STAR WARS

TRUE FORCE

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TRUE FORCE CONTENTS

BACKGROUNDS: it's a big galaxy

The following backgrounds are available to characters in True Force. Any character may choose a single favored adept power in place of his two favored feats. This power can be taken in lieu of a feat at any level, regardless of the character's role, and it always functions at an adept level equal to his total character level.

Human
Humans are one of the dominant species in the Star Wars galaxy. Their adaptability and diversity make them liable to show up anywhere.
Ability Adjustments: None
Bonus Feats: Choose one bonus feat from those available to the character's starting role.
Bonus Skills: Choose one bonus skill.
Favored Feats: Choose any two favored feats appropriate to the character.

Bothan
Bothans are crafty humanoids covered in a thin layer of fur that undulates and ripples in response to their moods. Accumulating and evaluating information is incredibly important to Bothans. As a result, they make skilled diplomats, negotiators, and spies.
Ability Adjustments: +1 Dexterity, -1 Constitution
Bonus Feats: Talented (Bluff, Gather Information), Talented (Notice, Sense Motive)
Bonus Skills: Gather Information, Notice
Favored Feats: Master Plan, Well-Informed
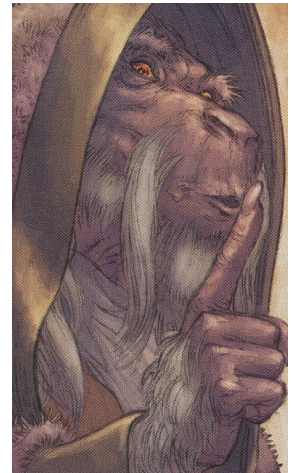
Cerean
Cereans hail from a peaceful, matriarchal world where tradition and peace are held in the highest regard. Adventurers among Cereans are unsurprisingly rare. Cereans are very focused, perhaps due to their binary brains, and despite their diminished manual dexterity, their reflexes are incredible.
Abilitiy Adjustments: +1 Wisdom, -1 Dexterity
Bonus Feats: Improved Initiative, Lightning Reflexes
Bonus Skills: Concentration, Diplomacy
Favored Feats: Mind Over Body, Skill Mastery

Duros
Duros are adventurous humanoids from a corporate-governed star system. Their incredible reflexes and quick wits, combined with their hunger for adventure, make them particularly well-suited for work as pilots. Duros are hairless humanoids with large, glossy eyes and lipless mouths.
Ability Adjustments: +1 Dexterity, +1 Intelligence, -1 Strength, -1 Constitution
Bonus Feats: Lightning Reflexes, Talented (Drive, Pilot)
Bonus Skills: Craft (one of choice), either Drive or Pilot
Favored Feats: Seize Initiative, Vehicular Mobility

Ewok
Ewoks are a small, technologically stunted people with thick fur and ursine features. They tend to be very superstitious, particularly when confronted with previously unknown technologies.
Ability Adjustments: +1 Dexterity, -1 Strength
Bonus Feats: Trailblazer, Weapon Training
Bonus Skills: Craft (choose one), Survival
Favored Feats: Elusive Target, Favored Opponent
Size: Small

Falleen

The Falleen are a race of exotic, cold-blooded, and semi-aquatic humanoids with green skin and prominent facial and spinal ridges. They tend to value qualities such as self-control and restraint, only rarely display emotion in public. Falleen are able to subtly adjust their skin pigmentation, an ideal tool for stealth. A lesser known Falleen ability allows them to exude powerful pheromones, which make them nearly irresistible to the opposite sex.

Ability Adjustments: None
Bonus Feats: Endurance, Fascinate, Iron Will, Skill Focus (Stealth)
Favored Feats: Fascinate, Suggestion
Traits: Endotherm (only standard or move action in cold environment, -5 saves vs. cold)

Gamorrean

Gamorreans are heavyset, green-skinned humanoids with pig-like faces and horrible tempers. Their great strength and surly demeanor often land them in jobs involving intimidation, labor, or violence.

Ability Adjustments: +1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma
Bonus Feats: Great Fortitude, Startle, Weapon Training
Favored Feats: Rage, Weapon Break

Gungan

Gungans are an old, semi-aquatic species hailing from the undersea cities of Naboo. They have a strong warrior tradition, and Gungan confidence is a thing to behold. Gungans come in two varieties, one tall and lean, and the other shorter and heavier. Most Gungans have scaly skin, long, floppy ears, and elongated mouths like bills.

Ability Adjustments: +1 Constitution, -1 Wisdom
Bonus Feats: Endurance, Night Vision
Bonus Skills: Notice, Swim
Favored Feats: Evasion, Favored Opponent

Hutt

Infamous throughout the galaxy, the Hutts are known for deception, decadence, and villainy. Hutts are large, coldly intelligent, slug-like creatures with wide mouths and bulging, yellow eyes. Huttese culture is built extensively on the Hutt's superiority over lesser species, and influential Hutts tend to gravitate towards industries such as violence, slavery, illegal spice, and exploitation.

Ability Adjustments: +1 Strength, +1 Constitution, +1 Intelligence, -3 Dexterity
Bonus Feats: Iron Will, Second Chance (supernatural suggestion)
Bonus Skills: Bluff, Sense Motive
Favored Feats: Master Plan, Tough
Traits: Darkvision 60 ft.
Size: Large, base speed 5 ft.

Ithorian

Ithorians are tall, tranquil creatures with long, curving necks and crescent-shaped heads. They are generally calm, personable, and known for their sensitivity. Their appreciation for beauty and love of nature seem to show in everything they do.

Ability Adjustments: +1 Wisdom, -1 Dexterity
Bonus Feats: Iron Will, Skill Focus (Survival)
Bonus Skills: Knowledge (life sciences), Survival
Favored Feats: Fascinate, Inspire

Jawa

The diminutive Jawas are native to the desert planet of Tatooine. Their bodies and rodent-like heads are often wrapped tightly in cloth treated with a foul-smelling, moisture retaining substance, so that only their glowing, golden eyes are visible beneath their hoods. Jawas tend to have an intuitive knack for mechanical devices, which comes in handy, as equipment found in the desert is often in desperate need of repair. They are notorious survivors, and many Jawa clans manage to eke out a living in the desert wastes, building, scavenging, and swindling.

Ability Adjustments: +1 Dexterity, +1 Constitution, -1 Strength, -1 Charisma
Bonus Feats: Great Fortitude, Night Vision
Bonus Skills: Craft (one of choice), Survival
Favored Feats: Improved Tools, Jack-of-All-Trades

Kel Dor

Kel Dor culture favors both charity and justice, qualities that make those with the potential particularly effective Jedi. Away from their home planet of Dorin, Kel Dor must wear protective goggles and breath masks.
Ability Adjustments: +1 Dexterity, +1 Wisdom, -1 Constitution
Bonus Feats: Dedicated, Night Vision
Bonus Skills: Intimidate, Sense Motive
Favored Feats: Favored Opponent, Smite Opponent
Traits: Blind without goggles away from homeworld, suffocates without breath mask away from homeworld

Miraluka

Almost identical in appearance to Humans, Mirulaka have no eyes, and thus, do not see by conventional means. Many take to wearing cloths, helmets, or goggles that conceal this fact. The whole species is capable of "seeing" with the Force, using it to sense life and absences of it around them.
Ability Adjustments: +1 Intelligence, -1 Dexterity
Bonus Feats: Power (Force Sight), Supernatural Focus (Force Sight)
Bonus Skills: Concentration, Sense Motive
Favored Power: Force Sight (use total character level for adept level)
Traits: Blind

Mon Calamari

Mon Calamari are red-skinned aquatic humanoids with amphibious qualities. They tend to be organized and analytical. Mon Calamari idealism prompted them to play a key role in the Rebellion.
Ability Adjustments: +1 Intelligence, -1 Dexterity (out of water), -1 Constitution
Bonus Feats: Night Vision, Skill Focus (one Craft skill of choice)
Bonus Skills: Craft (any), Swim
Favored Feats: Inspire, Skill Mastery
Trait: Amphibious

Nautolan
Nautolans are amphibious humanoids with wide, black eyes, green skin, and long, tendril-like "dreadlock" appendages that can be used to interpret others' emotional states. These appendages lose a great deal of sensitivity out of water, much to the Nautolans' consternation. Nautolans generally respond in kind to particular emotions, as though contact with given moods influences their own.
Ability Adjustments: +1 Constitution, -1 Intelligence, -1 Wisdom (out of water)
Bonus Feats: Night Vision, Talented (Notice, Sense Motive)
Bonus Skills: Notice, Swim
Favored Feats: Favored Opponent, Inspire
Trait: Amphibious

Quarren
The "squid-headed" Quarren hail from the same homeworld as the Mon Calamari, occupying underwater cities. Not as idealistic as the Mon Calamari, the Quarren have their own cultural identity, which incorporates such qualities as caution and pragmatism.
Ability Adjustments: +1 Constitution, -1 Dexterity (out of water), -1 Charisma
Bonus Feats: Assessment, Night Vision
Bonus Skills: Bluff, Swim
Favored Feats: Favored Opponent, Jack-of-All-Trades
Trait: Amphibious

Rodian
Rodians are green-skinned humanoids with large, multifaceted eyes and small antennae. They tend to be aggressive, violent, or both. Hunting, particularly *bounty* hunting, plays a huge role in Rodian culture.
Ability Adjustments: +1 Dexterity, -1 Charisma
Bonus Feats: Track, Firearms Training
Bonus Skills: Intimidate, Survival
Favored Feats: Defensive Roll, Favored Opponent

Sullustan
Sullustans live in caves beneath the volcanic world of Sullust, where they must navigate the complex cavern networks by memory. Their well-developed memories make them excellent navigators and copilots. Sullustans have large, jowled faces and wide, rat-like ears.
Ability Adjustments: +1 Dexterity, -1 Constitution
Bonus Feats: Eidetic Memory, Talented (Climb, Notice)
Favored Feats: Evasion, Sneak Attack
Trait: Darkvision 60 ft.

Trandoshan
Trandoshans are warlike reptilians known throughout the galaxy for strength and ferocity. Trandoshans tend to be very aggressive, and many make their way as bodyguards, bounty hunters, and explorers, using warrior traditions from their homeworld to increase their effectiveness.
Ability Adjustments: +1 Strength, -1 Dexterity
Bonus Feats: All-Out Attack, Tough
Favored Feats: Diehard, Tough
Trait: Darkvision 60 ft.

Twi'lek

Twi'leks are humanoids most widely known for the long, sensitive "tails" extending from their heads, which they can manipulate to communicate with one another. Many are very calculating, only rarely entering situations without thorough analysis. Twi'leks also tend to be charismatic, perhaps due in part to their exotic appearances.

Ability Adjustments: +1 Charisma, -1 Wisdom
Bonus Feats: Great Fortitude, Night Vision
Bonus Skills: Bluff, Diplomacy
Favored Feats: Fascinate, Master Plan

Wookiee

Wookiees are tall, furred humanoids with a reputation for ferocity, power, and, perhaps paradoxically, honor. They are inordinately strong, and an enraged Wookiee is capable of truly terrifying feats.

Ability Adjustments: +2 Strength, -1 Wisdom, -1 Charisma
Bonus Feats: Skill Focus (Climb), Tough
Bonus Skills: Climb, Intimidate
Favored Feats: Rage, Tough

Zabrak

The Zabrak, also called Iridonians, are explorers and survivors at heart. Owing to the hostile environment of their homeworld, they were one of the first species in the galaxy to take to the stars. Zabrak look much like humans, only each boasts a distinguishing pattern of vestigial horns on his or her head, and many wear facial tattoos indicative of their personalities.

Ability Adjustments: None
Bonus Feats: Great Fortitude, Iron Will
Bonus Skill: Choose one bonus skill.
Favored Feats: Choose any two favored feats appropriate to the character.

Droids

Droids are created as constructs. Most have the sentient or sub-sentient subtypes. Droids possess all traits and abilities for the construct archetype. Sub-sentient droids advance as constructs, while sentient droids sometimes advance in the expert or warrior heroic roles. Most droids understand Basic, and all know the "machine" language, Binary.

Player character droids must have the sentient subtype. They are created much as any other character (with the same number of ability score points, feats, levels, etc.), save that they possess construct traits. Like organic characters, these constructs choose backgrounds at character creation. Unlike typical backgrounds, however, droid backgrounds are more a matter of function than origin.

Droid player characters usually advance by heroic role, though construct levels are also available, if desired. While heroic roles seem most beneficial, there is one advantage to taking construct levels. A droid's owner might force have it undergo "memory wipes" to minimize the potential for programmatic and operational *inconsistencies* (often read "personality traits"). A memory wipe reduces a droid's heroic level to 1st, though any construct levels it has remain unaffected.

Droid Backgrounds

A droid's background determines its primary function. It is chosen and created as normal, though it may include certain limitations (see below). New droid types can be developed using the guidelines for creating backgrounds. Specific models can be emulated by choosing appropriate feats, limitations, and movement types at character creation.

Assassin

Built almost exclusively for murder, assassin droids are the ultimate in deniable assets. These droids are capable, highly-skilled killers. The nature of their job demands that they be programmed with both independence and ingenuity in mind, and as a result, assassin droids enjoy a degree of autonomy and freedom unknown by many other droid types.
Ability Adjustments: +1 Dexterity, -1 Intelligence
Bonus Feats: Attack Focus, Eidetic Memory
Bonus Skills: Disable Device, Stealth
Favored Feats: Favored Opponent, Sneak Attack

Astromech

Astromechs are highly versatile droids created most often used for astrogation, computer diagnositcs, and repair roles.
Ability Adjustments: +1 Intelligence, -1 Wisdom
Bonus Feats: Computer Interface, Eidetic Memory, Integrated Tools, Magnetic Anchoring
Bonus Skills: Computers, Craft (electronics)

Favored Feats: Jack-of-All-Trades, Skill Mastery
Starting Features: No fine manipulators, no vocabulator, small size, wheeled movement

Battle
Battle droid models are most often used for security and war. They are straightforward combatants, programmed to be the ultimate front-line soldiers, relentless, unquestioning, and ultimately expendable.
Ability Adjustments: +1 Strength, +1 Dexterity, -1 Intelligence, -1 Wisdom
Bonus Feats: Eidetic Memory, Firearms Training or Weapon Training
Bonus Skills: Knowledge (tactics), Notice
Favored Feats: Greater Attack Focus, Tough

Medical
Medical droids are found throughout the galaxy, providing specialized care to the injured and the sick. Although many seem somewhat aloof, a number of producers, programmers, and hospitals believe this limitation is preferable to the failings caused by human emotional turbulence.
Ability Adjustments: +1 Intelligence, -1 Charisma
Bonus Feats: Eidetic Memory, Skill Focus (Medicine)
Bonus Skills: Knowledge (life sciences), Medicine
Favored Feats: Inspire (complacence), Skill Mastery

Protocol
Protocol droids are programmed for diplomacy. They possess a great deal of knowledge involving cultures, customs, and languages. Protocol droids can be found throughout the galaxy as negotiators, diplomats, and advisors.
Ability Adjustments: +1 Intelligence, +1 Charisma, -1 Strength, -1 Wisdom
Bonus Feats: Eidetic Memory, Skill Focus (Diplomacy)
Bonus Skills: Diplomacy, Knowledge (behavioral sciences)
*Favored Feats:* Inspire, Translator Unit

Service
Service droids are used primarily for some form of menial labor, whether construction, maintenance, or transport. They are typically very simple-minded and task-oriented. Perhaps for this reason, service droids are often seen as even less "human" than other, more emotive droids.
Ability Adjustments: +2 Strength, -1 Wisdom, -1 Charisma
Bonus Feats: Eidetic Memory, Integrated Tools
Bonus Skills: Craft (one of choice), Knowledge (one of choice)
Favored Feats: Skill Mastery, Tough
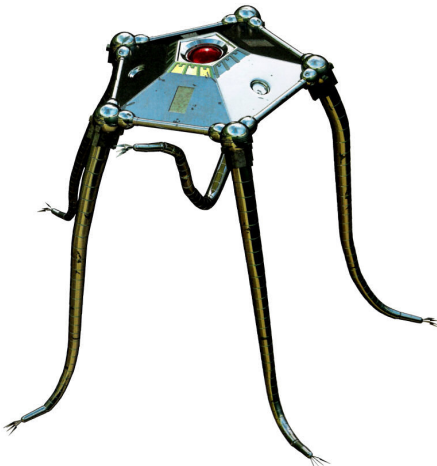
Droid Limitations
Limitations must also be considered when creating droids. These are structural and programmatic weaknesses for droid characters. Each limitation a droid character takes allows it to choose one additional starting feat. The following two limitations are available, though Narrators are free to come up with their own to better suit their campaigns.

No fine manipulators: You have no hands or similar appendages with which to manipulate your environment. You may have a straight probe or, at best, one or more small gripping claws, but for the most part, your ability to manipulate your surroundings is extremely

limited. You receive a -4 penalty to any task involving fine manipulation or devices not integrated into your structure via the Integrated Tools feat.

No vocabulator: You might be able to understand Basic or some non-droid language, but you do not have the means to speak it. You can speak one audible language you know (likely Binary), but this language cannot be one that non-droid characters can speak or understand. You require some means of translation in order to communicate with organic creatures. Although you can take the Translator Unit feat, it does not allow you to actually *speak* any languages, only understand them.

Droid Movement

A droid must also choose one of the following base forms of movement. Each movement type includes a base speed and guidelines for how the movement rate is affected by terrain (as described in Tr20's hampered movement rules).

Tracked (20 ft.): You possess treads, slightly more versatile than wheels, if a little slower. Tracked movement allows you to travel at a base speed of 20 ft. Hampered movement penalties are unaltered.

Walking (20 ft.): You possess functional legs that carry you at a base speed of 20 ft. Hampered movement penalties are unaltered.

Wheeled (30 ft.): You move on a set of wheels at a base speed of 30 ft. Although you are somewhat faster than other droids, your hampered movement penalties are increased. For moderate obstructions, your speed is halved. For heavy obstructions or when rolling on bad surfaces, your speed is reduced to ¼ its normal rate. You cannot cross very bad surfaces at all.

Sizes

Droids, every bit as diverse and variable as the organic races, come in all shapes and sizes. Although most droid player characters are assumed to be medium-sized, a player can play a smaller or larger droid with the Narrator's approval. Doing so does not cost anything, as the modifiers that come with size category shifts are assumed to balance out. Also, it should be noted that some backgrounds (such as astromech) might determine a droid's size category for the player.

Droid Feats

Droids cannot take adept levels or learn supernatural powers. They do, however, have access to droid-specific feats that take advantage of their inorganic forms, further enhancing their utility. These feats have the "Droid" prerequisite, and only droids (or, at the Narrator's discretion, living creatures *heavily* modified by cybernetic enhancements) can take them.

FEATS: THERE IS NO TRY

A number of new feats are available in Star Wars campaigns.

General Feats

Ace
        Prerequisite: Trained in Pilot, Vehicular Combat
When piloting a vehicle in combat, you can perform one maneuver action each vehicular combat turn as a free action.

Computer Interface
        Prerequisite: Droid
You can directly interface with compatible computer systems and electronic devices by way of this built-in physical conduit (usually a cable, plug, or spike). When plugged in to a system or device, you can use the fast task challenge for related Computer and Disable Device checks at no penalty. Aside from your interface conduit, you require no special tools for these checks.

Dogfighter
        Prerequisites: Pilot 10 ranks, Vehicular Combat
When piloting a vehicle and attempting to affect a group with a jockey check action, you only suffer a -1 penalty per additional target instead of the normal -2.

Flight Unit
        Prerequisite: Droid
Rocket boosters or similar devices allow you to fly for a limited time. You have a base fly speed of 10 ft. You can take his feat more than once; each time you do, your base fly speed is increased by 10 ft., to a maximum of 30 ft. (+10 ft. per size category greater than Medium).

Improved Rush
        Prerequisite: Strength +2
On a successful rush action, the maximum distance you can push an opponent back without having to move, yourself, is increased by 5 feet.

Integrated Tools
        Prerequisite: Droid
Choose two pieces of equipment no larger than your size category, or one piece of equipment one size larger than your size category. This equipment (usually communication devices, toolkits, or weapons) can be installed into your droid body with a complex Craft (electronics) and a moderate Craft (mechanics) check. Installed equipment must be purchased normally. It can be "traded out" at any time for other suitable equipment with additional Craft checks. You can take this feat twice.

[It should be noted that this feat is a somewhat limited version of Improvised Tools. Integrated Tools remains useful because it allows a droid to always have proper tools for particular tasks, without requiring improvised means (a subtle, but potentially important difference when it is impossible to find even inappropriate tools). Furthermore, at the Narrator's discretion, elements of installed toolkits, such as syringes for medical kits or welders for mechanics kits, might be available for improvised functions; they might, for example, be used as weapons or tools for something else. Finally, tookits are not the only devices that can be installed with this feat; many droids might benefit from built-in comlinks, blasters, glow sticks, etc.]

Magnetic Anchoring
Prerequisite: Droid

You are capable of "anchoring" yourself to metallic surfaces, ship hulls in particular, adhering to them despite gravity or inertia. When physically challenged, your Strength score for maintaining your magnetic "hold" is +8 (+2 per size category by which you are larger than Medium, and -2 per size category smaller than Medium).

Minor Repulsorlift Unit
Prerequisite: Droid

You have a built-in repulsorlift system with enough power to allow you to hover at a base speed of 30 ft.; you must remain within 20 ft. of a horizontal plane of solid ground (or a relatively stable liquid surface) in order for this feat to function.

Steady Hand
Prerequisites: Pilot 6 ranks

When piloting a vehicle, you need not attempt the *Avoid Hazard* maneuver or Reflex save to avoid colliding with other vessels within point blank range. Vessels within point blank range whose pilots fail the *Avoid Hazard* check *never* collide with your vehicle as a result. You can, however, still be rammed intentionally.

Adept Feats

Force Mastery
Prerequisite: Two or more learned supernatural powers

Choose two supernatural powers known to you. When making checks with these powers, you can take 10 even when distracted or under pressure. This does not apply to powers for which you cannot take 10. You can take this feat multiple times. Each time you do, you can choose two other supernatural powers to master.

Lightsaber Form
Prerequisites: Exotic Weapon Training (lightsaber), Power (Combat Sense), others vary

You can choose one of the lightsaber forms described in **The Force**. Each lightsaber form provides you with particular benefits available only when Combat Sense is active.

Reflect Blasters

Prerequisites: Combat +2, Exotic Weapon Training (lightsaber), Power (Combat Sense)

This feat is only usable when your Combat Sense power is active. Once per round as a free action, you can use a lightsaber to redirect a failed blaster attack made against you at a target of your choice. To hit, you must make a successful ranged attack roll, modified for distance as if the attack originated from you. You can spend a full action to reflect a number of blaster attacks equal to one-half your Combat bonus (rounded down). In this case, the feat can be activated as a free action, costing you your next full action.

Warden

Prerequisites: Combat +1, Defensive Attack, Exotic Weapon Training (lightsaber), Power (Combat Sense)

The Combat bonus provided by the Combat Sense power may be allocated to improve the defense scores of adjacent characters. The Combat bonus does not increase; you simply gain the ability to apply it to others.

Expert Feats

Translator Unit

Prerequisite: Droid

You can speak and understand almost any language in the galaxy. Your database is quite extensive, and you might even benefit from periodic updates from electronic sources. Each time you encounter a new language, make an Intelligence check (DC 10; DC 15 for particularly primitive cultures). If the check is successful, you are considered fluent (literate, if applicable) in this language.

Warrior Feats

Forceful Block

If an opponent fails to overcome your parry Defense with an armed melee attack, you can attempt an immediate rush action against that opponent as a free action. Even if the rush is successful, however, you do not move with the target.

Hair Trigger

Prerequisites: Combat +6, Firearms Training, Point Blank Shot

When wielding a blaster weapon, you can use it to make an autofire attack as a full-round action. If the weapon already allows autofire attacks, you receive no benefit from this feat.

Gunner

Prerequisites: Combat +6, Vehicular Combat

When piloting a vehicle, your jockey bonus for a successful *Combat Jockey* action is doubled when applied to attack rolls.

Tough

This feat functions almost exactly as described in Tr20, only droid characters may take this feat 10 times, rather than five. For droids, Tough represents enhanced body plating, improved internal organization, or heavier structural material.

Vehicular Mobility

Prerequisites: Pilot 9 ranks, Vehicular Combat

When piloting a vehicle, your jockey bonus for a successful *Combat Jockey* action is doubled when applied to Defense.

THE FORCE: HOKEY RELIGIONS

The Force is a staple of the Star Wars universe, and it plays a prominent role in many Star Wars games. The following additional rules and guidelines apply to True Force campaigns.

Existing Force Powers

Certain supernatural powers fit the Star Wars universe better than others. The following guidelines might help the Narrator determine which powers to allow, which to consider carefully, and which are inappropriate for the setting. **Force** powers can conceivably be taught or learned anywhere, either in fringe Force-using traditions or whatever passes for the mainstream Jedi Order. **Dark side** powers involve calling on the dark side of the Force, opening oneself to corruption. These are commonly learned by dark side traditions, such as the Sith. **Light side** powers, those which require a purity of spirit and intent, are unique in that they can only be used by *untainted* characters.

At the Narrator's discretion, other supernatural powers might be taught by other Force-using traditions. Powers marked with an asterisk (*) are provided in this work. Entries in brackets come from the Tr20 Bestiary.

Force Powers
Body Control
Calm
[Cloud Minds]
Combat Sense
Enhance Ability
Enhance Other
Enhance Senses
Force Sight*
Heart Reading
Heart Shaping
Illusion
Manipulate Object
Mind Probe
Mind Reading
Mind Shaping
Move Object
Nature Reading
Object Reading
Psychic Shield
Second Sight
Sense Minds (includes limited elements from Mind Touch)
Suggestion
Supernatural Speed
Visions
Ward (Ward only affects powers targeting the user)

Dark Side Powers
[Corrupting Shadow]
Drain Vitality
Force Lightning*
Heart Shaping (fear, hatred, rage)
Pain

Light Side Powers
Cure
Cure Disease
Cure Poison
Plant Shaping
[Purifying Light] (damages corrupted adepts]

New/Modified Force Powers

The following new or modified supernatural abilities are available to adepts.

Force Lightning
Fatiguing

As a standard action, you can strike a target with deadly bolts of energy that inflict damage equal to your adept level. This is resolved as a normal ranged attack, although you can make it an autofire attack as a full action at a range of 10 feet. Unlike other autofire attacks, however, it cannot affect multiple targets (to do so, use Widen Power in conjunction with the single, standard attack), and the maximum damage you can inflict is equal to your total power bonus. Force Lightning is a dark side power.
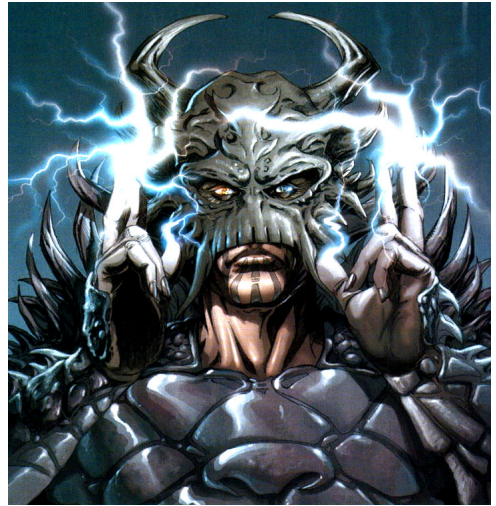
Force Sight
Maintenance

You can perceive your surroundings using only the Force. While using this ability, you receive the Blindsight trait with a range equal to 5 * your power rank in feet.

Move Object

Narrators might choose to alter the way Move Object functions so that a fatiguing use of this supernatural power increases the given mass by a multiple of 50, rather than 10 (so, for example, a fatiguing Move Object use can move 250 pounds at DC 15). All other aspects of the power, including damage and duration, function as normal.

Purifying Light

Purifying Light functions, for the most part, as described in the Tr20 Bestiary. Although it is typically used against dark side spirits and similar entities, it can also affect corrupted adepts. Against such adepts, Purifying Light ignores armor and has a maximum damage bonus equal to the target's dark side affinity rank. If damage is inflicted, you or your target can spend a point of Conviction to reduce her corruption by one level, provided she is not already *overwhelmed*. Conviction spent in this manner does not return until the target gains her next level. Purifying Light is a light side power.

Sense Minds

Sense Minds functions as described in Tr20, with additional elements from Mind Touch (which has been removed). As a move action, a character with Sense Minds can establish mental contact (as per Mind Touch) with a present or very familiar target in the same star system; however, supernatural powers that require mental contact also require that the user be able to sense her target (using sight, hearing, Sense Minds, etc.). A fatiguing Sense Minds use allows an adept to transmit through the mental link a brief impression (emotive or visual) or a number of words equal to the sender's adept level. Sense Minds can also be used to *mentally aid others* the adept is in mental contact with, as described for Mind Touch.

Ward

Ward functions as described in Tr20, save that it only affects supernatural powers targeting you. If the power check made to defeat your ward fails by 10 or more, you can turn the power against its user, at her adept level or your own (whichever is less). The Creature Ward effect is unavailable.

Lightsaber Forms

While any Jedi with Exotic Weapon Training (lightsaber) and Combat Sense is assumed to have basic Form I (Shii-Cho) proficiency, lightsaber forms represent styles and philosophies of more advanced lightsaber combat. A Jedi eventually learns the lightsaber form(s) best suited to his capabilities and point of view.

A character who has mastered one or more lightsaber forms receives additional benefits any time the Combat Sense supernatural power is in use. Benefits gained from lightsaber forms are *in addition* to those gained from Combat Sense.

Each form has specific abilities and prerequisites that set it apart from the others. A master of multiple lightsaber forms can only use one at a time, though it takes but a free action on one's turn to change from form to form. Lightsaber forms must be maintained each round with a free action, and their benefits are unavailable if Combat Sense is not active.

Determination (Form I: Shii-Cho)

Prerequisites: Combat +5, Attack Focus (lightsaber), Attack Specialization (lightsaber), Exotic Weapon Training (lightsaber), Power (Combat Sense)

This is a simple, straightforward style based on ancient sword-fighting principles. Its solid, consistent maneuvers serve as the foundation for many other techniques. The rudiments of Form I are included in the Exotic Weapon Training (lightsaber) feat and Combat Sense.

You retain your dodge/parry bonus to Defense even when feinted in combat. Furthermore, you add your Dexterity bonus to effective Strength when attempting the disarm action. This form can be used with any melee weapon.

Contention (Form II: Makashi)

Prerequisites: Combat +5, Accurate Attack, Attack Focus (lightsaber), Defensive Attack, Exotic Weapon Training (lightsaber), Power (Combat Sense)

This archaic technique requires utmost precision and control, relying primarily on small, expert thrusts and parries most effective against other lightsaber wielders.

You can double any Combat Sense allocated to your Defense bonus against one lightsaber attack per round; if the attack fails, the opponent loses her Dexterity bonus to attack you until after her next turn. Additionally, you add your Dexterity bonus to effective Strength when resisting the disarm action.

Resilience (Form III: Soresu)

Prerequisites: Combat +5, Defensive Attack, Exotic Weapon Training (lightsaber), Improved Defense, Power (Combat Sense), Uncanny Dodge

This technique was developed primarily for blocking blaster fire, but its quick, defensive movements and tight body-positioning can be used to defend oneself against nearly any attack.

Your Defensive Attack bonus is doubled, as is the dodge bonus gained from the total defense action.

Aggression (Form IV: Ataru)

Prerequisites: Combat +5, Acrobatic Bluff, Exotic Weapon Training (lightsaber), Power (Combat Sense, Supernatural Speed)

This highly acrobatic technique uses the Force to augment one's own athletic maneuvers, incorporating fast attacks and flamboyant, whirling defenses.

On a successful acrobatic bluff, you can ignore your target's dodge/parry bonus to Defense for a total number of attacks equal to your Dexterity bonus (or one, whichever is greater). Furthermore, against opponents denied dodge/parry bonuses to Defense, your lightsaber attacks have the autofire capability.

Perseverance (Form V: Djem So)

Prerequisites: Combat +5, All-Out Attack, Exotic Weapon Training (lightsaber), Forceful Block, Power (Combat Sense)

This powerful offensive form focuses on aggressive attacks and counterattacks, often incorporating wide, sweeping slashes or brutal chops.

Any Combat Sense allocated to your attack bonus is doubled. When using All-Out Attack, you can initiate a free rush action as a part of your attack.

Moderation (Form VI: Niman)

Prerequisites: Wisdom +1, Combat +4, Attack Focus (lightsaber), Exotic Weapon Training (lightsaber), Power (Combat Sense)

This form works to incorporate certain aspects of all the other forms, working them into an easier, less intensive, but ultimately adaptable style.

You reduce any action's attack or Defense penalty by double your Wisdom bonus (to a minimum penalty of -0). This allows you to lessen or eliminate negative attack or Defense modifiers that result from a course of action, such as taking an aggressive or defensive stance or using two-weapons.

Ferocity (Form VII: Juyo/Vaapad)

Prerequisites: Combat +7, Exotic Weapon Training (lightsaber), Iron Will, Power (Body Control, Combat Sense, Enhance Ability), Rage

This form involves channeling one's own dark emotions and reflecting those of others. Attacks are aggressive, swift, and often unpredictable. This form is nearly impossible to master, and many practitioners drift dangerously close to the dark side. This form has two aspects: *directive* and *reflective*. Each round, you choose which aspect to apply.

Directive: You can access your Rage feat freely on any turn in which you allocate Combat Sense to your attack bonus. Doing so neither causes fatigue, nor counts against the number of times per day you can rage. The effects persist as long as you maintain the *directive* form and have at least +1 Combat Sense allocated to your attack bonus. While this form is active, you can use skills and powers normally, despite the rage. Practicing this aspect is a rank 2 Force transgression.

Reflective: You can initiate a feint as a free action against any opponent who fails a melee attack against your parry Defense. Opponents' rolls to attack you in melee or resist your feints are reduced by their dark side affinity ranks.

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The Dark Side

The dark side consists of the Force-user's destructive impulses. Anger, fear, and aggression fuel the dark side, and adepts who give themselves over to such emotions fall quickly to corruption.

Dark Side Affinity

A character's dark side affinity is a measure of how closely aligned her temperament is with the precepts of the dark side of the Force. All characters have a dark side affinity rank, even non-adepts (though until faced with a Vaapad master or similar opponent, it is likely unimportant).

Most characters begin play with a dark side affinity of 0. Each time a character commits a *Force transgression*, an act the Narrator feels is in the spirit of the dark side (excess aggression, anger, fear, etc.) of the Force, her dark side affinity is immediately affected, set at a score between 1 and 6, depending on the nature of the transgression. This never reduces a character's dark side affinity, however; it takes time for such spiritual wounds to heal. A character reduces her dark side affinity rank by one by spending an entire character level without committing a Force transgression. Dark side affinity ranks and possible causes for each are detailed below.

Dark Side Affinity 1 (Questionable): A questionable act usually involves undue aggression or relatively minor selfishness. Characters at this level of affinity are not necessarily evil so much as they are "unconventional" or "roguish." They do not always strictly adhere to prevailing light side philosophy.
At the Narrator's discretion, the following acts may result in a dark side affinity rank of 1.
- Refusing to aid an innocent life form in need
- Refusing to seek a nonviolent solution to a confrontation caused by misunderstanding
- Spending Conviction on Force powers used to directly harm living creatures
- Using the Force to cheat or steal from another life form.

Dark Side Affinity 2 (Faltering): A faltering act is a failure, often a manifestation of a character flaw resulting in a quick brush with the dark side of the Force. Characters at this level of affinity might be quick to give in to anger or fear, or they may be undergoing a particularly trying ordeal.
At the narrator's discretion, the following acts may result in a dark side affinity rank of 2.
- Acquiring a Conviction point for giving in to an aggressive/fearful vice
- Causing extreme or excessive injury disproportionate to a combat situation
- Using the *directive* aspect of Lightsaber Form (ferocity)
- Using the Force directly to kill

Dark Side Affinity 3 (Dark Side): A dark side act involves direct manipulation of or meaningful contact with the dark side of the Force. Characters at this level of affinity are usually in serious danger of corruption, as they pervert the very nature of the Force.
At the narrator's discretion, the following acts may result in a dark side affinity rank of 3.
- Calling on the dark side of the Force
- Using a dark side supernatural power
- Using the Force directly to harm an innocent, non-threatening life form

Dark Side Affinity 4 (Evil): Beyond dark side acts, which make use of a tainted tool, are evil acts, which involve dark, destructive intents that can only be described as genuinely malevolent. Characters at this level of affinity tend to be selfish and destructive; if such a character has not already been corrupted by the dark side, she soon will be. An evil act prompts an immediate corruption check; an *untainted* transgressor automatically fails this check.

At the narrator's discretion, the following acts may result in a dark side affinity rank of 4.
- Any (dark side affinity 3) action committed for a selfish, ignoble, or destructive purpose
- Deliberately murdering an innocent life form
- Luring an adept to the dark side of the Force (resulting in one or more corruption levels)

Dark Side Affinity 5 (Vile): Vile acts are not only evil, but also difficult or impossible to justify. Characters at this level of affinity are often wholly evil, inordinately cruel, or insane. A vile act prompts an immediate corruption check; an *untainted* or *tempted* transgressor automatically fails this check and becomes *tainted*.

At the narrator's discretion, the following acts may result in a dark side affinity rank of 5.
- Engaging in unnecessary torture
- Murdering another in a gratuitous, torturous, or unnecessarily painful fashion.

Dark Side Affinity 6 (Unthinkable): Unthinkable acts are those which might spawn dark legends for generations. This is the realm of jaw-dropping acts of horror and depravity. Characters at this level tend to be extremely powerful, as few others have the ability to act on this scale. An unthinkable act prompts an immediate corruption check; an *untainted*, *tempted*, or *tainted* transgressor automatically fails this check and becomes *consumed*.

At the narrator's discretion, the following acts may result in a dark side affinity rank of 6.
- Giving or following the order to fire a planet-destroying superweapon such as the Death Star
- Initiating or playing a meaningful role in a campaign of genocide or mass murder

The Corruption Check

A character's relationship with the dark side is measured in levels of corruption. As a character's dark side affinity grows, she falls deeper under its influence. If, at a given level, an adept commits one or more Force transgressions, she must make a corruption check upon achieving her next character level. No check is necessary if the character does not commit a Force transgression, regardless of her current dark side affinity. An adept must make an immediate corruption check upon committing a Force transgression ranked 4 or higher; whether or not it is successful, she is still required to make the corruption check upon advancing a level.

The corruption check is a roll pitting her dark side affinity rank against a DC based on her current corruption level. If the check fails, her corruption level remains the same. If it succeeds, she advances to the next corruption level. In this way, an adept cannot grow too strong in the dark side too quickly. The dark side is seductive, but it has no use for weaklings.

Initially, a character is *untainted*. The first time she succeeds at a corruption check, she becomes *tempted*, the second time, *tainted*, and so on. There are five corruption levels, detailed as follows.

Untainted: This is the starting point for all characters. An *untainted* character has no meaningful relationship with the dark side of the Force. At this level, the corruption check DC is 20. If an *untainted* character's corruption check succeeds, then she becomes *tempted*.

Tempted: A *tempted* character feels the power of the dark side. It coaxes her, drawing her in with false assurances and promises of new, greater power. She can now spend Conviction to emulate dark side supernatural powers as described for the Talent adept core ability. Furthermore, if desired, she can add her Charisma bonus to future corruption checks. At this level, the corruption check DC is 21. If a *tempted* character's corruption check succeeds, then she becomes *tainted*.

Tainted: A *tainted* character is caught in the clutches of the dark side. Though not completely lost, she tends to give herself to her emotions as often as not, relying on them for strength. She can call on the dark side when activating her supernatural powers. This allows her to use her dark side affinity rank in lieu of her key abilities for these powers (though she does not have to if a key ability already equals or exceeds this value). At this level, the corruption check DC is 22. If a *tainted* character's corruption check succeeds, then she becomes *consumed*.

Consumed: A *consumed* character is utterly taken by the dark side of the Force. Her darkest emotions now fuel her abilities. She can add her dark side affinity rank to fatigue saving throws made for using dark side powers. Unfortunately, her reliance on the dark side has eclipsed her knowledge of herself. A *consumed* character cannot use an ability increase to improve her Wisdom score. At this level, the corruption check DC is 24. If a *consumed* character's corruption check succeeds, then she becomes *overwhelmed*.

Overwhelmed: An *overwhelmed* character is saturated with the dark side of the Force, utterly, perhaps irredeemably, corrupted. She no longer gains Conviction from acting in accordance with her virtue. Darkness, hatred, and fear flow through her like poison, and the dark side energies might prove too much for her physical form. Whenever an *overwhelmed* character gains a new level, she must make a Fortitude saving throw (DC 15 + her dark side affinity). If this save fails, a randomly chosen physical ability (Strength, Dexterity, or Constitution) is reduced by 1. This is the highest level of corruption available. An *overwhelmed* character need never make another corruption check until she atones.

Atonement
Dark side affinity is reduced as described above, by not committing Force transgressions. Reducing corruption, however, is slightly more difficult. At the Narrator's discretion, corrupted characters may atone for their misdeeds, taking on particular quests, missions, or duties to reduce their corruption levels. The Narrator decides the nature of atonement and how much is needed to reduce one's corruption level. Generally, though, higher levels of corruption require greater atonement.

Force Guidelines
The following optional guidelines can be used to reflect the Jedi mythos in play.

Force Talent
Characters with great inborn talent with the Force generally possess the Talent adept core ability. While some characters "discover" proficiency with the Force by taking adept levels later, it is the first character level that determines one's natural potential. Particularly promising Force-users (adepts and non-adepts) take a favored supernatural power, one whose effectiveness is not reduced by mixing roles (favored powers' ranks are determined by total character level, not adept level).

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Jedi Archetypes

Jedi will only rarely be pure adepts; a wise Jedi will take levels in other roles. This is expected, as characters do not necessarily need numerous adept levels to be effective at using supernatural powers. A combat-oriented Jedi Knight might have one warrior level for every four or five adept levels. A 16th-level Jedi character with 12 adept levels and 4 warrior levels, for example, has a base Combat bonus of +10. A decent Combat Sense roll can increase this bonus to +14 (for certain actions, anyway), which is only a little less than that of a 16th-level warrior. Enhance Ability and lightsaber forms can further improve the Jedi's combat prowess. And with other supernatural powers available to her, the Jedi can accomplish much that the warrior cannot.

This gaming philosophy allows Jedi to compete with the mainstream warrior character without compromising that warrior's combat niche. In this supplement, it is the Jedi's adept powers (and feats modifying those powers) that bring his combat potential to the fore, reflecting his reliance on the Force. If a Narrator finds this situation unacceptable, he may introduce a general feat that boosts a character's adept level (to a maximum level equal to his character level), in order to minimize the impact of the character taking multiple roles.

Key Abilities

For the sake of simplicity, this supplement assumes Wisdom is the key ability for most Jedi supernatural powers. The Narrator is encouraged, however, to tailor the system to suit her own tastes.

The key ability of a supernatural power might depend on its nature. For example, Intelligence might be used for to manipulate the physical environment (such as Move Object), Wisdom for the senses (Sense Minds, Visions), and Charisma to manipulate hearts or minds (Suggestion).

Alternatively, key abilities may be based on the Force-user's tradition, where Jedi rely on Wisdom and more shamanistic Force traditions use Charisma. Perhaps each individual adept can choose her own key ability.

Lightsaber Creation

Characters with Imbue Item and the Craft (lightsaber) skill can create their own lightsabers. Crafting a lightsaber is a task of *complex* difficulty (see Craft entry), and in addition to the base structural materials (activation plate, handgrip, power cell, etc.), characters must have appropriate lightsaber crystals. Focusing crystals are the heart of the lightsaber, essentially the source of the blade, and their availability depends entirely on the Narrator and the campaign era. The Narrator may choose to determine specific mechanical benefits and limitations for particular lightsbaer crystals and components, but for simplicity's sake, it can be assumed that in most cases, the difference between lightsabers is purely cosmetic. The Craft DC to create a "specialty" lightsaber, such as a dual phase or double lightsaber, is increased by 5; the cost DC is increased by 10.

Before making the Craft check, however, a character must spend as much time imbuing the weapon's components with the Force as she does crafting it (usually 60 hours of work). At the end of the imbuing period, the character must make a DC 20 Wisdom check. A character cannot take 10 or 20 on this check, but can reduce the DC by one per additional 60 hours spent imbuing, to a minimum DC of 15. If, at the end of the imbuing period, the Wisdom check fails, then the character can try again after another imbuing period (essentially, the time already spent is wasted). If the Wisdom check succeeds, she can roll her Craft (lightsaber) skill to determine whether or not she successfully assembled the weapon.

Lightsabers, Blasters, and Deflection
This supplement assumes that deflecting blaster bolts with a lightsaber is just a narrative special effect of the wielder's Defense. The Combat Sense supernatural power (and perhaps the *resilience* lightsaber form) is really all that is necessary to model the Jedi's amazing ability to avoid incoming attacks with (or without) a lightsaber, though the Reflect Blasters feat is provided for actually reflecting blaster bolts. Those interested in more might look to Tr20's Deflect Arrows expert feat for inspiration.

Potential
While many Narrators are content to allow their players to play the characters they like, with as few setting-based limitations as possible, others might want to run Force-sensitivity in a way that better reflects the makeup of the Star Wars universe. Narrators in the latter category may choose to impose a ceiling on adept level based on choices made at character creation (reflecting inborn potential for Force-use). The following guidelines may prove helpful.

Characters with the Talent core ability and a favored supernatural power have no limit to the number of adept levels they can take.

Characters with the Talent can take up to 15 adept levels.

Characters with a favored supernatural power can take up to 10 adept levels.

Characters with neither a favored supernatural power, nor the Talent can take up to 5 adept levels.

To actively discourage an overabundance of PC Jedi, a Narrator might choose to reduce these ceilings by 5 levels.

Alternatively, the Narrator may wish to determine characters' Force-using potential randomly, by rolling a d20 to determine each character's maximum adept level.

Power Availability
Although it might go without saying, this supplement assumes that the Narrator will limit the availability of supernatural powers based on her interpretation of the Star Wars universe. It is recommended that, except in rare circumstances, adepts not be allowed to learn (or emulate with the adept core ability) supernatural powers to which they have not been exposed in some way. This holds especially true in the case of more overt abilities, such as those seen outside of the original movie trilogy. It helps control the power level of Force-using characters and helps establish a need for instruction, either from tools (holocrons, datatapes, or similar artifacts) or living teachers.

The Narrator can also limit dark side powers by allowing only corrupted characters to emulate them with Conviction points. This gives the dark side a stronger allure, as even powerful adepts stand to gain new, useful abilities.

Characters with great affinity for the Force tend to be particularly well attuned to it. For this reason, adepts with the Talent core ability might, at the Narrator's discretion, be allowed to freely use the Second Sight supernatural power at 0-ranks.

EQUIPMENT: NO DISINTEGRATIONS

The following equipment is available in Star Wars campaigns. Other gear presented in Tr20 may also be available. The Narrator may rule that certain items based on obsolete technology (such as old "slugthrower" firearms) may be purchased at costs cheaper than those listed in Tr20.

Gear

All-Temperature Cloak
This cloak is made to resist hostile weather conditions and extreme temperatures. The wearer receives a +2 bonus to Fortitude saves made to resist extreme cold or heat.

Aquata Breather
This single-piece device provides a wearer with breathable air for up to 2 hours.

Bacta Tank
Filled with *bacta*, a miracle healing fluid, the bacta tank allows a submerged character to make an additional recovery check every hour with a +4 bonus. The bacta tank's prohibitive expense means that it is usually only available to large organizations or medical facilities.

Breath Mask
Similar to the aquata breather, this device is connected by a hose to a portable atmosphere canister, with enough air to last for a single hour.

Comlink
This device is a tool for communication capable of transmitting and receiving sound and information. Most are very small, and they are sometimes built into uniforms or helmets.

Datapad
The datapad is a small, hand-held computer that can serve a variety of functions, such as computation, data storage, and computer interface.

Glow Rod
A glow rod is a luminescent tube fixed to a small handle. Using a mechanism on the handle, the tube may be used to illuminate a cone up to 30 ft. in length. Wide-angle "lamp" versions that light a 30 ft. radius are also available.

Holoprojector
This hand-held holographic machine is used to view or transmit recorded three-dimensional images and feeds. Sound can also be played.

Holorecorder
This small holographic device is used to record three-dimensional images and feeds. Sound can also be recorded.

Jet Pack
This device uses miniaturized turbines and gyrostabilizers to propel its wearer through the air. A character using a jet pack can fly at a speed of up to 200 ft. as a standard action (though more advanced models, bought at a +5 cost DC, might allow flight as a move action, once per round). The maximum distance a jet pack can travel before refueling is 2000 ft.

Macrobinoculars

Macrobinoculars are used to magnify a user's vision. When using macrobinoculars, a character's range penalty for vision-based Notice checks is reduced to -1 per 30 feet of distance instead of -1 per 10 feet.

Medpac

A disposable first-aid kit, the medpac includes a number of drugs, ointments, and objects of a similar nature, which can be used to treat wounded characters. It requires a full-round action to use a medpac. A character treated with a medpac receives an immediate recovery check for his most serious damage condition (only).

Restraining Bolt

The restraining bolt is used throughout the galaxy to maintain control of droid workers. In conjunction with a droid caller, the restraining bolt can be used to remotely shut down a droid's motor functions. A restraining bolt can be fixed onto a droid easily with an uninterrupted full-round action. Removing a restraining bolt requires a DC 15 Disable Device check. A droid must first make a DC 20 Will saving throw in order to attempt to remove its own restraining bolt. Only one such Will save can be attempted per day.

Sensor Pack

This heavy, cumbersome scanning device provides a +2 bonus to Notice and Spot checks made to locate active communication devices, energy signatures, and life forms.

Tool Kit

A tool kit includes the devices necessary to perform some task (as described in skills). The given cost is a general guideline. Price will vary greatly depending on the nature of the skill use.

Armor

The following suits of armor are considered "modern" armor, and as such, their armor check penalties are one less than their Toughness bonuses.

Battle Armor (Medium)

This is a lighter version of armor designed specifically for combat. This armor incorporates a heavily-padded bodysuit beneath a light layer of composite or metal plating. Many individuals, particularly bounty hunters, install weapons and beneficial electronic systems into their armor.

Battle Armor, Heavy (Heavy)

This armor is designed specifically for combat. This version incorporates a great deal of composite or metal plating over a thin, lightly-padded bodysuit. Many individuals, particularly bounty hunters, install weapons and beneficial electronic systems into their armor.

Blast Vest (Light)

This lightweight composite vest provides minimal protection.

Combat Jumpsuit (Light)

This is a heavily-padded, lightly-armored jumpsuit designed to provide increased protection.

Stormtrooper Armor (Heavy)
This armor is worn by stormtroopers, the elite soldiers of the Empire. It includes various electrical subsystems designed to increase their performance. Stormtrooper armor comes in a variety of styles to suit particular troopers' training. All variants provide a +4 bonus to Fortitude saving throws to resist temperature extremes and hostile environments.

Weapons
The most common weapon in the galaxy is undoubtedly the blaster. Blaster weapons require the Firearms Training feat to use effectively. All blaster weapons have a "stun" setting that inflicts non-lethal damage.

Blaster Carbine (Firearm)
This weapon is shorter than a blaster rifle, but larger and more powerful than a blaster pistol.

Blaster Cannon (Firearm)
This is a massive blaster weapon often used against large vehicles.

Blaster, Repeating (Firearm)
A repeating blaster is a large weapon often mounted on tripods or combat vehicles. It can fire normally or as an autofire weapon. Switching modes requires a move action.

Blaster Pistol (Firearm)
The standard personal blaster weapon.

Blaster Pistol, Heavy (Firearm)
Though slightly larger and more powerful than the standard blaster pistol, the heavy blaster pistol suffers from a shorter range.

Blaster Pistol, Hold-Out (Firearm)
This tiny blaster weapon can be hidden easily.

Blaster Rifle (Firearm)
The blaster rifle is used primarily by law enforcement and military organizations. In most systems, it is illegal for civilians to own blaster rifles.

Bowcaster (Exotic)
Made by and for Wookiees, the bowcaster uses both old and new technologies to fire explosive quarrels at targets. A bowcaster must be cocked as a move action between shots. The bowcaster is an Exotic weapon.

Disruptor Pistol (Firearm)
Immensely powerful and widely illegal, the disruptor pistol is an energy weapon capable of reducing targets to cinders. Any target who fails the Toughness save by 15 or more is completely disintegrated. Feats that increase rate of fire, such as Hair Trigger, do not apply to disruptor weapons. The disruptor is popular among assassins and bounty hunters.

Disruptor Rifle (Firearm)
A larger, more powerful form of disruptor weapon, the disruptor rifle has the same damage-dealing traits as the disruptor pistol.

Force Pike (Martial)
Force pikes are hybrid vibration- and electrically-powered polearms, where the tip vibro-weapon tip can also shock victims. The force pike can inflict lethal or non-lethal damage. It requires a free action to change settings.

Ganderffii (Martial)
Used primarily by Tatooine's Tusken Raiders, this polearm ends with a spear on one head and an ax on the other. Either head can be used as a light off-hand weapon.

Grenade, Fragmentation
Fragmentation grenades inflict damage over a 30 ft. radius, forcing anyone within the area to make a Reflex saving throw vs. an area attack. Those who succeed only suffer half damage.

Grenade, Stun
The stun grenade produces a wave of concussive force over a 30 ft. radius that renders targets unconscious, rather than killing them. It functions identically to the fragmentation grenade, save that it inflicts non-lethal damage.

Lightsaber (Exotic)
The lightsaber is the traditional weapon of the Jedi. Lightsabers ignore Toughness bonuses for armor (both natural and worn) and against inanimate objects, impose a -10 penalty to Toughness saving throws. Lightsabers are exotic weapons.

Also available are double-bladed lightsabers. A wielder of a double-bladed lightsaber may use the second blade as a light off-hand weapon.

The dual phase lightsaber allows the wielder to greatly extend the length of the blade as a free action, increasing reach to 10 ft. The first time he does so in a particular combat, he can take a +4 bonus to a feint.

Stun Baton (Simple)
This club delivers a stunning energy charge when it strikes its target.

Thermal Detonator
This is an extremely powerful explosive device. Anyone caught within its 50 ft. blast radius must make a Reflex saving throw vs. an area attack or suffer +20 damage. A successful save halves this damage.

Vibro-Ax (Martial)
The vibro-ax uses a special vibrating blade housing to enhance its cutting potential.

Vibro-Blade (Martial)
The vibro-blade uses a special vibrating blade housing to enhance the weapon's cutting power.

Vibro-Dagger (Martial)
The vibro-dagger uses a special vibrating blade housing to enhance the weapon's cutting power.

Gear (Typical Size Category)	Cost
All-Temperature Cloak (as wearer)	9
Aquata Breather (Diminutive)	14
Bacta Tank (Immobile)	40
Breath Mask (Small)	12
Comlink (Fine)	12
Datapad (Diminutive)	20
Glow Rod (Tiny-Small)	3
Holoprojector (Small)	17
Holorecorder (Small)	21
Jet Pack (Large)	22
Macrobinoculars (Small)	15
Medpac (Medium)	9
Sensor Pack (Large)	19
Toolkit (usually Small)	12

Armor	Bonus	Cost
Battle Armor	+5	23
Battle Armor, Heavy	+6	25
Blast Vest	+2	15
Combat Jumpsuit	+3	19
Stormtrooper Armor	+6	--

Melee Weapon	Damage	Critical	Damage Descriptor	Size	Cost
Force Pike	+6	20/+3	Piercing/Bludgeoning and Electricity	Large	15
Ganderffi	+3/+2	20/+3	Slashing/Piercing	Large	7
Lightsaber	+6	19-20/+4	Energy	Medium	21
Stun Baton	+2	20/+3	Bludgeoning and Electricity	Medium	15
Vibro-Ax	+7	20/+4	Slashing	Large	15
Vibro-Blade	+4	19-20/+3	Slashing	Medium	12
Vibro-Dagger	+2	19-20/+3	Slashing	Small	12

Ranged Weapon	Damage	Critical	Range Increment	Damage Descriptor	Size	Cost
Blaster Carbine	+6	19-20/+3	60 ft.	Energy	Medium	17
Blaster Cannon	+10	19-20/+3	80 ft.	Energy	Large	21
Blaster, Repeating	+9	19-20/+3	120 ft.	Energy	Large	20
Blaster Pistol	+5	20/+3	40 ft.	Energy	Small	15
Blaster Pistol, Heavy	+6	20/+3	30 ft.	Energy	Medium	16
Blaster Pistol, Hold-Out	+3	20/+3	20 ft.	Energy	Tiny	14
Blaster Rifle	+8	19-20/+3	100 ft.	Energy	Large	17
Bowcaster	+9	19-20/+3	40 ft.	Energy	Large	19
Disruptor Pistol	+4	19-20/+4	20 ft.	Energy	Small	20
Disruptor Rifle	+5	19-20/+5	30 ft.	Energy	Large	23
Grenade, Frag	+8	-	-	Explosion	Tiny	15
Grenade, Stun	+8 (Stun)	-	-	Explosion	Tiny	15
Thermal Detonator	+20	-	-	Explosion	Tiny	20

ATMOSPHERIC CRAFT: FLY CASUAL

Like spacecraft, many planet-bound vehicles may be found in a Star Wars game. A number of these atmospheric craft are detailed below, in terms of the vehicles provided in Tr20. A vehicle's Maneuverability is the maximum Dexterity bonus a character can apply to Drive (for ground vehicles) or Pilot (for repulsorlift or flying vehicles) skill checks to control the vehicle. It is described in detail in **Starships**, the following section.

Although some of the following vehicles have military applications, civilian vehicles can be modified for combat. Military modifications might include additional armor (+1 to +4 Toughness), speed (up to double), carrying capacity (up to +20 Strength), and weaponry.

Airspeeder
Strength: 20 (+5)
Speed: 100 – 400 mph, depending on model
Maneuverability: 2
Defense: 9
Toughness: 7
Size: Large
Cost: 34

Airspeeder, Military
Strength: 20 (+5)
Speed: 500 mph
Maneuverability: 3
Defense: 9
Toughness: 10
Size: Large
Weapons: Laser Cannons (+13 damage)
Cost: Generally unavailable

Armored Assault Tank
Strength: 40 (+15)
Speed: 80 mph
Maneuverability: 0
Defense: 6
Toughness: 12
Size: Gargantuan
Weapons: Heavy Laser Cannon (+15 damage)
Cost: Generally unavailable

Landspeeder
Strength: 20 (+5)
Speed: 200 mph
Maneuverability: 2
Defense: 9
Toughness: 7
Size: Large
Cost: 26

Speeder Bike
Strength: 10 (+0)
Speed: 220 mph
Maneuverability: 5
Defense: 10
Toughness: 5
Size: Medium
Cost: 24

Walker, AT-AT
Strength: 50 (+20)
Speed: 40 mph
Maneuverability: 0
Defense: 2
Toughness: 16
Size: Colossal
Weapons: Blasters (+10 damage, autofire), Heavy Laser Cannons (+15 damage)
Cost: Generally unavailable

Walker, AT-ST
Strength: 30 (+10)
Speed: 60 mph
Maneuverability: 0
Defense: 8
Toughness: 12
Size: Huge
Weapons: Blaster Cannons (+10 damage, autofire)
**Cost:** Generally unavailable

STARSHIPS: YOU CAME IN THAT THING?

Starships and space travel can be huge parts of Star Wars campaigns. Ship prices are generally astronomical; acquisition and purchase of such items be left to the Narrator. Each starship entry indicates the ship's Strength, Speed, Defense, Size, and Toughness, as normal. There are, however, some new and modified starship stats.

Crew: This entry lists the minimum number of crew members required to effectively pilot a ship. Some starships require more than one crew members. In such cases, the crew should choose one character to be the "main" pilot, making maneuver rolls and such. Other members of a crew can repair shields, use mounted guns (though not applicable in most starfighters), or Aid any die roll made by this pilot (as described in Tr20).

Hyperdrive: Some starships can make hyperspace jumps, while others must make do with hitching rides on larger vessels.

Speed: In space, starship speed is a numeric bonus. The given (mph) Speed is the starship's speed in atmosphere; the starship's maximum speed bonus is provided in parentheses. A ship's speed bonus is roughly 1% of its atmospheric speed in miles-per-hour (essentially, a vehicle's speed bonus is equal to its mph/100). The speed bonus aids in positioning a ship in starship combat.
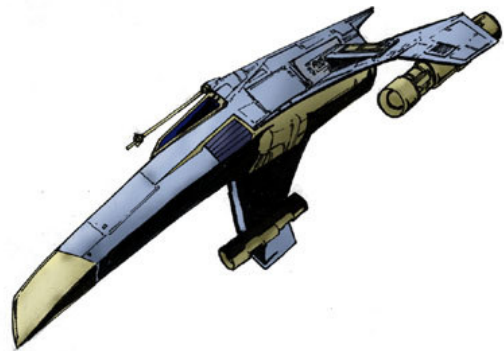
Maneuverability: A starship's maneuverability score is the maximum Dexterity bonus a pilot can apply when making Pilot skill checks. Smaller, faster ships tend to have higher Maneuverability scores, while bulkier transports can have scores as low as 0. Maneuverability does not affect the jockey bonus gained by the *combat jockey* action at all. For simpler play, the Maneuverability mechanic can be altogether ignored.

Toughness: A starship's base Toughness score is given, with its shields bonus in parentheses. A starship's total Toughness saving throw bonus is equal to the sum of these two numbers. Starship shields serve as a buffer of sorts for starship damage. A starship that fails its Toughness save by 4 or less has its shields bonus reduced by one; if it has no shields (or none remaining due to damage), the ship suffers damage and future Toughness saves are reduced as normal. If the save fails by 5 or more, then the shields become *debilitated*, completely useless.

Damaged shields can be restored (by a pilot, droid, or mechanic) with a standard action and a DC 15 Craft (electronics) check per point; *debilitated* shields, however, require several hours of work to repair.

Any personal weapon whose base damage bonus (before autofire or feat modifications) is equal to or less than half a starship's total Toughness bonus (rounded up), including shields, is considered an ineffective attack.

Size: Most starfighter-class starships are Gargantuan, while larger space transports are Colossal.

Weapons: Weapons (and damage bonuses) are given for each ship. In space, weapon ranges are largely irrelevant. It should be assumed that any "spotted" target may be attacked as desired, with electronic fire control systems and dog-brained mechanical copilots compensating for distance and speed. Weapons are described later in this section.

A-9 Vigilance Interceptor

Crew: 1
Hyperdrive: No
Strength: 40 (+15)
Speed: 800 mph (8)
Maneuverability: 3
Defense: 6
Toughness: 11
Size: Gargantuan
Weapons: Laser Cannons (+13 damage)

A-Wing Interceptor Fighter

Crew: 1
Hyperdrive: Yes
Strength: 40 (+15)
Speed: 800 mph (8)
Maneuverability: 4
Defense: 6
Toughness: 11 (1)
Size: Gargantuan
Weapons: Concussion Missile (+18 damage, payload: 8), Jamming Array, Laser Cannons (+13 damage)

B-Wing Fighter

Crew: 1
Hyperdrive: Yes
Strength: 40 (+15)
Speed: 600 mph (6)
Maneuverability: 1
Defense: 6
Toughness: 11 (3)
Size: Gargantuan
Weapons: Blaster Cannons (+10 damage, autofire), Heavy Laser Cannon (+15 damage), Ion Cannons (+10 "stun"), Proton Torpedo (+20 damage, payload: 8)

Corellian YT-1300 Transport

Crew: 1 or 2
Hyperdrive: Yes
Strength: 50 (+20)
Speed: 500 mph (5)
Maneuverability: 0
Defense: 2
Toughness: 13
Size: Colossal
Weapons: Laser Cannon (+13 damage)

Corellian YT-1930 Transport

Crew: 2
Hyperdrive: Yes

Strength: 50 (+20)
Speed: 600 mph (6)
Maneuverability: 0
Defense: 2
Toughness: 13 (2)
Size: Colossal
Weapons: Laser Cannon (+13 damage)

Corellian YT-2400 Transport
Crew: 1
Hyperdrive: Yes
Strength: 50 (+20)
Speed: 500 mph (5)
Maneuverability: 1
Defense: 2
Toughness: 13 (4)
Size: Colossal
Weapons: Laser Cannon (+13 damage)

E-Wing Fighter
Crew: 1
Hyperdrive: Yes
Strength: 40 (+15)
Speed: 800 mph (8)
Maneuverability: 4
Defense: 6
Toughness: 11 (2)
Size: Gargantuan
Weapons: Heavy Laser Cannons (+15 damage), Proton Torpedo (+20, payload: 16)

Firespray-31
Crew: 1
Hyperdrive: Yes
Strength: 40 (+15)
Speed: 700 mph (7)
Maneuverability: 2
Defense: 2
Toughness: 13 (4)
Size: Colossal
Weapons: Blaster Cannons (+10 damage), Tractor Beam

Imperial Guardian-Class Light Cruiser
Crew: 2, 8, or 16
Hyperdrive: Yes
Strength: 60 (+25)
Speed: 700 mph (7)
Maneuverability: 0
Defense: -2
Toughness: 15 (4)
Size: Awesome

Weapons: Laser Cannons (+13 damage)

Jedi Starfighter
Crew: 1
Hyperdrive: Yes
Strength: 40 (+15)
Speed: 700 (7)
Maneuverability: 2
Defense: 6
Toughness: 11 (1)
Size: Gargantuan
Weapons: Laser Cannons (+13 damage)

Lambda-Class Shuttle
Crew: 1 (up to 6)
Hyperdrive: Yes
Strength: 50 (+20)
Speed: 500 mph (5)
Maneuverability: 1
Defense: 2
Toughness: 13 (3)
Size: Colossal
Weapons: Blaster Cannons (+10 damage, autofire), Laser Cannons (+13 damage)

Phoenix Hawk Light Pinnace
Crew: 1
Hyperdrive: Yes
Strength: 40 (+15)
Speed: 600 mph (6)
Maneuverability: 0
Defense: 6
Toughness: 13 [includes 2 points of armor] (3)
Size: Gargantuan
Weapons: Heavy Blaster Cannons (+12 damage, autofire), Ion Cannons (+10 "stun")

TIE, Advanced x1
Crew: 1
Hyperdrive: Yes
Strength: 30 (+10)
Speed: 700 mph (7)
Maneuverability: 4
Defense: 8
Toughness: 9 (2)
Size: Huge
Weapons: Heavy Blaster Cannons (+12 damage, autofire)

TIE, Bomber
Crew: 1
Hyperdrive: No
Strength: 30 (+10)

Speed: 500 mph (5)
Maneuverability: 0
Defense: 8
Toughness: 11 [includes 2 points of armor]
Size: Huge
Weapons: Concussion Missile (+18 damage, payload: 16), Laser Cannons (+13 damage)

TIE, Fighter
Crew: 1
Hyperdrive: No
Strength: 30 (+10)
Speed: 700 mph (7)
Maneuverability: 3
Defense: 8
Toughness: 9
Size: Huge
Weapons: Laser Cannons (+13 damage, autofire)

TIE, Interceptor
Crew: 1
Hyperdrive: No
Strength: 30 (+10)
Speed: 800 mph (8)
Maneuverability: 4
Defense: 8
Toughness: 9
Size: Huge
Weapons: Laser Cannons (+13 damage)

X-Wing Fighter
Crew: 1
Hyperdrive: Yes
Strength: 40 (+15)
Speed: 800 mph (8)
Maneuverability: 3
Defense: 6
Toughness: 11 (2)
Size: Gargantuan
Weapons: Laser Cannons (+13 damage, autofire), Proton Torpedo (+20 damage, payload: 6)

Y-Wing Fighter
Crew: 1 or 2
Hyperdrive: Yes
Strength: 40 (+15)
Speed: 600 mph (6)
Maneuverability: 2
Defense: 6
Toughness: 11 (3)
Size: Gargantuan
Weapons: Ion Cannons (+10 "stun"), Laser Cannons (+13 damage), Proton Torpedo (+20 damage,

payload: 16)

Z-95 Headhunter

Crew: 1
Hyperdrive: Yes
Strength: 40 (+15)
Speed: 700 mph (7)
Maneuverability: 1
Defense: 6
Toughness: 11 (2)
Size: Gargantuan
Weapons: Concussion Missile (+18 damage, payload: 6), Triple Blasters (+10 damage, autofire)

Starship Modifications

One of the major perks of owning a ship lies in personalizing it, making it one's own, somehow. One way to do so is to modify its performance to better suit the needs of the crew. The following modifications are available to starships.

Armor (Cost: 2x Current Base Toughness, not including armor or shields)

This modification uses armor and structural enhancements to increase the ship's base Toughness by one. Armor must be taken one point at a time. Most ship designs can take up to 3 points of armor.

Hidden Compartments (Cost: 20)

This modification, popular among smugglers, allows cargo to be hidden somewhere safe onboard the ship. Locating a hidden compartment requires a DC 25 Search check, possibly modified by measures taken by the ship's owner to further confound searchers. Sensor-proof compartments can also be purchased at a +5 Difficulty. Sensors provide no Notice or Search bonuses to detect objects or creatures in these compartments.
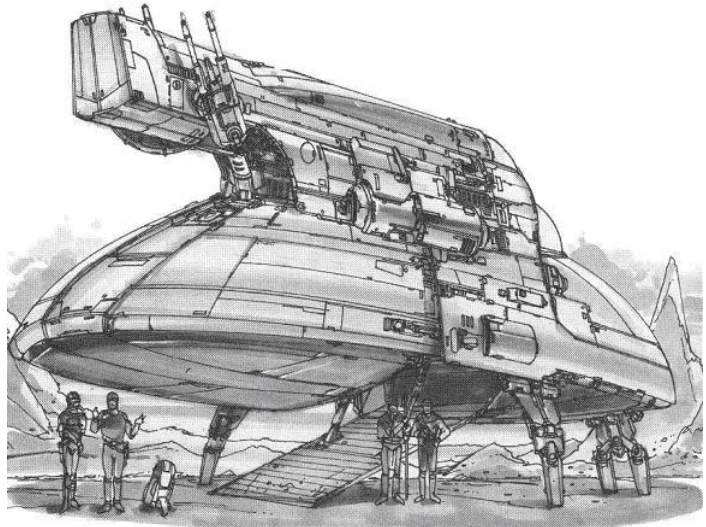
Improved Handling (Cost: 5 + Ship's Base Toughness for Size + 1 per previous Imp. Handling modification)

This modification increases the ship's Maneuverability score by one, allowing pilots more fine control. Improved Handling can be taken more than once, with each consecutive purchase increasing in cost by +1.

Pilot Function Automation (Cost: 18 + 1 per previous PFA modification)

This modification allows for automation of certain functions, reducing the number of crew members necessary to pilot the ship by one. This modification can be purchased more than once, with each consecutive purchase increasing in cost by +1 and reducing the minimum crew by one (to a minimum of one).

Shields Boost (Cost: 20 + Double Current Shields Bonus)

This modification involves installing or strengthening the starship's shields, increasing its shields bonus by one. The cost is equal to 20 + (twice the current shields bonus). Shields Boosts must be taken one point at a time (so a ship with a shields bonus of 2 must increase it to 3 before 4), and the shields bonus cannot exceed one-half (round down) a starship's base Toughness score for size.

Speed Increase (Cost: 10 + Double Current Speed Bonus)

Many captains need their vessels to move fast. This modification incorporates improvements to ion engines and superstructure to increase overall speed. Each time this modification is made, the starship's Speed (in miles-per-hour) is increased by 100, increasing its Speed bonus by 1.

Weapons Suite (Cost: Price of Weapons +5)

Weapons, as described in S*tarship Weapons*, may be added to starships. The buyer should decide for herself whether the weapons are activated by the pilot or by other crew members (allowing both further increases the cost by +2). Given above is the price of the weapon, plus installation.

Starship Weapons

The following are some common starship weapons, given alongside their price and effects. Certain ships may be limited to a particular size or number of weapons, at the game master's discretion. The costs given are just for the weapons; installation increases the cost. Installing a starship weapon oneself requires a simple Craft (electronics) roll and a moderate Craft (mechanics) roll.

Blaster Cannons (+10 damage) – Cost: 22

These blaster cannons are larger, more powerful versions of their handheld counterparts. Autofire blaster configurations can be purchased at +5 cost.

Blaster Cannons, Heavy (+12 damage) – Cost: 24

These blaster cannons are larger, more powerful versions of their handheld counterparts. Autofire blaster configurations can be purchased at +5 cost.

Concussion Missile Launcher (+18 damage) – Cost (launcher): 25 + payload; 15 +Targeting Score (per missile; maximum Targeting Score: +5)

These tubes fire powerful concussion missiles. Generally, concussion missile launchers house missiles in multiples of four. Few ships can load more than 16 concussion missiles. Concussion missiles inflict damage to all vessels within point blank range of a target (although any pilot who makes a successful DC 28 Reflex saving throw halves the damage).

At point blank range and combat range, concussion missile attacks are resolved as normal. In order to attack a target beyond combat range, a gunner must establish a missile lock (with a Computer check at a DC equal to the target's Defense). Once "locked on," a missile will use the *spot jockey* action on the shooter's initiative to pursue the target vessel as a ship with a +8 speed bonus and a total Pilot skill bonus equal to its targeting score. Once the concussion missile reaches point blank range with its target, it explodes, inflicting damage as normal. Concussion missiles have a base Defense bonus of (10 + targeting score); they perform no actions other than the *spot jockey* action. Missiles explode harmlessly or drift away if they do not reach point blank range after three rounds.

Jamming Array (Computers DC) – Cost: 22

As a standard action, a character can activate a jamming array to interfere with sensors and communications involving selected starships within combat range. The user makes a Computers skill check, and the result sets the Computers check DC for characters in target ships who attempt to penetrate the interference. Computers skill checks unrelated to communications made for

targeted vessels see their DCs increased by 10. Starfighter and transport jamming arrays cannot affect capital ships.

Ion Cannons (+10 "stun") - Cost: 26

Ion cannons do not inflict normal damage to ships. Instead, a ship that fails its Toughness saving throw against an ion cannon attack is inoperable for one round (although it might continue to fly or drift in a straight line, its effective speed for the vehicular combat Movement Phase is 0). If the save fails by 5 or more, the ship is inoperable until successfully repaired with a DC 20 Craft (electronics) roll (this can be accomplished from inside the ship). If the save fails by 10 or more, the Craft (electronics) DC to repair it is 30. If the ship fails its save by 15 or more, it is effectively dead in space and requires extensive repair at a fully stocked docking bay, shipyard or similar facility. Shields bonuses do not apply to Toughness saving throws made to resist ion cannons; however, ion cannon damage still results in damaged and *debilitated* shields, as normal.

Laser Cannons (+13 damage) – Cost: 25

Newer, more powerful, and more accurate than blaster cannons, laser cannons fire tightly-focused beams of energy. Autofire laser cannon configurations can be purchased at a +5 cost.

Laser Cannons, Heavy (+15 damage) – Cost: 27

Newer, more powerful, and more accurate than blaster cannons, laser cannons fire tightly-focused beams of energy. Autofire laser cannon configurations can be purchased at a +5 cost

Proton Torpedo Launcher (+20 damage) – Cost (launcher): 28 + payload; 18 +Targeting Score (per missile; maximum Targeting Score: +5)

Proton torpedoes are more powerful than concussion missiles. Proton torpedo launchers generally house torpedoes in multiples of four (though few can hold more than 16 proton torpedoes). Proton torpedoes inflict damage to all vehicles within point blank range of a target (although any pilot who makes a successful DC 30 Reflex saving throw halves the damage).

At point blank range and combat range, proton torpedo attacks are resolved as normal. In order to attack a target beyond combat range, a gunner must establish a missile lock (with a Computer check at a DC equal to the target's Defense). Once "locked on," a torpedo will use the *spot jockey* action on the shooter's initiative to pursue the target vessel as a ship with a +8 speed bonus and a total Pilot skill bonus equal to its targeting score. Once the proton torpedo reaches point blank range with its target, it explodes, inflicting damage as normal. Proton torpedoes have a base Defense bonus of (10 + targeting score); they perform no actions other than the *spot jockey* action. Torpedoes explode harmlessly or drift away if they do not reach point blank range after 3 rounds.

Tractor Beam – Cost: 26

This weapon is used by ships to draw smaller ships and objects toward it. With a successful attack roll, a tractor beam can pull an object of smaller size toward the ship using it.

Capital Ships

Game statistics for capital ships and space stations are not given, frankly, because players are unlikely to have access to such vessels. They tend to be plot devices more than immediate adversaries. For the purposes of combat, the Narrator can rule that capital ships create hazards of varying magnitudes for smaller ships within their fire arcs. Capital ship turbolasers can be assumed to inflict approximately +25 damage.

For battles that call for the destruction of one or more capital ships, the Narrator might establish certain target areas (e.g. command centers, communication towers, hangar bays, reactor cores,

shield generators, weapon emplacements, etc.) that are vulnerable to attack from smaller ships. Such areas are best given defenses (Defense and Toughness bonuses) and weaponry (if applicable) independent of their parent vessels. The Narrator might rule that in order to cripple, delay, or dispatch capital ships, particular target areas must be disabled or destroyed as normal.

STARSHIP COMBAT: STAY ON TARGET

In True Force, combat between ships is handled abstractly, with more detail given to range and relative defensibility than to position. The following rules apply to combat involving starships; they can easily be adapted for atmospheric vehicles.

Proximity

Proximity is essentially an abstract measure of the distance between ships engaged in combat. In situations involving more than two ships, the proximity might be different for each set of combatants. Starship proximity is measured in four levels: point blank range, combat range, chase range, and extreme range.

Point Blank Range

Point blank range is the closest possible distance in vehicle combat. At this range, vehicles can execute ramming maneuvers, and particularly daring passengers can attempt leap from vehicle to vehicle. Point blank range is difficult to safely maintain, and a starship pilot must make a successful *Avoid Hazards* maneuver (DC 15 for one starship, +2 for each additional ship, or +4 for each additional ship larger than one's own) each combat turn to avoid colliding with other ships in point blank range.

If a pilot fails this *Avoid Hazards* maneuver, all other pilots within point blank range must make DC 15 Reflex saving throws to avoid an inadvertent collision, treated as though they had rammed the failing pilot's vessel. If all pilots within point blank range succeed at the Reflex saving throw, then no collision occurs, and no ship takes damage.

In order to attack at point blank range, a starship's pilot must make a successful opposed Pilot roll against the target. Any starship attack made at point blank range receives a +2 bonus.

Combat Range

Most starship combat actually takes place at combat range. Ships can engage one another with relative ease. No bonuses, penalties, or special rules apply at combat range.

Chase Range

Chase range is the distance at which it becomes difficult to successfully track or attack an opposing vehicle. At this range, one pilot is generally attempting to get closer to a fleeing vehicle.

Any attack made at chase range does not benefit from the attacker's attack bonus. Only a d20 roll (possibly modified by applicable feats) applies.

Extreme Range

At extreme range, targets are barely visible, and a pilot likely has to rely extensively on sensors for detection or tracking.

Any attack made at extreme range does not benefit from the attacker's attack bonus. Only a d20 roll (possibly modified by applicable feats) applies, and even this requires a successful Computer skill check (DC 15 -2 per size category by which the target is larger than the scanning ship) to detect the target. Without the Computer check, the d20 roll suffers a -10 penalty.

The Speed Bonus

Every starship has a maximum speed bonus, equal to 1% of its base atmospheric speed in miles-per-hour. This (often hefty) bonus is added to certain skill checks in the vehicle combat round. Under normal circumstances, a ship must accelerate to reach its maximum speed bonus. Every vehicle combat round, a pilot can use a free action to increase or decrease her ship's speed bonus by 1 without a skill check. To make more dramatic modifications, a pilot must perform *Brake* or *Push* maneuvers.

The Vehicle Combat Round

The vehicle combat round can be divided into the following steps, where each step consists of all combatants taking their respective turns (so, in a space battle, all pilots determine initiative, then all pilots maneuver, then all pilots jockey, then all pilots attack, etc.). The steps continue until the combat ends. Vehicle pilots and passengers have access to move, standard, and full actions, as normal.
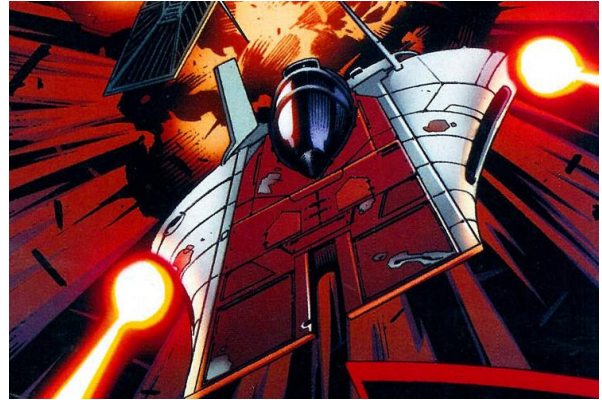
Step 1: Initiative

At the beginning of vehicle combat, all participants roll initiative, as normal. Although maneuvering actions and jockeying actions take place almost simultaneously in-game, actions taken in each phase occur in the standard initiative order.

Step 2: Maneuvering Phase

Ships engaged in combat perform pertinent, unopposed maneuvering actions. This includes avoiding hazards, increasing or decreasing speeds, and stunts. Each ship can perform the following maneuvers as a move action. Maneuvers for different vehicles effectively take place simultaneously, with each player describing (and, if necessary, rolling for) her actions during this phase in order of initiative.

Vessels moving too fast suffer a penalty to certain maneuvers; for each point by which a ship's current speed exceeds 5, its Pilot's check results during this phase are reduced by 1.

Avoid Hazards: The ship takes defensive measures to escape certain environmental hazards, such as asteroids, dense foliage, or gravity wells. This requires a Pilot check with a DC depending on the type of hazards and the vehicle's current speed category. Examples of hazards can be found later, in **Hazards**.

Brake: The pilot decreases her ship's speed bonus dramatically. With a successful DC 15 Pilot check, the speed bonus can be decreased by 1, +1 for every 5 points by which the roll exceeds the DC. The pilot can choose not to decelerate by the full amount rolled.

Maneuver: The pilot can perform any of the maneuvers described in the Tr20 Pilot entry. This is essentially for miscellaneous, dramatically-appropriate maneuvers that might provide certain small mechanical or story benefits at the Narrator's discretion (particularly in the case of chases, in which case the pilot's pursuers likely have to emulate her own maneuvers to follow her).

Push: The pilot increases the vehicle's speed bonus dramatically. With a successful DC 15 Pilot check, the speed bonus can be increased by 1, +1 for every 5 points by which the roll exceeds the DC. The pilot can choose not to accelerate by the full amount rolled.

Step 3: Jockeying Phase
Jockeying rolls are those made to affect one's position relative to other combatants. Each pilot can choose to attempt a jockey action. This requires a move action and a *jockey check*, which is an opposed Pilot skill check. Opposing a jockey check is a free action, and pilots can choose not to do so (a pilot who does not oppose a jockey check is treated as having a result of 0).

A pilot can only attempt a particular jockey action once per vehicle combat turn; if she wants her jockey action to affect multiple combatants, she can do so by reducing her check result by 2 per additional target. Each target rolls to oppose the jockey result separately; targets who fail are affected normally.

Jockey checks are influenced by vehicle speeds; when making or opposing a jockey check, a pilot adds her vehicle's current speed bonus to her result.

The jockey checks for the combatants are compared, and the results determine the pilots' effectiveness. The following jockey actions are available to characters.

Combat Jockey: The pilot works to better her combat position, manipulating terrain and trajectory to augment or counter differences in speed. If her jockey check is successful, she receives a jockey bonus equal to her Dexterity, Intelligence, or Wisdom score (her choice) that lasts until her turn in the next jockeying phase. The jockey bonus can be applied to her ship's attack, Defense, or speed bonus in relation to her target.

Spot Jockey: The pilot attempts to adjust her proximity to her target, manipulating terrain and trajectory to augment or counter differences in speed. If the jockey check succeeds, the pilot can shift her proximity to the target by one step (e.g. move from point blank range to combat range, or from extreme range to chase range). If the jockey check succeeds by 10 or more, she can shift her proximity to the target by two steps. If the check succeeds by 20 or more, she can shift her proximity to the target by three steps. A vehicle that has moved beyond extreme range is effectively "gone," having totally lost the pursuer.

Step 4: Action
During this phase, pilots and passengers perform general actions, such as attacks, provided they have any left. Actions take place in the previously established initiative order. Attacks made during this phase require a standard action and are made as described in Tr20.

Pilots and crew members can attempt attacks, provided they use different weapons. In the case of multiple attacks from the same vessel, apply only the damage from the most powerful successful attack; each additional successful attack increases its damage bonus by +1 (to a maximum increase of +5). Ineffective attacks (a blaster pistol fired at a starfighter, for example) do not help in this way.

Ships make saving throws and take damage as characters. Each *hurt* condition suffered by a ship reduces its base Toughness bonus (or shields bonus, if any) by one for future saving throws.

Each *wounded* condition reduces the Toughness bonus by one (and renders all shields *debilitated*, useless until repaired).

A *disabled* ship is immobile (has a speed bonus of 0) and loses all but the most basic functions.

A *dying* ship is in the process of falling apart or exploding in a spectacular manner; it immediately loses its speed bonus, and each round, starting with the one that resulted in the damage, the ship

has a 50% (DC 11 or higher on d20) chance of being destroyed completely. This likelihood increases by 5% (reduce DC by 1) each round. A *dying* ship with no prior damage can maintain a pre-damage speed bonus if the pilot desires, but subtracts that bonus from the destruction DC above.

Ramming

During the Action Phase, a character piloting a vehicle can choose to ram any other vehicle within point blank range. Ramming requires a standard action and a successful attack roll (just like any other attack) against the target's Defense score. If the ram attack is successful, then the target must roll a Toughness save versus a DC based on the size and speed of the attacker.

The attack's base damage bonus is equal to twice the attacking vehicle's speed bonus. For every size category by which the attacking vehicle exceeds the target's, this damage is increased by +2. The pilot of the target vehicle may halve this damage (round down, again to a minimum of +0) with a successful Reflex saving throw at a DC equal to (10 + the attacker's Pilot ranks). A ram attack's final damage cannot exceed the attacking vehicle's base Toughness (not including armor or shields).

The attacking vehicle suffers one-half (round down) the ram damage on a successful ram attack, unless the target is also using his turn to ram, in which case damage is equal to the total of both vehicles' ram damage values (essentially the sum of twice the vehicles' speed bonuses, with a maximum damage bonus equal to twice the lesser Toughness bonus).

Hazards

Hazards are circumstances or obstacles that can potentially cause harm to a pilot's vessel. Pilots maneuvering through a hazardous area might have to avoid harm using the *Avoid Hazards* maneuver. The DC of the *Avoid Hazards* Pilot check, and the consequences of failure, depend on the nature of the hazard in question.

Any potentially dangerous area can be a hazard, from an asteroid field to a girder-lined space station infrastructure. Ships flying in a hazardous area might be at risk.

Every hazard has three components (condition, Difficulty (DC), and effect), detailed below. At the Narrator's discretion, some hazards may have multiple conditions, Difficulties, and effects. One *Avoid Hazards* skill check can be applied to all of a hazard's pertinent Difficulties, provided they involve the same skill. This allows pilots to avoid multiple hazardous effects in an area with a single move action.

Condition

A hazard's condition describes the circumstances under which an *Avoid Hazards* maneuver is required. If a hazard's condition is not met, the hazard carries no consequences. The following conditions are available, and Narrators are encouraged to come up with their own.

- *Attack (x):* Certain types of attacks, given as *x* (in most locations, *x* is usually *energy attacks* or, sometimes, *failed energy attacks*), create hazardous situations. Usually, this condition is present in particularly volatile areas, such as those containing flammable gases, explosives, or similar devices.
- *Presence:* Simply being in the area is dangerous. This condition is most often paired with hazards such as black holes, meteor showers, and turbolaser volleys.
- *Speed (x):* The area has a certain safe speed, given as *x* (where, depending on the circumstances, *x* can be a speed bonus or a speed value in miles-per-hour or feet-per-round), beyond which, hazards must be avoided. This condition is often used in conjunction with cluttered or crowded areas, such as asteroid fields, dense forests, and space station interiors.

Difficulty

A hazard's Difficulty is the skill check DC necessary to avoid it. To determine an appropriate value, Narrator's are encouraged to consult the Difficulty guidelines provided in the Tr20 *Introduction*. Larger, faster, or expansive hazards tend to have high Difficulties, while smaller hazards tend to have lower Difficulties. Some hazards might require characters to make skill checks with skills other than Pilot; such hazards will note the required skill in the Difficulty entry. Non-vehicular skills are used during the action phase, rather than the maneuvering phase (requiring a standard action instead of a move action) of the vehicle combat round; depending on the vehicle configuration, copilots and crew members might be able to attempt these checks.

The following Difficulty guidelines may be helpful.
- *DC 10 [Average]:* The hazard is easily avoided by anyone with even a small degree of proficiency. Provided a character is paying attention and there are no significant impediments, she should have little trouble.
- *DC 15 [Tough]:* Avoiding the hazard requires competence. A reasonably well-trained individual should be capable enough, under ideal circumstances.
- *DC 20 [Challenging]:* The hazard is a threat even to competent individuals; particularly talented or skilled persons can avoid it with little trouble.
- *DC 25 [Formidable]:* A great deal of skill is required to avoid the hazard. Only the truly exceptional can hope to succeed.
- *DC 30 [Heroic]:* This is the ream of true aces, requiring feats of which only the very best are capable.
- *DC 40 [Nearly Impossible]:* The stuff of legends.

Effect

A hazard's effect indicates the consequences of failure. If the skill check fails to meet or exceed the hazard's Difficulty (or a pilot does not attempt the *Avoid Hazards* maneuver), the effect comes into play.

Hazardous effects typically involve collisions, damage, or impediment, detailed as follows.
- *Collision:* The vehicle plows into an object or structure. The vehicle is treated as having suffered a ram attack from the object or structure, taking appropriate damage. Exactly what the vehicle strikes depends a great deal on the locale (and the Narrator).
- *Damage:* The vehicle takes damage appropriate to the source. Depending on the situation (and the Narrator's needs), this value can vary greatly, from a +10 damage bonus for proximity to a super-hot star, to a +25 damage bonus for a Star Destroyer's turbolaser fire.
- *Impediment:* The vehicle becomes slowed or entangled somehow and suffers the listed penalty to its Speed, Maneuverability, or both. Such penalties are listed as either *cumulative* or *total*, with the latter applying only one time and the former repeatedly (until outside the hazardous area.

Sample Space Hazards

The following hazards, some drawn straight from the trilogies, may be used as inspiration for the Narrator's own campaigns.

Asteroid Field, Hoth
- Condition (Speed Bonus +2 or higher)
- Difficulty (DC 25)
- Effect (Collision)

Capital Ship, Close Proximity
- Condition (Presence)
- Difficulty (DC 10 + Gunner Attack Bonus)
- Damage (+10 point defense weapons)

Capital Ship Fire Arc
- Condition (Presence)
- Difficulty (DC 10 + Gunner Attack Bonus)
- Effect (Damage +25, turbolaser)

Death Star I (Trenches)
- Condition A (Presence)
- Difficulty A (DC 20)
- Effect A (Damage +10, point defense weapons)
- Condition B (Speed Bonus +2 or higher)
- Difficulty B (DC 20)
- Effect B (Collision)

Death Star II (Interior)
- Condition (Speed Bonus +5 or higher; +4 or higher for vehicles larger than Gargantuan)
- Difficulty (DC 25)
- Effect (Collision)

Planet Nkllon, Athega (Primary Star) Radiation
- Condition (Presence)
- Difficulty (Craft [mechanics] DC 30 advanced complexity ship modification/creation)
- Effect (Damage +12)

Hazard Duration
The length of time required to escape or bypass a particular hazard is generally dependent upon the needs of the story. In some circumstances, however, it might be more entertaining to establish a length of time characters must spend dealing with a hazard before it is overcome. Usually, this works best for hazards occupying a clear, relatively stationary space, such as asteroid fields, space stations, etc.

An interested Narrator may choose to establish a speed bonus "total" (hereafter referred to as an escape total) necessary for starships to pass through a hazardous area. For each vehicle combat turn in which a pilot announces an intent to leave an area, she accumulates a number of points equal to her vessel's current speed bonus. These points accrue until she meets or exceeds the established escape total for the area. Obviously, larger areas will have greater escape totals.

In some locations, a character (either the pilot or a passenger) might be able to use an appropriate skill as a standard action to establish a shortcut. What constitutes an appropriate skill varies, depending on the situation. In many cases, a Computers check allows one to use a ship's navigation systems to map a suitably efficient course, but a Knowledge (streetwise) check may be more useful in navigating a city. Narrators are encouraged to allow a certain degree of ingenuity on the part of players.

The DC for a shortcut skill check is usually 15, but it can be higher (perhaps *much* higher) for particularly complex locales or obscure skill uses. If the check is successful, the vehicle's speed bonus in the *next* vehicle combat round is doubled for the purposes of reaching the escape total.

Atmospheric Vehicle Combat

The starship combat rules provided above can easily be adapted to fit atmospheric vehicles, such as landspeeders and walkers. For an atmospheric craft, its speed bonus is equal to one-tenth (10%) its normal speed (in effect, divide the speed in mph by 10). In combats that involve both atmospheric craft and spacecraft, use the spacecraft scale for determining speed bonus (1% of mph), rounding to the nearest whole number. Atmospheric craft will simply move at a much slower rate.

Ground vehicles require Drive rolls in place of Pilot rolls, and living mounts require Ride checks.

Atmospheric Hazards

The hazard rules provided above may be applied to atmospheric vehicles and locales, as well. Speed conditions typically involve miles-per-hour, rather than speed bonus, and escape totals, if used, will likely be measured in distance, as opposed to speed bonus totals. The following atmospheric hazards, some drawn straight from the trilogies, can be used as inspiration for the Narrator's own campaigns.

Beggar's Canyon, Tattooine
- Condition (Speed 40 mph or higher)
- Difficulty (DC 20)
- Effect (Collision)

Dense Forest
- Condition A (Speed 30 mph or higher)
- Difficulty A (DC 20)
- Effect A (Collision)
- Condition B (Speed 20-50 mph ground speed, vehicle smaller than Large)
- Difficulty B (DC 15)
- Effect B (Impediment -20 mph speed, total, entangled in undergrowth)

Unstable Ground (Gravel, Sand, Snow, etc.)
- Condition (Speed 20 mph or higher, wheeled vehicle)
- Difficulty (DC 15; or Craft DC 25 complex complexity vehicle modification)
- Effect (Impediment -20 mph speed, total)

Urban Skyways (e.g. Coruscant)
- Condition (Speed 60 mph or higher)
- Difficulty (DC 15, +5 for high-traffic areas/times)
- Effect (Collision)

Urban Streets
- Condition (Speed 50 mph or higher)
- Difficulty (DC 15, +5 for high-traffic areas/times)
- Effect (Collision)

ALLIES AND ADVERSARIES: MY KIND OF SCUM

Creatures
The galaxy is a strange place, full of wonderful and dangerous life forms. The following are examples of creatures that might turn up in Star Wars campaigns.

Bantha
Type: 3rd-level animal (Herd)
Size: Huge
Speed: 20 ft.
Abilities: Str +8, Dex, 0, Con +7, Int -5, Wis 0, Cha -5
Skills: Notice 2 (+2), Survival 4 (+4)
Feats: Great Fortitude, Night Vision, Tough 2
Traits: Trample
Initiative: +0
Attack: +0 (+2 Base, -2 Size), Damage +10 (gore)
Defense: Dodge +0, Parry +8
Saving Throws: Toughness +13 (+2 Size, +7 Con, +2 Tough), Fort +12 (+3 Base, +7 Con, +2 Great Fortitude), Ref +3 (+3 Base), Will +1 (+1 Base)

Dianoga
Type: 4th-level Animal (Aquatic, Scavenger)
Size: Large
Speed: 30 ft. swim
Abilities: Str +3, Dex +1, Con +2, Int -4, Wis -1, Cha -2
Skills: Notice 1 (+0), Stealth 2 (+3), Survival 4 (+4)
Feats: Great Fortitude, Improved Grab, Night Vision
Traits: Tentacles, Tremorsense 30 ft.
Initiative: +1 (+1 Dex)
Attack: +2 (+3 Base, -1 Size), Damage +3 (tentacle) or +5 (bite)
Defense: Dodge +2, Parry +6
Saving Throws: Toughness +3 (+1 Size, +2 Con), Fort +8 (+4 Base, +2 Con, +2 Great Fortitude), Ref +5 (+4 Base), Will +0 (+1 Base, -1 Wis)

Rancor
Type: 5th-Level Animal (Predator)
Size: Huge
Speed: 60 ft.
Abilities: Str +8, Dex -1, Con +6, Int -4, Wis -2, Cha -4
Skills: Climb 1 (+9), Intimidate 6 (+2), Notice 1 (-1)
Feats: Improved Grab, Night Vision, Tough
Traits: Damage reduction +4/piercing
Initiative: -1 (-1 Dex)
Attack: +1 (+3 Base, -2 Size), Damage +11 (Bite) or +10 (Claws)
Defense: Dodge +0, Parry +5
Saving Throws: Toughness +9 (+2 Size, +6 Con, +1 Tough), Fort +10 (+4 Base, +6 Con), Ref +3 (+4 Base, -1 Dex), Will -1 (+1 Base, -2 Wis)

Tauntaun
Type: 2nd-level Animal (Arctic)

Size: Large
Speed: 60 ft.
Abilities: Str +4, Dex +1, Con +3, Int -5, Wis -1, Cha -2
Skills: Notice 1 (+0), Survival 4 (+3)
Feats: Endurance, Night Vision
Traits: Immunity to cold, vulnerability to fire
Initiative: +1 (+1 Dex)
Attack: +1 (-1 Size, +1 Base, +1 Dex), Damage +5 (Claws)
Defense: Dodge +1, Parry +4
Saving Throws: Toughness +3 (+3 Con), Fort +6 (+3 Base, +3 Con), Ref +4 (+3 Base, +1 Dex), Will +0 (+1 Base, -1 Wis)

Wampa
Type: 3rd-level Animal (Arctic, Predator, Sub-Sentient)
Size: Large
Speed: 30 ft.
Abilities: Str +4, Dex 0, Con +5, Int -3, Wis 0, Cha +1
Skills: Notice 1 (+1), Stealth 1 (+3), Survival 4 (+6)
Feats: Night Vision, Talent (Stealth, Survival)
Traits: Immunity to cold, vulnerability to fire
Initiative: +0
Attack: +1 (-1 Size, +2 Base), Damage +6 (Claws)
Defense: Dodge +1, Parry +5
Saving Throws: Toughness +5 (+5 Con), Fort +8 (+3 Base, +5 Con), Ref +3 (+3 Base), Will +1 (+1 Base)

Archetypes
The following pregenerated character stats can be used for individuals encountered by the characters. An entry's background is factored into the statistics only if specifically mentioned in the entry header. Racial bonuses and feats can be added or ignored as desired.

Assassin (Exp3/War4)
This expert killer can be used in any circumstance that calls for a murder, particularly if the victim is of high social standing. The assassin often carries poisons and tools for disabling devices, scaling walls, and the like.
Primary Role: Expert
Abilities: Str +1, Dex +3, Con +1, Int +1, Wis +1, Cha +0
Skills: Bluff 10 (+10), Craft (electronics) 6 (+7), Disable Device 10 (+11), Disguise 10 (+10), Gather Information 6 (+6), Language 2 (two of choice), Notice 10 (+11), Pilot 4 (+7), Search 8 (+9), Sleight of Hand 8 (+9), Stealth 10 (+13)
Feats: Contacts, Far Shot, Firearms Training, Master Plan, Point Blank Shot, Run, Seize Initiative, Sneak Attack 2, Weapon Training
Initiative: +3 (+3 Dex)
Attack: +9 (+6 Base, +3 Dex), Damage +8 (blaster rifle) or +5 (blaster pistol)
Defense: Dodge +9, Parry +7, Flat-footed +6
Saving Throws: Toughness +1 (+1 Con), Fort +6 (+5 Base, +1 Con), Ref +5 (+2 Base, +3 Dex), Will +3 (+2 Base, +1 Wis)

Astromech Droid, "R2 Series" [Astromech Droid Exp1]

The hugely successful R2 unit is one of the most widely popular and versatile astromechs on the market. Particularly adaptable for a droid, the R2 unit is often intelligent, expressive, and highly capable.

Size: Small
Abilities: Str -2, Dex +0, Con –, Int +3, Wis +0, Cha +2
Skills: Computers 4 (+12), Concentration 4 (+4), Craft (electronics) 4 (+9), Craft (mechanics) 4 (+9), Diplomacy 4 (+6), Disable Device 4 (+9), Drive 4 (+4), Knowledge (physical sciences) 4 (+7), Knowledge (technology) 4 (+7), Notice 4 (+4), Pilot 4 (+4), Search 4 (+7), Stealth 4 (+8)
Feats: Computer Interface, Eidetic Memory, Integrated Tools (electronics toolkit, mechanics toolkit), Magnetic Anchoring, Night Vision, Skill Focus (Computers), Skill Mastery (Computers, Craft *[electronics]*, Craft *[mechanics]*, Disable Device, Pilot), Talented (Computers, Disable Device), Talented (Craft *[electronics]*, Craft *[mechanics]*)
Traits: Construct traits, movement (wheeled, base 30 ft.), no fine manipulators, no vocabulator
Initiative: +0
Attack: +1 (+0 Base, +1 Size), Damage +0 (toolkit arc welder)
Defense: Dodge +1, Parry -1, Flat-footed +1
Saving Throws: Toughness +0 (+1 Construct Trait, -1 Size), Fort +0, Ref +0, Will +2 (+2 Wis)

Battle Droid, Basic (Battle Droid Construct 2ⁿᵈ)

These simple, frail combat droids were used by the Separatists to battle Republic forces during the Rise of Empire era. The stats can be used for any simple combat droid, adding Toughness for armor if desired.

Abilities: Str +1, Dex -1, Con –, Int -2, Wis -1, Cha -2
Skills: Language (Basic), Drive 4 (+3), Knowledge (tactics) 4 (+2), Notice 4 (+3),
Feats: Eidetic Memory, Firearms Training, Weapon Training
Traits: Construct traits
Initiative: -1 (-1 Dex)
Attack: +0 (+1 Base, -1 Dex), Damage +8 (blaster rifle)
Defense: Dodge +0, Parry +1, Flat-footed +0
Saving Throws: Toughness +1 (+1 Construct Trait), Fort +0, Ref -1 (-1 Dex), Will -1 (-1 Will)

Battle Droid, "Droideka" [Battle Droid Construct 6ᵗʰ]

The Droideka, or "destroyer droid," saw much use by the Separatists during the Rise of the Empire era. It was incredibly effective, due in part to its powerful blasters and personal shield generator.

Abilities: Str +2, Dex +2, Con –, Int -1, Wis +0, Cha -1
Skills: Intimidate 5 (+4), Notice 5 (+5)
Feats: Eidetic Memory, Firearms Training, Integrated Tools 2 (repeating blaster x2), Night Vision, Tough
Traits: Construct traits, movement (walking, base 20 ft.) rolling configuration (40 ft. speed, but cannot attack in this configuration; requires standard action to change configuration), "shield generator" +10 (Toughness bonus; requires move action to activate, free action to maintain, does not protect installed weapons, and is shorted out until repaired if droideka is knocked prone while active)
Initiative: +2 (+2 Dex)
Attack: +6 (+4 Base, +2 Dex), Damage +9 (repeating blaster)
Defense: Dodge +6, Parry +6, Flat-footed +4
Saving Throws: Toughness +2 (+1 Construct Trait, +1 Tough,) or +12 (+1 Construct Trait, +1 Tough, +10 shield generator), Fort +2 (+2 Base), Ref +4 (+2 Base, +2 Dex), Will +2 (+2 Base)

Bounty Hunter (Exp2/Warrior2)

This is a relatively inexperienced bounty hunter, likely one who still confronts prey head-on.
Primary Role: Warrior
Abilities: Str +1, Dex +2, Con +2, Int +1, Wis +2, Cha -1
Skills: Bluff 4 (+3), Disable Device 4 (+5), Gather Information 7 (+6), Intimidate 4 (+3), Knowledge (civics) 4 (+5), Notice 4 (+6), Pilot 4 (+6), Search 5 (+6), Stealth 6 (+6), Survival 5 (+7)
Feats: Armor Training (light), Contacts, Firearms Training, Move-by Action, Skill Training, Sneak Attack, Tracking
Initiative: +2 (+2 Dex)
Attack: Attack +5 (+3 Base, +2 Dex), Damage +8 (blaster rifle) or +6 (heavy blaster pistol)
Defense: Dodge +5, Parry +4, Flat-footed +3
Saving Throws: Toughness +5 (+2 Con, +3 combat jumpsuit), Fort +5 (+3 Base, +2 Con), Ref +3 (+1 Base, +2 Dex), Will +2 (+2 Wis)

Bounty Hunter, Big Time (Exp3/War8)

This bounty hunter relies on her wits to trap prey. She often develops intricate plots to weaken or corner her quarry before moving in. The big time bounty hunter might have miscellaneous devices or weapons installed into her battle armor.
Primary Role: Expert
Abilities: Str +0, Dex +2, Con +1, Int +2, Wis +3, Cha -1
Skills: Bluff 4 (+3), Computers 4 (+6), Craft (choose one) 6 (+8), Disable Device 10 (+12), Disguise 6 (+5), Drive 4 (+6), Gather Information 14 (+13), Intimidate 10 (+9), Knowledge (civics) 7 (+9), Notice 10 (+13), Pilot 9 (+11), Search 10 (+12), Stealth 9 (+7), Survival 9 (+12)
Feats: Armor Training (heavy and light), Assessment, Contacts, Crippling Strike, Dodge Focus 2, Firearms Training, Point Blank Shot, Sneak Attack, Startle, Track, Vehicular Combat, Well-Informed
Initiative: +2 (+2 Dex)
Attack: +12 (+10 Base, +2 Dex), Damage +8 (blaster rifle) or +5 (blaster pistol) or +2 (vibro-dagger)
Defense: Dodge +14, Parry +10, Flat-footed +10
Saving Throws: Toughness +6 (+1 Con, +5 battle armor), Fort +6 (+5 Base, +1 Con), +7 Ref (+5 Base, +2 Dex), Will +6 (+3 Base, +3 Wis)

Clone Trooper (War3)

Created by the Republic to combat the Separatists' battle droids, clone troopers are well-trained and loyal... but to whom?

Primary Role: Warrior
Abilities: Str +1, Dex +1, Con +2, Int +1, Wis -1, Cha -1
Skills: Computers 4 (+5), Drive 5 (+6), Intimidate 4 (+3), Knowledge (tactics) 4 (+5), Notice 5 (+4), Pilot 5 (+6)
Feats: Armor Training (heavy and light), Endurance, Firearms Training, Point Blank Shot, Tireless
Initiative: +1 (+1 Dex)
Attack: +4 (+3 Base, +1 Dex), Damage +8 (blaster rifle)
Defense: Dodge +4, Parry +4, Flat-footed +3
Saving Throws: Toughness +8 (+2 Con, +6 heavy battle armor), Fort +5 (+3 Base, +2 Con), Ref +2 (+1 Base, +1 Dex), Will +0 (+1 Base, -1 Wis)

Crimelord (Exp12)

The crimelord runs some kind of illicit business. The companion and hirelings provided by his Leadership feat are his favored servants. Bribes and threats to local law enforcement agencies ensure the crimelord a measure of immunity to their investigations.

Primary Role: Expert
Abilities: Str +0, Dex +0, Con +0, Int +4, Wis +1, Cha +3
Skills: Bluff 15 (+18), Computers 6 (+10), Diplomacy 15 (+18), Disable Device 3 (+7), Disguise 10 (+13), Gather Information 15 (+18), Intimidate 15 (+18), Knowledge (civics) 10 (+14), Knowledge (streetwise) 15 (+19), Knowledge (two of choice) 15 (+19), Language (six of choice), Notice 10 (+11), Search 15 (+19), Sense Motive 15 (+16)
Feats: Assessment, Benefits 2 (heads underworld organization; owns local law enforcement), Connected, Contacts, Defensive Roll 2, Evasion, Fascinate (Intimidate), Firearms Training, Inspire (fear), Leadership, Lucky, Master Plan, Well-Informed
Initiative: +0
Attack: +9 (+9 base), Damage +5 (blaster pistol)
Defense: Dodge +9, Parry +9, Flat-footed +9
Saving Throws: Toughness +2 (+2 Defensive Roll), Fort +6 (+3 Base, +3 Lucky), Reflex +6 (+3 Base, +3 Lucky), Will +10 (+6 Base, +1 Wis, +3 Lucky)

Dark Jedi, Deceiver (Adp7/Exp3)

Once a Jedi Knight, this character now uses the diplomatic and supernatural skills she developed in the Order to serve the dark side.

Primary Role: Adept
Abilities: Str +0, Dex +1, Con +1, Int +2, Wis +1, Cha +2
Skills: Bluff 13 (+15), Concentration 9 (+10), Disguise 8 (+10), Intimidate 8 (+10), Knowledge (history) 3 (+5), Knowledge (supernatural) 6 (+8), (+Knowledge (theology and philosophy) 8 (+10), Languages (two of choice), Medicine 3 (+4), Notice 6 (+7), Search 6 (+8), Sense Motive 8 (+9), Stealth 6 (+7)
Feats: Exotic Weapon Training (lightsaber), Fascinate (Bluff), Lucky, Power 7, Quicken Power, Supernatural Talent (Heart Shaping, Suggestion), Taunt
Powers (dark side affinity, save DC 18): Combat Sense 10 (+14), Enhance Other 10 (+14), Heart Reading 10 (+14), Heart Shaping 10 (+16), Move Object 10 (+14), Sense Minds 10 (+14), Suggestion 10 (+16)
Traits: Consumed (dark side affinity rank 4)
Initiative: +1 (+1 Dex)
Attack: +6 (+5 Base, +1 Dex), Damage +6 (lightsaber)
Defense: Dodge +6, Parry +5, Flat-footed +5
Saving Throws: Toughness +1 (+1 Con), Fort +6 (+3 Base, +1 Con, +2 Lucky), Ref +6 (+3 Base, +1 Dex, +2 Lucky), Will +9 (+6 Base, +1 Wis, +2 Lucky)

Dark Jedi, Warrior (Adp5/War3)

This former Jedi Knight has a martial bent. Her early mastery of a vicious lightsaber form makes her a particularly deadly opponent.

Primary Role: Adept
Abilities: Str +2, Dex +2, Con +1, Int +1, Wis +0, Cha +1
Skills: Bluff 4 (+5), Concentration 8 (+8), Intimidate 8 (+9), Notice 8 (+8), Sense Motive 8 (+8), Stealth 4 (+6)

Feats: All-Out Attack, Attack Focus (lightsaber), Attack Specialization (lightsaber), Exotic Weapon Training (lightsaber), Forceful Block, Lightsaber Form (perseverance), Powers 4, Startle
Traits: Consumed (dark side affinity rank 4)
Powers (dark side affinity, save DC 17): Body Control 8 (+12), Combat Sense 8 (+12), Enhance Ability 8 (+12), Move Object 8 (+12)
Initiative: +2 (+2 Dex)
Attack: +7 (+5 Base, +2 Dex) or +8 (+5 Base, +2 Dex, +1 Attack Focus) with lightsaber, Damage +9 (lightsaber)
Defense: Dodge +7, Parry +7, Flat-footed +5
Saving Throws: Toughness +1 (+1 Con), Fort +3 (+2 Base, +1 Con), Ref +4 (+2 Base, +2 Dex), Will +5 (+5 Base)

Gambler (Exp2)

This gambler is a typical scoundrel; he can be found in cantinas and pubs throughout the galaxy, schmoozing, playing, and perhaps even cheating his way to fortune.
Primary Role: Expert
Abilities: Str +0, Dex +2, Con +0, Int +1, Wis+1, Cha +2
Skills: Bluff 5 (+7), Diplomacy 5 (+7), Disguise 4 (+6), Gather Information 5 (+7), Knowledge (streetwise) 5 (+6), Language (two of choice), Notice 5 (+7), Search 4 (+5), Sense Motive 5 (+6), Sleight of Hand 5 (+7)
Feats: Defensive Roll, Fascinate (Bluff), Jack-of-All-Trades, Taunt, Well-Informed
Initiative: +2 (+2 Dex)
Attack: +3 (+1 Base, +2 Dexterity), Damage +0 (unarmed) or +5 (blaster pistol)
Defense: Dodge +3, Parry +1, Flat-footed +1
Saving Throws: Toughness +1 (+1 Defensive Roll), Fort +0, Ref +5 (+3 Base, +2 Dex), Will +1 (+1 Wis)

Jedi, Diplomat (Adp6/Exp2)

This Jedi is often dispatched to counsel leaders or mediate disputes.

Primary Role: Adept
Abilities: Str +0, Dex +1, Con +0, Int +2, Wis +2, Cha +2
Skills: Bluff 7 (+9), Concentration 9 (+11), Craft (lightsaber) 6 (+8), Diplomacy 8 (+13), Disguise 3 (+5), Drive 3 (+4), Gather Information 6 (+8), Knowledge (supernatural) 6 (+8), Knowledge (theology and philosophy) 5 (+7), Language (five of choice), Pilot 3 (+4), Sense Motive 10 (+12)
Feats: Connected, Exotic Weapon Training (lightsaber), Fascinate (Diplomacy), Imbue Item, Inspire (awe), Mind Over Body, Power 4, Skill Focus (Diplomacy)
Powers (Wisdom, save DC 15): Combat Sense 9 (+11), Heart Reading 9 (+11), Sense Minds 9 (+11), Suggestion 9 (+11)
Initiative: +1 (+1 Dex)
Attack: +5 (+4 Base, +1 Dex), Damage +6 (lightsaber)
Defense: Dodge +5, Parry +4, Flat-footed +4
Saving Throws: Toughness +0, Fort +4 (+2 Base, +2 Wis), Ref +3 (+2 Base, +1 Dex), Will +8 (+6 Base, +2 Wis)

Jedi, Guardian (Adp6/War2)

This Jedi can be found protecting endangered locations or people. Although not particularly strong in the Force, she is a capable fighter.

Primary Role: Adept
Abilities: Str +1, Dex +2, Con +2, Int +1, Wis +1, Cha +0
Skills: Concentration 6 (+7), Craft (lightsaber) 5 (+6), Diplomacy 6 (+6), Jump 5 (+6), Knowledge (tactics) 5 (+6), Knowledge (supernatural) 3 (+4), Knowledge (tactics) 3 (+4), Knowledge (theology and philosophy) 4 (+5), Notice 9 (+10), Pilot 4 (+6), Sense Motive 5 (+6)
Feats: Attack Focus (lightsaber), Attack Specialization (lightsaber), Exotic Weapon Training (lightsaber), Imbue Item, Lightsaber Form (determination), Power 4, Reflect Blasters, Warden
Powers (Wisdom, save DC 14): Combat Sense 9 (+10), Enhance Ability 9 (+10), Move Object 9 (+10), Sense Minds 9 (+10)
Initiative: +2 (+2 Dex)
Attack: Attack +8 (+5 Base, +2 Dex, +1 Attack Focus), Damage +8 (lightsaber)
Defense: Dodge +7, Parry +6, Flat-footed +5
Saving Throws: Toughness +2 (+2 Con), Fort +5 (+3 Base, +2 Con), Ref +4 (+2 Base, +2 Dex), Will +6 (+5 Base, +1 Wis)

Jedi, Investigator (Adp6/Exp2)

This Jedi is often dispatched to either locate a missing individual or object or investigate a situation. Her analytical skills are a great boon.
Primary Role: Adept
Abilities: Str +0, Dex +1, Con +0, Int +3, Wis +3, Cha +0
Skills: Concentration 8 (+11), Craft (lightsaber) 6 (+9), Diplomacy 8 (+8), Gather Information 10 (+12), Jump 2 (+2), Knowledge (civics) 4 (+7), Knowledge (supernatural) 4 (+7), Knowledge (theology and philosophy) 5 (+8), Language (three of choice), Notice 7 (+10), Pilot 2 (+3), Search 10 (+15), Sense Motive 10 (+13), Stealth 6 (+7)
Feats: Connected, Eidetic Memory, Exotic Weapon Training (lightsaber), Imbue Item, Mind Over Body, Power 5, Talented (Gather Information, Search)
Powers (Wisdom, save DC 16): Combat Sense 9 (+12), Enhance Senses 9 (+12), Move Object 9 (+12), Sense Minds 9 (+12), Visions 9 (+12)
Initiative: +1 (+1 Dex)
Attack: +5 (+4 Base, +1 Dex), Damage +6 (lightsaber)
Defense: Dodge +5, Parry +4, Flat-footed +4
Saving Throws: Toughness +0, Fort +5 (+2 Base, +3 Wis), Reflex +3 (+2 Base, +1 Dex), Will +9 (+6 Base, +3 Wis)

Jedi, Padawan (Adp2)

This is a typical Jedi learner, likely near the very beginning of his apprenticeship. He is almost always in the company of another, more powerful Jedi Master.
Primary Role: Adept
Abilities: Str +1, Dex +1, Con +0, Int +1, Wis +0, Cha +1
Skills: Concentration 4 (+4), Craft (lightsaber) 2 (+3), Diplomacy 4 (+5), Knowledge (supernatural) 3 (+4), Knowledge (theology and philosophy) 4 (+5), Notice 4 (+4), Sense Motive 4 (+4)
Feats: Dodge Focus, Exotic Weapon Training (lightsaber), Power 3
Powers (Wisdom, save DC 11): Combat Sense 5 (+5), Enhance Senses 5 (+5), Sense Minds 5 (+5)
Initiative: +1 (+1 Dex)

Attack: +2 (+1 Base, +1 Dex), Damage +7 (lightsaber)
Defense: Dodge +2, Parry +2, Flat-footed +1
Saving Throws: Toughness +0, Fort +0, Ref +1 (+1 Dex), Will +3 (+3 Base)

Medical Droid, "2-1B Series" [Medical Droid Construct 3ʳᵈ]

The 2-1B series medical droid is one of the most sophisticated of its kind on the market. With its enhanced programming matrices, it can successfully operate on even the most complex alien biology.
Abilities: Str +0, Dex +2, Con –, Int +3, Wis +1, Cha -1
Skills: Concentration 6 (+9), Knowledge (life sciences) 6 (+9), Knowledge (physical sciences) 4 (+7), Knowledge (technology) 4 (+7), Medicine 6 (+12), Notice 6 (+7), Search 6 (+9)
Feats: Eidetic Memory, Integrated Tools (medical toolkit, medpac), Night Vision, Skill Focus (Medicine), Talented (Concentration, Medicine)
Traits: Construct traits, movement (walking, base 20 ft.)
Initiative: +2 (+2 Dex)
Attack: +4 (+2 Base, +2 Dex), Damage +0 (unarmed)
Defense: Dodge +4, Parry +2, Flat-footed +2
Saving Throws: Toughness +1 (+1 Construct Trait), Fort +1 (+1 Base), Ref +3 (+1 Base, +2 Dex), Will +2 (+1 Base, +1 Wis)

Officer, Military (Exp5/War3)

The military officer is more a leader than a fighter, developing and initiating combat tactics appropriate to given situations. This character can be found anywhere there is battle, from a starship bridge to an Imperial outpost on a contested moon.
Primary Role: Warrior
Abilities: Str +0, Dex +0, Con +1, Int +2, Wis +1, Cha +2
Skills: Bluff 8 (+10), Computers 6 (+8), Craft (one of choice) 5 (+7), Diplomacy 8 (+12), Intimidate 11 (+15), Knowledge (behavioral sciences) 10 (+12), Knowledge (history) 5 (+7), Knowledge (tactics) 11 (+13), Knowledge (technology) 5 (+7), Pilot 6 (+6), Search 5 (+7), Sense Motive 6 (+7)
Feats: Benefit (military rank), Fascinate (Intimidate), Firearms Training, Inspire (competence, courage), Iron Will, Set-Up, Leadership, Master Plan, Talented (Diplomacy, Intimidate), Vehicular Combat
Initiative: +0
Attack: +6 (+6 Base), Damage +5 (blaster pistol)
Defense: Dodge +6, Parry +6, Flat-footed +6
Saving Throws: Toughness +0, Fort +4 (+4 Base), Ref +2 (+2 Base), Will +4 (+3 Base, +1 Wis)

Pilot, Starfighter – Rookie (War3)

This is a typical starfighter pilot, capable, but inexperienced. He can be found piloting any of the starfighters detailed in this work.
Primary Role: Warrior
Abilities: Str -1, Dex +3, Con +1, Int +2, Wis +0, Cha +1
Skills: Computers 6 (+8), Craft (mechanics) 4 (+6), Disable Device 4 (+6), Drive 4 (+7), Knowledge (technology) 6 (+8), Notice 6 (+6), Pilot 6 (+9)
Feats: Ace, Firearms Training, Improved Initiative, Lightning Reflexes, Steady Hand, Vehicular Combat
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Attack: +6 (+3 Base, +3 Dex), Damage +5 (blaster pistol)
Defense: Dodge +6, Parry +2, Flat-footed +3
Saving Throws: Toughness +1 (+1 Con), Fort +4 (+3 Base, +1 Con), Ref +6 (+1 Base, +3 Dex, +2 Lightning Reflexes), Will +1 (+1 Base)

Pilot, Starfighter – Veteran (War10)

This experienced starfighter pilot knows the ropes and might be the best in his squadron. This elite pilot can hold his own, even when greatly outnumbered.

Primary Role: Warrior
Abilities: Str +0, Dex +4, Con +0, Int +1, Wis +1, Cha +0
Skills: Bluff 5 (+5), Computers 5 (+6), Craft (mechanics) 4 (+5), Disable Device 6 (+7), Drive 6 (+10), Knowledge (tactics) 5 (+6), Knowledge (technology) 7 (+8), Notice 7 (+8), Pilot 13 (+20)
**Feats:** Ace, Attack Focus (starship laser cannons), Attack Specialization (starship laser cannons), Dogfighter, Firearms Training, Greater Attack Focus (starship laser cannons), Improved Initiative, Lightning Reflexes, Seize Initiative, Skill Focus (Pilot), Steady Hand, Vehicular Combat, Vehicular Mobility
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Attack: +14 (10 Base, +4 Dex), Damage +5 (blaster pistol)
Defense: Dodge +14, Parry +10, Flat-footed +10
Saving Throws: Toughness +0, Fort +7 (+7 Base), Ref +7 (+3 Base, +4 Dex), Will +4 (+3 Base, +1 Wis)
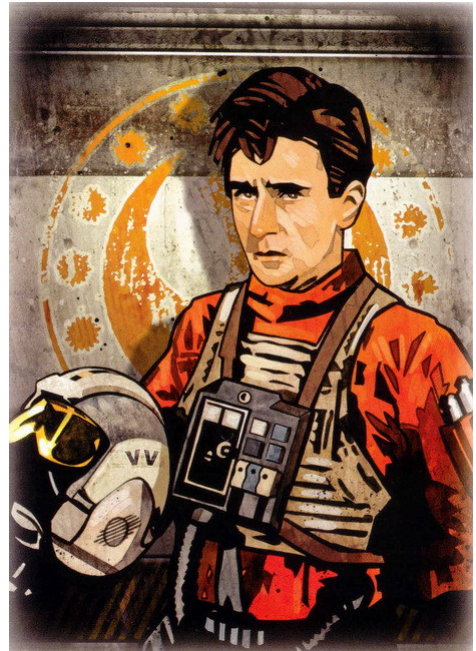
Pilot, TIE (War7)

The TIE Fighter pilot is one of the best the Empire has to offer. He has to be, as most TIEs have no shielding. Trained specifically to counter starfighters, TIE pilots tend to be very effective against such small, personal starships.

Primary Role: Warrior
Abilities: Str +0, Dex +4, Con +1, Int +1, Wis -2, Cha -2
Skills: Computers 6 (+7), Craft (electronics) 3 (+4), Craft (mechanics) 3 (+4), Disable Device 6 (+7), Knowledge (tactics) 8 (+9), Knowledge (technology) 6 (+7), Pilot 10 (+14), Notice 8 (+6)
Feats: Ace, Dogfighter, Endurance, Favored Opponent (starfighters) 2, Firearms Training, Improved Initiative, Lightning Reflexes, Vehicular Combat, Vehicular Mobility
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Attack: +11 (+7 Base, +4 Dex), Damage +5 (blaster pistol)
Defense: Dodge +11, Parry +7, Flat-footed +7
Saving Throws: Toughness +1 (+1 Con), Fort +6 (+5 Base, +1 Con), Ref +8 (+2 Base, +4 Dex, +2 Lightning Reflexes), Will +0 (+2 Base, -2 Wis)

Protocol Droid, "3PO Series" [Protocol Droid Construct 1ˢᵗ]

The 3PO series protocol droid excels in translation every bit as much as diplomacy. Fluent in over six million forms of communication, this droid can usually be found as a translator or go-between for those wealthy enough to afford it.

Abilities: Str -1, Dex -1, Con –, Int +2, Wis +2, Cha +3
Skills: Diplomacy 4 (+10), Knowledge (behavioral sciences) 4 (+6), Knowledge (civics) 4 (+6), Knowledge (history) 4 (+6), Perform (oratory) 4 (+7), Sense Motive 4 (+6)
Feats: Eidetic Memory, Night Vision, Skill Focus (Diplomacy), Translator Unit
Traits: Construct traits, movement (walking, base 20 ft.)
Initiative: -1 (-1 Dex)
Attack: -1 (-1 Dex), Damage -1 (unarmed)
Defense: Dodge -1, Parry -1, Flat-footed -1
Saving Throws: Toughness +1 (+1 Construct Trait), Fort +0, Ref -1 (-1 Dex), Will +2 (+2 Wis)

Slicer (Exp5)

The slicer is a computer expert with a gift for technology. Many pay her very well to steal or alter data, crash computer systems, and bypass alarms.

Primary Role: Expert

Abilities: Str -1, Dex +0, Con +0, Int +3, Wis +1, Cha +0

Skills: Computers 8 (+14), Craft (electronics) 8 (+11), Disable Device 8 (+14), Gather Information 7 (+7), Knowledge (current events) 6 (+9), Knowledge (physical sciences) 6 (+9), Knowledge (streetwise) 8 (+11), Knowledge (technology) 8 (+11), Languages (five of choice), Notice 8 (+9), Pilot 4 (+4), Search 8 (+8), Stealth 4 (+4)

Feats: Contacts, Dodge Focus, Evasion, Improved Evasion, Improvised Tools, Skill Focus (Computers, Disable Device), Skill Mastery (Computers, Craft, Disable Device, Notice)

Initiative: +0

Attack: +3 (+3 Base), Damage -1 (unarmed) or +1 (vibro-dagger)

Defense: Dodge +4, Parry +2, +3 Flat-footed

Saving Throws: Toughness +0, Fort +1 (+1 Base), Ref +4 (+4 Base), Will +2 (+1 Base, +1 Wis)

Smuggler (Exp4/War1)

The smuggler is often hired to carry goods from one place to another in his starship. These goods are not always legal, and it is sometimes necessary to avoid the proper authorities. As a result, smugglers lacking quick wits and cool heads tend disappear quickly.

Primary Role: Expert

Abilities: Str +0, Dex +2, Con +1, Int +1, Wis +0, Cha +2

Skills: Bluff 8 (+12), Craft (electronics) 3 (+4), Craft (mechanics) 3 (+4), Diplomacy 6 (+8), Disable Device 8 (+10), Gather Information 6 (+8), Languages (five of choice), Notice 8 (+8), Pilot 8 (+10), Sleight of Hand 6 (+10), Stealth 7 (+9)

Feats: Ace, Defensive Roll, Dodge Focus, Firearms Training, Lucky, Quick Draw, Talent (Bluff, Sleight of Hand), Vehicular Combat

Initiative: +2 (+2 Dex)

Attack: +6 (+4 Base, +2 Dex), Damage +6 (heavy blaster pistol)

Defense: Dodge +7, Parry +4, Flat-footed +4

Saving Throws: Toughness +2 (+1 Con, +1 Defensive Roll), Fort +3 (+1 Base, +2 Lucky), Ref +8 (+4 Base, +2 Dex, +2 Lucky), Will +3 (+1 Base, +2 Lucky)

Soldier – Inexperienced (War1)

This is a typical inexperienced soldier. He can be found in any military unit, from a mercenary company to a Rebel cruiser.

Primary Role: Warrior

Abilities: Str +1, Dex +2, Con +3, Int -1, Wis -1, Cha +0

Skills: Intimidate 4 (+4), Notice 4 (+3), Survival 4 (+3)

Feats: Armor Training (light), Dodge Focus, Firearms Training, Point Blank Shot

Initiative: +2 (+2 Dex)

Attack: +3 (+1 Base, +2 Dex), Damage +8 (blaster rifle)

Defense: Dodge +4, Parry +2, Flat-footed +1

Saving Throws: Toughness +5 (+3 Con, +2 blast vest), Fort +5 (+2 Base, +3 Con), Ref +2 (+2 Dex), Will -1 (-1 Wis)

Soldier – Veteran (War11)

This skilled and tenacious fighter has seen a number of battles. Some will not possess armor.

Primary Role: Warrior
Abilities: Str +1, Dex +2, Con +2, Int +0, Wis +2, Cha -1
Skills: Climb 8, Drive 6 (+8), Intimidate 8 (+7), Jump 8, Knowledge (tactics) 8 (+8), Pilot 6 (+8), Stealth 6, Survival 4 (+6)
Feats: All-Out Attack, Armor Training (light), Attack Focus (blaster rifle), Dodge Focus 2, Endurance, Firearms Training, Hair Trigger, Move-by Action, Tough 3, Point Blank Shot, Weapon Training
Initiative: +2 (+2 Dex)
Attack: +14 (+11 Base, +2 Dex, +1 Attack Focus) blaster rifle, Damage +8 (blaster rifle)
Defense: Dodge +15, Parry +12, Flat-footed +11
Saving Throws: Toughness +8 (+2 Con, +3 combat jumpsuit armor, +3 Tough), Fort +9 (+7 Base, +2 Con), Ref +5 (+3 Base, +2 Dex), Will +5 (+3 Base, +2 Wis)

Spy (Exp7)

The spy deals in stolen information. She is an expert infiltrator, liar, and all-around sneak who could be working for anyone. Anyone.
Primary Role: Expert
Abilities: Str +0, Dex +3, Con -1, Int +2, Wis +0, Cha +3
Skills: Acrobatics 4 (+7), Bluff 10 (+16), Climb 4 (+4), Diplomacy 10 (+13), Disable Device 10 (+12), Jump 4 (+4), Knowledge (technology) 4 (+6), Language (four of choice), Notice 6 (+8), Pilot 4 (+7), Search 10 (+14), Sense Motive 10 (+10), Sleight of Hand 10 (+13), Stealth 10 (+13)
Feats: Canny Dodge, Defensive Roll 2, Firearms Training, Improved Strike, Jack-of-All-Trades, Skill Focus (Bluff), Skill Mastery (Disable Device, Notice, Sleight of Hand, Stealth), Sneak Attack, Talent (Notice, Search)
Initiative: +3 (+3 Dex)
Attack: +8 (+5 Base, +3 Dex), Damage +5 (blaster pistol) or +2 (unarmed)
Defense: Dodge +10, Parry +5, Flat-footed +5
Saving Throws: Toughness +1 (-1 Con, +2 Defensive Roll), Fort +1 (+2 Base, -1 Con), Ref +5 (+2 Base, +3 Dex), Will +5 (+5 Base)

Stormtrooper (War3)

The Empire's "elite" soldiers, stormtroopers have a reputation for being efficient, intimidating, and unwaveringly loyal. Some stormtroopers receive specialized training suited to particular environments or situations. These individuals receive an additional warrior level and 4 ranks in an appropriate skill. The following stats may not represent the "media" interpretation of stormtroopers. Narrators desiring "true-to-film," rather than "true-to-hype" stormtroopers might choose to trade the Firearms Training feat for Weapon Training.
Primary Role: Warrior
Abilities: Str +1, Dex +0, Con +1, Int +0, Wis -2, Cha -1
Skills: Climb 4 (+1), Computers 2 (+2), Intimidate 6 (+8), Knowledge (tactics) 4 (+4), Notice 2 (+0), Pilot 6 (+6)
Feats: Armor Training (heavy and light), Endurance, Firearms Training, Skill Focus (Intimidate), Tireless
Traits: Cannot be bribed/blackmailed/seduced
Initiative: +0
Attack: +3 (+3 Base), Damage +8 (blaster rifle)
Defense: Dodge +3, Parry +4, Flat-footed +3
Saving Throws: Toughness +6 (+1 Con, +5 stormtrooper armor), Fort +4 (+3 Base, +1 Con), Ref +1 (+1 Base), Will -1 (+1 Base, -2 Wis)

Thug (War1)

The thug is an individual who relies on his physical strength to intimidate and overwhelm opponents, who are usually weaker than he is. He is often hired on as muscle by criminals. This archetype can also be used for bouncers, tribal warriors, and similar combatants.

Primary Role: Warrior
Abilities: Str +2, Dex +1, Con +2, Int -1, Wis +0, Cha +0
Skills: Climb 4 (+6), Intimidate 4 (+4), Jump 4 (+6)
Feats: Firearms Training, Improved Strike, Tough, Weapon Training
Initiative: +1 (+1 Dex)
Attack: +2 (+1 Base, +1 Dex), Damage +5 (blaster pistol) or +2 (unarmed) or +4 (vibro-dagger)
Defense: Dodge +2, Parry +3, Flat-footed +1
Saving Throws: Toughness +3 (+2 Con, +1 Tough), Fort +4 (+2 Base, +2 Con), Ref +1 (+1 Dex), Will +0

Tusken Raider [War3]

Also called "Sandpeople," the vicious Tusken Raiders are tribal nomads, traveling the wastes of Tatooine. They often attack strangers with no discernible motive, and small settlements or isolated households are common victims.

Primary Role: Warrior
Abilities: Str +3, Dex +1, Con +2, Int -1, Wis +0, Cha -2
Skills: Climb 4, Notice 5, Ride 4, Survival 5
Feats: All-Out Attack, Firearms Training, Great Fortitude, Tough, Two-Weapon Fighting, Weapon Training
Initiative: +1 (+1 Dex)
Attack: +4 (+3 Base, +1 Dex), Damage +6 (ganderffi) or +6 (rifle)
Defense: Dodge +4, Parry +6, Flat-footed +3
Saving Throws: Toughness +3 (+2 Con, +1 Tough), Fort +7 (+3 Base, +2 Con, +2 Great Fortitude), Ref +2 (+1 Base, +1 Dex), Will +1 (+1 Base)

Personalities

Certain games might see the player characters encountering individuals from the films. Racial modifiers are already included, where appropriate. The following statistics interpretations can be used or modified as desired. They can also serve as benchmarks for a group's own characters and campaigns. A (D) by the name indicates the character is dead by the stated timeframe.

Rise of the Empire Era (as of Attack of the Clones)

Aayla Secura [Twi'lek Adp6/Exp3]

Primary Role: Adept
Abilities: Str +0, Dex +2, Con +0, Int +2, Wis +1, Cha +2
Skills: Acrobatics 8 (+10), Bluff 8 (+10), Concentration 7 (+8), Craft (lightsaber) 6 (+8), Diplomacy 8 (+10), Disguise 7 (+9), Gather Information 8 (+10), Jump 9 (+9), Knowledge (theology and philosophy) 4 (+6), Notice 8 (+9), Pilot 7 (+9), Search 7 (+9), Sense Motive 5 (+6)
Feats: Acrobatic Bluff, All-Out Attack, Exotic Weapon Training (lightsaber), Great Fortitude, Lightsaber Form (aggression), Night Vision, Power 6, Reflect Blasters, Two-Weapon Fighting
Powers (Wisdom, save DC 14): Body Control 9 (+10), Combat

Sense* 12 (+13), Enhance Ability 9 (+10), Heart Reading 9 (+10), Sense Minds 9 (+10), Supernatural Speed 9 (+10)
Initiative: +2 (+2 Dex)
Attack: +7 (+5 Base, +2 Dex), Damage +6 (lightsaber)
Defense: Dodge +7, Parry +5, Flat-footed +5
Saving Throws: Toughness +0, Fort +5 (+3 Base, +2 Great Fortitude), Ref +5 (+3 Base, +2 Dex), Will +7 (+6 Base, +1 Wis)
A "" indicates Aayla's favored supernatural power. Her character level, rather than adept level, determines its rank.*

Anakin Skywalker (Adp5/Exp1/War2)
Primary Role: Adept
Abilities: Str +2, Dex +2, Con +0, Int +1, Wis +1, Cha +1
Skills: Acrobatics 1 (+3), Craft (electronics) 4 (+5), Craft (lightsaber) 6 (+7), Craft (mechanics) 8 (+9), Concentration 4 (+5), Disable Device 5 (+6), Drive 2 (+4), Jump 5 (+7), Knowledge (supernatural) 2 (+3), Knowledge (technology) 3 (+4), Knowledge (theology and philosophy) 2 (+3), Notice 5 (+6), Pilot 11 (+16), Survival 4 (+5)
Feats: Ace, All-Out Attack, Attack Focus (lightsaber), Exotic Weapon Training (lightsaber), Power 6, Skill Focus (Pilot), Vehicular Combat
Powers (Wisdom, save DC 14/15): Body Control 8 (+9), Combat Sense 8 (+9), Enhance Ability 8 (+9), Move Object* 11 (+12), Supernatural Speed 8 (+9), Visions 8 (+9)
Trait: Tempted (dark side affinity rank 1)
Initiative: +2 (+2 Dex)
Attack: +7 (+4 Base, +2 Dex, +1 Attack Focus), Damage +8 (lightsaber)
Defense: Dodge +6, Parry +6, Flat-footed +4
Saving Throws: Toughness +0, Fort +2 (+2 Base), Ref +3 (+1 Base, +1 Dex), Will +5 (+4 Base, +1 Wis)
A "" indicates Anakin's favored supernatural power.*

C-3PO, Human-Cyborg Relations [Protocol Droid Exp4]
Primary Role: Expert
Abilities: Str -1, Dex -1, Con +–, Int +2, Wis +3, Cha +1
Skills: Bluff 1 (+2), Computers 5 (+7), Diplomacy 7 (+8), Gather Information 7 (+8), Knowledge (art) 7 (+9), Knowledge (behavioral sciences) 7 (+9), Knowledge (civics) 7 (+9), Knowledge (current events) 4 (+6), Knowledge (history) 7 (+9), Perform (acting) 7 (+8), Perform (oratory) 7 (+8), Notice 4 (+7), Sense Motive 4 (+7), Stealth 4 (+3)
Feats: Canny Dodge (Wis), Dodge Focus 3, Eidetic Memory, Inspire (complacency), Lucky, Night Vision, Skill Focus (Diplomacy), Translator Unit
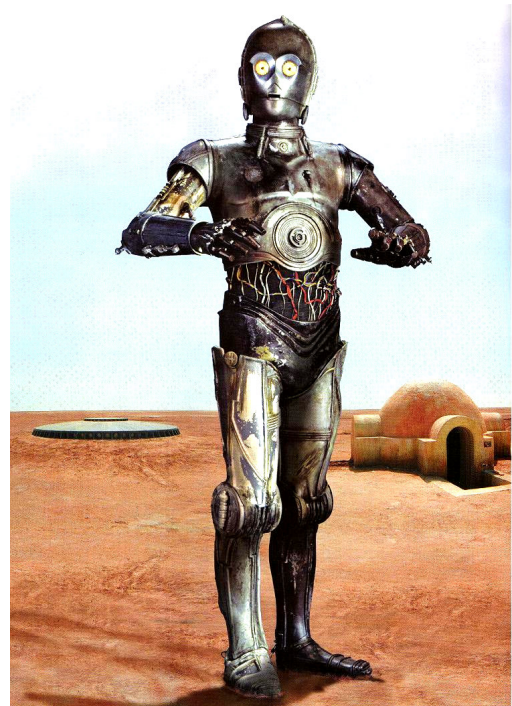**Traits:** Construct traits, movement (walking, base 20 ft.)
Initiative: -1 (-1 Dex)
Attack: +2 (+3 Base, -1 Dex), Damage -1 (unarmed)
Defense: Dodge +8, Parry +2, Flat-footed +2
Saving Throws: Toughness +1 (+1 Construct Trait), Fort +5 (+4 Base, +1 Lucky), Ref +1 (+1 Base, -1 Dex, +1 Lucky), Will +4 (+1 Base, +2 Wis, +1 Lucky)

Count Dooku, "Darth Tyranus" (Adp10/Exp1/War3)

Primary Role: Adept
Abilities: Str +0, Dex +2, Con +0, Int +3, Wis +1, Cha +2
Skills: Bluff 14 (+16), Computers 6 (+9), Concentration 15 (+16), Craft (lightsaber) 9 (+12), Diplomacy 13 (+15), Intimidate 9 (+11), Knowledge (business) 10 (+13), Knowledge (civics) 10 (+13), Knowledge (tactics) 3 (+6), Knowledge (theology and philosophy) 17 (+20), Languages (Geonosian, Sith), Notice 5 (+6), Pilot 2 (+4), Sense Motive 12 (+13)
Feats: Accurate Attack, Attack Focus (lightsaber), Canny Dodge (Int), Defensive Attack, Exotic Weapon Training (lightsaber), Greater Attack Focus (lightsaber), Imbue Item, Inspire (competence)*, Lightsaber Form (contention), Power 9
Power (dark side affinity, save DC 19): Body Control 13 (+17), Combat Sense 13 (+17), Enhance Ability 13 (+17), Force Lightning 13 (+17), Heart Reading 13 (+17), Move Object 13 (+17), Second Sight 13 (+17), Sense Minds 13 (+17), Suggestion 13 (+17)
Traits: Consumed (dark side affinity rank 4)
Initiative: +2 (+2 Dex)
Attack: +12 (+8 Base, +2 Dex, +2 Greater Attack Focus) lightsaber or +10 (+8 Base, +2 Dex), Damage +6 (lightsaber) or +10 (Force Lightning)
Defense: Dodge +13, Parry +8, Flat-footed +8
Saving Throws: Toughness +0, Fort +4 (+4 Base), Ref +6 (+4 Base, +2 Dex), Will +8 (+7 Base, +1 Wis)

A "" indicates a favored feat. Dooku's character level, rather than expert level, is used to determine the effects of this feat.*

Darth Maul (D) [Zabrak Adp9/War5]

Primary Role: Adept
Abilities: Str +2, Dex +2, Con +2, Int +2, Wis +0, Cha +0
Skills: Acrobatics 8 (+10), Computers 2 (+4), Concentration 9 (+9), Craft (electronics) 6 (+8), Craft (lightsaber) 11 (+13), Craft (mechanics) 9 (+11), Craft (Sith alchemy) 5 (+7), Intimidate 10 (+10), Jump 8 (+10), Knowledge (theology and philosophy) 6 (+8), Notice 6 (+6), Pilot 5 (+7), Sense Motive 5 (+5), Stealth 5 (+7), Survival 11 (+11)
Feats: Exotic Weapon Training (lightsaber), Forceful Block, Great Fortitude, Imbue Item, Improved Strike, Iron Will, Lightsaber Form (ferocity), Power 6, Rage 2 (+3 Strength/Fort/Will, -2 Defense, 5 rounds), Reflect Blasters, Startle, Two-Weapon Defense, Two-Weapon Fighting

Powers (dark side affinity, save DC 20): Body Control 12 (+17), Combat Sense 12 (+17), Enhance Ability* 17 (+22), Heart Shaping 12 (+17), Move Object 12 (+17), Sense Minds 12 (+17)
Trait: Consumed (dark side affinity rank 5)
Initiative: +2 (+2 Dex)
Attack: +11 (+9 Base, +2 Dex), Damage +8 (double-bladed lightsaber) or +6 (unarmed)
Defense: Dodge +11, Parry +11, Flat-footed +9
Saving Throws: Toughness +2 (+2 Con), Fort +9 (+5 Base +2 Con, +2 Great Fortitude), Ref +6 (+4 Base, +2 Dex), Will +9 (+7 Base, +2 Iron Will)

A "" indicates Darth Maul's favored supernatural power.*

General Grievous (Cybernetic Kaleesh War13)

Primary Role: Warrior
Abilities: Str +5, Dex +3, Con +0, Int +2, Wis +0, Cha -1
Skills: Acrobatics 4 (+7), Bluff 6 (+5), Climb 4 (+9), Drive 8 (+11), Intimidate 12 (+11), Jump 10 (+15), Knowledge (tactics) 13 (+15), Language (Basic), Notice 10 (+10), Pilot 6 (+9), Search 8 (+10), Sense Motive 4 (+4), Stealth 4 (+7), Survival 6 (+6)
Feats: Accurate Attack, Attack Focus (lightsaber), Attack Focus (rifle), Defensive Attack, Exotic Weapon Training (lightsaber), Favored Opponent (Jedi), Firearms Training, Night Vision, Point Blank Shot, Precise Shot, Tough 3, Two-Weapon Defense, Two-Weapon Fighting, Weapon Training
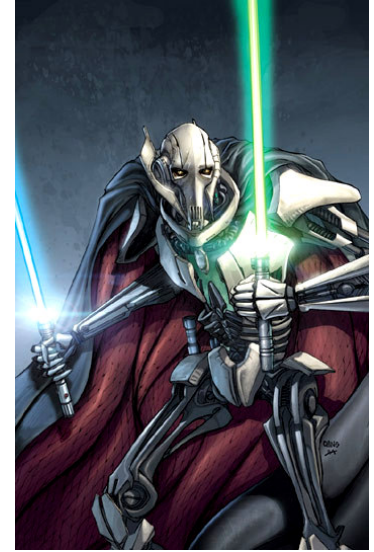**Traits:** Cybernetic
Initiative: +3 (+3 Dex)
Attack: +16 (+13 Base, +3 Dex) blaster rifle or +17 lightsaber, Damage +8 (blaster rifle) or +11 (lightsaber)
Defense: Dodge +16, Parry +18, Flat-footed +13
Saving Throws: Toughness +8 (+3 Tough, +5 cybernetic armor), Fort +8 (+8 Base), Ref +7 (+4 Base, +3 Dex), Will +4 (+4 Base)

Jango Fett [Human War10]

Primary Role: Warrior
Abilities: Str +1, Dex +2, Con +1, Int +1, Wis +2, Cha +0
Skills: Bluff 4 (+4), Computers 4 (+5), Disable Device 5 (+6), Craft (electronics) 4 (+5), Craft (mechanics) 4 (+6), Gather Information 7 (+7), Intimidate 6 (+6), Notice 6 (+8), Pilot 8 (+10), Search 6 (+7), Sense Motive 5 (+7), Stealth 5 (+2), Survival 5 (+7)
Feats: Armor Training (heavy and light), Attack Focus (blaster pistol), Far Shot, Favored Opponent (bounty target), Firearms Training, Hair Trigger, Point Blank Shot, Precise Shot, Quick Draw, Track, Two-Weapon Fighting, Vehicular Combat
Initiative: +2 (+2 Dex)
Attack: +13 (+10 Base, +2 Dex, +1 Attack Focus), Damage +5 (blaster pistols)
Defense: Dodge +12, Parry +11, Flat-footed +10
Saving Throws: Toughness +6 (+1 Con, +5 battle armor), Fort +8 (+7 Base, +1 Con), Ref +5 (+3 Base, +2 Dex), Will +5 (+3 Base, +2 Wis)

Kit Fisto [Nautolan Adp7/War4]

Abilities: Str +1, Dex +2, Con +1, Int +1, Wis +1 (+2), Cha +0
Skills: Acrobatics 4 (+6), Bluff 6 (+6), Computers 2 (+3), Craft (lightsaber) 8 (+9), Diplomacy 7 (+7), Disguise 3 (+3), Gather Information 7 (+7), Knowledge (supernatural) 4 (+5), Knowledge (theology and philosophy) 8 (+9), Notice 10 (+13), Sense Motive 8 (+11), Swim 11 (+12)
Feats: Attack Focus (lightsaber), Attack Specialization (lightsaber), Exotic Weapon Training (lightsaber), Imbue Item, Improved Sunder, Lightsaber Form (determination), Night Vision, Power 7, Reflect Blasters, Talented (Notice, Sense Motive)
Powers (Wisdom, save DC 15): Combat Sense 10 (+11), Enhance Ability 10 (+11), Enhance Senses 10 (+11), Heart Reading 10 (+11), Move Object 10 (+11), Sense Minds 10 (+11), Suggestion 10 (+11)
Initiative: +2 (+2 Dex)
Attack: +10 (+7 Base, +2 Dex, +1 Attack Focus), Damage +8 (lightsaber)
Defense: Dodge +9, Parry +8, Flat-footed +7
Saving Throws: Toughness +1 (+1 Con), Fort +5 (+4 Base, +1 Con), Ref +5 (+3 Base, +2 Dex), Will +7 (+8) (+6 Base, +1 Wis or +2 Wis in water)

Due to his Nautolan heritage, Kit Fisto's Wisdom is increased to +2 when he is submerged in water.

Mace Windu (Human Adp13/War5)
Primary Role: Adept
Abilities: Str +1, Dex +2, Con +1, Int +2, Wis +3, Cha +1
Skills: Acrobatics 10 (+12), Bluff 6 (+7), Concentration 14 (+17), Craft (lightsaber) 10 (+12), Diplomacy 15 (+16), Disguise 5 (+6), Jump 10 (+11), Intimidate 15 (+16), Knowledge (tactics) 8 (+10), Knowledge (theology and philosophy) 12 (+14), Languages (Huttese, Korun, Ryl, Shyriiwook), Notice 1 (+4), Sense Motive 16 (+19), Swim 4 (+5)
Feats: All-Out Attack, Assessment, Exotic Weapon Training (lightsaber), Forceful Block, Force Mastery (Combat Sense, Enhance Ability), Imbue Item, Iron Will, Lightsaber Form (ferocity), Power 10, Rage 2 (+3 Strength/Fort/Will saves, -2 Defense, 5 rounds), Reflect Blasters, Startle
Powers (Wisdom, save DC 20): Body Control 16 (+19), Combat Sense 16 (+19), Enhance Ability 16 (+19), Heart Reading 16 (+19), Move Object 16 (+19), Sense Minds 16 (+19), Suggestion 16 (+19), Supernatural Speed 16 (+19), Visions* 21 (+24), Ward 16 (+19)
Trait: Uncorrupted (dark side affinity rank 2)
Initiative: +2 (+2 Dex)
Attack: +13 (+11 Base +2 Dex), Damage +7 (lightsaber)
Defense: Dodge +13, Parry +12, Flat-footed +11
Saving Throws: Toughness +1 (+1 Con), Fort +7 (+6 Base, +1 Con), Ref +7 (+5 Base, +2 Dex), Will +14 (+9 Base, +3 Wis, +2 Iron Will)
A "" indicates Mace Windu's favored supernatural power.*

Obi-Wan Kenobi (Human Adp8/Exp3)
Primary Role: Adept
Abilities: Str +0, Dex +2, Con +1, Int +1, Wis +2, Cha +1
Skills: Acrobatics 8 (+10), Bluff 9 (+10), Concentration 7 (+9), Craft (lightsaber) 8 (+9), Diplomacy 7 (+8), Jump 8 (+8), Knowledge (theology and philosophy) 5 (+6), Language (Shyriiwook), Notice 4 (+6), Pilot 6 (+8), Sense Motive 6 (+8)
Feats: Acrobatic Bluff, Canny Dodge (Wis), Defensive Attack, Imbue Item, Improved Defense, Exotic Weapon Training (lightsaber), Lightsaber Form (resilience), Power 6, Reflect Blasters, Uncanny Dodge
Powers (Wisdom, save DC 16): Body Control 11 (+13), Combat Sense* 14 (+16), Enhance Ability 11 (+13), Move Object 11 (+13), Suggestion 11 (+13), Supernatural Speed 11 (+13)
Initiative: +2 (+2 Dex)
Attack: +8 (+6 Base, +2 Dex), Damage +6 (lightsaber)
Defense: Dodge +10, Parry +6, Flat-footed +6
Saving Throws: Toughness +1 (+1 Con), Fort +4 (+3 Base, +1 Con), Ref +5 (+3 Base, +2 Dex), Will +9 (+7 Base, +2 Wis)
A "" indicates Obi-Wan's favored supernatural power.*

Padme Amidala (Human Exp6)
Primary Role: Expert
Abilities: Str -1, Dex +1, Con +0, Int +1, Wis +2, Cha +3
Skills: Bluff 4 (+7), Computers 3 (+4), Diplomacy 7 (+10), Disguise 9 (+12), Intimidate 3 (+6), Knowledge (civics) 9 (+10), Knowledge (history) 6 (+7), Pilot 4 (+5)
Feats: Attractive, Benefit (political/royal office), Canny Dodge (Wis), Connected, Firearms Training, Inspire (awe), Leadership, Point Blank Shot, Lucky, Wealthy
Initiative: +1 (+1 Dex)
Attack: +5 (+4 Base, +1 Dex), Damage +5 (blaster pistol)
Defense: Dodge +7, Parry +3, Flat-footed +4

Saving Throws: Toughness +0, Fort +5 (+2 Base, +3 Lucky), Ref +6 (+2 Base, +1 Dex, +3 Lucky), Will +10 (+5 Base, +2 Wis, +3 Lucky)

R2-D2 [Astromech Droid Exp4]
Primary Role: Expert
Size: Small
Abilities: Str -1, Dex +0, Con –, Int +4, Wis +0, Cha +3
Skills: Bluff 4 (+7), Computers 7 (+13), Craft (electronics) 7 (+14), Craft (mechanics) 7 (+11), Diplomacy 4 (+7), Disable Device 7 (+13), Drive 6 (+6), Gather Information 4 (+7), Knowledge (physical sciences) 7 (+11), Knowledge (technology) 7 (+11), Notice 7 (+7), Pilot 7 (+7), Search 7 (+11), Sense Motive 7 (+7), Stealth 4 (+8)
Feats: Computer Interface, Canny Dodge (Int), Dodge Focus, Eidetic Memory, Flight Unit, Integrated Tools 2 (electronics toolkit, holoprojector mechanics toolkit), Lucky, Magnetic Anchoring, Skill Focus (Craft [electronics]), Talented (Computers, Disable Device)
Initiative: +0
Attack: +4 (+3 Base, +1 Size), Damage +2 (arc welder from toolkit)
Defense: Dodge +8, Parry +3, Flat-footed +4
Saving Throws: Toughness +0 (+1 Construct Trait, -1 Size), Fort +4 (+1 Base, +3 Lucky), Ref +4 (+1 Base, +3 Lucky), Will +7 (+4 Base, +3 Lucky)

Yoda (Unknown Alien Adp14/Exp4)
Primary Role: Adept
Size: Small
Abilities: Str -1, Dex +2, Con +0, Int +2, Wis +5, Cha +2
Skills: Acrobatics 13 (+15), Bluff 7 (+9), Concentration 16 (+21), Craft (lightsaber) 10 (+12), Diplomacy 18 (+20), Intimidate 8 (+10), Jump 8 (+7), Knowledge (civics) 7 (+9), Knowledge (tactics) 5 (+7), Knowledge (theology and philosophy) 18 (+20), Languages (Calamarian, Cerean, Shyriiwook), Notice 8 (+13), Sense Motive 18 (+23), Survival 7 (+12)
Feats: Acrobatic Bluff, Attack Focus (lightsaber), Canny Dodge (Wis), Defensive Attack, Empower, Exotic Weapon Training (lightsaber), Imbue Item, Inspire (competence), Lightsaber Form (aggression), Mind Over Body, Power 11, Reflect Blasters
Powers (Wisdom, save DC 22/24): Body Control 17 (+22), Combat Sense 17 (+22), Enhance Ability 17 (+22), Heart Reading 17 (+22), Move Object 17 (+22), Second Sight 17 (+22), Sense Minds* 21 (+26), Suggestion 17 (+22), Supernatural Speed 17 (+22), Visions 17 (+22), Ward 17 (+22)
Initiative: +2 (+2 Dex)
Attack: +14 (+10 Base, +1 Size, +2 Dex, +1 Attack Focus), Damage +5 (lightsaber)
Defense: Dodge +18, Parry +9, Flat-footed +11
Saving Throws: Toughness -1 (-1 Size), Fort +10 (+5 Base, +5 Wis), Ref +7 (+5 Base, +2 Dex), Will +16 (+11 Base, +5 Wis)
A "" indicates Yoda's favored supernatural power.*

Boba Fett (Human War11)
Primary Role: Warrior
Abilities: Str +1, Dex +3, Con +1, Int +1, Wis +2, Cha -1
Skills: Computers 4 (+5), Craft (demolitions) 4 (+5), Disable Device 9 (+10), Gather Information 10 (+9), Intimidate 10 (+9), Knowledge (civics) 4 (+5), Knowledge (streetwise) 9 (+10), Notice 4 (+6), Pilot 8 (+11), Stealth 6 (+5), Survival 6 (+8)
Feats: Armor Training (heavy and light), Diehard, Exotic Weapon Training (flamethrower), Exotic Weapon Training (whip), Favored Opponent (bounty target) 2, Firearms Training, Point Blank Shot, Precise Shot, Renown (page 26), Smite Opponent, Tough, Track, Vehicular Combat
Initiative: +3 (+3 Dex)
Attack: +14 (+11 Base, +3 Dex), Damage +5 (blaster pistol) or +8 (blaster rifle) or +4 (disruptor pistol) or +4 (flamethrower gauntlet) or +5 (laser gauntlet) or +0 (whip cord)
Defense: Dodge +14, Parry +12, Flat-footed +11
Saving Throws: Toughness +7 (+1 Con, +1 Tough, +5 battle armor), Fort +8 (+7 Base, +1 Con), Ref +6 (+3 Base, +3 Dex), Will +5 (+3 Base, +2 Wis)

C-3PO, Human-Cyborg Relations [Protocol Droid Exp4]
Primary Role: Expert
Abilities: Str -1, Dex -1, Con –, Int +2, Wis +3, Cha +1
Skills: Bluff 1 (+2), Computers 5 (+7), Diplomacy 7 (+8), Gather Information 7 (+8), Knowledge (art) 7 (+9), Knowledge (behavioral sciences) 7 (+9), Knowledge (civics) 7 (+9), Knowledge (current events) 4 (+6), Knowledge (history) 7 (+9), Knowledge (technology) 5 (+7), Perform (acting) 7 (+8), Perform (oratory) 7 (+8), Notice 4 (+7), Search 2 (+4), Sense Motive 1 (+4)
Feats: Canny Dodge, Computer Interface, Dodge Focus 2, Eidetic Memory, Inspire (fury), Lucky, Night Vision, Skill Focus (Diplomacy), Translator Unit
Traits: Construct traits, movement (walking, base 20 ft.)
Initiative: -1 (-1 Dex)
Attack: +2 (+3 Base, -1 Dex), Damage -1 (unarmed)
Defense: Dodge +6, Parry +2, Flat-footed +2
Saving Throws: Toughness +1 (+1 Construct Trait), Fort +5 (+4 Base, +1 Lucky), Ref +1 (+1 Base, -1 Dex, +1 Lucky), Will +4 (+1 Base, +2 Wis, +1 Lucky)

Chewbacca (Wookie Exp1/War8)
Primary Role: Warrior
Abilities: Str +4, Dex +0, Con +2, Int +1, Wis +0, Cha +0
Skills: Climb 9 (+16), Computers 4 (+5), Craft (electronics) 11 (+12), Craft (mechanics) 12 (+13), Disable Device 8 (+9), Intimidate 7 (+7), Knowledge (streetwise) 6 (+7), Notice 5 (+5), Pilot 10 (+10), Search 2 (+3), Survival 6 (+6)
Feats: Ace, Attack Focus (bowcaster), Attack Specialization (bowcaster), Dedicated (Han Solo), Exotic Weapon Training (bowcaster), Firearms Training, Point Blank Shot, Skill Focus (Climb), Skill Training 2, Tough 3, Vehicular Combat

Initiative: +0
Attack: +9 (+8 Base, +1 Attack Focus), Damage +10 (bowcaster)
Defense: Dodge +8, Parry +12, Flat-footed +8
Saving Throws: Toughness +5 (+2 Con, +3 Tough), Fort +8 (+6 Base, +2 Con), Ref +2 (+2 Base), Will +2 (+2 Base)

Darth Vader (Cybernetic Human Adp12/Exp2/War4)

Primary Role: Adept
Abilities: Str +2 (+4), Dex +2, Con +0 (+2), Int +2, Wis +2, Cha +1
Skills: Acrobatics 7 (+9), Craft (electronics) 8 (+10), Craft (lightsaber) 7 (+9), Craft (mechanics) 9 (+11), Concentration 18 (+20), Disable Device 5 (+7), Drive 3 (+5), Intimidate 21 (+22), Jump 8 (+12), Knowledge (technology) 6 (+8), Language (Sith), Notice 9 (+11), Pilot 17 (+22), Stealth 3 (+5), Survival 4 (+6)
Feats: Ace, All-Out Attack, Attack Focus (lightsaber), Chokehold, Empower, Exotic Weapon Training (lightsaber), Forceful Block, Lightsaber Form (perseverance), Power 9, Quicken Power, Rage (+2 Strength/Fort/Will, -2 Defense, 5 rounds), Reflect Blasters, Skill Focus (Pilot), Vehicular Combat
Powers (dark side affinity, save DC 22/25): Body Control 15 (+21), Combat Sense 15 (+21), Enhance Ability 15 (+21), Heart Reading 15 (+21), Move Object* 21 (+27), Second Sight 15 (+21), Sense Minds 15 (+21), Supernatural Speed 15 (+21), Visions 15 (+21)
Traits: Consumed (dark side affinity rank 6)
Initiative: +2 (+2 Dex)
Attack: +14 (+11 Base, +2 Dex, +1 Attack Focus), Damage +10 (lightsaber)
Defense: Dodge +13, Parry +15, Flat-footed +11
Saving Throws: Toughness +7 (+2 Con, +5 cybernetic personal body armor), Fort +9 (+7 Base, +2 Con), Ref +7 (+5 Base, +2 Dex), Will +11 (+9 Base, +2 Wis)
A "" indicates Vader's favored power.*

Vader's Strength and Constitution scores are artificially boosted by his armor and cybernetic modifications.

Dash Rendar (Human Exp3/War5)

Primary Role: Warrior
Abilities: Str +1, Dex +2, Con +2, Int +1, Wis +0, Cha +1
Skills: Bluff 6 (+7), Climb 2 (+2), Craft (electronics) 4 (+5), Craft (mechanics) 4 (+5), Disable Device 6 (+7), Drive 5 (+7), Gather Information 5 (+6), Intimidate 7 (+8), Jump 2 (+2), Knowledge (civics) 4 (+5), Knowledge (streetwise) 6 (+7), Notice 6 (+6), Pilot 10 (+12), Sleight of Hand 4 (+5)
Feats: Ace, Armor Training (light), Dodge Focus, Dogfighter, Firearms Training, Hair Trigger, Improved Initiative, Point Blank Shot, Quick Draw, Taunt, Tough, Vehicular Combat
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Attack: +9 (+7 Base, +2 Dex), Damage +6 (heavy blaster pistol)
Defense: Dodge +10, Parry +8, Flat-footed +7

Saving Throws: Toughness +5 (+2 Con, +1 Tough, +2 blast vest), Fort +7 (+5 Base +2 Con), Ref +4 (+2 Base, +2 Dex), Will +2 (+2 Base)

Emperor Palpatine (Human Adp15/Exp3/War2)
Primary Role: Adept
Abilities: Str -2, Dex +0, Con -2, Int +4, Wis +2, Cha +3
Skills: Acrobatics 7 (+7), Bluff 23 (+28), Computers 3 (+7), Concentration 13 (+15), Craft (lightsaber) 8 (+12), Craft (Sith alchemy) 10 (+14), Diplomacy 20 (+25), Disguise 10 (+13), Gather Information 10 (+13), Intimidate 14 (+17), Knowledge (civics) 20 (+24), Knowledge (history) 15 (+19), Knowledge (theology and philosophy) 16 (+20), Language (Bothan, Calamarian, Rodian, Ryl, Sith), Sense Motive 14 (+16), Stealth 4 (+4)
Feats: Acrobatic Bluff, Benefit (galactic emperor), Empower, Exotic Weapon Training (lightsaber), Iron Will, Lightsaber Form (aggression, ferocity), Master Plan, Power 11, Rage, Supernatural Focus (Force Lightning), Talented (Bluff, Diplomacy), Taunt, Widen Power
Powers (dark side affinity, save DC 24/26): Body Control 18 (+24), Combat Sense 18 (+24), Enhance Ability 18 (+24), Enhance Other 18 (+24), Force Lightning 21 (+27), Heart Reading 18 (+24), Heart Shaping 18 (+24), Move Object 18 (+24), Sense Minds 18 (+24), Supernatural Speed 18 (+24), Visions* 23 (+29)
Traits: Overwhelmed (dark side affinity rank 6)
Initiative: +0
Attack: +11 (+11 Base), Damage -2 (unarmed) or +15 (Force Lightning)
Defense: Dodge +11, Parry +9, Flat-footed +11
Saving Throws: Tough -2 (-2 Con), Fort +5 (+7 Base, -2 Con), Ref +6 (+6 Base), Will +14 (+10 Base, +2 Wis, +2 Iron Will)
A "" indicates Palpatine's favored supernatural power.*

Han Solo (Human Exp4/War4)
Primary Role: Expert
Abilities: Str +1, Dex +3, Con +1, Int +1, Wis +0, Cha +1
Skills: Bluff 10 (+11), Craft (electronics) 6 (+7), Craft (mechanics) 8 (+9), Gather Information 7 (+8), Intimidate 4 (+5), Knowledge (streetwise) 9 (+10), Language (Shyriiwook), Notice 7 (+7), Pilot 11 (+14), Ride 2 (+5), Search 3 (+4), Sense Motive 8 (+8), Sleight of Hand 4 (+7), Stealth 4 (+7), Survival 3 (+3)
Feats: Ace, Dogfighter, Evasion, Firearms Training, Lucky, Move-by Attack, Point Blank Shot, Quick Draw, Skill Mastery (Bluff, Notice, Pilot, Sleight of Hand), Sneak Attack, Taunt, Vehicular Combat
Initiative: +3 (+3 Dex)
Attack: +10 (+7 Base, +3 Dex), Damage +6 (heavy blaster pistol)
Defense: Dodge +10, Parry +8, Flat-footed +7
Saving Throws: Toughness +1 (+1 Con), Fort +5 (+3 Base, +1 Con, +1 Lucky), Ref +9 (+5 Base, +3 Dex, +1 Lucky), Will +3 (+2 Base, +1 Lucky)

IG-88, Rogue Droid Bounty Hunter [Assassin Droid War11]

Primary Role: Warrior
Abilities: Str +5, Dex +3, Con –, Int +2, Wis +0, Cha -2
Skills: Bluff 5 (+3), Computers 7 (+9), Disable Device 9 (+11), Gather Information 5 (+3), Intimidate 10 (+8), Jump 6 (+11), Knowledge (technology) 6 (+8), Knowledge (streetwise) 7 (+9), Notice 8 (+8), Pilot 6 (+9), Search 8 (+10), Sense Motive 7 (+7), Stealth 8 (+11)
Feats: Attack Focus (blaster rifle), Computer Interface, Eidetic Memory, Firearms Training, Greater Attack Focus (blaster rifle), Renown (page 26), Sneak Attack, Tough 9
Initiative: +3 (+3 Dex)
Attack: +16 (+11 Base, +3 Dex, +2 Greater Attack Focus) blaster rifle or +14 (+11 Base, +3 Dex), Damage +8 (blaster rifle) or +5 (blaster pistol) or +6 area (flamethrower) or +8 non-lethal (stun grenade) or +0 (whip)
Defense: Dodge +14, Parry +16, Flat-footed +11
Saving Throws: Toughness +10 (+9 Tough, +1 Construct Trait), Fort +7 (+7 Base), Ref +6 (+3 Base, +3 Dex), Will +3 (+3 Base)

Jabba the Hutt [Hutt Exp13]

Primary Role: Expert
Size: Large
Abilities: Str +2, Dex -4, Con +2, Int +3, Wis +3, Cha +2
Skills: Bluff 8 (+12), Computers 4 (+7), Diplomacy 8 (+12), Disable Device 6 (+9), Gather Information 12 (+14), Intimidate 10 (+12), Knowledge (business) 15 (+18), Knowledge (civics) 14 (+17), Knowledge (current events) 9 (+12), Knowledge (history) 6 (+9), Knowledge (streetwise) 16 (+22), Knowledge (tactics) 2 (+5), Knowledge (technology) 8 (+11), Knowledge (theology and philosophy) 6 (+9), Notice 12 (+15), Pilot 12 (+8), Search 14 (+17), Sense Motive 14 (+17), Swim 4 (+5)
Feats: Benefit (underworld boss), Connected, Contacts, Inspire (awe, competence, fear), Iron Will, Leadership (Leadership Score 17), Master Plan, Renown (page 26), Second Chance (supernatural suggestion), Skill Focus (Knowledge [streetwise]), Talented (Bluff, Diplomacy), Tough 3, Wealthy, Well-Informed
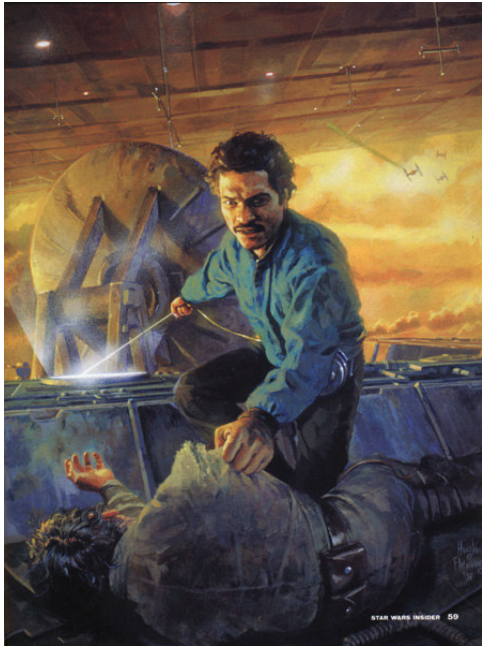**Initiative:** -4 (-4 Dex)
Attack: +4 (+9 Base, -4 Dex, -1 Size), Damage +2 (unarmed)
Defense: Dodge +4, Parry +10, Flat-footed +4
Saving Throws: Toughness +7 (+2 Con, +3 Tough, +2 Size), Fort +6 (+4 Base, +2 Con), Ref +0 (+4 Base, -4 Dex), Will +13 (+8 Base, +3 Wis, +2 Iron Will)

Lando Calrissian (Human Exp8)

Primary Role: Expert
Abilities: Str +0, Dex +1, Con +0, Int +2, Wis +1, Cha +3
Skills: Bluff 10 (+15), Computers 4 (+6), Craft (electronics) 6 (+8), Craft (mechanics) 6 (+8), Diplomacy 9 (+12), Disguise 8 (+11), Gather Information 9 (+12), Knowledge (business) 11 (+13), Knowledge (streetwise) 7 (+9), Language (Shyriiwook), Notice 5 (+6), Pilot 10 (+11), Search 5 (+7), Sense Motive 10 (+11), Sleight of Hand 8 (+9), Stealth 5 (+6)
Feats: Ace, Canny Dodge (Int), Contacts, Defensive Roll, Evasion, Firearms Training, Improved Defense, Inspire (complacency), Point Blank Shot, Talented (Bluff, Sleight of Hand), Vehicular Combat, Wealthy
Initiative: +1 (+1 Dex)
Attack: +7 (+6 Base, +1 Dex), Damage +5 (blaster pistol)
Defense: Dodge +9, Parry +6, Flat-footed +6
Saving Throws: Toughness +1 (+1 Defensive Roll), Fort +2 (+2 Base), Ref +3 (+2 Base, +1 Dex), Will +7 (+6 Base, +1 Wis)

Leia Organa (Adp1/Exp7)

Primary Role: Adept
Abilities: Str +0, Dex +1, Con +1, Int +2, Wis +1, Cha +2
Skills: Bluff 6 (+8), Computers 2 (+4), Diplomacy 10 (+14), Disable Device 6 (+8), Disguise 3 (+5), Gather Information 8 (+10), Knowledge (civics) 10 (+12), Languages (Bothan, Calamarian, Shyriiwook), Notice 4 (+5), Sense Motive 9 (+10)
Feats: Attractive, Canny Dodge (Int), Connected, Dedicated (Rebel Alliance), Defensive Attack, Firearms Training, Inspire (competence, courage), Iron Will, Move-by Attack, Point Blank Shot, Talented (Diplomacy, Gather Information)
Initiative: +1 (+1 Dex)
Attack: +6 (+5 Base, +1 Dex), Damage +5 (blaster pistol)
Defense: Dodge +8, Parry +5, Flat-footed +5
Saving Throws: Toughness +1 (+1 Con), Fort +3 (+2 Base, +1 Con), Ref +3 (+2 Base, +1 Dex), Will +8 (+5 Base, +1 Wis, +2 Iron Will)

Luke Skywalker (Adp2/Exp2/War4)

Primary Role: Adept
Abilities: Str +1, Dex +2, Con +1, Int +2, Wis +1, Cha +0
Skills: Acrobatics 4 (+6), Computers 4 (+6), Concentration 8 (+9), Craft (electronics) 5 (+7), Craft (mechanics) 6 (+8), Drive 4 (+6), Jump 6 (+8), Knowledge (technology) 6 (+8), Languages (Jawa Trade), Notice 4 (+5), Pilot 11 (+16), Ride 2 (+4), Sense Motive 4 (+5), Stealth 4 (+6), Survival 5 (+6)
Feats: Ace, All-Out Attack, Canny Dodge (Int), Empower, Exotic Weapon Training (lightsaber), Firearms Training, Move-By Action, Power 3, Skill Focus (Pilot), Vehicular Combat
Powers (Wisdom, save DC 12): Combat Sense 5 (+6), Enhance Ability* 11 (+12), Move Object 5 (+6)
Initiative: +2 (+2 Dex)
Attack: +8 (+6 Base, +2 Dex), Damage +5 (blaster pistol) or +7 (lightsaber)
Defense: Dodge +10, Parry +7, Flat-footed +6
Saving Throws: Toughness +1 (+1 Con), Fort +3 (+2 Base, +1 Con), Ref +4 (+2 Base, +2 Dex), Will +5 (+4 Base, +1 Wis)

Obi-Wan "Ben" Kenobi (D) (Human Adp13/Exp3)

Primary Role: Adept
Abilities: Str +0, Dex +2, Con +1, Int +1, Wis +3, Cha +1
Skills: Acrobatics 8 (+10), Bluff 9 (+10), Concentration 9 (+12), Craft (lightsaber) 8 (+9), Craft (mechanics) 5 (+6), Diplomacy 10 (+11), Jump 8 (+8), Knowledge (theology and philosophy) 11 (+12), Language (Jawa Trade, Shyriiwook), Medicine 2 (+5), Notice 6 (+9), Pilot 8 (+10), Sense Motive 6 (+9)
Feats: Acrobatic Bluff, Canny Dodge (Wis), Defensive Attack, Exotic Weapon Training (lightsaber), Imbue Item, Improved Defense, Lightsaber Form (resilience), Power 11, Reflect Blasters, Uncanny Dodge
Powers (Wisdom, save DC 20): Body Control 16 (+19), Combat Sense* 19 (+22), Cure 16 (+19), Enhance Ability 16 (+19), Heart Reading 16 (+19), Move Object 16 (+19), Second Sight 16 (+19), Sense Minds 16 (+19), Suggestion 16 (+19), Supernatural Speed 16 (+19), Visions 16 (+19)
Initiative: +2 (+2 Dex)
Attack: +10 (+8 Base, +2 Dex), Damage +6 (lightsaber)
Defensive: Dodge +13, Parry +8, Flat-footed +8
Saving Throws: Toughness +1 (+1 Con), Fort +6 (+5 Base, +1 Con), Ref +7 (+5 Base, +2 Dex), Will +11 (+9 Base, +2 Wis)
A "" indicates Obi-Wan's favored supernatural power.*

Prince Xizor (Falleen Exp8/War3)

Primary Role: Expert
Abilities: Str +1, Dex +2, Con +0 Int +2, Wis +0, Cha +2
Skills: Bluff 12 (+14), Craft (mechanics) 4 (+6), Diplomacy 13 (+15), Gather Information 14 (+16), Knowledge (business) 14 (+16), Knowledge (civics) 11 (+13), Knowledge (streetwise) 14 (+16), Notice 7 (+7), Pilot 6 (+8), Sense Motive 9 (+9), Stealth 4 (+6)
Feats: Attack Focus (unarmed), Benefits (underworld "prince"), Canny Dodge (Wis), Connected, Contacts, Defensive Attack, Endurance, Fascinate (Bluff), Firearms Training, Improved Strike, Inspire (awe, competence), Iron Will, Leadership (Leadership Score 15), Master Plan, Skill Focus (Stealth), Suggestion, Wealthy
Initiative: +2 (+2 Dex)
Attack: +11 (+9 Base, +2 Dex) blaster or +12 (+9 Base, +2 Dex, +1 Attack Focus) unarmed, Damage +5 (blaster) or +5 (unarmed)
Defense: Dodge +13, Parry +10, Flat-footed +9
Saving Throws: Toughness +0, Fort +3 (+3 Base), Reflex +5 (+3 Base, +2 Dex), Will +9 (+7 Base, +2 Iron Will)

R2-D2 [Astromech Droid Exp8]

Primary Role: Expert
Size: Small
Abilities: Str -1, Dex +0, Con –, Int +4, Wis +1, Cha +3
Skills: Bluff 8 (+11), Computers 11 (+17), Craft (electronics) 11 (+18), Craft (mechanics) 11 (+15), Diplomacy 6 (+9), Disable Device 11 (+17), Drive 6 (+6), Gather Information 7 (+10), Knowledge (physical sciences) 11 (+15), Knowledge (tactics) 3 (+7), Knowledge (technology) 11 (+15), Notice 10 (+11), Pilot 7 (+7), Search 11 (+15), Sense Motive 10 (+11), Stealth 6 (+6)

Feats: Canny Dodge (Int), Challenge (fast task: Craft [electronics], repairing), Challenge (fast task: Craft [mechanics], repairing), Computer Interface, Dedicated (Luke Skywalker), Dodge Focus 2, Eidetic Memory, Integrated Tools 2 (electronics toolkit, holoprojector, mechanics toolkit), Lucky, Magnetic Anchoring, Skill Focus (Craft [electronics]), Talented (Computers, Disable Device), Taunt
Initiative: +0
Attack: +7 (+6 Base, +1 Size), Damage +2 (arc welder from toolkit)
Defense: Dodge +13, Parry +6, Flat-footed +7
Saving Throws: Toughness +0 (+1 Construct Trait, -1 Size), Fort +5 (+2 Base, +3 Lucky), Ref +5 (+2 Base, +3 Lucky), Will +10 (+6 Base, +1 Wis, +3 Lucky)