfill all the following criteria.

**Skills:** Entertain 6 ranks, Profession (actor) 4 ranks.

**Feats:** Fame.

**Special:** The character must have had a major role in a holoivid of some kind. Obviously, only persons from cultures with access to the HoloNet can become holoivid stars.

### Game Rule Information

**Vitality:** Holoivid stars gain 1d6 vitality points per level. The character's Constitution modifier applies.

### Class Skills

The holoivid star's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Bluff (Cha), Computer Use (Int), Craft\* (Int), Diplomacy (Cha), Disguise (Cha), Entertain (Cha), Knowledge\* (Int), Profession\* (Wis), Sense Motive (Wis), and Speak Language.

\* *This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (holoart), Knowledge (politics), and Profession (entertainer).*

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

The following are class features of the holoivid star prestige class.

#### Celebrity

The holoivid star is almost immediately recognized wherever she goes unless she travels in disguise. This can cause her a few problems because of the excessive amount of attention she receives, but it also has its advantages. She can add her holoivid star class levels to her Reputation bonus when dealing with commoners and nonprofessional classes (diplomats, experts, and thugs).

A holoivid star's celebrity also grants her access to certain privileges otherwise denied to ordinary people. A holoivid star may substitute her levels from the holoivid star prestige class for her Sympathy rating for a given faction when determining whether she meets the prerequisites for faction-associated

feats. This rule does not apply if the holoivid star has declared for a given faction. (See Chapter Five for more information on factions, Sympathy, and declaring.)

#### Bonus Class Skill

At 1st level, the holoivid star may designate a cross-class skill (except Force skills) as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of holoivid star. The skill must be one relatively common to the campaign. (Astrogate would be inappropriate in a campaign set entirely on Endor, for example.) The GM is free to rule that a specific skill is off limits as a bonus class skill.

#### Bonus Feat

At 2nd level and again at 5th level, the holoivid star gets a bonus feat, reflecting her ongoing training in the field of holoivid acting. This bonus feat must be drawn from the following list, provided she meets the prerequisites:

Acrobatic, Athletic, Charm, Connections, Cosmopolitan, Dodge, Headstrong, Impersonator, Influence, Low Profile, Martial Arts, Mimic, Nimble, Persuasive, Rugged, Trick, Trustworthy, Weapon Group Proficiency.

#### Favor

As a renowned celebrity and media darling, the holoivid star can ask and usually receive favors from the media, in exchange for minor considerations such as exclusive interviews and public appearances. By making a favor check, the holoivid star can call upon contacts and resources that most heroes don't have. This allows the holoivid star to gain important information without going through the time and trouble of a Gather Information check, or to requisition resources without paying for them. Favors also can be used to acquire the loan of equipment or documents from influential acquaintances.

To use this ability, the holoivid star makes a favor check. Roll a d20 and add the holoivid star's favor bonus. The GM sets the DC of the check. Simple, low-cost, low-risk favors are DC 10, while expensive, illegal, or extremely risky favors could be DC 20 or higher. The holoivid star cannot take 10 or 20 on this check, nor can she make multiple attempts at the same (or virtually the same) favor. Truly extreme favors, such as eliminating a major foe or rival, are generally beyond the capabilities of the holoivid star's media contacts. Such tasks should be the basis of an adventure—not the outcome of a single roll.

A holoivid star can try to call in a favor a number of times per week of game time equal to one-half her holoivid star level, rounded up. This is cumulative with the noble's ability to call in favors.

The GM should carefully monitor the use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in

**Table 1: The Holoivid Star**

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Celebrity, bonus class skill	+1	+2
2nd	+1	+0	+2	+3	Bonus feat	+1	+2
3rd	+1	+1	+2	+3	Favor +2	+2	+2
4th	+2	+1	+2	+4	Look-a-likes	+2	+3
5th	+2	+1	+3	+4	Major celebrity, bonus feat	+3	+3

favors shouldn't replace good roleplaying or the use of other skills or abilities. The GM can disallow any favor deemed to be disruptive to the game. See the Favors and Contacts sidebar in Chapter Twelve of the *Star Wars Roleplaying Game* for additional information.

### Look-a-likes

At 4th level, the holoivid star is so universally recognized that she has inspired numerous impersonators. Whenever the holoivid star appears somewhere "out of context" (that is, not doing something related to her holoivid career), the average person naturally assumes that the holoivid star is actually a look-a-like. After all, what would a big star be doing in a place like *this*? The holoivid star's Reputation bonus is no longer applied as a penalty on Bluff checks to deny or hide her identity, though it doesn't apply as a bonus, either.

### Major Celebrity

The holoivid star is such a major player that nearly everyone bends over backward to accommodate her wishes. She can add her holoivid star class levels to her Reputation bonus.

### Ex-Stars

A holoivid star who does not actively participate in at least one holoivid production each level loses all special abilities derived from this prestige class. This situation lasts until such time as the holoivid star appears in another holoivid production.

## Spirit Master

Even on worlds where no one has ever heard of the Force, its power nevertheless exists. The natives may be completely unaware of it, or they may dream up fanciful tales to explain the phenomena associated with it. Some few with the gift of Force sensitivity may even learn to channel its power, though, to them, it is not so much an energy field as a kind of "magic."

Spirit masters hail from a variety of worlds, but all learned of the Force through a tradition that considers it a kind of "ghost magic." They believe that the manifestations of the Force are the work of nature spirits, the ghosts of their ancestors, or even the will of primitive "gods." Their perception of the Force is forever colored by this belief, and while they may become as powerful as the greatest Jedi, they do not have the same understanding of it as the Jedi or even other Force users.

Because spirit masters learn a completely different tradition of the Force, the powers they derive from it also take a different form. Their focus is on commanding the "spirit

world" to accomplish many of their goals, and as such, they have an understanding of the Force that actually *surpasses* that of most Jedi Knights. They can almost effortlessly accomplish a number of small "tricks" that would drain the vitality from a Jedi, because (as a Jedi often finds difficult to grasp) the spirits—that is, the Force—work the trick, *not* the Force-user. Conversely, though, they cannot easily comprehend how Jedi manage to perform their own tricks without the attendant rituals the spirit master routinely employs.

Only Force adepts can become spirit masters. A character with even one Jedi level cannot unlearn her Jedi training to embrace the way of the spirits. Force adepts who become spirit masters should only come from worlds without a Jedi tradition, which usually means a primitive world located somewhere in the Outer Rim territories.

### Requirements

To qualify to become a spirit master, a character must fulfill all the following criteria.

**Base Save Bonuses:** Will +4.

**Skills:** Diplomacy *or* Intimidate 6 ranks, See Force 6 ranks, Telepathy 4 ranks.

**Feats:** Force-Sensitive, Sense, Spellcaster.

**Region:** Any noncivilized sector of space.

**Special:** Jedi characters cannot become spirit masters.

### Game Rule Information

**Vitality:** Spirit masters gain 1d6 vitality points per level. The character's Constitution modifier applies.

### Class Skills

The spirit master's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

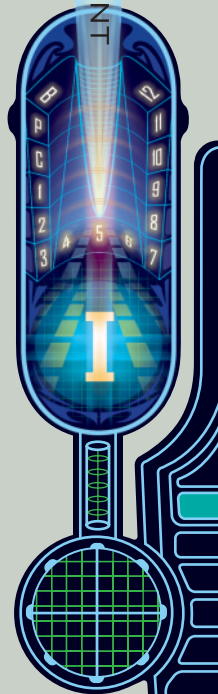
Bluff (Cha), Craft\* (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge\* (Int), Listen (Wis), Profession\* (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis). All Force skills for which the spirit master meets the prerequisites are considered class skills.

\* *This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (exotic weapon [gaderffii]), Knowledge (history), and Profession (moisture farmer).*

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

**Table 2: The Spirit Master**

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Spirit totem	+0	+1
2nd	+1	+2	+0	+3	Spirit lore	+1	+1
3rd	+1	+2	+1	+3	Spirit totem	+1	+1
4th	+2	+2	+1	+4		+1	+2
5th	+2	+3	+1	+4	Spirit focus	+2	+2
6th	+3	+3	+2	+5	Unseen defender	+2	+2
7th	+3	+4	+2	+5	Spirit totem	+2	+3
8th	+4	+4	+2	+6		+3	+3
9th	+4	+4	+3	+6	Spirit totem	+3	+3
10th	+5	+5	+3	+7	Spirit form	+3	+4





## Class Features

The following are class features of the spirit master prestige class.

### Starting Feats

Spirit masters gain the following feats:

- Weapon Group Proficiency (primitive weapons)
- Weapon Group Proficiency (simple weapons)

### Spirit Totem

The spirit master gains a spirit totem that only she can see or hear (in actuality, simply a manifestation of her own self-image, made "real" by the Force). At 1st level, the totem grants the spirit master a +2 Force bonus on Listen and Spot checks, since its "extra eyes and ears" make the spirit master more alert.

Furthermore, at 3rd, 7th, and 9th level, the spirit totem becomes more potent, and the spirit master can choose one of the following abilities for it to confer.

- +1 Force bonus on Fortitude saves
- +1 Force bonus on Reflex saves
- +1 Force bonus on Will saves
- +2 Force bonus on Hide and Move Silently checks
- +2 Force bonus on Bluff and Intimidate checks
- +3 Force bonus on Drain Energy checks
- +3 Force bonus on Farseeing checks
- +3 Force bonus on Fear checks
- +3 Force bonus on Force Grip checks
- +3 Force bonus on Force Strike checks
- +3 Force bonus on Gamble checks
- +3 Force bonus on Handle Animal checks
- +3 Force bonus on Illusion checks
- +3 Force bonus on Move Object checks
- +3 Force bonus on Sense Motive checks
- +3 Force bonus on Sleight of Hand checks

### Spirit Lore

Beginning at 2nd level, the spirit master can commune with the spirits (or rather, meditate on the Force) to ask questions that can be answered by a simple yes or no. The character may ask one such question per day for every two levels she has attained in the spirit master prestige class. The answers are correct, as long as they involve information about the past or present. Information about the future is always "unclear," since the future is always in motion. In cases where a one-word answer would be misleading, the GM should give a short phrase (five words or less) as an answer instead. Spirit lore acts only as an information resource for the spirit master, providing information to aid character decisions. This ability requires an hour of meditation per question. The spirit master can undertake other activities between questions if she desires, provided that each question is preceded by this period of meditation.

### Spirit Focus

At 5th level, the spirit master is able to "call upon the power of the spirits" to vex her foes in battle. As an attack action, the spirit master can focus the attention of the spirits on a target individual. The target then receives a -2 penalty on attack rolls, damage rolls, saving throws, and skill checks. This penalty lasts for as long as the spirit master continues to use

an attack action each round to maintain it; that is, it lasts each round from the beginning of the spirit master's turn until right before his turn in the next round.

### Unseen Defender

At 6th level, the spirits begin to protect the spirit master from physical harm. Small objects within a few meters of the spirit master lift into the air and surround her (in reality, a subconscious manifestation of the spirit master's Alter feat), absorbing some of the incoming damage. As a full-round action, the spirit master may expend a number of vitality points equal to half her spirit master level to receive an equivalent amount of damage reduction (which is applicable only to wound damage). The DR stacks with DR from armor or other sources, and lasts for 1 round per the spirit master's class level.

This ability does not function if no loose objects are present within 4 meters of the spirit master.

### Spirit Form

The spirit master can enter the spirit world for brief periods, projecting her presence a short distance away—in effect, creating a Force duplicate of herself. The duplicate looks, sounds, and smells just like the spirit master but is intangible. It mimics the spirit master's actions (including speech) unless the spirit master concentrates on making it act differently. The spirit master can see through the spirit form's eyes and hear through its ears as if she were standing where the spirit form stands. During the spirit master's turn in a round, she can switch her perspective from seeing through the spirit form's eyes to seeing normally and back again as a free action.

The spirit master can use Force skills and feats through the spirit form, and they originate from the spirit form's location. Force abilities that affect the Force-user, however, affect the Force-user rather than the spirit form. Thus, Enhance Ability and Enhance Senses, for example, would not grant any bonuses to the spirit form.

Creating a spirit form is a full-round action. The spirit form appears anywhere within 60 meters of the spirit master, and can travel anywhere in this area, though it does not travel any differently than the spirit master. (That is, if the spirit master does not have the ability to fly, neither does the spirit form.) The initial act of manifesting the spirit form costs the spirit master 10 vitality points, and maintaining the spirit form costs 4 vitality points per round.

Those who encounter a spirit form can detect that it is not truly the spirit master with a successful Will save (DC 20 + the spirit master's Charisma modifier). In order to attempt this Will save, however, a character must study the spirit form carefully (taking no other actions), or interact with it in a significant fashion. Characters who attempt to touch the spirit form, or who successfully attack it, gain a +4 circumstance bonus on their Will saves. Force spirits, including dark side spirits, also gain a +4 circumstance bonus on their Will saves to detect that the spirit form is only a duplicate of the spirit master.

Force-users who encounter a spirit form can use Force skills and feats on it as though the spirit master herself were physically present. The Force ability affects the spirit master, rather than the spirit form. If a Force ability damages the

spirit form, the spirit master suffers the damage. If a Force-based attack deals wound damage, the spirit form is dispelled, and the spirit master must attempt a Will save (DC 10 + wound damage dealt) or be stunned for 1d4+1 rounds. If at any point the spirit master loses the ability to act (such as through the result of a daze or stun effect, or being rendered unconscious), the spirit form is dispelled.

## Corporate Viceprex

A Viceprex oversees an entire division of the Corporate Sector Authority, making the day-to-day decisions and ensuring that operations run smoothly. The Viceprexes have the authority to make things happen, without the responsibility of setting policy. This gives them a great deal of independence and latitude to do as they see fit in order to further the Corporate Sector's profits. A Viceprex can reorganize his division, allocate budgetary resources to new programs, and even hire troubleshooters and bounty hunters to clean up small problems. Even a Viceprex who experiences occasional lapses of judgment can be forgiven, provided his division maintains profitability.

### Requirements

To qualify to become a Corporate Viceprex, a character must fulfill the following criteria.

**Skills:** Appraise 8 ranks, Diplomacy 6 ranks, Knowledge (business) 8 ranks.

**Feats:** Corporate Credit Line, Premier Credit Line.

**Reputation:** +3.

**Corporate Sympathy:** +4.

**Special:** Only characters who have joined the Corporate Sector can become Corporate Viceprexes.

### Game Rule Information

**Vitality:** Corporate Viceprexes gain 1d6 vitality points per level. The character's Constitution modifier applies.

### Class Skills

The Corporate Viceprex's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Craft\* (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Intimidate (Cha), Knowledge\* (Int), Listen (Wis), Profession\* (Wis), Read/Write Language, Sense Motive (Wis), Speak Language, and Spot (Wis).

\* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

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

### Class Features

The following are class features of the Corporate Viceprex prestige class.

#### Starting Feats

The Corporate Viceprex gains the following feats:

Weapon Group Proficiencies (blaster pistols)

Weapon Group Proficiencies (simple weapons)

#### Resource Access

The Corporate Viceprex has access to a wide array of resources. Once per day, the Corporate Viceprex can make a Charisma check to use those resources.

The value of resources gained equals the Corporate Viceprex's class level x the result of the Charisma check x 50. Thus, a 4th-level Corporate Viceprex who gets a result of 13 on his Charisma check would gain 2,600 credits' worth of resources. These resources can take virtually any form the Corporate Viceprex desires (within reason) and are his to do with as he pleases. The resources gained arrive in his possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the Corporate Viceprex chooses to make the check.

This class feature can only be used within the bounds of the Corporate Sector.

#### Personal Transport

At 2nd level, the Corporate Viceprex is provided with a starship for his personal use. This ship is always a space transport, and is most commonly the Corporate Sector equivalent of a stock *Guardian*-class light cruiser (though the GM can assign the character any space transport, at her discretion).

The ship belongs to the Corporate Viceprex and is his to do with as he pleases. If it is ever destroyed, lost, sold, or otherwise disposed of, the Corporate Viceprex can attempt to replace it. Doing so requires a Diplomacy check (DC 20; if failed it may be retried in 1 week), costs 1 point of Corporate Sector Authority Sympathy, and takes 2d8 days.

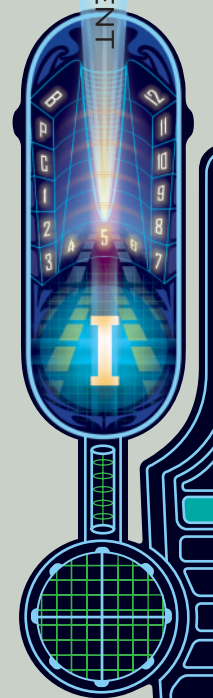
#### Favor

Her powerful financial clout allows a Corporate Viceprex to ask and usually receive favors from those she knows. By making a Favor check, the Corporate Viceprex can call upon contacts to gain important information without going through the time and trouble of research. Favors can also be used to acquire the loan of equipment or documents from influential acquaintances.

To call in a favor, the Corporate Viceprex makes a Favor check. Roll a d20 and add the Corporate Viceprex's Favor bonus (+1 at 2nd level, +2 at 5th level). The GM sets the DC

**Table 3: The Corporate Viceprex**

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Starting feats, resource access	+1	+1
2nd	+1	+2	+2	+2	Personal transport	+2	+2
3rd	+2	+2	+2	+2	Favor +1	+2	+2
4th	+3	+2	+2	+2	Minions	+2	+3
5th	+3	+3	+3	+3	Favor +2, signing authority	+3	+4



based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The Corporate Viceprex can't take 10 or take 20 on this check, nor can she retry the check for the same (or virtually the same) favor.

The Corporate Viceprex can try to call in a favor a number of times in a week of game time that's equal to half her Corporate Viceprex levels, rounded down (minimum one).

If the Corporate Viceprex has levels in noble, she may add her Favor bonus from that class when making a favor check. In addition, she may add her noble class levels to her Corporate Viceprex class levels when determining the number of times per week she can use this ability.

The GM should carefully monitor the use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other skills. The GM can disallow any favor deemed disruptive to the game. See the Favors and Contacts sidebar in Chapter Twelve of the *Star Wars Roleplaying Game* for additional information.

### Minions

Beginning at 4th level, a Corporate Viceprex can add his Corporate Viceprex class level to any Reputation checks made to attract followers. (See Followers in Chapter Six of the *Star Wars Roleplaying Game*.)

### Signing Authority

The Corporate Viceprex has moved so far up in the Corporate Sector Authority bureaucracy that he has much more access to the CSA's funds than the average Corporate officer. Once per adventure, the Corporate Viceprex may expend 1 point of Corporate Sympathy to achieve one of the following effects:

- The Viceprex may multiply a resource access roll by 100, rather than 50.
- The Viceprex may upgrade his personal transport to the Corporate Sector equivalent of a Corellian corvette for the duration of the adventure.
- The Viceprex may double his total Favor bonus for one favor check.
- The Viceprex may hire additional help, raising the maximum total levels of his minions to twice his Reputation bonus. The additional help remains in the Viceprex's service until the adventure ends or until they are killed, whichever comes first.

### Ex-Corporate

A Corporate Viceprex who abandons the Corporate Sector Authority (for example, by joining another faction), or whose Corporate Sympathy drops below the required minimum, loses all special abilities derived from this prestige class. In

the latter case, the Corporate Viceprex can regain his former power by building up his Corporate Sympathy again.

## Imperial Moff

Almost at the top of the Imperial hierarchy is the Moff. Drawn from the upper crust of the Imperial military, the Moffs are appointed by the Emperor to oversee entire sectors, as once the Republic Senators did. Each Moff rules over his sector and reports to a Grand Moff, who oversees groups of sectors, and who in turn reports to the Emperor.

The job is not an easy one. Even if Rebel forces don't try to eliminate the Imperial Moff, he still must survive the political battlefield: the Emperor's court. For the shrewdest and most ambitious officers, though, the rewards are well worth the risks.

A Moff commands a sector army, incorporating hundreds of thousands of troops, thousands of ground vehicles, hundreds of ground installations and space stations, dozens of capital ships, and sometimes even a personal Star Destroyer. In return, the Moff is reasonably expected to keep order and enforce the Empire's military policy. All of this power can be taken away at a moment's notice, with the Moff transported to Imperial Center to explain himself to the Emperor. But if the Imperial Moff does his job well and furthers the aims of the Emperor's New Order, he may live long enough to attain the position of Grand Moff and oversee several sectors in the Emperor's name.

### Requirements

To qualify to become an Imperial Moff, a character must fulfill the following criteria.

**Base Attack Bonus:** +6.

**Skills:** Diplomacy 10 ranks, Knowledge (bureaucracy) 8 ranks, Knowledge (tactics) 8 ranks.

**Feats:** Imperial Command Training, Iron Will.

**Reputation Bonus:** +4.

**Imperial Sympathy:** +4.

**Special:** To become an Imperial Moff, a character must have acquired the Leadership and Requisition Supplies special abilities.

The Emperor personally selects who will become a Moff and hands down that appointment through a Grand Moff. Only characters who have joined the Empire can become Imperial Moffs.

### Game Rule Information

**Vitality:** Imperial Moffs gain 1d6 vitality points per level. The character's Constitution modifier applies.

### Class Skills

The Imperial Moff's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars*

**Table 4: The Imperial Moff**

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Starting feat, backup, resource access	+1	+1
2nd	+1	+0	+2	+3	Bonus feat	+2	+2
3rd	+1	+1	+2	+3	Overlord	+2	+2
4th	+2	+1	+2	+4	Bonus feat	+2	+3
5th	+2	+1	+3	+4	Personal Transport	+3	+3



*Roleplaying Game* for skill descriptions): Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge\* (Int), Profession\* (Wis), Read/Write Language (none), Sense Motive (Wis), and Speak Language (none).

\* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include *Craft (droids)*, *Knowledge (politics)*, and *Profession (droid programmer)*.

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

## Class Features

The following are features of the Imperial Moff prestige class.

### Starting Feat

The Imperial Moff gains the following feat:

Weapon Group Proficiency (blaster pistols)

### Backup

An Imperial Moff can call upon the Imperial military to provide troops or an honor guard, in the form of Imperial stormtroopers. The Imperial Moff can call for such troops once per week.

To call stormtroopers, the Imperial Moff must have contact with an Imperial facility at which such troops are stationed. The stormtroopers arrive in 125% of the fastest reasonable travel time to the Imperial Moff's location. For example, if the Imperial Moff is just down the hall from the stormtroopers' location—four rounds away—the stormtroopers arrive in five rounds. Alternatively, if the Imperial Moff is in a nearby system requiring 12 hours to reach, the stormtroopers arrive in 15 hours. The stormtroopers remain with the Imperial Moff, following all orders to the best of their ability, until dismissed or to a maximum of one day per Imperial Moff level.

The number of stormtroopers that arrive is equal to twice the Imperial Moff's class level. The stormtroopers are low-level stormtroopers.

### Resource Access

At 1st level, the Imperial Moff has access to a wide array of resources. Once per day, the Imperial Moff can make a Charisma check to use those resources.

The value of resources gained equals the Imperial Moff's class level x the result of the Charisma check x 50. Thus, a 4th-level Imperial Moff who gets a result of 13 on his Charisma check would gain 2,600 credits' worth of resources. These resources can take virtually any form the Imperial Moff desires (within reason) and are his to do with as he pleases. The resources gained arrive in his possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the Imperial Moff chooses to make the check.

This class feature can only be used within the bounds of the Empire.

### Bonus Feat

At 2nd level, and again at 4th, the Imperial Moff gets a bonus feat. This feat must be drawn from the following list, and the Imperial Moff must meet any prerequisites.

Contact\*, Deceptive, Diplomatic Immunity\*, Fame, Frightful Presence, Headstrong, Influence, Persuasive, Sharp-Eyed, Trick, Trustworthy.

\* This feat is described in Chapter Three: Skills and Feats of the *Hero's Guide*.

### Overlord

The Imperial Moff's power bolsters his intimidating persona. The Imperial Moff gains a bonus on all Intimidate checks equal to his levels in this prestige class. However, if he uses this bonus and fails the check by 5 or more, the Imperial Moff loses one point of Imperial Sympathy.

### Flagship

In addition to the other ships in his fleet, the Imperial Moff is given an *Imperial I*-class Star Destroyer to use at his discretion. The Moff is expected to use this ship to police his sector but not to pursue frivolous personal missions. If the flagship is destroyed, the Imperial Moff is allowed to attempt a Diplomacy check (DC 25) once each month to have it replaced.

### Personal Transport

At 5th level, the Imperial Moff is provided with a starship for his personal use. This ship is most commonly an *Imperial I*-class Star Destroyer (though the GM can assign the character any appropriate ship, at her discretion).

The ship belongs to the Imperial Moff and is his to do with as he pleases. If it is ever destroyed, lost, sold, or otherwise disposed of, the Imperial Moff can attempt to replace it. Doing so requires a Diplomacy check (DC 20; if failed it may be retried in 1 week), costs 1 point of Imperial Sympathy, and takes 2d8 days.

### Former Moffs

An Imperial Moff who abandons the Empire (for example, by joining another faction) becomes the focus of the Emperor's wrath. At the GM's discretion, the Imperial military attempts to capture or even kill the former Moff. In cases where the former Moff is particularly well defended, the Emperor may even send one of his personal assassins to eliminate the Moff and ensure that any resources or personnel the Moff appropriated are returned to the Emperor's control.

## About the Authors

**JD Wiker** worked in Wizards of the Coast's RPG R&D department on the ALTERNITY line, including the DARK\*MATTER campaign setting, before joining the fledgling *Star Wars Roleplaying Game* design team. Some of JD's *Star Wars* titles include the core rulebook, *The Dark Side Sourcebook*, *The New Jedi Order Sourcebook*, and the *Power of the Jedi Sourcebook*. JD is currently freelancing, while also working as president of The Game Mechanics, a d20 design studio.

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